



JULIO'S BIZARRE ADVENTURE - B

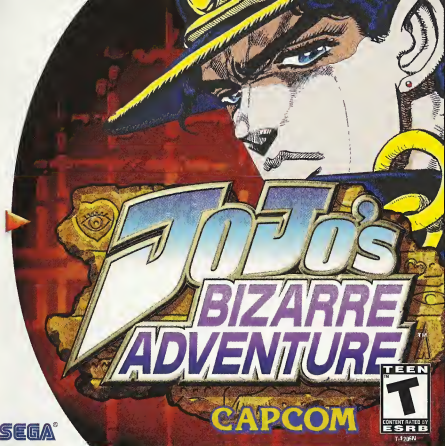
20 PTS.

JULIO'S BIZARRE ADVENTURE - B

20 PTS.

TAKE IT TO THE EDGE CAPCOM EDGE

JOIN THE RANKS OF THE WORLD'S GAMING ELITE AND EARN CAPCOM EDGE POINTS EVERY TIME YOU BUY THE CAPCOM GAMES YOU LOVE. COLLECT MORE POINTS AND GET ALL KINDS OF COOL STUFF LIKE T-SHIRTS, WATCHES, SUNGLASSES PORTABLE STEREOS AND OTHER CAPCOM EDGE GEAR DON'T FIGHT IT! JOIN TODAY! MEMBERSHIP DETAILS INSIDE. CHECK OUT: WWW.CAPCOM.COM



JULIO'S BIZARRE ADVENTURE

CAPCOM



CAPCOM
www.capcom.com

CAPCOM ENTERTAINMENT, INC. 475 S. De Anza Blvd., Sunnyvale, CA 94085
© CAPCOM CO., LTD. 2002 © CAPCOM U.S.A., INC. 2002 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. JULIO'S BIZARRE ADVENTURE and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. © HEROES & AWAK & LUCKY LAMB COMMUNICATIONS/SHURETSYA © CAPCOM CO., LTD. 2002 ALL RIGHTS RESERVED
Sega is registered at the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast logo, and Dreamcast are trademarks of SEGA. Sega of America, P.O. Box 2008, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARN: This Game is only for 17500 television or real Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other versions of Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,880,319; 5,525,775; 5,627,805; 5,656,773; 4,942,655; 4,854,584; 4,462,070; No. 20,820. Japanese Patent No. 2876336. (Price for playing in U.S. and other countries). Canada Patent No. 1,163,076. The orange icon is a trademark of the Interactive Digital Software Association.

SEGA

SEGA

WARNINGS Read Before Using Your Sega Dreamcast Video Game System**CAUTION**

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

- To prevent personal injury, property damage or malfunction:
- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

CAPCOM**A Special Message from CAPCOM ENTERTAINMENT**

Thank you for selecting JOJO'S BIZARRE ADVENTURE for your Sega Dreamcast! We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway, Sunnyvale, CA 94086

© CAPCOM CO., LTD. 2000. ALL RIGHTS RESERVED.

© CAPCOM U.S.A., INC. 2000. ALL RIGHTS RESERVED.

CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. JOJO'S BIZARRE ADVENTURE and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. Sega Dreamcast and the Sega Dreamcast logos are either registered trademarks or trademarks of Sega Enterprises, Ltd. The ratings icon is a trademark of the Interactive Digital Software Association.

CAPCOM EDGE HINT LINE

Hints are available:

1-900-976-EDGE (1-900-976-3343)

\$9.99 per minute for 24 hr. pre-recorded information.

\$1.35 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

CAPCOM ON-LINE

<http://www.capcom.com>

Visit our website to see all the great new CAPCOM products or to check out featured games on-line! You can also e-mail us at megamail@capcom.com for technical help or to find out what's new at CAPCOM!

CONTENTS

Dio's Revenge	2
Sega Dreamcast™	4
Starting a Game	5
Memory Card	5
Controls (default)	6
Combat Screen	8
Combat Rules	9
Game Modes	10
Option Mode	11
Fighting Moves & Special Attacks	12
Stand System	14
Super Combos	15
Characters	16
Jotaro	17
Kakyoin	17
Avdol	18
Polnareff	18
Joseph	19
GGS	19
PetShop	20
Maharaja	20
Hot Horse	21
Black Polnareff	21
D'Bo	22
Mudler	22
Alessy	23
Chica	23
Dio	24
Iced	24
Notes	25
Capcom Edge	28

DIO'S REVENGE

At the end of the 19th century, on a country estate in England, the nobleman Sir Joestar lived with his unlikely ward, a boy named Dio. Sir Joestar had been Dio's guardian ever since Dio's father had saved Joestar's life – and sacrificed his own – under mysterious circumstances.

