

JoJo's Bizarre Adventure Combo FAQ

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This walkthrough was originally written for JoJo's Bizarre Adventure on the PSX, but the walkthrough is still applicable to the DC version of the game.

<:Jo Jo's Bizarre Adventure Combo FAQ::>

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Game FAQs

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1.Introduction

Jo Jo's Bizarre Adventure is a fighting game by Capcom which focuses in the Japanese Comic Books Story Jo Jo's Bizarre Adventure. Now I've never heard of this comic book title ever since I'm not of Japanese origin, but I can say that it rules not only because of the characters but because of the story itself. I also don't know whether the "Stand" thing is made up by Capcom or if its really part of the story either. Anyways, I really liked this game because of all the features that it has as well as the SP Story Mode (which was a pain in the ass to complete). The SP Story Mode is where you experience the comic book story of Jo Jo's Bizarre Adventure via video game. Here you have to complete certain tasks, fight certain between and evade any danger that gets in the way. There is also a wide variety of features that you earn when you reach a certain amount of "Jo Jo Ability Points" after each task is completed. Overall, I think this game is the bomb and everyone should at least give it a try although this game is not combo crazy like Capcom's versus games.

2. Updates:10/25/2000

- 1) Added Kakyoin's Indy's Arm Infinite Combo!
- 2)Enlarged text, no big wow! But it does help to make it easy to read!
- 3)Took out the repeated combos shown in this faq.
- 4)I now show SOME infinities for the characters I know!
- 5)Changed some facts on Jotaro's Combos as well as some of the information about his Star Platinum The World time stop super!

3.The Story Of JoJo's Bizarre Adventure

Dio's Revenge

At the end of the 19th century, on a country estate in England, the nobleman Sir Joster lived with his unlikely ward, a boy named Dio. Sir Joster had been Dio's guardian ever since Dio's father had saved Joster's life- and sacrificed his own - under mysterious circumstances. Dio should have been grateful, but he had not inherited his father's his father's selfless character. Instead, he plotted to take possession of Sir Joster's fortune. Disguising himself with a strangely powerful mask, Dio became an immortal monster. He waged war on Sir Joster, but was repeatedly driven off by the nobleman's true son, Jonathan. After a series of long, vicious battles, Dio was defeated and imprisoned deep under the ocean.

One hundred years have passed...

A bizarre iron coffin is discovered near the Canary Islands in the Atlantic Ocean. In Japan, Jotaro Kujo, known by his friends as JoJo, awakens one morning feeling very weird. Something strange happened to him during the night. During his restless dreams, JoJo felt as if another being were taking over his psyche! Recently, JoJo's mother, Holley, had fallen seriously ill. It was learned that she had been overcome by "the Stand." This overpowering, mysterious, psychic inner persona would attack without warning. Could JoJo also be affected by the Stand? That day, JoJo learns the cause of his mother's mysterious condition- Dio has risen from the deep! In order to defeat Dio and save Holley, JoJo and his friends head to Egypt. There they hope to discover the answer to the puzzling illness and unsettling dreams. However, legions of Dio's savage minions will do anything to stand in their way...

4.Game Modes

There are four playable modes in JoJo's Bizarre Adventure and they are all available when you start a new game. They are as follows.

SP Story (Super Story Mode)- 1 Player. Play through the original comic book story. Here's where you earn some cool stuff by earning JoJo Ability points as you clear stages and reproduce scenes from the original comic book story. I have no idea how many points you have to get total, but I do know that if you get any "S" rankings you will receive a ton of points and they will also be factored by a secret number that will double or triple the amount of points you receive!

Arcade- 1 or 2 player(s). Play the original arcade version of the game.

Vs. Mode- 2 Player head-to-head competition. This is just your basic two-player mode like any other fighting game out there. If either player loses 2 out of 3 rounds, they are both allowed to select different characters and handicap levels. If player 2 chooses the same character as player 1, then player 2 will be identified with an alternate color. If player 1 chooses to have a character's alternate costume, then press the Stand activation button which would be the X button.

Training- Practice your moves and combos against a helpless opponent. First pick your character and then a sparring partner. During battle, your opponent will be set up auto blocking like in X-Men vs. Street Fighter, only here you can turn it off by pausing the game and going into the Training Menu Screen. In the Training Menu Screen, you can make any changes that you wish and they

are the following.

Action- Choose your sparring partner's stance.

NORMAL, CROUCH, JUMP or MANUAL

Guard- Choose your sparring partner's blocking ability.

AUTO GUARD, NO GUARD or ALL GUARD

Stand- Turn your sparring partner's Stand Mode ON/OFF

Well, we all know what we can do in the Option Screen (MODE) right? So I don't really have to discuss that unless you're really braindead that is.

5.Button Configuration

JoJo's Bizarre Adventure has an easy to get used to button configuration! There are 3 attack buttons, a Stand activation button and the L and R buttons are just a combination of the 3 attack buttons. But to describe a combo, I will use a much simpler system that I have created. I will refer to the 3 attack buttons as A, B, and C which would make it easier to use, I hope. Below is a chart that shows all the attack buttons in order.

