

Viewtiful Joe Walkthrough

by The Sound Defense

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Viewtiful Joe Walkthrough

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Due to the abuse of my e-mails to send me mind-blowing amounts of spam (as well as questions that are answered in my walkthrough), I have been forced to stop all my e-mails.

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1 - Information

One can only imagine how a cel-shaded, side-scrolling fighting game could be so addictive, but it is. And you'd also find it surprising how weirdly challenging it can be; hence this FAQ. Enjoy!

2 - Version History

Version 0.14 (6:14 PM EDT 10/12/2003) - Walkthrough completed through Episode 1. More to come soon.

Version 0.28 (10:17 PM EDT 10/15/2003) - Episode 2 is finished, and I've included a couple of tips. Keep sending me e-mail, it helps me write.

Version 0.43 (5:57 PM EDT 10/16/2003) - Done with Episode 3. There will probably be more frequent updates, as I need to catch up to the complete guide. I shall not be left out!

Version 0.57 (11:46 PM EDT 10/17/2003) - Episode 4 is done...which isn't really much of an update, come to think of it. Ah well.

Version 0.72 (5:50 PM EDT 10/18/2003) - The Midnight Thunderboy is finished. I'll try to get this done before the weekend is over.

Version 0.86 (7:00 PM EDT 10/18/2003) - The Magnificent 5 is finished, and it was even easier to write than The Viewtiful Escape. Next, however, is Joe and Sylvia...ugh...

Version 1.00 (8:10 PM EDT 10/18/2003) - Heh, that was pretty fast. The walkthrough is finally complete. I'll be updating other stuff later, like other characters and the shop and stuff.

UPDATE (10/19/2003) - I've broken the cycle of Leo! So I had to write it down. This should make it easier for those playing Adults.

UPDATE (11/1/2003) - It was pointed out to me the other day that my FAQ was severely flawed, inasmuch as it was written while playing Kids mode. Rewrites shall occur in the near future.

3 - Basic Info

3.1 - Characters

Joe - The hero (ba dum PSSH) of our story, Joe is mysteriously placed inside a Captain Blue movie and becomes Viewtiful Joe; now he has to defeat the bad guy to rescue his girl, Silvia.

Silvia - Joe's main squeeze, Silvia loves going to the movies with him to watch their favorite hero, Captain Blue. One time, though, things go very wrong...

Captain Blue - The original movie hero now defeated, Captain Blue has to teach Joe how to be a true action hero.

3.2 - Controls

These are default controls, and can be changed at the Options menu.

Start - Pause the game.

Control Pad/Control Stick - Move Joe/dodge.

L - VFX: Slo-mo.

R - VFX: Mach speed.

C-stick - YFX: Zoom in.

Z - Event button.

Y - Punch.

X - Kick.

A - Jump/double jump.

B - Zoom.

3.3 - Your Screen

Life Meter - Top-left corner of the screen. Indicates how many more hits you can take before you lose a life.

VFX Gauge - Directly below Life Meter. Indicates the amount of VFX power you can use.

V-Films Counter - Top-right corner of the screen. Indicates how many V-Films you have collected. If you collect 50 in one stage, your VFX Gauge increases.

V-Points Counter - Indicates how many V-Points you have. If you collect enough V-Points, you can purchase powerups at certain points in the game.

L.I.V. - Bottom-left corner of the screen. Short for Life Is Viewtiful, this is your life counter. If you run out of lives, you have to start again from the last save point.

3.4 - Kicking Butt/VFX

To be the best action hero you can be, you need to show off as you fight. When a basic enemy is about to attack you, dodge the attack, then unleash a barrage of punches and kicks; this will give you lots of V-Points, which means more powerups. To assist you in kicking butt, you will gradually obtain VFX powers which let you manipulate time.

VFX Slow - This will slow down time, allowing you to dodge bullets and attack fast-moving enemies, since you don't slow down as much as they. Also, certain things will accumulate, such as dripping water and rocket boosters.

VFX Mach Speed - This will make you go really fast, allowing you to run at high speeds and take care of enemies quickly. Some things also will go faster, like draining water and spinning fans.

VFX Zoom In - Definitely the weirdest power. This allows you to do spin kicks, power jumps, dive bombs, etc.