Dio should have been grateful, but he had not inherited his father's selfless character. Instead, he plotted to take possession of Sir Joestar's fortune.

Disguising himself with a strangely powerful mask, Dio became an immortal monster. He waged war on Sir Joestar, but was repeatedly driven off by the nobleman's true son, Jonathan.

After a series of long, vicious battles, Dio was defeated and imprisoned deep under the ocean.

One hundred years have passed ...

A bizarre iron coffin is discovered near the Canary Islands in the Atlantic Ocean ...

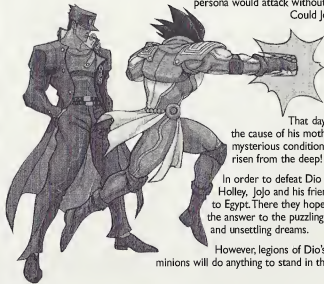


In Japan, Jotaro Kujo, known to his friends as Jojo, awakens one morning feeling very weird. Something strange happened to him during the night. During his restless dreams, Jojo felt as if another being were taking over his psyche!

Recently, Jojo's mother, Holley, had fallen seriously ill. It was learned that she had been overcome by "the Stand."

This overpowering, mysterious, psychic inner persona would attack without warning.

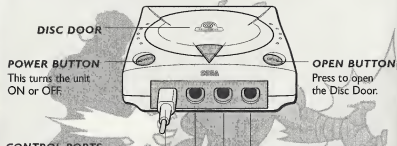
Could Jojo also be affected by the Stand?



That day, Jojo learns the cause of his mother's mysterious condition – Dio has risen from the deep!

In order to defeat Dio and save Holley, Jojo and his friends head to Egypt. There they hope to discover the answer to the puzzling illness and unsettling dreams.

However, legions of Dio's savage minions will do anything to stand in their way ...

**CONTROL PORTS**

Use these ports to connect the Sega Dreamcast™ controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. Use each port to connect controllers for players 1 to 4 respectively.

Note: Purchase additional controllers (sold separately) to play with two or more people.

Jojo's Bizarre Adventure is a 1-to-2 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast.

STARTING A GAME

1. At the Title screen, choose **Jojo's Venture** or **Jojo's Bizarre Adventure** (highlighting with the D-Button and confirming with the A Button).
2. Highlight **GAME START** on the Main Menu and press the A Button.
3. Select a game mode and press the A Button.
4. Select a character and press the A Button.
5. Choose a control type:

Normal Use button combinations for Special Moves and Super Combos.

Easy Perform Special Moves and Super Combos with easy controls.

MEMORY CARD

Save Save game data, including your Option settings, score and ranking. Saving game data requires an optional VMU (Visual Memory Unit).

Load Load game data from a VMU.

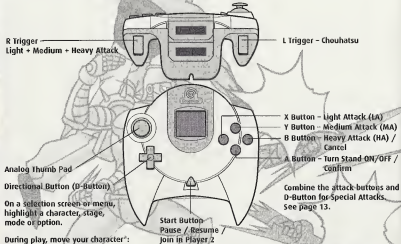
Auto Load If a VMU containing game data is inserted in Extension Socket 1, the game data is loaded automatically when you turn ON the Sega Dreamcast.

Note: While saving a game file, never turn OFF the Sega Dreamcast power, remove the VMU, or disconnect the controller.



CONTROLS (default)

SEGA DREAMCAST CONTROLLER



On a selection screen or menu, highlight a character, stage, mode or option.

During play, move your character:

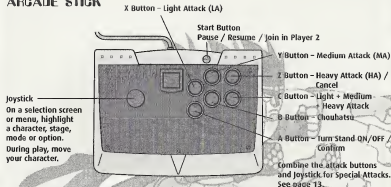
- ↑ Vertical jump
- ↗ Diagonal forward jump
- Move forward
- ↘ Crouch
- ↓ Crouch
- ↙ Crouching block
- ← Move backward / standing block
- ↖ Diagonal backward jump

When your character is facing right, if your character is facing left, reverse the left/right controls.

Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

Combine the attack buttons and D-Button for Special Attacks. See page 13.

ARCADE STICK



On a selection screen or menu, highlight a character, stage, mode or option. During play, move your character.

JUMP PACK

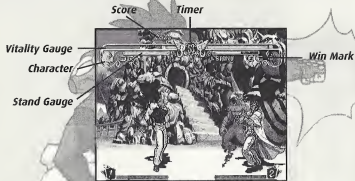
Jojo's Bizarre Adventure supports the Jump Pack vibration peripheral. When inserted into the Expansion Socket of a Sega Dreamcast controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience.



Notes:

- Jojo's Bizarre Adventure is a 1-to-2 player game. Connect controllers or other peripheral equipment before turning ON the Sega Dreamcast.
- To return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title screen.
- For both the controller and Arcade Stick, you can change the default button assignments using the Button Config option in Option mode. See page 11.

COMBAT SCREEN



Score	Your current score.
Timer	Match time countdown.
Vitality Gauge	Your character's remaining vitality.
Character	Your character's portrait.
Stand Gauge	Your character's remaining Stand vitality. (Not all characters have a Stand Gauge.)
Win Mark	How many rounds a character has won.
Super Combo Gauge	Color bar builds up as your character attacks or blocks. When it's full, your character can use special moves such as Super Combo.
Super Combo Level	This level (1, 2 or 3) allows you to perform Super Combos (see page 15).

COMBAT RULES

MATCH LENGTH

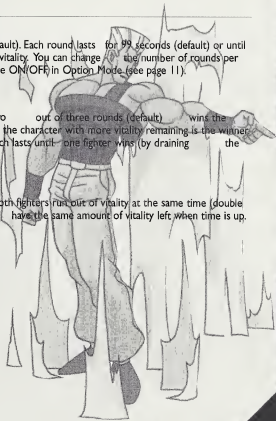
A match is three rounds (default). Each round lasts for 99 seconds (default) or until one fighter completely loses vitality. You can change the number of rounds per match and/or turn match time ON/OFF in Option Mode (see page 11).

WINNING

The first character to win two out of three rounds (default) wins the match. If time runs out, the character with more vitality remaining is the winner. With time limit OFF, the match lasts until one fighter wins (by draining the opponent's vitality).

DRAW GAME

A draw game occurs when both fighters run out of vitality at the same time (double K.O.) or when both fighters have the same amount of vitality left when time is up.



GAME MODES

ARCADE

1 or 2 Player(s). Play against computer-controlled opponents. You can continue after each match, win or lose. A second player can join in for 2 Player competition. In **Jojo's Bizarre Adventure**, choose Story Mode or Challenge Mode. Challenge Mode is a 1 Player survival challenge (compare to "Survival" below). When your game is over, Joseph evaluates your performance and offers advice.

VERSUS

2 Player competition. Choose a character before each match and adjust handicaps. To play, insert two controllers into your Sega Dreamcast before starting.

TRAINING

Practice your moves and combos against a dummy character.

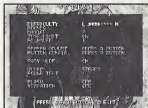
SURVIVAL

Fight against computer-controlled opponents one after the other. (Your character has limited vitality.) See how far you can get! This mode is available only in **Jojo's Venture**.

OPTION MODE

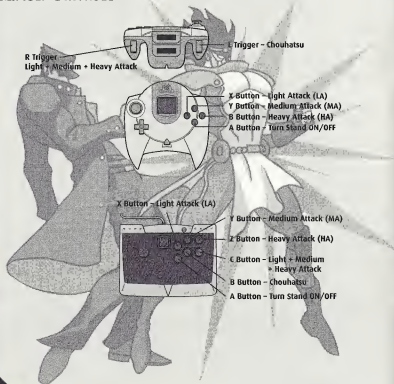
Choose an item with the D-Buttons. \uparrow/\downarrow , and adjust the setting with \leftarrow/\rightarrow .