Square- Light Attack (A)

Triangle- Medium Attack (B)

O- Heavy Attack (C)

X- Stand Activation- ON/OFF (S)

(Note:All characters have a Stand, but not all characters can use it.)

Directional Pad Notations-This is just a list of abbreviations used to describe special moves. Like in any fighting game, JoJo's Bizarre Adventure also features the pad rotating techniques used to perform a character's special moves and super combos.

F= Forward

b=Back

U=Up

D=Down

QCF- Quarter Circle Forward (D,D/F,F)

QCB- Quarter Circle Back (D,D/B,B)

DP- Dragon Punch Motion (F, D, D/F, F)

HCF= Half Circle Forward (B, D/B, D, D/F, F)

HCB- Half Circle Back (F, D/F, D, D/B, B)

A= Any Attack Button /Light Attack during combos

AA= 2 Attack Buttons

Note:The stronger the attack you use for a special move, the farther and more damaging it will be!

6. Universal Moves

These are moves that all characters can perform during battle. However, most characters lose some of these moves while they are in Stand mode but they

gain others which are much better! In the moves below, the Direction button presses refer to characters facing right. Reverse any left/right presses for characters facing to the left.

Blocking/Air Blocking- Press in the opposite direction (left/right) your character is facing to block your opponents attacks before they actually connect. If your opponent is near you by half a screen, your character will immediately begin his blocking animation whether or not he/she is actually being hit by the attack. If you have your Stand activated while blocking, your Stand meter at the bottom of your life meter will decrease. Its sort of like the Guard Crush found in games like Street Fighter Alpha 3 and other games. If this does happen, then your character will be stunned for a small amount of time.

Advancing Block- Press 3 Attack Buttons (or R1) while Blocking an opponent's attack to push them back!

Like in Capcom's Versus games, characters in JoJo's Bizarre Adventure also have the ability to perform an Advancing Guard (or blocking). While you're blocking your opponents attack, press all 3 attack buttons and you'll push them back so that you can catch a breather and gain back some space between yourself and the oppoent. I really don't use this move much, but if it works, use it!!!

Safe Fall- Press 2 attack buttons simultaneously while falling (or L1/L2/R2) When knocked up in the air, you can fall safely by performing this move. Change the direction of your fall with the directional buttons.

Throw- Press left/right and Heavy Attack near an opponent to grab them or throw them. Some combos can be started by certain characters with this move! However, a throw doesn't count as a hit in the combo meter.

Backlash- Press 3 attack buttons simultaneously (or R1) Move toward your opponent for a certain distance. If you perform this move near your opponent, you can get behind the enemy's back but it is only available with the Stand OFF. Only Joseph may use the Backlash move while his Stand is ON.

Guard Cancel (Counter)- Press Directional Button D/DF/F+ Attack Button the moment you block to counterattack. You need 1 level of super combo meter to perform this move. The Super Combo meter is located at the bottom of the screen beneath your character.

7. Stand System- Each character has two fighting modes: Normal with Stand OFF and Stand with Stand ON. You can turn the Stand ON/OFF by pressing the X button during combat. And like I mentioned before, your Stand meter is located beneath your life bar and it will be drained by blocking your opponent's attacks while your Stand is ON.

Normal Mode (Stand OFF)

* You can control your character while your character's Stand is performing a special move.

* All characters can perform a Backlash move

* You can allow your Stand Gauge to recover (switch to normal mode while your Stand Gauge is low in Stand Mode).

Stand Mode (Stand ON)

* You can perform chain combos by pressing the Light, Medium and Heavy Attacks (A,B, and C) in order.

* Your attacks do more damage

* You can use your character's special ability such as double jump.

* Only Joseph can perform a Backlash move

* As you block or get attacked, your Stand Gauge will decrease. If the Stand Gauge runs out, your Stand will disappear and your block will be broken. Switch to Normal Mode (Stand OFF) to allow your Stand Gauge to recover.

8. Super Combos And Tandem Attack- As you attack or block, the Super Combo Gauge builds up. When the gauge is full, you can perform special moves such as Tandem Attack. Certain Super Combos require more than one level from the Super Combo Gauge, the maximum level you can store up is 10.

Tandem Attack- This move requires 1 level of the Super Combo Gauge. There are 3 types of Tandem Attacks, Program, Real Time, and No Tandem, depending on the character. To activate the Tandem Attack, press: QCB+X (Stand Activation button)

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

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

No Tandem Attack- The following characters do have a Stand, but they cannot use either the Tandem attack which means that they can't use either the Program or the Real Time Attack.

Petshop, Mahrahia, Black Polnareff, and Shadow Dio cannot use the Tandem Attack.