4 - Walkthrough

The story: Joe and his girlfriend, Silvia, are at a movie, making out, when their hero, Captain Blue, is defeated onscreen. The villain suddenly reaches out and grabs Silvia, pulling her into the movie! After the good guy vehicle is knocked out, it grabs Joe and brings him into the movie as well! There, the vanquished Captain Blue instructs Joe in the way of being a hero, and Joe starts his quest to get back Silvia.

Yep...pretty lame, huh?

4.1 - Episode 1: Joe The Hero

1st

As you approach the first enemy, you'll be instructed in the way of butt-kick. Once you've had enough practice, press Z and go forward to the first mission.

-- Mission 1: Defeat three enemies --

This shouldn't be too difficult. Just do what you practiced.

Go forward, getting V-films, V-points and defeating enemies, until you reach Mission 2.

-- Mission 2: Defeat four enemies --

The first three are easy, but to defeat the ballerina, you have to dodge its attack, then attack yourself.

Get the V-films, then go onto the bridge to meet Captain Blue and start Mission 3.

-- Mission 3: Defeat Captain Blue --

Also not very difficult. When he's about to uppercut, jump, and when he attacks, dodge. You can attack him only when he drops his aura.

Once you win, you'll become Viewtiful Joe and learn about VFX Slow. If you kick the enemy at the end, you'll drop a box. Continue on, defeating enemies, until the slot machine drops and the Joker comes out.

-- Mission 4: Defeat the Joker --

If you use VFX Slow before you attack him, you can get a lot of hits in really fast. Once you defeat him, you'll get a coin to the slot machine. Slow down and get three V's to get a key to the door.

Defeat the enemies in the next area while bewareing the axes, then go through the door. It will shut, and a gun guy will come out.

-- Mission 5: Defeat the gun guy and get out --

When you use VFX Slow, you can dodge his bullets. Keep using VFX Slow when you attack to defeat him, then defeat the other enemies. Kick the books onto the switch, then go through the door.

-- Mission 6: Defeat the enemies and get out --

You have to use VFX Slow to knock these enemies out of the air, then kick their butts on the ground. Beware the bombs; you can stop between them and not get hurt. Jump on the platform, then kick the side of the chain thing to lower a chandelier. Go back and jump on the chandelier to go up, then cross the chandeliers.

Go through the next door.

-- Mission 7: Get the key --

Here, you have to defeat all the ballerinas to defeat the one with the key, then use the key to unlock the door.

Walk down the stairs, getting V-films, and at the bottom a helicopter will crash through the window.

-- Mission 8: Destroy the helicopter --

This helicopter will shoot missiles and fire bullets; both are dodgeable with VFX Slow. It also drops enemies. You need to use VFX Slow and damage it directly. A billion hits should do it. Or else, you could kick some of its bullets back at it, it works a lot faster. You'll then go down a set of stairs and reach the first save point.

2nd

-- Mission 1: Open the gate and leave --

Defeat all the enemies around here, then go to the switch and use VFX Slow. A giant water drop will hit the switch, so run out the gate.

Defeat the enemies in here, or not, but either way go to the end of the room to encounter Captain Blue again.

-- Mission 2: Defeat Captain Blue --

To remove his aura, you can give him a VFX Slow kick to the head, then use a barrage of kicks and punches.

Once you win, you'll learn about Mach Speed. Uppercut the barrel, then use Mach Speed to zoom underneath. Defeat enemies until the barrel drops.

-- Mission 3: Beat the barrel to the bottom --

SO easy. Use Mach Speed.

Defeat more enemies. And there's a spiked barrel.

-- Mission 4: Beat the spiked barrel to the bottom --

Same thing as the last mission.

In this room, you have to light the torches on fire. Punch each one on Mach Speed until they light up. Then the gate will open. Power up, then continue.

Jump across the platforms, then kick the coffin to release the first boss.

-- Boss: Charles the 3rd (Dark Fiend) --

To defeat this guy, kick him in VFX Slow, then defeat the bats that appear. He uses a drill attack that sweeps across the floor four times; jump over it. He will also let stalactites drop from the ceiling; sometimes he gets trapped under one, so unleash your fury then.