- Difficulty** Adjust the difficulty level in Arcade Mode. The more stars you add, the harder the challenge becomes.
- Rounds** Set the number of rounds in a match.
- Damage** Adjust the level of damage inflicted by attacks.
- Time Limit** Turn the time limit ON/OFF. When ON, a match lasts for 99 counts. When OFF, a round continues until one fighter K.O.'s the other.
- SC Gauge** Set the initial level of the Super Combo Gauge.
- Screen Adjust** Press the A Button, then use the menu to adjust the game screen positioning on your TV.
- Button Config** Press the A Button, then use the menu to change the button assignments.
- Easy Mode** When ON, you can select EASY control mode (see page 5).
- Audio** Choose STEREO or MONAURAL.
- Sound Test** Sample the game music by changing the number and pressing the A Button.
- Flash** Turn the flash effect ON/OFF. **BE SURE TO READ THE EPILEPSY WARNING ON THE INSIDE FRONT COVER OF THIS MANUAL BEFORE SETTING FLASH TO ON.**
- Vibration** Set ON or OFF when using the optional Jump Pack (not available when using the Arcade Stick).



FIGHTING MOVES & SPECIAL ATTACKS

DEFAULT CONTROLS



SPECIAL ATTACKS

In the moves below, the D-Button presses/joystick moves refer to fighters facing right. Reverse the left/right presses or actions for fighters facing left.

- Block, Air Block** → or ← away from opponent
Foil opponent's attacks when standing or crouching. You can also block in the air. Match your block to the opponent's attack.
- Backlash** Press 3 attack buttons simultaneously
Move toward your opponent for a certain distance. If you perform this move near an opponent, you can get the enemy's back. This move is only available when Stand is OFF (see page 14).
- Safe Fall** Press 2 attack buttons simultaneously while falling
When knocked up in the air, you can fall safely by performing this move. Change the direction of your fall with the D-Button or joystick.
- Throw** → or ← toward opponent + Heavy Attack button near opponent
- Advancing Block** Press 3 attack buttons simultaneously while blocking
Push back your opponent.
- Guard Cancel** In Jojo's Venture:
↓↘→ + Attack button the moment you block
In Jojo's Bizarre Adventure:
→↓↘ + Attack button the moment you block
Counterattack.

STAND SYSTEM

Each character has two fighting modes: Normal (with Stand OFF) and Stand (with Stand ON). Turn Stand ON/OFF by pressing the A Button during combat.

NORMAL MODE (STAND OFF)

- You can control your character while your character's Stand is performing a special move.
- All characters can perform a Backlash move.
- You can allow your Stand Gauge to recover. (Switch to Normal Mode when your Stand Gauge gets low in Stand Mode, below.)



STAND MODE (STAND ON)

- You can perform a chain combo by pressing the Light, Medium and Heavy Attack buttons in order.
- Your attacks do more damage than in Normal Mode.
- You can use your character's special ability, such as double jump.
- Only Joseph can perform a Backlash move.
- As you block or get attacked your Stand Gauge will decrease. If the Stand Gauge runs out, your Stand will disappear and your block will be broken. Switch to Normal Mode to allow your Stand Gauge to recover.



Relationship to Date: _____
 Address: _____
 Signature: _____

SUPER COMBOS

As you attack or block, the Super Combo Gauge builds up. When the gauge is full, you can perform special moves such as Tandem Attack. Certain Super Combos require more than one level of the Super Combo Gauge. (See pages 17-24 for the Super Combo commands for each character.)

Tandem Attack **←↵ + Stand button**

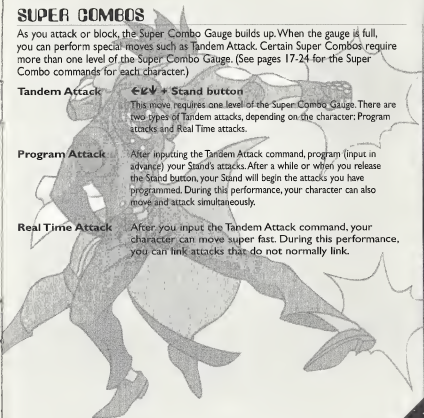
This move requires one level of the Super Combo Gauge. There are two types of Tandem attacks, depending on the character: Program attacks and Real Time attacks.