9. The Characters

About the Combo and the Combo Meter- In JoJo's Bizarre Adventure, you can only perform combos when your Stand is ON. It is possible to do combos with your Stand OFF, but you will only get 2 hits and that's not much. The combo meter is also cool! There is a meter below the number of hits when you perform a combo and it will start over every ten hits. Now this doesn't mean that after 10 hits the combo meter starts over, it just lets you know that you've gotten past 10 hits. You may get up to a maximum of 99 hits depending on the

character.

Jotaro Kujo

Stand:Star Platinum

Special Ability Gained w/Stand ON:Double Jump

Special Moves

Blazing Fists- QCF+A

Blazing Strike- QCB+A

Star Finger- DP+P

Super Combos

Jaguar Varied Assault- QCF+AA

Star Breaker- QCB+AA

Star Platinum The Wolrd- F, B, A, F, S

Note:When activated, Jotaro's Stand Star Platinum will create a black circle. If this move connects, it will freeze time and your opponent as well! At this time you can keep attacking your opponent until the move is over. Every hit is counted in the combo meter! The move lasts of about 10 seconds (I think).

Juggle Starters:D+C (Heavy Attack)

Basic Stand Combos:

1)3 hits: A, B, C

2)3 hits in the corner:Jumping A, land, A, D+C

Advanced:

Note:All of these work best in the corner!

1)In the corner:Jumping A, land, A, D+C, A, A, Medium Blazing Fist

2)In the corner:Jumping A, land, A, D+C, A, D+C, A, D+C

This one is just the same thing over 3 times! Its much harder to pull off on small characters

3)In the corner:Jumping A, land, A, D+C, A, D+C, A, Jaguar Varied Assault

If you caught your opponent with A after the second launch and cancel into the Jaguar Varied Assault, you can be sure that the super will connect!

4)In the corner:Jumping A, land, A, D+C, Medium Star Finger, A, Blazing Fists or Jaguar Varied Assault

This combo will work only if you use the Light Star Finger to juggle the opponent. The reason as to why this is its because the Light Star Finger sends the enemy back into the air at the same height the the launcher did (D+C). It is also way easier to pull off than #3!!!

5) In the corner: Jumping A, land, A, D+C, Medium Star Finger, A, A, Jaguar Varied Assault, A, A, B, C

Afer the first time you do the Juggle Starter, try to keep the opponent in the air by doing a well

timed Medium Star Finger attack. After that, try to time the 2 juggle hits into the Jaguar Varied

Assault and then after that catch them with a full 4-hit Stand Combo

6)In the corner:Jumping A, land, A, D+C, A, D+C, jumping Blazing Fists

You can jump up after the second juggle starter and do the Blazing First for tons of htis. You can tap A to add even more hits and its cool seeing Jotaro and his stand hovering while hitting your opponent multiple times!

7) In the corner: Jumping A, land, A, D+C, Medium Star Finger, A, Jaguar Varied Assault, A, A, B, C

You can really nail your opponent with this great combo! After the first juggle starter, immediately do a medium Star Finger to keep your opponent in the air longer. Then do another light attack (or 2 if you're lucky) and cancel into the Jaguar Varied Assault. After that, you can juggle your opponent with 4 more hits on their way down!

Note: You will need a full super meter for the following combo. A full meter is a 10 level super combo gauge!

8) In the corner: Star Platinum The World (F, B, A, F, S), A, A, B, C, A, A, B, C, Jaguar Varied Assault, A, A, B, C, Blazing Fists (tap A for more hits), Jaguar Varied Assault.

Basically the Star Platinum The World super will stop time until all of your super combo gauge is drained, so

I suggest that you only do it with a full super meter! I just put whatever combo I could during the move because you can just keep hitting the opponent until the super stops and all the hits will combo no matter what! You can use super combos during this move, but it will drain the super meter much faster.

Kakyoin

Stand: Hierophant Green

Special Ability Gained w/Stand ON: Double Jump

Special Moves

Emeral Splash (can be done in the air)- QCF+A

Note: With the Stand ON, the the projectiles go all the way across the screen!

Mystic Cloak- B, HCB+A

Mystic Trap (can be done in air with Stand ON)- QCB+A

Remote Control- F+AA

Note: This move allows the user to control the Stand by itself without the wielder being next to it!

Super Combos:

Super Emerald Splash (can be done in the air)- QCF+AA

Indy's Arm (can be done in the air)- QCB+AA

Note: You can control the tentacle using the directional pad

Punishment Time- A, A, F, B, C

Note: In order for this super to work, your Stand has to touch the opponent. Another thing is that it doesn't travel very far and your Stand can also be hit during the super. If it does connect, the Stand will go inside the enemy's head and will mess with his/her head. You get 15 hits from this move alone, but it cannot be comboed. If any of you find out how, please let me know immediately!!!

Juggle Starters: Mystic Trap or Indy's Arm

Note: If you prefer the Indy's Arm (which gives you more hits), you have to keep moving it around without missing the opponent. What I do is I just make it go in circles upwards. But the Mystic Trap is easier to use!