Alert reader tonythekitty writes: "But a tip on beating charles the 3rd...you say avoid his floor sweeping move 4 times. this is in fact the best time to destroy him. Simply slow, zoom, spin kick. he will die oh so fast. if you don't have zoom then just slow and unleash a little fury. you will auto dodge his attack in slow mo, and continue beating his *** once he has 'gone through you'" Thanks for the tip!

The announcer guy will do his announcing thing, then the episode will

end.

4.2 - Episode 2: Some Like It Red Hot

1st

Defeat the first bunch of enemies that appear, then jump on the platform ahead. As it starts to approach the sewer geyser (ew), use Mach Speed until it reaches the top, then go back to normal and jump over the geyser.

-- Mission 1: Defeat the gunslingers --

Since the gunslingers come one after the other, this is pretty easy. To get rid of them fast, punch a bullet back at them, then attack in slow.

Continue on, taking care of the next group of robots and jumping over the sewer entrance until you reach Captain Blue.

-- Mission 2: Defeat Captain Blue --

An easy way to defeat him this time is to knock out his aura with a slow jump kick, then use Mach Speed to beat him up. Repeat.

After this battle, you'll learn about Zoom In, which is a crazy nuts power. Your punches become cooler, your kick is a spin kick, and you can attack while jumping and diving. Defeat the enemies, then jump into the sewer you passed. Jump between the two posts, then zoom and kick twice. A door will open.

-- Mission 3: Reach the flag --

Jump all the way down to the water, then get on the first box and use Mach Speed to fill up the room. Jump to the ledge, then defeat the enemies in the next room. Run past the lasers (Mach Speed works well), then defeat the bats in the next area. Jump on the platform and time your Mach Speed so you avoid the lasers, then jump to the flag at the top.

-- Mission 4: Leave the sewer --

Defeating the enemies should be easy enough (you can spin kick the bats), but getting out is more annoying. See the meter on the machine? Use Slow until it is full, and the door will open. In this room, you'll have to defeat another Joker; once you're done, zoom in and slow, then get three V's on the slots. Use the key to open the door.

You'll be ejected from the sewer and met with enemies.

-- Mission 5: Defeat the enemies --

I don't need to go into detail here. Just go for it (ba dum PSSH).

Go forward to another batch of enemies.

-- Mission 6: Defeat the enemies --

The first bunch of robots are normal, but then you encounter some Girl Scout robots. Defeating these people should be like defeating Captain

Blue; use a kick to remove their aura, then attack.

-- Mission 7: Use the bus to jump the gorge --

This is pretty easy. Jump on the bus and use Slow until after the bus clears the ramp, then use Mach Speed to get it over the gorge.

Go forward and you'll encounter two helicopters.

-- Mission 8: Destroy the helicopters --

They're both the same as last time, and you defeat them one at a time. This shouldn't be too difficult. Note that you can sometimes make the helicopter fall to the ground with slow.

After you defeat any remaining enemies, go forward to the motel, then save and power up.

2nd

-- Mission 1: Defeat the enemies and leave the room --

There're regular robots, some ballerinas, and a couple of gunslingers, so keep your guard up. Once they're history, jump up to the top of the chandelier, then zoom and jump to hit the switch and lower other chandeliers. Go to either side and destroy the statue until you get the gem, then go to the door on the right side of the room and the gem will be placed. Do the same on the other side to leave the room.

Go up to the next floor.

-- Mission 2: Get the big key and leave --

Upon entering the hallway, use slow to lower a platform, then jump on and go up. Jump and destroy the chandelier to get the key, then go through the door. Defeat the enemies in here, and sworded enemies will appear. Slow works well on these guys; once they're gone, approach the books, then the bookshelf. The shelf will slide forward, so jump on top and use a zoom jump to burst through the ceiling.

Defeat the enemies in this area, then use a zoom dive to burst through the floor. Defeat the enemy and go through the door, then defeat all the enemies, grab the key and leave before the spiked barrel runs you over.

Go up to the next floor.

-- Mission 3: Get the big key and leave...again --

Upon entering this floor, the Mysterious Being from Above will give you a bomb. Kick it at the door and watch it blow up with slow, and the door will burst open. In this room, defeat all the enemies, then burst the door to the right open. Defeat the Girl Scout to get the key, then go back. The instant a bomb appears, kick it to the left under the discolored ceiling, then go slow and uppercut it; it should blow a hole in the ceiling. Go up and defeat the enemies here, then, avoiding lasers, kick the big bomb to the door and Mach Speed attack it to light it. Defeat the last enemies, then go through the door.

