

Viewtiful Joe Rainbow-V Guide

by KoopaKid1

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Viewtiful Joe
Nintendo Gamecube
Rainbow-V Guide
Version 10.0
March 3, 2004
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By Enzan
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I N T R O D U C T I O N
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Hello and thanks for reading this Viewtiful Joe Rainbow-V Guide. What is a "Rainbow-V?" you ask? Each Episode consists of two parts. Each part has several tasks, or missions to complete. If you complete a task perfectly, you'll receive a rainbow "Viewtiful" ranking. Once you get all Rainbow-V's for a character on every single stage, you'll get a "Super" Character. You'll be able to use unlimited VFX powers for your character. Sweet, huh? Of course, getting all Rainbow-V's is a very tough challenge. That's why I made the Rainbow-V guide. This guide will explain how to get perfect scores for every mission. Hopefully this guide will of help to you. Thanks for reading!

P.S. I know several people had problems with eBay before about VJ guides being stolen, so if I see even one sentence of my guide ANYWHERE ELSE besides GameFAQs or Neoseeker, I will NOT hesitate to sue you. In other words, DO NOT steal this FAQ or anything in it or I will sue you. I've worked hard hours and days making this. If you want to use this guide on your site or somewhere, you MUST ask me first by going to the Viewtiful Joe Social Board. Also, if anyone sees this FAQ anywhere else besides the above-mentioned sites, please notify me immediately at, guess where--the VJSB. You'll be given credit.

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U P D A T E S

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March 3rd, 2004/

Second POSTED version. Added in some strats by JimmySeal.

November 12th, 2003/

First POSTED version. A few changes around, like the "D'uh!" typo, alternate V-Point strategy by RocketDarkness.

November 9th, 2003/

Completed version.

November 1st, 2003/

The second version, up to Episode 3.

October 31st, 2003/

The first version of the Viewtiful Joe Rainbow-V FAQ.
Up to Joe the Hero Part 2!

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C O N T R O L S

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Control Stick/

This is the grey Analog Control Stick found on the left side of the controller. Use this to move Viewtiful Joe left, right, up or down.

A Button/

The green button located at the right side of your controller. Press this button to jump. The longer it is held, the higher your character will jump. When in "Henshin" form, press it twice to jump higher. You can use this to select options.

B Button/

The red button located at the right of your controller. Press it to go into Zoom mode. You can do various unique moves while in this mode. You can use this to go to an "EXIT" option.

X Button/

The X Button is the gray button to the far right of your controller. Press it to Kick.

Y Button/ -----

The Y Button is the gray button located at the right of your controller, above the A Button. Press it to Punch.

C Stick/ -----

The yellow analog control stick located at the bottom-right of your controller. Press it to go into Zoom mode. You can do various unique moves while in this mode.

L Button/ -----

Hold down the L Button to enter VFX Slow mode. The L Button is the gray trigger button at the top-left of your controller.

R Button/ -----

Hold down the R Button to enter VFX Mach Speed mode. The R Button is the gray trigger button at the top-right of your controller.

Z Button/ -----

The Z Button is the single purple button next to the R Button. This is used to cancel training. It also skips scenes.

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B E F O R E   Y O U   S T A R T . . .  
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Before you start the Rainbow-V challenge, I suggest reading this chapter first, whether you're a newbie to Viewtiful Joe or a Viewtiful expert. The reason why this chapter is so important is that it contains all the information that you should be reminded of so you can get a perfect score.

Rankings -----

Rankings are what you'll be titled when you complete a task. Here are the rankings, how to get them and why you get them.

Rainbow "Viewtiful!" -----

You get this ranking when you get a perfect score on each requirement. Now THIS is what you want!

"Viewtiful!" -----

This is when you get most V's in your requirements. If you get all V's, you'll get the above ranking.

"Awesome!" -----

You get the "Awesome!" ranking when you get most A's in your

requirements. This means you've done a well job, but not too Viewtiful.

"Baad!"

Sheep, anyone? You get this ranking when you get most B's in your requirements. You'd have to do under-average to get this.

"Crappy!"

Ouch! You don't want to get mostly C's in your requirements. This means you're near "D'oh!", which means zero.

"D'oh!"

You REALLY don't want this ranking. You'd have to do very, VERY poorly to receive this ranking. A good example is in V-Points. If you collect not one V-Point, expect a D. Time is also a big vulnerabilty. If you take a very long time, expect "D'oh!". Getting a D on Defense is nearly impossible. To get a D on Defense means you have to sustain major damage.

Requirements

Now you know the rankings, but what about the requirements?

V-Points

Try to get as much as possible. An easy way to get a V here is to use "_____ Forever" Moves (like Viewtiful Forever"). The usual V-Points you need are 20-50 for a V for beginner tasks. SlowZ-RHOH gives you quite a few V-Points when you dodge an attack.

Defense

If you get hit even once, you'll get a Ranking below "Viewtiful!". However, if you have use Ukemi when you fall to the ground, you're Ranking will remain "Viewtiful!". Try not to take a hit.

Time

Time is the least thing you should worry about. Even when tasks should be short and simple, Time is very easy to achieve if you do everything correctly. Even when you think you've gone past the Time limit, there's usually plenty of time left. However, this doesn't also work in every task. If you linger around too long you'll be sure to get a D'oh! ranking.

Pre-Game Tips

Use Slow+Zoom+Punch combination attacks. It unleashes a slow flurry of pounding punches. Also known as SlowZ-RHOH for Slow Zoom Red-Hot-One-Hundred.