Basic Combos:

1) 4 hits: A, A, B, C

This is the best combo he'll ever have and the tentacles that his Stand has will give you 2 extra hits!

Advanced Combos:

Note: Most of these work best in the corner!

1) Mystic Trap, Super Emerald Splash

This one is easy! As soon as the Mystic Trap connects, perform the Super Emerald Splash and the projectiles will juggle the enemy.

2) In the corner: Mystic Trap, A, A, B, Indy's Arm, A, A, B, C

This one is a bit tougher to work with, because you not always get the chance to juggle your opponent after the Indy's Arm. And like I said before, you should be controlling the tentacle with the directional pad, and with that go upwards in circles so that you keep the opponent in the air. If you do end up making the juggle work, make sure you do it quick so that you get all the hits!

3) In the corner: Mystic Trap, Super Emerald Splash, A, A, B, C

This one is similar to advanced combo #1, except that if you do it in the corner you can juggle your opponent afterwards!

4) In the corner: Mystic Trap, Super Emerald Splash, A, A, Indy's Arm, A, A, B, C

This is his hardest combo to pull off! Do the Super Emerald Splash right after a medium Mystic Trap so that the startup animation from the Super Emerald Splash lifts the opponent off the ground. Now, after the Super Emerald Splash juggles the opponent, they will be left high up in the air, do 2 more light attacks to juggle him and then do the Indy's Arm super going upwards in a circular motion. When that's done, your opponent will again be lifted into the air for 4 more juggle hits. Very difficult combo to pull off just in one try, practice it enough and you might even be able to pull it off without even thinking!

5) Indy's Arm Infinite: You need a full super meter for this combo! A full super meter is 10 levels.

In the corner: Heavy Mystic Trap, Super Emerald Splash, juggle with A, A, B, Indy's Arm and keep it going straight up, before the opponent lands, juggle him/her with B and then do the Indy's Arm again immediately!! Keep repeating this process for the infinite!!

New Kakyoin

Stand: Hierophant Green

Stand Ability: Double Jump & Remote Control (F+AA)

Special Moves

Emerald Splash- QCF+A

Mystic Cloak- B, HCB+A

Mystic Trap (can be done in the air)- HCB+A (hold & release A when ready)

Remote Control- F+AA (Stand ON)

Super Combos

Emerald Splash (Stand OFF)- QCF+AA

Hierophant Web- QCF+AA (Stand ON/can be done in the air)

Indy's Arm- QCB+AA (use directional pad to control arm)

Punishment Time- A, A, F, B, C

Juggles Starters: Mystic Trap or Indy's Arm

Basic Combos:

1) A, A, B, C

2) A, A, C

Advanced Combos: New Kakyoin has most of the combos that Normal Kakyoin has, but he has gained a

new one!

1) Corner yourself with your enemy beside you, Hierophant Web, Hierophant Web right after opponent bounces off the top part of the ceiling.

To make this combo work well for you (and yes, it does work), corner yourself and have your opponent two steps away from you. Then jump up and do the Hierophant Web super. After the super, your opponent will hit the top part of the other corner on the screen (depending on which corner of the screen your started the combo in) and bounce back down. Right when this happens, do the super again and you'll make it combo! The super gives you 15 hits and doing it twice will give you 30! Duh!

2)Anywhere but in the corner:Medium Mystic Trap, A, Hierophant Web, Hierophant Web

Here I just added 2 more hits to the combo! The damage is pathetic, but it is still a cool exhibition combo! It would be better if you cornered yourself and follow the same instructions for combo #1!

3)Corner yourself: Heavy Mystic Trap, A, B, Hierophant Web, Hierophant Web Just like in the combo above, only this time you've added 2 more hits to the combo!

Avdol

Stand:Magician's Red

Special Ability gained with Stand ON: Double Jump

Special Moves

Crossfire Hurricane- QCF+A

Fire Wall- DP+A

Flame Sensor- QCB+A

Fire Eagle (air only)- F,QCF+A

Hell Fire- HCB+A

Remote Control- F+AA (w/Stand ON)

Note:Just like Kakyoin, Avdol also has the ability to control his Stand by itself. Press F+AA and you'll start controlling his Stand!

Super Combos:

Napalm Bomb- QCF+AA

Cross Fire Hurricane Special- QCB+AA

Juggle Starters:Fire Wall, Throw

Basic Combos:

1)4 hits:A, A, B, C

2)5 hits:A, A, B (hold B)

If you hold B, you will get more hits!

Advanced Combos: Work best in the corner

1)Throw, A, A, B, C

Sometimes C (heavy attack) will give you an extra hit depending on the size of your opponent and if you're close enough to him/her.

2)Medium Fire Wall, A, Napalm Bomb

This is a juggle combo so make sure that you attack quickly! Since the Medium Fire Wall allows you to juggle the opponent before he comes down, you must hit them with A and cancel that into the Napalm Bomb. If you want to combo the other super, then skip A (light attack) and perform the Cross Fire Hurricane Special. Also, this combo is easier if you're using the Stand by itself (perform the Remote Control command).