Go up to the next floor.

-- Mission 4: See Mission 3 --

Defeat the enemies here, get a key, go through the door before the spiked barrel arrives. Defeat the enemies, then zoom dive onto the switch to drop a ladder; jump up to the next floor. Go towards the exit to fight the Joker; defeat it, then get three V's on the slot machine to get books. Approach the bookshelf to place the books and leave. Go down into the hall and through the door.

Zoom dive into the bathtub to break a hole in it, then fight the Girl Scout for the key. Jump on the table to the right, then jump out through the bathtub, then go back into the hall and into the elevator.

Power up if you can, then continue. Ignore the awful crooning and slow-uppercut the bomb up to the last chandelier. Once the fuse gets to its second-shortest point, slow-kick it to the door, which should blow open. Go up to the green guy; after some talk, you'll battle.

-- Boss: Hulk Davidson (Iron Ogre) --

He'll jump at you, always jump to avoid the shockwave. When three skulls appear at the bottom, dodge up, then attack. When a huge skull appears, go slow and jump to dodge the axe. On occasion, fire will drop from a chandelier, but it won't hurt if you use Mach Speed and punch and kick a lot. He'll also charge at you; jump, then attack while he's dazed. On occasion, he'll fire missiles at you, but you can kick them and they'll home in on him.

More DBZ announcer stuff. Congrats, Episode 2 is done.

4.3 - Episode 3: 2,000,000 Leagues Under The Sea

1st

-- Mission 1: Defeat the airborne enemies --

This is sorta like Starfox meets Darius Twin. A and Y are fire, unless you're zoomed in, in which case it's dash. X drops bombs, and if you're zoomed in, it's spin. Slow makes blasts accumulate. At the end, you'll fight a giant plane that fires bullets and missiles. This shouldn't be very difficult; if you've played Darius Twin, piece of cake. This is probably the longest mission in the game. Try to collect V-films as you fall.

Save and power up, then continue.

2nd

As you drop, you can open up the boxes and get the V-films inside.

-- Mission 1: Defeat the enemies and get out --

First are ballerinas, then football players, then two Girl Scouts, then gunslingers. Grab the remote that lands, then go back to the platform and have it follow you to the switch. Use slow and it will fall, so go through the door holding slow.

-- Mission 2: Defeat the enemies --

Six normal robots. Easy as pie.

-- Mission 3: Defeat the electric guards --

Defeat the robots in here, then stand under a guard thing. When it's not electric, zoom in and jump to destroy it. Do the same to the other and leave.

-- Mission 4: Defeat the electric guards...again --

The robots in here include many fish and two gunslingers. Once they're gone, get rid of the guards.

Go forward to the slots.

-- Mission 5: Defeat the Joker --

He's the same as the last couple times, just with more health. Make it quick, then get three V's on the slots. Place the keycard in the wall, and the bomb will disarm and the water will drain.

-- Mission 6: Get out --

Use Mach Speed all the way back to avoid mines and enemies.

Power up, then continue. Go to the other side of this room, then drop down if nothing happens. You'll meet a weird-talking shark.

-- Boss: Gran Bruce (Aquatic Terror) --

Among this guy's attacks are: chomping around after you (use Mach Speed to run away), making bombs (easy to avoid), flinging garbage (go slow), and a vortex (stay away from him). If you use slow zoomed punches, he'll die literally in seconds.

And...episode 3 is finished. On to the enemy base! Or so you think...

4.4 - Episode 4: The Viewtiful Escape

1st

-- Mission 1: Get to the flag --

You'll have to run along the submarine, fighting off enemies, until you get to the end. You can use Zoom Jump or Dive to create holes in the sub that will keep you safe from the oncoming missiles. Once you get to the place where the missiles are being launched, you'll have to jump on top, then run to the other side very quickly. Keep jumping and running until you get past them, then you'll get to the gears. Use Slow and punch the part that says Stop to stop them. Go past, then drop down.

Power up, then continue on to the boss...Joe?

-- Boss: Another Joe --

Another Joe tends to move around a lot really fast. He has all your basic attacks, and can also summon clones of himself to grab onto you and attack. To avoid these, you need to slow down and attack each ones that comes at you (really fast). He'll also summon your ship to fire at you. Other than that, this shouldn't be too hard; use slow zoomed punches when you get the chance.