I HIGHLY recommend playing Kid's Mode to get all of the moves and plenty of hearts before starting. A Take 2 or Ukemi is a practical must-have when Rainbow-V hunting.

Although getting Rainbow-V's with Silvia is much easier, I'll use Viewtiful Joe as the main character. Whichever mode you choose, the outcome will always be the same. Kid's Mode, Adults, or V-Rated, you'll get a "Super" character anyway. This is why I also suggest getting Rainbow-V's on Kid's Mode, since it's much easier to pull off. However, if you get a Super Character on Kid's Mode, you're stuck there. Also, it also may be a better idea if you get everything in Kid's Mode first, then replaying it again so you have plenty of V-Points and Skills. Since Kid's Mode is easy, you may even want to play it a few times to get the most money. This guide works with Adults Mode and Ultra/V-Rated.

Bosses can sometimes be easier to get a Rainbow-V from instead of usual level tasks because if you know their pattern, you can win easily. Dark Fiend, Hulk Davidson and Gran Bruce are easy to win over and get a Rainbow-V on because they have a simple pattern. However, bosses such as Another Joe have a confusing pattern and powerful moves.

A task does not start until Silvia says "Just Go For It!".

If you have something you wish to add to this FAQ, please visit the Viewtiful Joe Social Board and make an "ATTN: Blue" topic.

When I say "dodge an attack", I mean this:

If there is a Skull Mark low, push Up on the control stick.

If there is a Skull Mark high, push Down on the control stick.

When I say "dodge an attack in VFX Slow" I mean this:

Actually take the hit while in VFX Slow mode. Or rather go towards the object that hurts you. This will automatically dodge the attack. If you "Zoom" when you dodge it, you'll do a Viewtiful Forever move.

Hitting boxes (in VFX Slow) will earn you some V-Points. To destroy the Pink Boxes in the background, you have to have Mach Speed 2/3, and then use VFX Mach Speed on all of the surrounding enemies.

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Rainbow-V Guide

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Episode 1: Joe the Hero

Part 1

Task 1: Defeat 3 Enemies

This is easy. Dodge 1 attack by observing the skulls marks. When the pink crosshair appears, kick him in VFX Slow. Keep VFX Slow on and kick the other ones at least once. Then SlowZ-RHOH them. You should get a good balance of V-Points, Defense and Time.

Task 2: Defeat 4 Enemies

This is also very easy and simple. Dodge an attack and starting VFX Slow-kicking like crazy. If done correctly, you can last until the Ballerina appears. As soon as he does, SlowZ-RHOH him. This should get you your Rainbow-V.

Task 3: Defeat Captain Blue

SlowZ-RHOH twice: Once to destroy his aura; second to destroy him. Simple as that.

Task 4: Defeat Joker

Use two SlowZ-RHOH punches on him. Go to the Slot Machine and get three coins. Then, get three V's. Get the key and open to the door.

Task 5: Defeat Cowboy; 4 Enemies

This is quite simple. When the Cowboy shoots a bullet at you, dodge it in VFX Slow and Zoom In for a Viewtiful Forever. Afterwards, just pummel him with a SlowZ-RHOH. When the other enemies come, dodge the attacks in normal mode for a pink crosshair to appear. Then use VFX Slow punches and kicks on the rest of them. V-Points is the only problem here.

Task 6: Get To Top Of Room

All you have to do is to hit the Verdy-jets. When they fall, dodge their attacks and punch or kick them. Of course, collect the V-Points. Now go right. Use VFX Slow to lower the platform. Let it slowly go towards the right side. Then hit the switch. Hit the box for some extra V-Points also. Go left and go up the chandelier. Hop towards the right across the chandeliers to finish the task.

Task 7: Get Key

As usual, V-Points refuse to show upon tasks. To accomplish this task quickly and correctly, you should know that there are two ballerinas between two axe-wielding statues and under a chandelier. When you are between them, go into VFX Slow. Dodge one's attack, then kick him and then the other. This will form a sure K-O. If you wish, you may want to use a Viewtiful Forever pose to rake in some V-Points. Smashing those axes may help, too...

Task 8: Defeat Black Thunder

Black Thunder is the helicopter that shoots bullets and missiles. If you fight him correctly, he wouldn't have a chance. All you have to do is jump to the cockpit and use a few SlowZ-RHOH hits. This should get him down quickly.

Episode 1: Joe the Hero

Part 2

Task 9: Press Switch

As soon as you start, use VFX Slow. While you're doing that, jump to a bat and SlowZ-RHOH him. Try to use this against another bat or two on your way towards the right. By the time you're doing that, the water drop should enlarge greatly and press the switch. Now, start dashing

to the right (running while randomly tapping R). Jump over the barrels and reach the door.

Task 10: Defeat Captain Blue

The same as the other fight. Just use a few SlowZ-RHOH punches on him to destroy him. You'll probably have to follow him a bit more here, though...

Task 11: Escape From Barrel

This is slightly difficult. It requires much skill. The barrel will come rolling down the staircase, so you'll have to act precisely and quickly. There will be some enemies along the way. Quickly going into VFX Slow and hold down R. This will actually make you and only you slightly faster. SlowZ-RHOH the enemies. This will give you a few V-Points. However, only use SlowZ-RHOH on about two enemies, because you don't get too much time. Afterwards, dash downwards to make it in time.