2) In the corner: Throw, C, Light Fire Wall, Cross Hurricane Special
After the throw, hit your opponent on his way down with a heavy attack to keep him in the air longer. Now do a light Fire Wall and then when you land immediately do the Cross Hurricane Special. This is the only super that works well cuz it's ground and air based and it will hit your opponent on his way back down again. I think you can do one more light Fire Wall, but I'm not sure.

Polnareff

Stand: Silver Chariot

Special Moves:

Million Pricks- Press A rapidly

Ray Dart- Charge b for 2 seconds, F+A

Shooting Star- Charge D for 2 seconds, U+A

Needle Pierce (in Stand mode)- QCB+A

Remote Control

Super Combos

Armor Takeoff- QCF+AA

Last Shot- QCB+AA

Juggle Starters: Needle Pierce (hard to juggle afterwards)

This move is a little tricky to use, because it sends the opponent diagonally upwards afterwards. But I think you might be able to make it work better in the corner.

Basic Combos:

1) A, A, B

2) A, A, C

Advanced Combos: These work better in the corner

1) Jumping A, land, A, A, Million Pricks

2) In the corner: Needle Pierce, A, Armor Takeoff

Like I said before, it is a bit difficult to juggle the opponent after the Needle Pierce because the opponent gets pushed diagonally upwards after the move. So after the Needle Pierce, walk in and press A and cancel into the Armor Takeoff. If this combo doesn't work for some reason, please e-mail me!

2) Jumping A, land, tap A rapidly

3) In the corner: Activate Tandem Attack, hold S button and tap A as fast as you can. When finished, release the S button and attack your opponent at the same time your Stand is attacking him. After the Tandem Attack, your opponent will be lifted into the air and when that happens, do the Armor Takeoff super to finish the combo with style! It's a little hard to time this combo very well, so you're gonna need to practice it a few times.

4)Juggle opponent out of the with B, jump and do B, jump+A, Armor Takeoff
Since Polnareff has a hard time with setting up juggle combos from the ground,
he has to start his
juggles by hitting his opponent out of the air while they're attacking. If you
do this combo right,
then keep attacking with 2 more hits and then juggle him one last time with
the super at the end and
you'll get 10 more hits!

5)In the corner:Activate Program Attack, hold S button and press A rapidly
until Stand meter is depleted, A, A, B, B, B, Armor Takeoff
This will be his hardest combo to pull off by far! I say it's difficult cuz
you never know when you'll be able to combo the Armor Takeoff. Also, you and
your Stand need to be attacking the opponent without stopping in order to
start a juggle after the program attack is finished. Since the Armor Takeoff
super has a slightly longer startup delay, you need to be carefull because it
might not even connect. It would take 20 tries before you get this combo
right, but it does work!

Black Polnareff:

Stand:Anubis

Note:Black Polnareff cannot use Tandem Attack or activate his Stand

Special Moves:

Learning - QCB+A

This is a counter move which Polnareff attacks after the opponent hits the
sword.

Double Sword- DP+A

Demon Slash- QCF+A

Chariot Spirit- QCF+S

Super Combos:

Madness Blade- QCF+AA

Invincible Slash- QCB+AA

Juggle Starters:Medium Double Sword

Basic Combos:

Advanced Combos:

1)Double Sword, A, Madness Blade

It is possible to sometimes sneak in a normal light attack before you go into
a super, but its better if you just skip it because Black Polnareff can't
combo without being able to use his Stand.

Joseph Joestar

Stand:Hermit Purple

Note:He may use the Backlash move with Stand ON!

Special Moves:

Yellow Overdrive- DP+A

Hermit Beat- 360 Degrees+A

Tactician's Trick- QCB+A
Blue Overdrive (Normal Mode)- QCF+A
Hermit Wave (w/Stand ON)- QCF+A

Super Combos:

Master's Teaching- QCF+AA
Super Overdrive- 720 Degrees + A

Juggle Starters: Hermit Blast, Throw, B (near opponent in the corner)

Basic Combos:

- 1) A, A, B
- 2) A, B, C
- 3) A, A, C

Advanced Combos:

1) In the corner: Throw, juggle with A, A, B, Master's Teaching
The throw will throw the enemy up high into the air if you're in the corner. If you're not able to get the Master's Teaching to combo in here, then you may leave it out. If you do get it to combo, expect your opponent to lose a lot of life!

2) In the corner: Medium Tactician's Trick, A, A, B, Master's Teaching
This one is a little easier to get the Master's Teaching to connect! After the Tactician's Trick, walk in and juggle the opponent with the 3 hit chain and immediately cancel into the Master's Teaching for massive damage!

3) In the corner: B, B, B, A, A, B
This is all a juggle combo in the corner. If you're near the opponent, B will launch them up high and set him up for a juggle combo. Before the opponent lands, hit'em with another B, and then another B and your opponent will be a little bit above you. Before he lands, hit'em with the 3 hit chain!