Heh, you've beaten yourself up, but it's not over yet! Remember this is the Viewtiful ESCAPE?

-- Mission 2: Escape the sub --

You have 600 seconds, AKA 10 minutes. Keep going ahead until you reach the missiles; you need to upercut these, then Mach Speed run under them. When you reach the missile on a spring, use it to get to a hidden alcove with a life, then get back on and use Slow to make it go really high. After that, you just need to jump your way out, avoiding lasers, which is harder than it sounds.

There you go. Episode 4 finished. More announcer guy.

4.5 - Episode 5: The Midnight Thunderboy

1st

Go forward and defeat the enemies, thwn you'll be trapped between lava columns.

-- Mission 1: Destroy the tank --

The easiest way to do this is to use slow and zoom to hit its bullets back at it. This will finish it in 2-3 hits.

Jump over the sewer and you'll fight a plane similar to the helicopter.

-- Mission 2: Destroy the plane and get the key --

This is very similar to defeating the helicopter, except you can't sink it with slow. Jump high, go slow, use zoom, and you can spin kick it into eternity. Once that's done. jump on the manhole to enter the sewer. Be careful, it's a lava sewer.

Hit each bulb four times, then use a zoom dive to light them at the same time. Go through the door.

-- Mission 3: Get to the flag --

Much harder than the last time. Don't use Mach Speed until you see what's waiting for you - a pool of lava. Go to the bottom to see, then go up to the next ledge and raise the lava to that point with Mach Speed. Use Slow to make the dripping water accumulate and form a tiny platform; keep doing this to get across.

Here, you'll have to navigate platforms (at the one that goes up, stay to the far left side and avoid spouting fire), until you get to the flag.

Fight off the Girl Scouts, then go to the right side of the rock and use Slow to loewr a platform. Use Mach Speed to raise it to an alcove full of boxes, then go back down and wait until dripping water provides a platform. Get to the flying platform, then go down and cross to the Joker.

-- Mission 4: Defeat the Joker and leave --

The Joker is the same as always, but the slots are not. Instead of

getting three V's (which will give you some V-films), you need to get three bombs. Stand on the right side and get three bombs, then quickly kick one into the hole in the wall, jump on the slots and slow down time. You'll be launched out.

-- Mission 5: Defeat all the enemies --

What I do here is run up to the end, then kick bombs back at the guns and use slow when they explode; this destroys the guns. Defeat the other enemies, then when the big guys appear, wait for them to attack, then get behind them and use zoom punches. If they wind up a punch, jump over them; if they beat their chest, run under them. Run to the end, then run back to find a plane. Destroy it, and you'll be done.

Go onto the bridge.

-- Mission 6: Destroy the vehicles --

First, you have a tank to destroy, then a plane. That's it, though.

Your last job is to jump on the train. Time it carefully so you don't land on a smokestack or some such.

2nd

Your overall mission is to get to the brakes and stop the train. You have 400 seconds. Drop into the train.

-- Mission 1: Get the key 1 --

Defeat the enemies in here, then a Girl scout will appear; defeat her to get the key. Jump through the exit in the ceiling.

Go to the next car.

-- Mission 2: Get the key 2 --

Break through the grating on top and go through, then break another top grating to get to a safe; destroy it to get the key. Go back and break the bottom grating, then go through and get out. You can defeat the remaining enemies if you want.

Go to the next car.

-- Mission 3: Get the key 3 --

Break and go through both bottom gratings, then defeat the big guy to get the key. Exit the car.

Go two cars further, and you'll be met with Black Leaders.

-- Mission 4: Stop the train --

Defeat the two enemies with slow zoomed punches (about 3 each), then stand on the switch and use Mach Speed until the brakes stop the train.

Power up, then continue on to the Midnight Thunderboy.

-- Boss: Alastor (Blade Master) --

Alastor can send electric beams at you, or summon five stone blocks to circle the room, emitting electricity. To avoid that, jump over them, or kick the stone. The way to beat Alastor is to knock him into the lava, where he'll appear dazed in the fountain, and very vulnerable to slow, zoomed punches.

You'll discover your hero name, Viewtiful Joe, then Alastor will be gone, and the announcer will be annoying. Way to beat Episode 5.