Task 12: Escape From (Spiked) Barrel

Quickly going into VFX Slow and hold down R. This will actually make you and only you slightly faster. SlowZ-RHOH the enemies. This will give you a few V-Points. However, only use SlowZ-RHOH on about two enemies, because you don't get too much time. Afterwards, use VFX Mach Speed to make it in time. The same as above.

Task 13: Defeat Charles the Third

It's insanely easy to get a Rainbow-V. Just do a Red-Hot-Kick on him. When he falls, SlowZ-RHOH. He has some other moves, but if you just do that, he'll be too easy. If he turns into bats, use a Voomerang. Once you beat him, hope you get all Rainbow-V's! Now for Episode 2!

Episode 2: Some Like It Red Hot
Part 1

Task 1: Defeat Two Cowboys

Go in front of one of the cowboys and wait until he shoots. When he does, go to a bullet in VFX Slow to dodge it and Zoom in for a Viewtiful Forever. Afterwards, simply chase them down and use SlowZ-RHOH to destroy them. Make sure you do not get hit at all.

Task 2: Defeat Captain Blue

Yawn. Once again, so easy. Just use SlowZ-RHOH on him. Make sure you avoid his Captain Blue Kick. He will avoid you a bit more so follow him.

Task 3: Get To Flag

As you proceed, SlowZ-RHOH the Pink Box and the next one below. Then, jump across the boxes to the right. Now use VFX Mach Speed to make the liquid flowing in the background speed up, thus causing an overflow. The room will flood. Now jump towards the right. You will encounter a few Verdy-jets, so just use SlowZ-RHOH to destroy them. Be sure to avoid the lasers. Continue towards the right. Use VFX Slow to slow down the propellers on the platform so it can fall. Once it does, jump on it. You'll encounter a few bats. Use a Voomerang to take most of them down. Then use VFX Mach Speed to make the platform go up. Be careful with the lasers. Once you reach the top, go left and touch the flag.

Task 4: Defeat Joker

There will be a swarm of bats and 1 enemy. Each time you defeat an enemy, another will come. Dodge an attack from the Biancky to form a pink crosshair around him. Then, SlowZ-RHOH him. Use a Voomerang to destroy some bats. Dodge the Biancky's attack again. Zoom in for a Viewtiful Forever. Now, go left. You will see electricity zap through some broken wires. When it does, use VFX Slow. This will give the machine enough energy to open the door. Now, once it opens, head left. A bat may actually come through the door, so use a SlowZ-RHOH or a Voomerang to rid of them. Afterwards, Joker will come. Simply use SlowZ-RHOH on him to destroy him. Make sure to grab all of the V-Points. Once you get to the oh-so-small slot machine, go into VFX Slow and Zoom. Hit the machine each time when it gets to the coin icon. Afterwards, get the money. Then, get all V's. Get the key atop the machine and go left to cause the pipe to burst. You'll fly up into the city.

Task 5: Defeat Eight Enemies

You'll need some skill here. There will be at first four enemies. Dodge an attack so a Pink Crosshair appears, then use SlowZ-RHOH on all of them. If you can try to keep in "Rock-On" mode as long as possible, this will give you a lot of V-Points. If you are near VFX drainage, go back to normal. Use SlowZ-RHOH on all enemies.

Task 6: Defeat Seven Enemies

At first you'll be faced with several enemies. Dodge their attacks in VFX Slow and Zoom for a Viewtiful Forever. Then dodge another attack (normally) to enter Rock-On mode. Now SlowZ-RHOH everyone. After that, two Rosettas will come. Use SlowZ-RHOH on them, too.

Task 7: Get Across Broken Bridge

"Speed", anyone? Hop onto the bus and when it gets near the bridge, use VFX Slow. Once the boosters make a loud noise, let go and go into VFX Mach Speed. This should get you across the broken bridge. If you are unsure, just do a Red Hot Kick at the end.

RocketDarkness' strategy for getting V-Points:

"Let the bus crash, but jump before it lands in the pit so you don't take damage. Go up to the hamburger box, and SlowZRHOH it for 20 vpoints, and an extra 10 for the hamburger. Then just jump the gap. That SHOULD work. "

JimmySeal's strategy for getting V-Points:

"When the bus comes at you, jump at its windshield and slow down. You will do the spin dodge. Zoom in before this finishes to use the ___ forever move. You should get about 70 Viewtifuls. Now zoom out, release slow and duck, and the bus should pass over you harmlessly. Hop on the next bus and cross as usual."

Task 8: Defeat Two Helicopters

The same way you destroyed Black Thunder. Go up to the cockpit and use SlowZ-RHOH on it a few times. You may have to try twice. A Viewtiful Forever may help your V-Point score, so be sure to dodge the propellers.

Episode 2: Some Like It Red Hot
Part 2

Task 9: Insert Two Jewels

There are a few enemies here, so you will want to dodge all attacks. For the Bianckys, dodge an attack normally and then when a Pink Crosshair appears, SlowZ-RHOH them. Try to dodge the Cowboy's bullet in VFX Slow so you can do a Viewtiful Forever. Once the enemies are finished off, go up. Do a jump in Zoom to hit the switch. Go left and use VFX Mach Speed on the statues. Get the jewel and go bottom-right. Go back up and go right. Use VFX Mach Speed on the statue again and get the jewel. Jump down and open the right door.