4) In the corner: Throw, B, B, B, Medium Tactician's Trick, A, A, B, Master's Teaching
This combo is very hard to setup! After the throw (which does not count as a hit by the way), walk in and do 2 medium attacks to keep the opponent in the air and before they land, catch them with the medium Hermit Blast. After that, be quick to do a 3 hit juggle into the Master's Teaching super!
If you did it right, then the Master's Teaching should connect after the 11th hit. I'll try to put together a combo video for this game to show you how this combo for Joseph Joestar is done ok.

Iggi

Stand: The Fool

Special Moves

Sand Crash- Charge B for 2 seconds, F+A
Sand Attack- Charge D for 2 seconds, U+A
Sand Clutch- HCB+A
Sand Magic (Teleport)- DP or reverse DP+A
Fly (with Stand ON)- Hold U while jumping
Sand Ball (during Fly)- Any Attack Button
Dio Sand Illusion- F+C

Super Combos:

Big Sand Wave- QCF+AA

Sand Storm- A, A, F, B, C

Basic Combos:

1)A, A, B

2)A, A, B, C

Advanced Combo: Iggi only has 1 that works well!

1)In the corner: Jumping A, land, A, A, Big Sand Wave

This combo works like a charm! Just jump in with A, land and then do two more A's into the Big Sand Wave super. However, I've found out that you have to take out one hit if you try it on Iced.

2)In the corner with Stand OFF: F+B, Big Sand Wave, jump+B, jump+B

If you have your Stand OFF while your super is activated, you can move and attack your opponent at the same time that your super combo is hitting him! So during the combo, just keep jumping and hitting the opponent for extra hits.

3) In mid-screen with Stand OFF: Dio Sand Illusion, Big Sand Wave, jumping C (x5)

You need to be in mid-screen in order for this combo to work well. This is because the Big Sand Wave won't do as many hits in the corner as it would in mid-screen after the Dio Sand Illusion. And during the Big Sand Wave, you can keep jumping towards your opponent and pressing C for 2 hits. You can do this combo only if you have your Stand OFF or else you won't be able to move during the Big Sand Wave.

Petshop

Stand: Horus

Special Moves:

Ice Bullets (can be done in the air)- QCF+A

Icicle Pick- Hold any Attack button, then release

Ice Lance- QCB+A

Kill Freeze- S (Stand Activation button)

Death Freeze- D+S

Frost Missiles- HCF+S

Super Combos:

Giga Frost Missiles- QCF+AA

Death Penalty- QCB+AA

Terminal Lockon- A, A, F, B, C

Juggle Starters: Ice Lance

Basic Combos :None

Advanced Combos:

1)In the corner: Giga Frost Missiles, Death Penalty

Its a little tough to time the Death Penalty after the Giga Frost Missiles, because they are both super combos. But if you're quick enough, the last hit of the first super will allow a 1 second window of opportunity to juggle with the Death Penalty.

2)In the corner: Death Freeze, Ice Lance, S

This combo works better if you hold your opponent in place with the Kill Freeze attack. The Stand activation button shoots out 3 icicles.

3)In the corner: Kill Freeze, Ice Lance, A, A, F, B, C

If you notice the button presses at the end are the commands for Petshop's

Terminal Lockon super. So this is really not a combo, but an easier way of getting the Terminal Lockon to hit the opponent. It is a very powerful super!!!

4) In the corner: Throw, Medium Ice Lance, fly up, C, C, C, A, A, F, B, C
This combo is really hard to make it work for the first time simply because Petshop does not have the ability to perform normal Stand Combos. So you're gonna have to do a throw to setup the first move and then fly up in the air to catch your opponent with 3 repeated heavy attacks. After that, begin the command sequence for the Terminal Lockon super. The super should connect after the 5th hit since the first button you press to begin the super move is a light attack and that will connect!

5) In the corner: Throw, Medium Ice Lance, fly up, C, C, C, Giga Frost Missiles, Death Penalty
This combo is similar to the one above, but a little bit easier! The setup sequence is the same as in the combo above, but this time you do the Giga Frost Missiles super to catch your opponent in the air with instead of the Terminal Lockon. After the Giga Frost Missiles connect, your opponent will still be in the air and that'll give you enough time to do the Death Penalty connect for one more hit.

6) In the corner: Throw, Heavy Ice Lance, fly up, C, C, C, Giga Frost Missiles, A, A, Death Penalty
This combo is sure to make your opponent's life meter drop down to 25%! Yes, it's that painful! Remember how you did combo #6? Well this one follows the same concept, but the difference here is that you do the Giga Frost Missiles after the 3 C's so that your opponent doesn't start falling again. But you need to catch him with this super when the opponent is slightly above you. Now you need to keep him in the air with 2 more light attacks and then the Death Penalty for brutal damage!

