

Viewtiful Joe 2 FAQ/Walkthrough

by The Sound Defense

Updated to v1.0 on Dec 16, 2006

This walkthrough was originally written for Viewtiful Joe 2 on the GC, but the walkthrough is still applicable to the PS2 version of the game.

Viewtiful Joe 2 FAQ/Walkthrough.

Copyright 2005 Jim Avery

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.

Table of Contents

- 1 - Version History
- 2 - Basic Info
 - 2.1 - Characters
 - 2.2 - Controls
 - 2.3 - VFX
- 3 - Walkthrough
 - 3.1 - Reel 1: Ten-Million Years B.C.
 - 3.2 - Reel 2: Viewtiful Heroes, and The Statue of Doom
 - 3.3 - Reel 3: Memoir of an Invincible Monster
 - 3.4 - Reel 4: Thunder boy lives twice
 - 3.5 - Reel 5: Ice Edge
 - 3.6 - Reel 6: Do Androids Dream of Romantic Scene?
 - 3.7 - Reel 7: STARSHIP VIEWTIES
- 4 - Frequently Asked Questions
- 5 - Thanks To...
- 6 - Legal Info

(I) = Incomplete

(N) = Not started

1 - Version History

Version 0.1 (7:07 PM EST 1/4/2005) - Finished with Reel 1. More to come soon.

Version 0.2 (8:46 PM EST 1/7/2005) - Reel 2 complete.

Version 0.4 (10:16 PM EST 1/7/2005) - Reel 3 complete.

Version 0.6 (1:00 AM EST 1/8/2005) - Reel 4 complete.

Version 0.7 (8:53 PM EST 1/8/2005) - Reel 5 complete.

Version 0.9 (1:24 AM EST 1/9/2005) - Reel 6 complete.

Version 1.0 (5:14 PM EST 1/11/2005) - Walkthrough complete! Now you people can stop asking the same questions over and over on the board. More stuff later.

2 - Basic Info

2.1 - Characters

Joe - The old hero returns for a new adventure. He's got attitude, but sometimes forgets his place around Silvia.

Silvia - Joe's girlfriend is sick of being the hostage, and is coming into this adventure as a hero like Joe.

Captain Blue - Silvia's father, one of the original heroes. He gets turned into a blue Oscar early on.

Jet - Joe's father is running the theatre from the other side of the screen, but it looks like he's hiding something...

2.2 - Controls

Control stick - Menu: switch selection; Gameplay: move Joe/Silvia (left and right), dodge (up and down)

Control pad - Menu: switch selection

Start - Menu: select; Gameplay: pause; skip FMV sequence

A - Menu: select; Gameplay: jump, double-jump

B - Menu: cancel selection; Gameplay: Zoom In/Out

X - Menu: select; Gameplay: kick

Y - Menu: select; Gameplay: punch

Z - Gameplay: switch Joe/Silvia

C-stick - Gameplay: Zoom In (up), Zoom Out (down)

L - Gameplay: Slow

R - Gameplay: Mach Speed (Joe), Replay (Silvia)

2.3 - VFX

- Joe and Silvia -

Slow: Activated by holding L. Everything slows down, and you are able to dodge most attacks automatically. Bullets move more slowly, so you can deflect them back at enemies.

Zoom: Activated by hitting C-up or B (deactivated with C-down or B). The camera zooms in on you, and smaller enemies are temporarily stunned. Your punch becomes more powerful (with Joe, it's faster), and your kick becomes a spin kick. If you use it in the air (as you're coming down), you'll do a downward attack; if you use it and jump,

you'll do a jump attack.

- Joe -

Mach Speed: Activated by holding R. You alone move faster. This is great for getting places quickly, and if you attack long enough while in Mach Speed, you'll catch fire and can ignite enemies.

- Silvia -

Replay: Activated by holding R. You'll go into Record mode, and if you hit something with a punch or kick (or zoom attack), that attack will be repeated two more times. Of course, if you are hit in Record mode, you take the damage two more times as well.

3 - Walkthrough

We start at the end of the original Viewtiful Joe, specifically where Captain Blue tells Joe that he has to save the world two more times and where Silvia gets a V-Watch. The Black Emperor, with his Gedow organization, is invading Movieworld and turns Captain Blue into a Blue Oscar in hopes of forever sealing away the happy ending or some such. Joe and Silvia are then abducted.

Note: I do not leave out spoilers.

3.1 - Reel 1: Ten-Million Years B.C.