4.6 - The Magnificent 5

This level is very simple in concept: fight five bosses. Four you've faced already, but now they're stronger, faster, and have more stamina.

-- Boss: Charles the 3rd (Dark Fiend) --

To defeat this guy, kick him in VFX Slow, then defeat the bats that appear. He uses a drill attack that sweeps across the floor four times; jump over it. He will also let stalactites drop from the ceiling; sometimes he gets trapped under one, so unleash your fury then.

Alert reader tonythekitty writes: "But a tip on beating Charles the 3rd...you say avoid his floor sweeping move 4 times. This is in fact the best time to destroy him. Simply slow, zoom, spin kick. He will die oh so fast. If you don't have zoom then just slow and unleash a little fury. You will auto dodge his attack in slow mo, and continue beating his *** once he has 'gone through you'" Thanks for the tip!

-- Boss: Hulk Davidson (Iron Ogre) --

He'll jump at you, always jump to avoid the shockwave. When three skulls appear at the bottom, dodge up, then attack. When a huge skull appears, go slow and jump to dodge the axe. On occasion, fire will drop from a chandelier, but it won't hurt if you use Mach Speed and punch and kick a lot. He'll also charge at you; jump, then attack while he's dazed. On occasion, he'll fire missiles at you, but you can kick them and they'll home in on him.

-- Boss: Gran Bruce (Aquatic Terror) --

Among this guy's attacks are: chomping around after you (use Mach Speed to run away), making bombs (easy to avoid), flinging garbage (go slow), and a vortex (stay away from him). If you use slow zoomed punches, he'll die pretty fast.

-- Boss: Another Joe --

Another Joe tends to move around a lot really fast. He has all your basic attacks, and can also summon clones of himself to grab onto you and attack. To avoid these, you need to slow down and attack each one that comes at you (really fast). He'll also summon your ship to fire at you. Other than that, this shouldn't be too hard; use slow zoomed punches when you get the chance.

Nah, you won't fight Alastor. But power up and continue to see an interesting scene, then you'll face a slightly more annoying boss.

-- Boss: Fire Leo (Inferno Lord) --

The first thing he'll do is launch rocks in the air, and the first thing you want to do is to punch a rock at Mach Speed until you're on fire; then you can avoid all the fire attacks he throws at you long enough to go and hit him. This will stop his fire, and you can hurt him a lot with slow zoomed punches (after you break his shield, anyway). He'll do an easy-to-avoid ballerina move for a while, and the cycle will start again once you've hit him enough, or when he falls into lava. Once his health meter is red, he'll start moving really fast. After a whole lot of hits, he's done for.

The Adult Cycle Of Leo: He'll run around spouting rocks. Punch one with Mach Speed to get your flame on, then run to him and attack with a slow zoom punch. Use Slow to dodge his attack, then move out of the way. Once you break his shield and he starts spinning, start coming down on top of him with a slow zoom dive, then dodging. This works even better if you have Viewtiful Forever.

You'll be reunited with Silvia, albeit briefly, as King Blue will snatch her away. You'll ride off after her on Six Machine. The final battle approaches...

4.7 - Episode 7: Joe & Sylvia

1st

Upon entering, you'll notice a room really, really full of bad guys. Go forward to open up launching bays for Die Fighters.

-- Mission 1: Hit the three switches and open the door --

This is actually a fabulous time to get lots of V-points, as the enemies are limitless. Your mission, however, is to hit the three switches. Go forward to the first switches, then go back and jump to a platform. Jump up as high as you can, then double-jump to the line of V-films that direct you to the switch. At the very top, use slow and zoom, then you'll uberdiver onto the switch, activating it. Do the same for the other two, using Die Fighters to get up when necessary. Sometimes, Die Fighters will interrupt your dive, and you'll have to do it again; this can be very frustrating, especially the last time. Once all three switches are hit, go through the door.

Go forward to find two space tanks.

-- Mission 2: Destroy the tanks --

Space tanks are no different from regular tanks. Hit their bullets back at them in slow while zoomed, and they'll be gone in 2-3 hits.

In the next room, you have to face the Metal Leos for the first time.

-- Mission 3: Destroy the Metal Leos --

There are two Metal Leos in this room; one is way up high, one is way down low. To destroy each one, just use slow zoomed punches until their shield breaks and then some. At the top of the room are a lot of V-points.