8) In the corner: Throw, Heavy Ice Lance, fly up, C, C, C, Giga Frost Missiles, A, A, F, B, C
This combo is much like #6, only harder! This time you don't do the Terminal Lockon after the 3 C's, you do it after the Giga Frost Missiles! Well anyways, make sure that your opponent is slightly above you before the Giga Frost Missiles connect or your opponent will be able to fall down again and counterattack you. Also, the first 2 command buttons of the Terminal Lockon should connect as hits before the actual super connects. So by the end of the day, you'll have done a 52 Hit combo with a puny little bird! Damn it hurts, your opponent will have lost 90% of their life bar! Somehow Petshop seems to be better than Iggi without being able to use his Stand. That's pretty sad if you ask me!

9) In the corner: Throw, Heavy Ice Lance, fly up, C, C, C, Heavy Ice Lance, Giga Frost Missiles, Terminal Lockon

This combo is a pain in the butt to get it right. First off all, you can only do it in the corner like all of Pet Shop's advanced combos. Next, you have to throw your opponent into the corner and then catch him/her on their way down with a heavy Ice Lance to launch them back up into the air again. Now you must fly towards your opponent (just press up/forward) and juggle them with three well timed heavy attacks and immediately cancel into another heavy Ice Lance. And finally, catch him/her in the air with the Giga Frost Missiles super combo and then the Terminal Lock-on super combo! You should probably get about 54 hits at the end of the combo if you did it right!

Giga Frost Missiles Infinite: This requires an entire super combo gauge of 10 levels!

In the corner:Throw, Heavy Ice Lance, fly up, C, C, C, Giga Frost Missiles, Giga Frost Missiles, etc...

As soon as you throw your opponent and then hit them with a heavy Ice Lance, fly up and then do 3 heavy attacks into his Giga Frost Missile super (30 hits). Now right after it's over, you can do another one and another... Well, you get the picture! This super has virtually no startup delay! You may even combine it with a Terminal Lockon when you reach 99 hits!

Mahrahia
Stand:Bast

Special Moves

Collection (can be done in air)- QCF+A

Enrapture- QCB+A

Note: You must be close to the opponent for this to connect

Electric Burn- DP+A

Note:The strength of the attack button you used determines the distance of the arc and where the string will be.

Magnet Of Bast- S

Note:Use the directional pad to determine the location of the Magnet Of Bast

Super Combos:

Iron Crush- QCB+AA

Note:The Iron Crush is somewhat better than the "What are You Thinking?" super because if you hit the opponent with the S button a few times, he will become a super magnet and the super will do more hits! So use this to your advantage. "What Are You Thinking?" (can be done in air)- QCF+AA

Juggle Starters:Offensive Crouch + C (Medium Attack)

Basic Combos: None

Advanced Combos

1)Collection, "What Are You Thinking?"

This combo works by having the projectiles hit the opponent and stun them while the super catches up. It works if you're fast enough!

2)In the corner:D/F+C, D/F+C, Iron Crush

Use the juggle starter twice to setup the super!

3)Electric Burn, Ground or Air "What Are You Thinking?"

The Electric Burn will keep the opponent stunned long enough for the super to connect.

4)In the corner:Medium Electric Burn, Collection, "What Are You Thinking?"

Just like in Advanced combo #1, only you're using two moves before the super to stun the enemy.

5)In the corner:D/F+C, D/F+C, D/F+C, D/F+C, D/F+C, Iron Crush

This time you use the juggle starter up to 5 times before cancelling into the Iron Crush super!

6)In the corner:Electric Burn, Collection, Bast Magnet (S button), Iron Crush

Like I said, you get more hits with the Iron Crush super if you used her Stand to turn your opponent into a super magnet! The more hits, the better!

7)In the corner:Heavy Electric Burn, S, S, S, S, Iron Crush

Wow! A 40-50 hit combo with Mahriah just for using her magnet and making it hit! Your opponent has now become a super magnet!!!!!!

Hol Horse
Stand:Emperor

Special Moves:
Gun Shot- QCF+A
Mr. J.Guile- DP+A
Hanged Man- QCB+A
Emperor- S (Stand button)

Super Combos:
Rapid Fire (can be done in the air)- QCF+AA
Stronger Combination
Trace Of Bullets- Reverse DP+AA

Juggle Starters:None

Basic Combos:None

Advanced Combos:

1)In the corner:Hanged Man, Mr. J.Gail, Gun Shot or Rapid Fire
The Hanged Man special does not count as a hit, but its part of the combo to hold your opponent in place while the Mr. J.Guile special hits the opponent from above. During the Mr. J.Guile, you can either combo a single Gun Shot or the Rapid Fire super from the ground or the air!

2)In the corner: Hanged Man, Mr.J.Gail, C, Rapid Fire
This combo has to be done extremely fast for Hol Horse cannot use his Stand for chain combos. First of all, start off by calling in the Hanged Man to keep your opponent in place and then shoot the sky with a heavy Mr.J.Gail special so that glass will come down on your opponent. At this time you should already have about 5 hits, now hit your opponent with a single heavy attack (C) and cancel immediately into the Rapid Fire to shoot your opponent as he/she comes down from the heavy kick attack!