- Act I -

Dino Land! And for some reason, your V-Watches don't work. You'll start with some quick battle tutorials, then the game begins. Go forward to the mission.

Mission 1: Defeat three enemies

Use the techniques demonstrated in the tutorials and this is a snap. Continue across the leaves to the next part.

Mission 2: Defeat two enemies

To defeat the shield guy, hit him, then quickly duck, then attack. Afterward, you'll be ambushed by a tank, but you'll remember your Viewtiful style just in time. You'll get a quick tutorial on VFX; punch the enemy into the tank to destroy it. Defeat the other enemies, then head on.

Mission 3: Cross the gorge

Use Slow to make the dam break, then jump across the logs to the other side. Defeat some more enemies, then use Slow next to the wall to bring a platform down. Jump on, then go up and jump to the cliff.

Mission 4: Destroy the helicopter enemies

Use Slow to bring them down, then when they put up their dukes, let go and attack. Jump on the platform and use Slow to make it explode, then you'll advance to the next area.

- Act II -

Go forward.

Mission 1: Defeat enemies

Defeat the enemies, then approach the bridge, which will go up thanks to an eruption.

Mission 2: Lower the bridge

Make your way carefully back to the big switch, avoiding the falling rocks, then use Slow and uppercut the giant rock, then return to the bridge and cross it.

Mission 3: Defeat three enemies

Defeat the enemies, then go forward and shoot the targets with Silvia in Slow to get lots of V-Points. Continue on.

Mission 4: Get the key and go through the door

Use Slow as the volcano's erupting to make the rock fall on the switch, then go back to below the bridge. Defeat the enemies to get the key, then go back and Slow uppercut the rock, then go through the door. Go onto the bridge, then enemies will break it.

Mission 5: Get the key and go through the door

Defeat the enemies to get the key, then go to the right side and use Slow to lower the platform. Go up and jump to the bridge, then open the door and go through. Continue to a laser guy.

Mission 6: Defeat the laser guy

Use Slow to avoid his laser attack; the only time to hurt him is to punch his normal bullets back at him while in Slow, which is quite effective. Once that's done, hit him in Slow until his regular armor's off, then normal Slow attacks will effect him. You'll get a tutorial about Mach Speed. Continue on past the triceratopses and defeat the enemies, then jump on the platform at the end and use Mach Speed to go up; make sure you avoid the fire spouts.

Mission 7: Get the key and go through the door

First, use Slow to get the volcano to spout the rock, then jump to the punching bag. Use Mach Speed on it to get on fire, then jump across the flaming rocks. If you can't get on fire in time, then you can use Mach Speed to put them out as well, but temporarily. At the end, defeat the laser guy to get the key, then go through the door to Dino Park.

- Act III -

Mission 1: Defeat four enemies

Fairly straightforward. Go through the door.

Mission 2: Get out of the room

Defeat the enemies here, then go over to the plug and uppercut it into the outlet. Jump into the center of the wheel and use Mach Speed, then run inside it and keep the meter within the "good" range (stop using Mach Speed when it goes over). Once it's powered, the door will open. Jump out of the wheel and go through the door.

Mission 3: Defeat the enemies

This is a fiery area, with fire spouts and fire pits fire fire fire. Be careful when fighting some enemies. Go through the door when you're done.

Mission 4: Destroy the tank

It'll continually stick a bit of its drill out of the ground; when it does, you can force it out with Mach Speed. When it pops out, hit bullets and enemies back at the tank to damage it quickly. It'll take a while to defeat it, since normal attacks do virtually nil.

- Act IV -

-- Boss: Drill Sergeant Big John --

Joe is best for this battle. When the three lower skulls appear, dodge up, then use Slow punches/kicks. When the higher skulls appear, get really close to him and duck to avoid the fire. Attacking when the napalm comes down is harder, just FYI. The other attacks are easy to dodge. He'll go down eventually.

Congrats! You've got yourself a green Oscar! Joe's dad, Jet, will send you to another film from the other side of the screen.

3.2 - Reel 2: Viewtiful Heroes, and The Statue of Doom

- Act I -

Mission 1: Get the key and open the door (outside)

Defeat the simple enemies here, then go up to the slot pillar. Use Slow, then punch to stop it on each V, bottom to top. You can also get coins and a hamburger if you want. When you get three V's, you get the key.

Mission 2: Get the key and open the door (inside)

More shield enemies here, along with a balloonist (Mach Speed brings him down) and a bone-thrower. There are two hamburgers near the top.