Task 10: Get Key

Once you ride up the elevator and the door opens, go left. Use VFX Slow to cause the platform to lower. Then hop on, use VFX Mach Speed to go up and hit the chandelier to get the key. No, not THAT, key, the minor key needed to open the door! Anyway, once you open the door, go through it. You'll be faced with plenty of enemies. Dodge every attack normally to enter Rock-On mode (AKA Pink Crosshairs). Once you do that, unleash a series of punches and kicks, as well as SlowZ-RHOH's. Do this to every single enemy. Once you destroy all of them, go in front of the bookcase and jump in Zoom. Then, grab the books and go in front of the bookcase. Once the bookcase shifts forward, jump on it. Go up the hole and open the left door. Defeat the two cowboys. You may want to VFX Slow-dodge a bullet and Zoom for a Viewtiful Forever, too. Anyway, once you destroy them, jump and Zoom over the crack to end up below. You'll find another Red Leader. Dodge his attack and SlowZ-RHOH him. Now go left through the door.

You'll see another spiked barrel in the background. You'll then be faced with several enemies. If you are going to hit an enemy, be absolutely sure there is a pink crosshair surrounding him. This will make sure you get even more V-Points. Dodge an attack before you attack to enter the Rock-On mode. SlowZ-RHOH all enemies that come your way. If done correctly, you should get a nice and shiny Rainbow-V. If not...

Task 11: Get Second Key

Yes, another one o' these. As you enter the hall, kick the bomb into the door. After 2 seconds, enter VFX Slow. The explosion should destroy the wall. Now for more punch-outs... As you enter the next room, you'll find several enemies. Take them all out in Rock-On mode. Just as a reminder, to enter this mode, dodge an attack and hit each enemy when a pink crosshair appears around them. Use SlowZ-RHOH on them. Once you take them all out, kick or punch the bomb to the right until it's against the wall. Then use VFX Slow so it can blow up the wall. Once inside the room, a Rosetta will appear. SlowZ-RHOH the Rosetta a few times for the key. Now, hit the box in VFX Slow for more Viewtifuls. Dash to the left. Uppercut (VFX Slow+Down+Y) the bomb up to the ceiling "wall". It'll break. Now go up. You'll find quite a few enemies up here. Be sure to dodge all of their attacks and let them have it in Rock-On mode. Defeat all of the enemies here in Rock-On mode and avoid the lasers. If you do encounter one, go into VFX Slow to dodge it. Once all enemies have been destroyed, VFX Mach Speed-punch the bomb until it lights fire. Then, punch it to the door. Use VFX Slow so the explosion can destroy the wall. Afterwards, go through the path. Once you fall down, dodge an attack to enter Rock-On mode and pummel the enemies. Then, open the right door.

Task 12: Get The Third Key

...Again!? Yes, and thank goodness it's the final! You'll go through yet another endurance test with several enemies. It's the exact same as the first spiked-barrel enemy battle. Like before, never hit until you see a Pink Crosshair. This will nearly guarantee a Viewtiful! on your V-Point requirement. Try to use a lot of SlowZ-RHOH punches with a Pink Crosshair often. Once all enemies are defeated, go left with the key. Yet again, not the task key, the minor key. Anyways, open the door and head left. Take out some enemies the ol' classic way: Dodge then hit. Once that's over with, go left and jump and Zoom above the switch to press it. A ladder will lower. Jump onto it and into the above room. Go left to meet your fiend, the Joker. Take him out the usual SlowZ-RHOH way. Like previous times, hit the slot machine when it has the coin icons so you can get more V-Points, then go for three V's. Once that's done, enter the left door. Jump down and go right. You'll be in a bathroom. Jump and Zoom where the reel-arrow is pointing to, then SlowZ-RHOH the Rosetta a few times. Get the Key. Jump onto the table and jump through the hole. Go left through the door and open the next door to the left. You'll end up in another elevator, although the last. Now it's time to teach Hulk Davidson a lesson...

Task 13: Defeat Hulk Davidson

Like other bosses, just use SlowZ-RHOH. He's a bit more challenging than Charles the Third, though. He will summon missiles to pummel into the ground causing fires. Here's a very simple method to beating him. Stand in front of him and wait until three Skull Marks appear. Then push Up to dodge it. Do this three times. At the third time, jump over him. When he crashes into the wall, go up to him and start using SlowZ-RHOH on him. This method will guarantee you a Rainbow-V! Just make sure you don't get hurt once...

----- Episode 3: 2,000,000 Leagues Under The Sea Part 1 -----

Task 1: Destroy Harrier

Since you have to play as the Six Machine, you should get used to it's basic controls. Everything is the same except the Punch button, which is Y, shoots out a short beam. The Kick button, which is X, shoots out a small missile. As you start, you'll encounter some bats. Just use a small missile in VFX Slow to take them down. Use VFX Slow missiles with any enemy group to take them down. Anyway, use the Y button sparingly since it can't really prove to be all that helpful. The missiles are much more powerful and can destroy groups within a few seconds. When you met up with Verdy-jets, use missiles. Sometimes the Verdy-jet will shoot a missile and get out of the way. When this happens, use the Y Button. You can dodge attacks in VFX Slow the same way you do when you're Viewtiful Joe, but you can't do a Viewtiful Forever. You'll still receive V-Points for it, though. When you encounter the Cromartys, use a few missiles to easily take them down. It's easier than you may think. At times you will encounter more than enough enemies, so just use missiles. Once you reach the end, a Harrier will appear. Use missiles at the cockpit to do major damage. Of course, VFX Slow-ed. At times, the Harrier will go above your reach, so wait until it comes back down to shoot missiles at it. Do this a few times to win! If you do it correctly with a good balance of V-Points, you'll win (with a Rainbow-V, of course)!