Program Attack

After inputting the Tandem Attack command, program (input in advance) your Stand's attacks. After a while or when you release the Stand button, your Stand will begin the attacks you have programmed. During this performance, your character can also move and attack simultaneously.

Real Time Attack

After you input the Tandem Attack command, your character can move super fast. During this performance, you can link attacks that do not normally link.



TO REGISTER PLEASE DROP THIS CARD IN AN ENVELOPE AND MAIL TO:

Wentworth Investigations
Capcom Entertainment, Inc.
4790 Chastant Parkway
San Diego, CA 92120

Capcom Privacy Policy

Capcom is very concerned about the protection of privacy for all Capcom customers. Capcom respects your privacy and your choice not to have your personally identifiable information shared with other people. Capcom collects personally identifiable data, such as names, addresses, e-mail addresses, and the like, only when voluntarily submitted through Capcom's registration process by a customer or a Web site visitor. All information gathered in the registration process will be used only by Capcom, Inc. to improve Capcom's products, services and Web site and to return you of Capcom's new products, new releases and promotional programs. Capcom will not share any personally identifiable information you provide with any other company without permission. By signing up to receive a free subscription to GamePro Magazine under our Rights Edge Program, you permit Capcom to share your information on your sign-up card with GamePro Magazine. Capcom may in the future request information from you that may be shared with others. In these situations, you will be told of this fact, and given an opportunity to say no.

To protect the information you've given to Capcom, we use commercially reasonable measures to prevent others from accessing your information. Once you register with Capcom, we will send you a token, via postal or e-mail, confirming the accuracy of the information we have for your registration. If you find any information inaccurate, you may correct information by sending us the information via postal or e-mail and we will implement such correction. If at any time you want to update your contact information, please do so by e-mail. We will protect information from use, for as long as you know by contacting us at registrations@capcom.com. Please be sure to include your unique ID number in the e-mail at which you registered and the e-mail address you used to register so that we can verify your request.

On Capcom's website, Capcom may use "cookies" to enhance your experience at our Web site. Cookies are pieces of information that we may place on your computer to help "personalize" your visit to the site. For example, a cookie will allow us to remember certain things about you, such as your screen name or where you left off in a game. The cookie only tells us that you have visited the site and may contain or store information that will help us make your visit more enjoyable but does not give us your personal identifiable information. Capcom's Web sites may contain links to other sites for your convenience. Because Capcom does not operate these other sites, we cannot guarantee that they will observe the same privacy policy. We encourage parents to monitor their children's online use, and to help us protect their privacy by restricting them to never provide personally identifiable information, such as names and addresses, on this site or any other site without permission. If you are a parent or guardian and are interested in knowing more about Capcom's policy regarding the online collection of information from children, we recommend reviewing the Children's Privacy Policy.

Please Contact 1-800-31-3931

I have read and understand Capcom's Privacy Policy and hereby consent to Capcom's website and use of the information described on this card.

SEASON

NAME

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

•

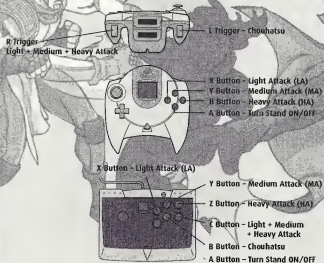
•

•

CHARACTERS

This section shows the Special Moves and Super Combos for the 16 fighters selectable when you start the game. For each warrior, the D-Button presses/joystick actions are for characters facing right. Reverse the left/right presses/actions for characters facing left.

DEFAULT CONTROLS



ABBREVIATIONS

- A** = Attack
S = Stand
LA = Light Attack
MA = Medium Attack
HA = Heavy Attack



JOTARO

Stand: **STAR PLATINUM**

SPECIAL MOVES

Blazing Fists	↓↘→ + A
Blazing Strike	↓↙← + A
Star Finger	→↓↘ + A

SUPER COMBOS

Jaguar Varied Assault	↓↘→ + AA
Star Breaker	↓↙← + AA
Star Platinum The World	→ MA LA → S (Level 3 gauge)

KAKYOIN

Stand: **HIEROPHANT GREEN**

SPECIAL MOVES

Emerald Splash	↓↘→ + A
Mystic Cloak	←→↓↙← + A
Mystic Trap	↓↙← + A
Remote Control	→ + AA (Stand Mode)