Mission 3: Connect the statue parts

You need to kick the statue head over to the body on the other side of the wall. Mach Speed will raise the water level, and the head travels farther in water. Kick and punch it over the wall (uppercut, then kick), then hit it onto the body and collect the Replay ability for Silvia. Commence tutorial.

Mission 4: Open the door

Jump onto the log and up to the ledge, then Replay punch/kick the numbered switch to open the door.

Mission 5: Defeat four enemies

You want Joe for all combat purposes. Three regular enemies and a laser guy. Once done, try to cross the bridge to have a block destroy it.

Mission 6: Get to the flag

You'll notice the spike pit opening and closing. Switch to Silvia and approach the switch; once the door is done closing, use a slow Replay punch/kick on the switch to have three blocks fall. Jump on them and get to the flag. Once out, jump on the platform and use Slow; once the explosion is finished, you'll travel up, so jump off at the ledge.

Mission 7: Get the key and open the door

Some balloonists, some bone-throwers, then shield and helicopter enemies. The surprise is at the end, where a sort of reaper will show up. When a skull icon appears from him, he'll attack where it appears, then he'll do another really quick where the skull wasn't, so you have to dodge both before you can hit him. He holds the key. Open the door,

get the burgers, hit the bag for points, then get on the cart.

- Act II -

While riding in the cart, you can jump, use Slow and Mach Speed and all that. Running backward slows you down, running forward speeds you up. Spend the first part of the level getting films for the second part, when Big John shows up on a tank.

Mission 1: Defeat Big John

Here, you can move back and forth in the car, so you can run up and attack if you feel daring. I wouldn't recommend it, though, I'd rather you use Slow and punch his bullets back at him; it takes an entire life bar. He'll throw barrels at you, shoot you, charge you (move backward) and breathe fire at you, then move out of the way so rocks can take care of you. Avoiding the rocks takes practice.

- Act III -

Go forward and defeat some enemies.

Mission 1: Get through the door

First, shoot the wheel as Silvia so the green arrows line up, then jump across the platforms and run through the door. You may need another try to make it across in time; on the way back, you can punch out some swinging blades.

Once you're through, destroy some enemies in here, then go to the other end of the room. Take the bomb, when a new one falls, and hit it over to the cracked floor. Use Slow when it explodes to destroy the floor, then drop in. Destroy the enemies, then jump up to the torches and platforms. Use Mach Speed and punch/kick one until you and it are on fire, then set the others on fire as well to open the door.

Mission 2: Defeat six enemies

Shields, axe-throwers, and two nurses. Just slow attack then until their aura leaves, then wait away some more. It takes a second. You could also dodge their attacks; down, up, down. Once they're gone, a sphere will fall from a dragon's mouth.

Mission 3: Destroy the statues

Jump on the sphere and run in the opposite direction of the statue to get there. Once there, jump off and slow uppercut it into position. A bomb will fall out, and lava will start falling. You need to very carefully kick the bomb to the other end between lava spouts. Get as close as possible and do it as soon as possible. Once it's on the other side with the cracked dragon, use Mach Speed and punch/kick to light it, then use Slow when it explodes. They'll all topple. Continue on through the door.

Mission 4: Unite the statue head

Indiana Joe and the Staircase of Doom. Defeat the enemies and make your way up to the one with the statue head, then get near the pedestal to put it back on. You'll automatically jump in the hole.

- Act IV -

You'll spot the yellow Oscar in the possession of a large statue guardian. You know what that means.

-- Boss: Ancient Guardian Flinty Stone --

Slow uppercuts are good for this battle. Move away when he uses the orange ball, stone ray, and ground slam attacks. Once he turns into a giant snake, he'll use his head as a drill to attack you. Use Slow to dodge the drill, then attack his tail for more damage. Once he falls asleep, if you can, charge up Z and fire your giant laser at him for lots of damage, then move away, because he'll do some stomping. Repeat this process until he falls.

And a second rainbow Oscar is yours! Jet will move you to your next film.

3.3 - Reel 3: Memoir of an Invincible Monster

- Act I -

Defeat the enemies here, then move forward to the tower.

Mission 1: Destroy the plane

You can climb on and use slow attacks, but real damage comes from uppercutting enemies into the plane. Do whatever you need to take it down. Remember to use Slow to dodge bullets, and attack missiles to have them destroy their own kind. Once it's done for, it will destroy the tower, and you'll grab your last VFX power, Zoom. Tutorials will ensue. You now have your ultimate technique, the Red Hot One Hundred, or RHOH; it's a slow zoomed punch that does a lot of damage. Only works well with Joe, as do most attacks. Anyway, finish off the enemies, then continue.