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

Task 2: Open Metal Door

As you begin, you'll face about five or four enemies. To get the most V-Points, like other times, you have to dodge the attack, wait until the Pink Crosshair appears, enter VFX Slow and pound them away with SlowZ-RHOH punches. More enemies will come, so do the same to all of them. Afterwards, two Rosettas will come. SlowZ-RHOH them

a few times to get rid of them. Then two Cowboys will appear. Like before, dodge their bullets in VFX Slow and Zoom for a Viewtiful Forever. This should add some V-Points. After that, just pummel them with SlowZ-RHOH. A remote will appear. Get the remote by touching it and head left. Once you enter the "room", the remote will automatically activate the propeller platform. Use VFX Slow to cause it to lower and go right. Now keep going right until you reach the red switch. Use VFX Slow when it's over the switch to cause it to lower. Keep VFX Slow held down and go through the door to the right. As soon as you enter this doorway, a task will instantly begin, so you'll never know what Ranking you got until you view your report card at the end of this Episode.

Task 3: Defeat 6 Enemies

You'll be faced with sets of two enemies. Dodge their attacks and SlowZ-RHOH them. Use a few Viewtiful Forever's to get more V-Points. When you dodge the attacks, remember to try to stay in Rock-On mode as long as possible.

Task 4: Destroy 2 Guards

Defeat a few ground enemies first by dodging them and entering Rock-On mode. Then use SlowZ-RHOH on them. Stay in Rock-On mode as long as possible. Then, destroy the two electric current thingies with VFX Mach Speed and punches.

Task 5: Destroy 2 Guards

Same thing. Except there are some Cowboy enemies. And some metal piranhas. Dodge the piranhas in VFX Slow and Zoom for a Viewtiful Forever. You may want to do this twice. Afterwards, destroy the Cowboys with SlowZ-RHOH. Then take down the 2 Guards with VFX Mach Speed punches.

Task 6: Defeat Joker

Defeating Joker is slightly more difficult. He will toss a token into the slot machine while in battle and torpedoes will come down. Dodge the torpedo in VFX Slow and Zoom for a Viewtiful Forever. After that, get Joker in front of you and pound him with several SlowZ-RHOH punches. Get the token and go to the Slot Machine. Hit it 3 times when it gets to the token icons to get V-Points. Then hit it three times when it's on the V-Point icons. Get the ID Card above the machine and go right to insert it and disarm the bomb.

Task 7: Get To Gran Bruce

You'll have to go back to the lobby area from which you've just came from. As soon as out start your little trek back, three Red Leaders will appear.

Use your dodging skills in VFX Slow then pound then with SlowZ-RHOH. Sustain Rock-On mode as much as you possibly can! Getting V-Points can be quite challenging here, so pay attention. If it's a ground enemy, dodge it's attack in VFX Slow and enter Rock-On mode, then destroy them with SlowZ-RHOH. If it's a Guard, use VFX Mach Speed. If it's a Verdy jet, SlowZ-RHOH mid-air. Destroy anything and everything. Try a few Viewtiful Forever's to jack up the V-Points score. If you have a better way to o

Task 8: Defeat Gran Bruce

As soon as he gets near you, start using SlowZ-RHOH on him. Keep doing it until he's beaten. This will give you Awesome V-Points, Viewtiful Defense and Time. If someone knows about getting Viewtiful V-Points, that would be greatly appreciated!

JimmySeal's strategy for getting V-Points:

"Getting a V for V-points is no exact science, but things that help are:

- ___ forever move (dodge garbage or his propeller)
 - Tapping punch for RHOH instead of holding it (kills him slower)
 - allowing him to recharge some life
 - In episode 6, I think you need to mach speed to break the 2 pink boxes as well
- Fighting him underwater is more difficult than in the air. To lower the water level, get him to bite a mine and then slow down and (optional) hit him to make it explode. But don't let the mine do too much damage because you don't get any v-points for it. Be ready to avoid his charging as soon as the water level goes down."

Episode 4: The Viewtiful Escape

Part 1

Task 1: Get To Flag

This is a simple and fairly short task to complete. Go right and jump into the large gap. Some sailors will appear. Dodge their attacks and SlowZ-RHOH in Rock-On mode. If you see a light crack, use Jump and Zoom to destroy it or if there's a light crack in the ceiling, just Zoom and Jump. Most ground cracks will have sailors coming in them, so dodge their attacks to enter Rock-On mode again, and SlowZ-RHOH. Once you reach the last light crack towards the right and destroy it, you'll find a remote. Go left until a remote-controlled platform appears. Guide it all the way right until you past the map. You'll need to use VFX Slow to make it fall into the gaps. Once you get past the map, you'll see a fan. Use VFX Slow to cause the platform to lower in front of the fan. Now quickly use VFX Mach Speed to make it elevate upwards. Once you get up, do a Red Hot Kick towards the left to quickly touch the flag.

Task 2: Defeat Geldy

This is easy. Jump up and go left on the rail platform.