Exit through the door once you're done. Save and power up, then continue on to the 2nd act.

2nd

This room is a conveyor belt ride...with enemies!

-- Mission 1: Get the key --

On this conveyor belt, you'll find many enemies, including ballerinas, Girl Scouts and Gelbys. At the end, you'll fight a Joker, but the slots, instead of going fast, go really slow. Use Mach Speed to speed them up until they're where you want. Get three V's, then use the key to open the door.

-- Mission 2: Destroy the ships --

You'll notice ships in the background, and missiles firing in the foreground. You have to punch the missiles in the foreground so they attack the ships in the background. The small ships each require five missiles, and the two big ones require eight each. You'll be attacked by Gelbys occasionally, and of course, there're the lasers.

Go through the door, and you'll find another conveyor belt.

-- Mission 3: Get the key...again --

You'll have to fight off three Metal Leos before you get the key. Fire will be blown at you sometimes.

Once you leave, you'll begin The Ascent, as I like to call it. Room after room of climbing upwards, destroying enemies. For enemies to appear, you have to stand on certain platforms. At the end of each one, jump to the top. Oh yeah, you're timed every time.

-- Mission 4: Destroy 8 enemies --

Three are on the ground, two are on a platform, and the last three are on another platform.

-- Mission 5: Destroy 8 more enemies --

They're rather scattered about. You'll have to go in a couple of circles around the room to find them.

-- Mission 6: Destroy 4 enemies --

Keep going up to uncover four Gelbys.

-- Mission 7: Destroy 2 enemies --

Step on the right platform and you'll fight two Metal Leos.

-- SPOILER ALERT -- SPOILER ALERT -- SPOILER ALERT --

Power up, then prepare for the final battle against...Captain Blue? Yes, Captain Blue is the villain, not to mention Silvia's father, and also the same person as...

-- Boss: King Blue (The Omnipotent) --

Since King Blue is huge, you'll have to be huge, so you're fighting in

Six Majin. You're kind of walking on the edge of the round Earth, too. Most of King Blue's time is spent in the background, sending attacks your way. To avoid the huge lightning attack, just don't move. You can jump over missiles and run from Die Fighters using Mach Speed, and you need to destroy any towers that pop up. The only time that you can attack King Blue is when he appears in the foreground; use slow zoomed punches, as always. After a short while, King Blue will be defeated.

You're not done yet. You still need to face the young, still-in-his-prime Captain Blue.

-- Final Boss: Captain Blue --

This is similar to the other Captain Blue battles, except he's a much more formidable foe this time. He can use Mach Speed, and he has all sorts of new lightning attacks now. His stamina is not nearly that of King Blue's, though, so he'll go down pretty fast.

Congratulations, you've beaten Viewtiful Joe! Now sit back and watch the ending. SIT! NOW!

5 - Miscellaneous

Not sure what to put here now, but it will come to me.

6 - Frequently Asked Questions

Q: What's the difference between Kids and Adults?

A: Besides a substantial life difference, in Adults, the VFX meter drains significantly faster.

Q: What's with the pause screen messages?

A: It's a running gag. Here they are for you to see: "Take 5!" "Let's take a break!" "Hey, where're you going?" "Bathroom?" "No offense, but is it number one or number two?" "Make sure you flush the toilet!" "Pee break? Again?" Pretty immature, ne?

Q: How do you get the boxes in the background?

A: The best way is to get Mach Speed V2 or 3 and then attack an enemy with Mach Speed. One of the Joes usually goes back and gets the box.

Q: I'm on fire! And it's the bad kind of fire! What do I do?

A: Go Mach Speed and use a lot of punches and kicks.

Q: You forgot to mention this./I have a tip for doing this./How do I do this, because it's not in your FAQ?

A: E-mail me in any of the above situations. Kindly don't give me tips for beating parts I haven't done myself, that spoils my fun. I'll start putting my own progress in the Version History to show where I am; you can ask me any questions up to that point. Remember to say where you found this FAQ.

7 - Thanks To...

GameFAQs for posting this on their website.

Capcom for making the game.

Sam Goody for selling the game.

Nintendo for porting the game to a system I own.

Capcom again for making the game awesome.

8 - Legal Info

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