Mission 2: Catch a cable car

Stand underneath the traffic signal, zoom, and jump to hit the switch and stop the cable cars. Some enemies will pop out, so take care of them. The last one has the card key, so defeat him, then hop on the cable car and go through.

Mission 3: Enter the power plant

Defeat the enemies here, then switch to Silvia, then jump and zoom stomp through the window to the women's restroom. Go to the other end and use a zoomed Replay jump to hit the switch, then leave. Back up top, a car will crash, so defeat the enemies that come out. Once done, stand between the switch towers as Silvia and use a zoomed Replay kick to hit them. Go through the door to the plant, then continue onward through the dim lights.

Mission 4: Defeat five enemies

Lights make it hard to see projectiles, so be on your guard, and watch the electric generators as well.

Mission 5: Defeat six enemies

More of the same, essentially. Once done, move forward to the lever and slow uppercut it.

Mission 6: Complete the circuit

Ignore the enemies and run up to the top of the spiral. Get an enemy directly under the plugs, then dodge his attacks to make him dizzy, then slow uppercut him into the plugs. Keep using Slow until the tower falls.

Mission 7: Destroy the plane-bot

It can shoot fire and fire more missiles. Otherwise, same as the plane, essentially, except you can RHOH the plane-bot if you like. Works really well as he's firing his missiles, since they all explode to damage him.

- Act II -

Mission 1: Insert the gear and turn the gears

Go forward to the gear in the floor, then zoom stomp it to make it fall below. Continue down to where the gear is (defeat enemies if you want, but it's not necessary) and kick it over to its position on the right. Stand next to it and keep using zoom kicks until the gears have turned. Go back, jumping over the gears (watch out for high-lying electric boxes) and go through the rotating gear at the end (avoid the spikes). To defeat this cloaked enemy, just RHOH him. Go through the other side of the gear and get on the circular platform to go down, collecting films.

Mission 2: Get the key and open the door

Defeat the nurse enemies here with RHOH, then defeat the cloaked enemy the same way and use the key to get through the door.

Mission 3: Open the safe

Defeat the enemies, then jump on the conveyor belt and make your way past the presses (VFX = useful). Use Mach Speed to get past the vacuum tube, then jump on the lever and zoom stomp it to reverse the tubes and stop the conveyor. Go back across the conveyor, then move the large cylinder into the vacuum tube and get in with it. On the other side, move it under the hole in the safe and uppercut it into place. Move to the side where the light is and kick it once, then go to the new lit side and RHOH it, then use Silvia's Replay kick to open the safe. Guess who's inside?

Mission 4: Defeat Big John

His attacks are essentially the same as when you saw him on the cart. The main thing to watch out for is his charge; when he leans over, run away. You can RHOH his head for big damage.

- Act III -

You're in a lab with the purple Oscar; chase it around to find a mad scientist. He'll talk more about rainbow Oscars, then unveil his chameleon. He'll mention the power of the Black Film, then you'll do battle.

-- Boss: Cyber Phantom Cameo Leon --

Cameo Leon's attack is based on what Dr. Cranken is doing in the background. When he's at the right, he'll fire missiles, and Leon will use his tongue (four skulls); dodge and RHOH. When he's up top, he'll create a laser grid to restrict your movement, and Leon will use his tongue. When he's in the center, Leon will climb up a wall and Cranken will throw either food or potion at him; RHOH Leon and collect the food, but run from potion. If Cranken stays in the center, he'll lock on and fire lasers. When he's at the left, the platforms will disappear and be replaced with bumpers; hit them so they become spiked, then uppercut Leon into them when he passes by. Continue until he's done.

Cranken will vanish, promising a new toy for you. You've got the rainbow Oscar, so Jet will install another film.

3.4 - Reel 4: Thunder boy lives twice

- Act I -

Mission 1: Defeat eight enemies

You can RHOH these guys into oblivion. After, zoom stomp the last part of the bridge to get some goodies below. Continue on.

Mission 2: Defeat ten enemies

RHOH is the magic word.

Mission 3: Destroy the carriage

Hold Mach Speed with Joe and the paraders will stop temporarily, allowing you to switch to Silvia and use a Replay punch on each of the three switches on the carriage (you'll have to use Mach Speed a few times). The last switch, by the way, is hidden under the statue on top; break it.