A Geldy will appear (you may have to go more left). He wields what you need: A ship wheel. Stand in front of him. If he beats his chest, SlowZ-RHOH him three times to get

Episode 4: The Viewtiful Escape
Part 2

Task 3: Get Key

This is much more complicated than it sounds. The instant you begin, use VFX Mach Speed punches on the Guard. Afterwards, use VFX Slow to cause the propeller platform to lower. Hop onto it, then use VFX Mach Speed to quickly bring it up. Once it goes all the way, up, jump to the right. Afterwards, use VFX Mach Speed when the propeller platform is under the switch. Jump over the gate and VFX Mach Speed-punch the Guard. Now go right and use VFX Slow again to bring down the platform. Hop on, use VFX Mach Speed and jump towards the right. Keep running to the right, avoiding gaps and missiles. Once you reach the far right area, use VFX Mach Speed. Run to the right, use Down + A to jump down, then run left, and do the same sequences until you reach the end. You'll find a Pink Box in the background and some enemies. Use VFX Mach Speed on all of them to get the Red Potion, then defeat them all by dodging their attacks. Now continue right and jump. In this final hall, you'll have to stop all of the gears from moving. To do this, SlowZ-RHOH every "STOP" word on each gear. At the end, is a Geldy. The best way to destroy the Geldy is to SlowZ-RHOH on it's invulnerable and about to attack. This way, you'll soak in plenty of V-Points, and doing a Viewtiful Forever will gain you much more. Afterwards, simply destroy him the ol' fashioned way.

Task 4: Hit Three Switches

The enemies around you are your only hope of getting a V in V-points. Knock out some of the Verdy-jets here in the usual SlowZ-RHOH mode. Then, like before, start pounding the Geldy in SlowZ-RHOH to make up for the V-Points. Yet again, use a Viewtiful Forever to jack up V-Points. Then get rid of the Geldy when he's vulnerable to attack. Once the Geldy is taken care of, quickly run right. Stand right in the center of the two poles. Go into Zoom, use VFX Slow and press X. This will cause both poles to get hit, and activating three switches to turn blue. Go to each switch and deliver a punch to each of them. Make sure that you remember which one to hit.

Task 5: Destroy Another Joe

Another Joe is definitely not your average Joe...He's a mimic of Viewtiful Joe. He has some tough attacks. It's lengthy, although simple to destroy him. He will usually teleport to different areas. Just follow him and SlowZ-RHOH five times. He will call the Six Machine out to drop missiles. When he does that, simply use a few SlowZ-RHOH punches to gain a hamburger. He'll also call his clones to hit you, so use Voomerangs to take them out or VFX Slow punches. Avoid any hits.

JimmySeal's Another Joe tip:

"In episode 6, you need to catch him trying to invoke a move and mach speed hit him instead. This will break the gold boxes and send medallions flying at you. It will also take out any six machine flying around. Make sure all the boxes are broken before you kill him."

Episode 5: The Midnight Thunderboy
Part 1

Task 1: Destroy Tank

You could do this the easy way, or the harder way. For this task, you'll want the harder way, because the harder way will earn you enough V-Points for a V. The tank will shoot out enemies from it's top. Defeat the enemies the same way: By dodging it, using a Viewtiful Forever, dodging it again but this time using SlowZ-RHOH, which will enter you into Rock-On mode, and then pound away the next upcoming enemies. It's not as easy as you may have thought. Anyway, once you finish hitting hard in Rock-On mode, and you hear a rusty squeak, the tank is about to shoot a bullet. SlowZ-RHOH the bullet. Stay in Zoom. The bullet will come back to the tank, doing massive damage. Just remember: Don't hit the bullet(s) until you hit the enemies.

Task 2: Destroy Harrier

Like all other times, SlowZ-RHOH the cockpit. When it falls, there should be some Ninjas below. Do a Viewtiful Forever by VFX Slow dodging and Zooming in, then just enter Rock-On mode and SlowZ-RHOH them.

Task 3: Get To Flag

As it begins, quickly SlowZ-RHOH the two pink boxes. Then, slow down time for as long as you can. If done correctly, a water drop should fall into the lava, causing a rock platform. Now jump on the platform and use VFX Mach Speed to the top. Once you reach the top, look at the sewer pipes. If you see a water drop, use VFX Slow until the drop is huge. The drop will cause yet another rock platform. Now do the same VFX Slow-water-drop routine until you reach the far right. Once you reach the next part, jump onto the propeller platform. Hit the box in VFX Slow for a Cheeseburger. Jump on the next platform. Then jump onto the next. After this, jump onto yet another platform. Now, use VFX Mach Speed to cause the platform to rise. Avoid the lava waterfall by stepping on the very left side of the platform while using the VFX power, and avoid the flames. Once you reach the top, jump to the right and onto another platform. Wait until it goes to the far right, then jump towards the ground. Two Rosettas will appear, so be sure to take them out first. Dodge

their attacks and SlowZ-RHOH in Rock-On combo mode.
Once both are done with, get the flag.

Task 4: Defeat Joker

Like before, just use SlowZ-RHOH a lot of times on him. However, this battle is somewhat different from the other Joker battles. He will use various new attacks on you. Avoid each one and focus on hitting him. Once you've defeated him, go to the Slot Machine as usual. However, you'll have to hit the bomb pictures instead. Once the bombs fall, go to the far right one and hit it. Once it gets instead the hole, go into VFX Slow and hop on the machine. I'd rather do the easier way: Just kick a Shocking Pink in there. You also may want to get all three coin icons for more V-Points.

Task 5: Defeat Harrier

It's time to pit your skills against numerous enemies. I won't do a step-by-step punching guide, but just remember: Dodge their attacks in VFX Slow and Zoom in for a Viewtiful Forever, then dodge their attacks to enter Rock-On mode in VFX Slow, and punch away. Stay in Rock-On mode for as long as you can. Destroy anything and everything with SlowZ-RHOH. Destroy the cannons from behind. Once you get up to the harrier, remember to SlowZ-RHOH the cockpit for as long as you possibly can without entering normal mode.