SUPER COMBOS

Super Emerald Splash	↓↘→ + AA
Indy's Arm	↓↙← + AA
Punishment Time	LA LA → MA HA
Hierophant Finish	→↓↘ + AA (Jojo 2 only, Stand Mode)

AVDOL

Stand: **MAGICIAN'S RED****SPECIAL MOVES**

Crossfire Hurricane	↓↘→ + A
Fire Wall	→↓↘ + A
Flame Sensor	↓↙← + A
Fire Eagle	→↓↘ + A (in air)
Hell Fire	→↘↓↙← + A
Remote Control	→ + AA (Stand Mode)

SUPER COMBOS

Napalm Bomb	↓↘→ + AA
Cross Fire Hurricane Special	↓↙← + AA
Read-Heat Ank	→↓↘ + AA (Jojo 2 only)

POLNAREFF

Stand: **SILVER CHARIOT****SPECIAL MOVES**

Million Pricks	A (press rapidly)
Ray Dart	← (hold) → + A
Shooting Star	↓ (hold) ↑ + A
Needle Pierce	↓↙← + A (Stand Mode)
Remote Control	→ + AA (Stand Mode)

SUPER COMBOS

Armor Takeoff	↓↘→ + AA
Last Shot	↓↙← + AA
Requiem	→↘↓↙← + AA (Jojo 2 only, Level 3 Gauge)

JOSEPH

Stand: **HERMIT PURPLE****SPECIAL MOVES**

Energy Crash	→↓↘ + A
Energy Tempest	360° turn + A
Tactician's Trick	↓↙← + A
Blue Overdrive	↓↘→ + A (Normal Mode)
Energy Snare	↓↘→ + A (Stand Mode)

SUPER COMBOS

Masop's Teaching	↓↘→ + AA
Super Overdrive	360° turn x 2 + A

IGGI

Stand: **THE FOOL****SPECIAL MOVES**

Sand Crush	← (hold) → + A
Sand Attack	↓ (hold) ↑ + A
Sand Clutch	→↘↓↙← + A
Sand Magic	→↓↘ or ←↓↙ + A
Fly	↑ (in air) (Stand Mode)

SUPER COMBOS

Big Sand Wave	↓↘→ + AA
Sand Storm	LA LA → MA HA

PETSHOPStand: **HORUS****SPECIAL MOVES**

Ice Bullet	↓↘→ + A
Icicle Break	A (hold and release)
Ice Lance	↓↙← + A
Kill Freeze	S
Death Freeze	↓ + S
Frost Missiles	←↙↓↘→ + S

SUPER COMBOS

Giga Frost Missiles	↓↘→ + AA
Death Penalty	↓↙← + AA
Terminal Lockon	LA LA → MA HA

MAHRAHIAStand: **BAST****SPECIAL MOVES**

Homing Collection	↓↘→ + A
Mysterious Web	↓↙← + A
Electric Shock	→↓↘ + A
Magnet of Bast	S

SUPER COMBOS

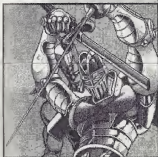
Iron Crush	↓↙← + AA
What Are You Thinking?	↓↘→ + AA

HOL HORSEStand: **EMPEROR****SPECIAL MOVES**

Mighty Gun	↓↘→ + A
Gail	→↓↘ + A
Hanged Man	↓↙← + A
Emperor	S

SUPER COMBOS

Rapid Fire	↓↘→ + AA
Strongest Combination	↓↙← + AA
Trace of Bullets	←↙↘ + AA

BLACK POLNAREFFStand: **ANUBIS****SPECIAL MOVES**

Forget Me Not	↓↙← + A
Double Sword Master	→↓↘ + A
Ogre Slash	↓↘→ + A
Chariot Spirit	↓↘→ + S

SUPER COMBOS

Madness Blade	↓↘→ + AA
Invincible Slash	↓↙← + AA

**D'BO**Stand: **EBONY DEVIL****SPECIAL MOVES**

Dummy Dive	↓↘→ + A
Dummy Cutter	↓↓ + A
Dummy Hunter	↓↙← + A

SUPER COMBO'S

Junky Carnival	↓↘→ + AA
Barrel Roll Crusher	↓↙← + AA
Resentment	→↓↘ + AA (Jojo 2 only)