Once you're done, you'll be introduced to ninja robots. When they attack, you'll see the first two skulls, but not for the other two attacks. The other two, though, will always be the opposite of the last skull, and then the other. Continue on to the moving blades to see a bell. Go past the blades (for the fast one, use Slow and Mach Speed at the same time) and jump on the spring. Use Slow and Zoom when it's going up to ring the bell. You'll summon a UFO a bit over.

Mission 4: Destroy the UFO

Similar to destroying the plane, except you can only uppercut enemies into it to damage it, and there's lots of fire that the enemies' water barrels will douse. Continue on over the right houses to the field and destroy the enemies here.

Mission 5: Destroy the Buddha statue

His hand can crush you, but it can be stunned with a zoom jump. Enemies will come out eventually, but they're easily taken care of. Lasers are easily dodged as well. When he fires missiles, you need to hit them, wait 2 seconds, then use Slow so the explosions damage the statue more. Eventually it will be destroyed. Take the giant key and go in the door.

- Act II -

Mission 1: Get the key and open the door

More enemies. The last one is a black cloaked one that's the same concept as the red cloak, just with more stamina. RHOH. Defeat the enemies on the other side of the door, then zoom kick the gear until the ladder falls. Go up.

Mission 2: Return the three artifacts

We'll number the steps; this is a more complicated puzzle, this helps keep your place.

- 1) Defeat the enemies here, then go through the left door to recover the shell. Bring it everywhere you go.
- 2) Defeat these enemies, then zoom stomp the lever.
- 3) Put the shell in the hole in the floor and zoom stomp it into the next room. Place the shell in the background.
- 4) Return to the other room and zoom stomp the lever twice.
- 5) Go through the right door into the first room and zoom jump into the lever.
- 6) Go through the left door, jump up and slow kick the sword to

dislodge it. Follow it, defeat the enemies and return to the gear room. The rooms will rearrange.

7) Uppercut the sword into the stairway, then zoom jump it into the room. Follow it.

8) Defeat the enemies and hit zoom jump the switch twice.

9) Go left and jump up to the mirror, then use a slow kick to dislodge it.

10) Return to the room and zoom jump the lever, then go to the left room (to get the artifacts across the gap, push them in, slow punch them out, then punch them over).

11) Defeat the enemies, then zoom stomp the lever twice. Bring both artifacts down to the other room and place them. You're done.

Go up a room and leave via the right door.

Mission 3: Light the torches

Defeat the enemy, then Mach Speed attack the torches as Joe so you light on fire. Quickly change to Silvia and Replay kick the unlit torches while still on fire.

Mission 4: Light the torches

Defeat these enemies, then jump between the torches. Mach Speed attack to light on fire, the switch to Silvia and use a zoom Replay kick on the torches. Defeat the enemies in the next area, then jump up the branches through the hole in the ceiling.

Mission 5: Ring the bell 108 times

You'll have to attack the bell to the left 108 times while fending off enemies at the same time. Not horribly difficult. The most effective way is to continually zoom stomp right next to the bell.

- Act III -

It's Dino Li (Big John)! But he's effectively shut down by your old rival, Alastor. He'll do his lame shtick, then you'll battle.

-- Boss: Blade Master Alastor --

He's susceptible to RHOH like everyone else. After he charges at you, he'll leave himself open to two hits (the maximum). You can attack him, though, essentially whenever you have a free moment. He has an electric attack that sweeps the roof that you can jump over, and he'll also summon heat-seeking swords that act exactly like missiles; hit them to have them rebound. He's got only a little health, so this will be short.

Looks like it's over...nope. Jet's accidentally reeled up the Black Film, and it's taking over Alastor!

-- Boss: Underworld Emperor Alastor --

Same as before, but with a lot more stamina, and he's a little faster, I think. Also, two parts of the roof are gone, and he can summon stones that create electricity; if you break them with RHOH, they'll give a hamburger or VFX.

Alastor has been put to rest, and Jet destroys the Black Film. You also have the red Oscar, but how did Alastor get in the real world?

3.5 - Reel 5: Ice Edge

- Act I -

Mission 1: Defeat four enemies

Fliers, bomb-throwers, ninjas. Pretty simple.

Mission 2: Cross the geyser

Destroy the enemies, first off. Then, take the snowball on the ground (possibly on a ledge) and move it under the branch to the left. Jump into the branch to knock snow off, and roll the snowball onto the snow to build it up. Once it's reached its maximum height, roll it into the geyser and cross it.