Task 6: Destroy Tank; Harrier

The tank will shoot out enemies from it's top. Defeat the enemies the same way: By dodging it, using a Viewtiful Forever, dodging it again but this time using SlowZ-RHOH, which will enter you into Rock-On mode, and then pound away the next upcoming enemies. It's not as easy as you may have thought. Anyway, once you finish hitting hard in Rock-On mode, and you hear a rusty squeak, the tank is about to shoot a bullet. SlowZ-RHOH the bullet. Stay in Zoom. The bullet will come back to the tank, doing massive damage. Just remember: Don't hit the bullet(s) until you hit the enemies. Same as before. Once again, you'll have to face the harrier. Like all other times, SlowZ-RHOH the cockpit. Avoid the bullets.

----- Episode 5: The Midnight Thunderboy Part 2 -----

Task 7: Activate Emergency Brakes

As you first start, quickly jump down into the hole leading to a train car. In this car and several enemies. Take them all out by entering Rock-On mode and staying in it as long as possible. Once you reach the Rosettas, pound them like you always do. When you get the key, jump up to the shaft door to exit this car.

In the next train car, you'll face some fence-gates. Simply hit them to take them down. You'll want to take down the several enemies at the top gate for some Viewtifuls. The bottom leads to a safe and a dead end. For the next two gates, the top one leads to a dead end and a safe. The safe contains the key you need to exit this car, so break it open by hitting it a few times. The bottom gate leads to two Geldys and the shaft door. Jump to the shaft door like before to open it. While you're here, take down the two Geldys like other times.

The third train car is very similar to the previous one. The top gate leads to a cheeseburger in the safe. SlowZ-RHOH both. The bottom leads to two more gates. The top gate leads to a safe container what you need most: Infinite VFX! Use this to take out the many enemies around the place. The bottom gate leads to a Geldy wielding a key. Destroy him the usual way and nab the key. Open the shaft door.

Now for the final. As you approach the left side, two Red Leaders will appear. Destroy them in Rock-On mode by SlowZ-RHOHing them. Now go left and stand on the bottom. Use VFX Mach Speed to speed up the breaks.

Task 8: Defeat Alastor

As you first begin, he'll charge at you with a blade. Jump over him. This should dispel his aura. Now SlowZ-RHOH into the lava. When he falls into the lava, he'll appear in the fountain, dazed out and vulnerable to your attacks. Now SlowZ-RHOH him again. He'll probably fall out of the fountain, so SlowZ-RHOH him again. Avoid his attacks by jumping around.

Episode 6: The Magnificent 5

Part 1

Simply follow the other strategies listed in this guide:

Task 1: Defeat Charles the Third

It's insanely easy to get a Rainbow-V. Just do a Red-Hot-Kick on him. When he falls, SlowZ-RHOH. He has some other moves, but if you just do that, he'll be too easy. If he turns into bats, use a Voomerang.

Task 2: Defeat Hulk Davidson

Like other bosses, just use SlowZ-RHOH. He's a bit more challenging than Charles the Third, though. He will summon missiles to pummel into the ground causing fires. Here's a very simple method to beating him. Stand in front of him and wait until three Skull Marks appear. Then push Up to dodge it. Do this three times. At the third time, jump over him. When he crashes into the wall, go up to him and start using SlowZ-RHOH on him. This method will guarantee you a Rainbow-V! Just make sure you don't get hurt once...

Task 3: Defeat Gran Bruce

Just SlowZ-RHOH as soon as he appears. If he charges his health, SlowZ-RHOH again for major damage.

Task 4: Defeat Another Joe

Another Joe is definitely not your average Joe...He's a mimic of Viewtiful Joe. He has some tough attacks. It's lengthy, although simple to destroy him. He will usually teleport to different areas. Just follow him and SlowZ-RHOH five times. He will call the Six Machine out to drop missiles. When he does that, simply use a few SlowZ-RHOH punches to gain a hamburger. He'll also call his clones to hit you, so use Voomerangs to take them out or VFX Slow punches. Avoid any hits.

Task 5: Defeat Fire Leo

Fire Leo can be quite tricky yet easy simultaneously. Even on Adults Mode, if you know his pattern well, you can damage him a lot quickly.
Fire Leo will run around the arena blowing out meteors from his head. VFX Mach Speed punch a meteor until you light fire. Now skip over to Fire Leo and SlowZ-RHOH him. A Skull Mark will appear. Dodge it and try to hit him again. He'll usually do a pink spinning move. You'll have to use a lot of VFX Slow here to dodge any hits in case you take any. Just dodge his attacks until he's dazed out. Then SlowZ-RHOH him. Another alternate way to damage him a lot is to Dragon Kick him (Red-Hot-Kick in VFX Slow and Zoom) when you're on fire. This will chip off around half of his health. When jump over Fire Leo, go into VFX Slow mode, so in case a meteor comes in contact with you, you'll automatically dodge the hit.