**MIDLER**Stand: **HIGH PRIESTESS****SPECIAL MOVES**

Harpoon Shot	↓↘→ + A
Motor Head	↓↙← + A
Iron Wild	→↓↘ + A (Jojo 2 only)

SUPER COMBO'S

Mega Harpoon Strike	↓↘→ + AA
Motor Show	↓↙← + AA
Dinner Time	→↓↘ + AA

**ALESSY**Stand: **SETHAN****SPECIAL MOVES**

Target Mark	←↙↓↘→ + A (S to cancel)
Shrink Wrap	→↘↓↙← + A
Shadow Axe	AA (hold & release, Stand Mode)

SUPER COMBO'S

Despair	↓↘→ + AA
Ush Ush Ush	↓↙← + AA (rapidly)

**CHACA**Stand: **ANUBIS****SPECIAL MOVES**

Forget Me Not	↓↙← + A (Stand Mode)
Ogre Slash	↓↘→ + A (Stand Mode)
Reflection Slash	→↓↘ + A (Stand Mode)

SUPER COMBO'S

Dimension Slash	↓↘→ + AA (Normal Mode)
Bloody Slash	↓↘→ + AA (Stand Mode)
Super Learning	↓↙← + AA (Jojo 2 only, Stand Mode, Level 2 Gauge)

**DIO**Stand: **THE WORLD****SPECIAL MOVES**

Blazing Fist	↓↘→ + A
Blazing Strike	↓↙← + A
Stingy Eyes	→ + HA + MA + LA + →
The World	→↓↘ + A (Normal Mode)
Die	→↓↘ + A (Stand Mode)

SUPER COMBOS

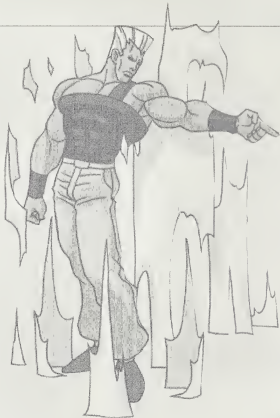
Checkmate	↓↘→ + AA
Road Roller	↓↙← + AA (Normal Mode)
Stop Time	→ + HA + LA + → + S (Level 3 Gauge)
Bloody Summoning	MA + LA + → + LA + HA (JoJo 2 only)

ICEDStand: **CREAM****SPECIAL MOVES**

Dark Space	↓↘→ + A
Devastation	←↓↙ + A (Stand Mode)
Cream	↓↙← + A
Blow Away	↓ (hold) ↑ + A (Stand Mode)

SUPER COMBOS

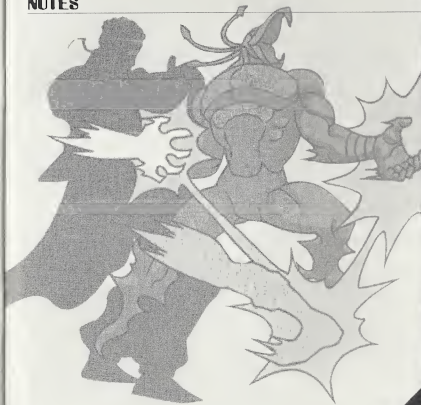
Eat This	↓↘→ + AA
Madness Throw	↓↙← + AA (Level 2 Gauge)
Circle Locus	→↓↘ + AA (Stand Mode)

**NOTES**

NOTES



NOTES





TAKE IT TO THE EDGE. CAPCOM EDGE.
COLLECT CAPCOM EDGE PROOF-OF-PURCHASE POINTS EVERY TIME YOU BUY ANY SPECIALLY MARKED CAPCOM GAME TO EARN AMAZING GEAR LIKE SHIRTS, GAMES OR EVEN A PORTABLE CD PLAYER! PLUS, YOU'LL BE ABLE TO WIN QUARTERLY SWEEPSTAKES WITH KILLER PRIZES - LIKE YOUR OWN SIGNATURE SIZE ARCADE MACHINE.

DON'T FIGHT IT! SIGN UP TODAY.