Mission 3: Get to the flag

Destroy these enemies, jumping over the avalanche snow; it won't hurt, it's just irritating. The last one holds a remote control; collect it to activate the platform. Move it over to the far right (use Slow when it gets close to the ground to lift it), then get on and use Slow to launch up to the flag.

Mission 4: Get to the flag

More avalanche, more enemies, ninjas mostly. When they're gone, jump on a platform and wait for the avalanche to pass the air spout and get to the flag.

Mission 5: Defeat six enemies

Four normal enemies, two cloaked. Should be easy by now. Once done, jump on the platform and use Slow to go up. Head right.

Mission 6: Catch a cable car

More shield Eskimos here, then some gun-wielding ninjas. Once done, head right to the tall ice tower to see a UFO come down with a cable car pass. Defeat the laser enemies here, then use zoom jump twice on the ice above to break through. Defeat the cloaked enemy and go up again, then defeat another cloaked enemy. Jump on a cloud to get up, then get on the platforms and defeat the jet enemies. Jump on another cloud and jump into a tornado, then land on the UFO and hit it once to down it. Go back down and get the key card, then go down to the cable car.

Mission 7: Destroy the plane-bot

Same as last time; you should remember what to do. When he goes down, jump on the cable car to go down. Avoid the tornadoes and defeat the enemies, then Big John will come along to knock you out of the air.

- Act II -

This is the only Six Machine level in the game. I advise you to note the following things:

1. Joe's machine is a submarine. Y fires missiles, X drops bombs.
2. Silvia's machine is a drill. Y drills, X fires floating bombs.
3. Silvia's drill can destroy ice blocks in front of and under you; a zoom jump will destroy blocks above.
4. Whenever enemies are dropping lots of things on you, use Silvia's bombs.
5. Whenever swarms of enemies are in front of you, fire lots of missiles in Mach Speed while moving up and down wildly.
6. Slow increases missile size.
7. If you're playing Adults like I was, this is hard.
8. If you die anywhere before the battleship, you start from the beginning.

Mission 1: Destroy the battleship

At the very end. This thing has two main attacks; bullets from turrets and missiles from launchers. Destroy the source to get rid of it most easily, but keep in mind it will become its opposite and you have to destroy that too. Don't underestimate the power of Slow. In the middle, Big John will show up, and all the turrets will regenerate. Shoot at him until he goes down, then do the same for the UFO. Destroy the last turret afterward and the mission is over.

- Act III -

Mission 1: Destroy five enemies

Shield Eskimos and gun ninjas. Afterward, jump on the moving platform and destroy more enemies. Watch out for the fire spout.

Mission 2: Destroy eleven enemies

Ten weak lockers, as they are called, and one cloaked enemy do not a challenge make. When the platform reaches the other side, you can grab the hamburger if you're careful.

Mission 3: Break through the ice

A slow, zoomed uppercut from Joe will do the trick. Remember to hold X. Destroy the enemies on the other side.

Mission 4: Destroy three enemies

Two ninjas and a black cloak. Go to the right at the end.

Mission 5: Get to the flag

Mundane enemies to defeat here. This platform goes right when there are no enemies on it; when you use Slow, the water goes down, and when you use Mach Speed, it goes up. Make sure it's above the floor so you can safely reach the flag.

Mission 6: Defeat three enemies

It's the three nurses again. RHOH is the magic word.

- Act IV -

It's Big John again! Wait...no...it's Fire Leo's brother, Frost Tiger, bent on revenge, whatever he says.

-- Boss: Blizzard Hazard Frost Tiger --

He's similar to Fire Leo, if you remember him. He's got an ice aura on him, which can be broken with fire. When he runs around the arena, he'll drop snowballs; break a couple with Mach Speed to catch fire, then RHOH him before you lose it. If you have Red Hot Kick, though, you can do that in Slow, then zoom to turn it into a fire kick. That works equally well if not better (it's useful when he starts moving really fast). After that, he'll retreat; follow him, then legitimately dodge all six of his attacks and he'll fall over. Now is the time to attack with RHOH. Once you've caused enough damage, he'll start moving a lot faster, so I recommend charging up your fire on some pillars on the lower level. Watch out for those flying ice things. If you're really skilled, you can use Red Hot Kick to break his aura as soon as he puts it up for a really easy fight.

Joe gets the Oscar, and...there are two Silvias. Joe lets his hormones get the better of him, and gives the Oscars to the fake, much to Silvia's disappointment. In the real world, Captain Blue's film starts glowing, so Jet sets it up.