----- Episode 7: Joe & Silvia Part 1 -----

Task 1: Unlock Door

This is going to be a pretty tricky task. You'll have to destroy numerous enemies, while hitting the switches while avoiding practically any contact with any enemies. It's a long task here, especially if you plan to get a Rainbow-V. When the enemies appear, dodge their attacks to enter Rock-On Mode, then use SlowZ-RHOH as usual to knock them out. Like I said in one of the Barrels tasks of Episode 1, use VFX Slow while holding down the VFX Mach Speed button (R) to get a quicker kind of Slow Motion. Anyway, use VFX Mach Speed wherever you see boxes on an enemy to gain plenty of V-Points. Don't forget that you might want to use a few Viewtiful Forevers (two or three will work out fine). Then, to actually complete the task, you'll have to hop on top of the DIE Fighters to get to the ceiling, then while in mid-air Zoom in. When you get near the bottom, start using VFX Slow to increase the power of the stomp on the switches. Once all three are pressed, run to the right and through the door.

Task 2: Destroy Two Tanks

Like other times, just jump to the "bullet", SlowZ-RHOH and stay in Zoom for more damage. Dodge the Cromartys' attacks to enter Rock-On mode and punch away. Don't forget to VFX Slow punch the boxes.

Task 3: Destroy Two Metal Leos

Viewtiful Forever and SlowZ-RHOHs are must haves in this particular task. You defeat the Metal Leos the exact same way to defeat Fire Leo. Dodge the attack, SlowZ-RHOH until shield breaks, dodge the attack, SlowZ-RHOH until you defeat him. He may do what Fire Leo does by going in the pink spinning mode, so dodge all attacks and destroy them when dazed. The second one is located all the way down. On your way back up, use VFX Slow so the platform can lower, then use VFX Mach Speed so it can higher.

jamescom1's Metal Leo strategy:

"First, SlowZ-RHOH him (3 hits) until he swings at you once. Dodge it, and SlowZ-RHOH him until his shield breaks, then SlowZ-RHOH him three more times. He'll swing at you once. Dodge it, and SlowZ-RHOH him three more times. He'll swing at you once. Dodge it, and SlowZ-RHOH him three more times. He'll swing at you once. Dodge it, etc."

Episode 7: Joe & Silvia
Part 2

Task 4: Defeat Joker

Enter: Rock-On Mode. Dodge an attack normally in VFX Slow and enter Rock-On mode and then SlowZ-RHOH as much as you want. Grab the blue potion bottles. There are a lot of enemies here, so since you should know how to cream them by now, do so. Defeat Joker the way you normally would. Just use a few SlowZ-RHOH punches on him. Remember to use the token on the Slot Machine for the three coin icons and the three V icons. Get the key when you get three V's and open the right door.

Task 5: Destroy Eight Spaceships

This one is easy. Destroy the box in mid-air in VFX Slow. Then take out the Geldys. The missile that come out from the hole can be mis-directed with a punch. Hit the missile and use VFX Slow as it approaches the spaceship(s) in the background for major damage. Do this until you destroy the giant Spacestation.

JimmySeal's strategy for getting V-Points:

"Mach-speed punching the geldys (when they're vulnerable) destroys the ships very fast. You may need to use one or two missiles as well. Do not skimp on the hits you deal to the geldys or else you will not get a V for V-points."

Task 6: Get Key

Defeat three Metal Leos the same way you did to them in

Task 3. You'll get the key from the third one. Avoid the flames.

Tasks 7, 8, 9, 10: Destroy Enemies

The next four tasks are endurance tests including basically every solo/pair enemies. Destroy the enemies like you usually do. Dodge their attacks and enter Rock-On mode to multiply your V-Point totals. Avoid any attacks or hazards you find within the area(s). Once you reach the top, it's time for the final battle with King/Captain Blue.

Task 11: Destroy King Blue

Oddly enough, this task is quite simply to do if you know King Blue's pattern. And I do. Here's how to destroy King Blue quickly. King Blue will use lightning attacks when he says "Go back to school!". Stay still when he says this to dodge the attack. Then, he will usually call out the DIE Fighters, as seen in the first part of this Episode. When he does, jump until you are level with him, then SlowZ-RHOH 16 times. When you fall, a satellite tower should rise up. VFX Mach Speed punch it until it's destroyed. Doing this will cause your after-images to destroy the background spaceship and King Blue to get damaged. This will cancel his lightning bolt attack. Missiles may still come at you, so be sure to dodge them. When he throws his staff, it'll follow you. Double-jump, then quickly fall down and push Down on the Control Stick. The staff will stay in mid-air and the lightning will go down and sideways to where the staff is at. Anyway, repeat the SlowZ-RHOH process until you destroy his first form...

JimmySeal's King Blue strategy:

"At the very beginning of the battle, he uses a lightning attack that seems very difficult to dodge. Using one of these two methods may help
-When he starts sending down lightning bolts, take 2 steps to the right. With any luck, the bolts will miss you.
-When he starts sending down lightning bolts, double jump high in the air. Slow down, and begin punching the air repeatedly to stay aloft. The bolts will appear below you. Come down once they dissipate. (This requires a lot of VFX, you may need to navigate between the bolts if you don't have enough film reels or if you're not playing kids mode."

Task 12: Defeat Captain Blue

It's time for the finale. His health isn't anywhere near King Blue's health, so don't worry. Use what you've done with Captain Blue in the previous fights. SlowZ-RHOH him and avoid his Captain Blue kick. He does have a pretty lethal lightning attack (ala King Blue) but it can be avoided by putting Air Joe to use. Just alternately press X and Y in mid-air until the lightning is done with. Try to dodge all of his attacks to dispel his aura. SlowZ-RHOHing him senselessly will knock off his aura, so make use of this golden moment.

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H A L L O F F A M E