JUST COMPLETE THIS ENTRY FORM OR SEND A 3x5 CARD WITH YOUR NAME, ADDRESS, PHONE NUMBER AND DATE OF BIRTH, AND PARENT'S SIGNATURE (IF UNDER 18) TO:
CAPCOM EDGE 475 OAKMEAD PARKWAY, SUNNYVALE, CA 94086

Offer valid 9/1/99 to 8/31/00. Maximum 2 awards per name and/or address. To claim awards send a completed prize redemption form, Capcom Edge or Fighters Edge proof-of-purchase points (or original UPC codes) and shipping and handling fees to Capcom Entertainment (see www.capcom.com for complete details). Award redemption is subject to change and subject to availability while supply lasts. Allow 10-12 weeks for delivery. Items may be shipped separately. Extra points on orders will not be refunded. Points cannot be transferred or sold to another party for use for any other purpose. Capcom Edge points cannot be redeemed for cash. Capcom Entertainment may cancel, rescind or extend this offer at any time. Points are subject to verification. Only original Capcom Edge or Fighters Edge proof of purchase points or original UPC codes are valid from retail packages or from authorized Capcom Edge or Fighters Edge certificates. No reproductions allowed. Points valid only once per prize purchase per person. The Capcom Edge program is valid only with current Capcom and Fighters Edge games. Those under age 18 must have parent or guardian signature to participate. The Capcom Edge program is operated by Capcom Entertainment and is open to residents of the United States and Canada excluding Quebec. Fraudulent claims will be voided. Proof of mailing does not constitute proof of delivery. Capcom is not responsible for lost, incomplete, damaged or illegible claims forms. Certified mail is recommended for orders. Sweepstakes winners will be determined by a random drawing from registered Capcom Edge members. No purchase necessary. Odds of winning depend on number of registered Capcom Edge members. Sony Computer Entertainment America, Nintendo of America and Sega of America are a no way affiliated with the program. Employees of Capcom Entertainment, its agencies, vendors and their immediate family members are not eligible for this offer. All decisions of Capcom Entertainment on all matters relating to this promotion are final. Residents agree that awards are presented on the condition Capcom Entertainment, Sony Computer Entertainment America, Nintendo of America, Sega of America, their affiliates, subsidiaries, divisions or related companies, have no liability whatsoever, for any damages, injuries, losses or expenses of any kind resulting from acceptance, possession or use of this award. Award recipient is responsible for any and all fees; State and local laws if necessary. Offer is only good in United States and Canada excluding Quebec. Void where prohibited by law. Other restrictions may apply. All orders must be postmarked by 8/31/00.

© CAPCOM CO., LTD. 2000 © CAPCOM U.S.A., INC. 2000. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM EDGE are registered trademarks of CAPCOM CO., LTD. CAPCOM EDGE is a trademark of CAPCOM CO., LTD.



JOJO'S BIZARRE ADVENTURE - 0

20 PTS.



JOJO'S BIZARRE ADVENTURE - 0

20 PTS.

CREDITS

Manual Design: Hershaw Ink & Image, Working+Good, Liscor, Sun Myatt, Robert Johnson, Creative Services: Jennifer Desautels and Marion Olfert, Package Design: Mitch Morita and James Gibson, Translation: Masayuki Sekimizu, PH: Melissa Mongelluzo, Matt Alwood and Carrie Webster. Special thanks to: Tom Shirawa, Mike Takano, Bill Gardner, Robert Lindsey, Nate McWhorter Williams, Neal Robeson, Kathy Schetack, Kathy Lange and Mark Galanatos.

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original customer that this Sega Dreamcast GO-ROM ("GO-ROM") from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the GO-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department if the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m., Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the GO-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your GO-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

This warranty shall not apply if the GO-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the GO-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number listed previously if the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective GO-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your GO-ROM certified mail. CAPCOM will replace the GO-ROM, subject to the conditions above. If replacement GO-ROMs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH

HEREIN IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary, from state to state or province to province.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Swirl, are trademarks of SEGA. Sega of America, P.O. Box 7032, San Francisco, CA 94120. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,160,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No. 2870538. (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.



JoJo's Bizarre Adventure - 0

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP CODE _____

PHONE NUMBER _____

DATE OF BIRTH _____

PARENT'S SIGNATURE (IF UNDER THE AGE OF 18) _____

For information on Capcom's Privacy Policy visit: www.capcom.com

JOJO'S BIZARRE ADVENTURE - 0