3.6 - Reel 6: Do Androids Dream of Romantic Scene?

- Act I -

You'll start out in a familiar area, if you played Viewtiful Joe. Collect all of the films, then move forward to find Dr. Cranken and your opponent.

-- Boss: The Serial Killer Android Miss. Bloody Rachel --

She fights you in four forms that should be familiar.

-- First Form: Drill Sergeant Big John --

She's got more life than Big John, and after she does the first tail swipe, she'll charge twice before launching a different attack. Otherwise, she's essentially the same as Big John.

- Act II -

-- Second Form: Ancient Guardian Flinty Stone --

Almost exactly the same. She does the drill thing a few more times, though.

The three of them will discuss what a heart is (and how Rachel can't battle without it), then you'll end up in another familiar area, with a familiar puzzle to solve.

Mission 1: Use the bus to get on the UFO

Jump on the bus, and as it's going up the slope, use Slow to boost its rockets, and you'll get onto the UFO. In the meantime, Jet has to run.

- Act III -

Rachel wants to know more about the heart.

-- Third Form: Cyber Phantom Cameo Leon --

She's a little faster and hardier, but otherwise identical.

- Act IV -

-- Fourth Form: Blizzard Hazard Frost Tiger --

She certainly goes nuts sooner than before. Same strategy applies, though.

- Act V -

Rachel finally understands the concept of a heart, and Gedow certainly can't have that, so Dr. Cranken decommissions her.

-- Boss: Mad Scientist Dr. Cranken --

He's got a bunch of octopus enemies flying around that get annoying, but his real power is in his tentacles. They can pull blocks from the ceiling to fall on you, slice at you, and all that. You need to hit the lit orb on one of his tentacles four times to break his shield, then wail away with RHOH until you see the blue spots; run from those, his shield hurts. Once you take care of his health bars, he'll turn into a head with lots of tentacles. Run away from the saws, but when the drills appear, you can take out the orb, and then Cracken.

Cranken's gone, and you're able to save Rachel besides. She thanks you and gives you the Oscars, which Joe gives to Jet before heading to the final film.

3.7 - Reel 7: STARSHIP VIEWTIES

- Act I -

Mission 1: Get the key and open the door

You've got a lot of enemies here. The new guy is a scorpion; when he attacks, jump over him, then RHOH him from behind. There's also a guy with a pointy laser shield that prevents you from using RHOH; use regular zoom punch. Frankly, way too many enemies.

Mission 2: Hit the three switches

This can be tricky. Each of the switches needs to be hit with a dizzy enemy; I prefer the shield one. For the left one, slow kick him into the switch; for the middle, slow uppercut. For the right one, do a regular uppercut, then slow kick him in midair.

Mission 3: Get the key and open the door

Another gigantic amount of enemies. Once done, go into the next room, switch to Silvia, and zoom Replay kick between the switch towers.

Mission 4: Hit all of the switches

All of the switches in here require a Replay attack, be it zoom stomp, zoom jump, or kick. The rotating platform will help you with zoom jump. You've got one minute.

Mission 5: Guess what

Another huge amount of enemies, in addition to some fire spouts and electric things that make the scorpions difficult.

Mission 6: Destroy the tank

It's like last time, except it takes longer. Also ninjas.

Once done, go through the door to the low-gravity room. When you jump, you'll slowly float to the ground. Go to the end here and jump as high as you can, then float across the spikes, following the film. Jump up again and go forward, then carefully cross these spikes. Fall down the next few platforms, then go through the door at the end. You're on a larger platform now. Defeat the nurse robots here, then the platform will begin moving.

- Act II -

Mission 1: Defeat a lot of enemies

Defeat all the enemies that come by; they come in all varieties here. You also need to watch out for swinging blades, although you can hit them out.

Mission 2: Defeat the plane, the plane-bot, and Big John

In that order. Big John is the most frustrating, mostly because of the mini-Johns he launches at you. Destroy them, but watch out for their fire breath. You'll go through the door, so go through the next one when prompted.

Mission 3: Destroy the Buddha statue

It's got two hands now, and they fire a giant laser when the Buddha fires his, hindering your movement significantly. Missiles don't only appear when you stun the hands, though, which I guess is good. It's got more stamina, too, and after the lasers the hands will clap, so try to make sure they're high up and you're down low. Once done, go back through the door and go through the other one.

Mission 4: Get to the end

Okay, Capcom, ENOUGH IS ENOUGH. Anyway, defeat the bunch of enemies here, then you'll have to dodge some spike platforms; Slow and Mach Speed is useful for getting out of harm's way. At the top, defeat more enemies, then avoid more obstacles. Defeat the three nurses at the end, then go through the final door.

- Act III -

Joe and Silvia run in on Black, the Emperor of Gedow. Turns out he has the indestructible black film, and he sets it up on his reel. Now you're reeling in space, and Black gets into his Dark Kaiser robot. You'll counter with your 6 x 6 Majin.

-- Boss: Ultra Black Behemoth Dark Kaiser --

You can switch bots here, but I can't understand why you would want to. Anyway, Dark Kaiser has a few phases of attack.

1a) He folds his arms (jump there) to release heat waves from the sun. Jump over them.

1b) Releases a planet from his chest that fires energy balls from the eye of the storm on its surface.

2a) Releases fire dragons from the sun that go around the asteroid belt.

2b) Fires numerous beams from his hands; Mach Speed in either direction and don't stop until eight beams fall.

3) He'll then disappear and get onto the asteroid belt. Mach Speed over to him, and he'll release a red thing from his chest. This is his only weak point; RHOH it as long as you can. Once it goes back, he'll fire missiles. He may trap you in Saturn's rings, so you need to get really close to him.

4) Return to either 1a or 1b, alternating.

- Act IV -

Dark Kaiser is destroyed, and...Jet will jump and grab the blue Oscar. Holy cow, he's the Black Emperor. He'll take the Rainbow Oscars and turn himself into the ultimate hero. Back in the real world, we're at the Viewtiful Awards, and Jet Black will send Joe and Silvia back into the real world to battle him powerless...

-- Final Boss: Dark Hero Jet Black --

This is the one time in the game you want Silvia. Run directly up to Jet Black and punch him three times, avoiding his crescent things. Do this three more times, and the power of the audience will give you your powers back. Now the battle really begins.

Switch to Joe for this. He's almost always moving around, too fast to be hit. Usually, when he lands, he'll put up a purple aura, which negates most damage, but you'll have to RHOH him with it anyway. Sometimes, he'll put on a red or blue aura, draining your VFX. You'd better have your Red Hot/Cool Blue Kick here. Switch to Joe if red, Silvia if blue. When he lands, you need to jump above him (dragons will come out directly in front, above, and at a 45 degree angle in front) avoiding the dragons. Then, use Slow, then the Kick, then use Zoom. Two of those will take off his aura, then RHOH will be much more effective until he resumes his purple aura.

Here's the problem: most of his attacks aren't slow-dodgeable, so it will take a while to learn his attacks before you can beat him. One last thing he does is change the gravity so you float like in that one room. Right after he does this would seem like a good chance to attack, NO. He'll take out three hearts almost unavoidably.

-- WARNING ENDING WARNING --

Jet Black will lose his Rainbow Oscar power, as well as that of the Black Film. Captain Blue will return to normal and take the Black Film. He'll explain the story: Blue and Jet were good pals when younger, Blue as a director, Jet as a theatre owner. Eventually, Jet found the Black Film and became seduced by the dark side of movies, wanting to become a hero himself. Joe and Jet will square off, each landing a hit.

Jet's impressed by Joe and how he's grown, and he'll remove his costume. After some chatter, a dark castle arises in the real world. This is your final mission, to be concluded in Viewtiful Joe 3!

4 - Frequently Asked Questions

Q: Who's the best character to use?

A: Joe in all non-puzzle situations, except one during the final boss.

Q: What's this RHOH you talk about?

A: The Red Hot One Hundred is a slow, zoomed punch that does ample damage.

Q: When are you going to finish the FAQ?

A: I don't know. Please don't ask.

Q: Can I host your walkthrough on my website?

A: E-mail me that question and I'll give you my answer.

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, but should be?

A: E-mail me concerning any of the above situations. Remember to put 'Viewtiful Joe 2' somewhere in the subject line so I know what you're talking about. Always double-check to make sure my FAQ doesn't answer your question, because 90% of the time, based on what I've seen, it does. If you e-mail me asking a question that's not in my FAQ because that particular section is incomplete...just don't, because the odds are my answer is 'I don't know.' Soon I will know all, and you can e-mail me then.

5 - Thanks To...

GameFAQs for posting this.

Capcom and Nintendo.

6 - Legal Info

This may not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

This document is copyright The Sound Defense and hosted by VGM with permission.