D'Bo
Stand:Ebony Devil

Special Moves:
Piranha Dive- QCF+A
Propeller Cutter- D, D+A
Hopping Hunter- QCB+A

Super Combos:
Junky Carnival- QCF+AA
Barrel Roll Crusher- QCB+AA

Juggle Starters:D+C (Heavy Attack)

Basic Combos:
1)A, A, B
2)Jumping A, land, A, D+C
3)A, A, B, C

Note:I don't know if this combo really works at all, but try it anyways!

Advanced Combos:

1)In the corner:Jumping A, land, A, D+C, D+C, A, D+C

This is all a juggle combo! Each time you use the juggle starter to juggle the opponent, he will be launched at a shorter height and I don't know why but its maybe because it will prevent D'Bo from being a cheapass.

2)In the corner:Jumping A, land, A, D+C, A, D+C, Propeller Cutter

Like in the last combo, you have to time each hit very well or else your attacks will whiff and the opponent will be able to counterattack you. The commands for the Propeller Cutter also have to be performed during the previous attack.

3)In the corner:Jumping A, land, A, D+C, D+C, A, Junky Carnival

This combo is tough to get it to work for the first time simply because of the timing in the juggles. But like I said, the second time you use the juggle starter your opponent will be launched at a shorter height. If you can time the last normal hit and cancel that into the Junky Carnival after the second juggle starter then yay for you!!!! Do not try to use the other super because the startup delay is too long.

Midler

Stand:High Priestess

Special Moves:

Harpoon Shot- QCF+A

Motor Head- QCB+A

Super Combos:

Mega Harpoon Strike- QCF+AA

Motor Show- QCB+AA

Dinner Time- DP+AA

Note:This is a good super to counter "turtles" because it catches them from the ground and wherever they're standing even if they're blocking!

Juggle Starters:D+C

Basic Combos:

1)A, A, B, C

There's two ways of making this combo work for you better! The first way is just by letting each attack hit once or let the last attack hit for a longer period of time to get more hits!

2)D+C, Motor Head or Motor Show

This combo is really easy! After the juggle starter, perform the commands for the Motor Head special or the Motor Show super.

Advanced Combos:

1)In the corner with Stand Mode OFF:Mega Harpoon Strike, A, Mega Harpoon Strike

Oddly enough this combo only works with the Stand mode OFF because with the Stand ON you're not allowed to juggle the opponent after the Mega Harpoon Strike. After the Mega Harpoon Strike, juggle the opponent with a single light attack and then do another Mega Harpoon Strike to catch him on his/her way down.

2) Jumping A, land, A, D+C, Motor Head

This combo works anywhere as long as you use the Motor Head with the right button. If you're in the corner, then don't worry because the Motor Head will hit anywhere no matter which attack button you used.

3) Jumping A, land, A, D+C, Motor Show

This combo is extremely difficult to time because the Motor Show has a little startup delay, but if you do it correctly then the Motor Show super should connect after the juggle starter.

Alessy

Stand: Sethan

Special Moves:

Beehive- HCF+A- Use S (Stand Button) to cancel attack

Retribution- HCB+A

Shadow Axe- AA (w/Stand ON hold and release)

Super Combos:

Despair- QCF+AA

Ush Ush Ush- QCB+A A (rapidly)

Juggle Starters: None that I'm aware of at the present time, but I'll do some more research I promise!!!

Basic Combos:

1) A, A, B

2) A, A, C

Note: Since I've barely used this character (cuz in my opinion he sucks), I'm not really sure if these combos really work for him. Also, I don't have any advanced combos for him either.

Chaca

Stand: Anubis

Special Moves: All of these moves only work with Stand ON

Learning- QCB+A

Note: This is an automatic counterattack move! If your opponent touches his sword while its flashing he/she will be countered!

Demon Blade- QCF+A, A

Swallow Counter- DP+A

Note: This also works as a juggle starter, but its difficult to juggle afterwards.

Super Combos: One in Normal Mode and one with Stand Mode

With Stand OFF: Dimension Slash- QCF+AA

With Stand ON: Bloody Slash- QCF+AA

Juggle Starter: You must be in the corner and perform this combo- A, A, B, C, B or use Swallow Counter Special

Basic Combos:

1) A, A, B, C

2) In the corner: A, A, B (hold for 2 hits), C

3)A, A, B, C, B

Advanced Combos

1) Jumping A, land, A, A, B, C, B

2) Jumping A, land, A, A, B, Bloody Slash

The Bloody Slash super will only connect if you cancel the medium attack, not the heavy attack since it can hit twice.

3) In the corner: Activate Tandem Attack- A, A, B, C, B, juggle with A, Dimension Slash

This combo is VERY, VERY, VERY difficult to time because the Dimension Slash only works with Stand OFF and that means that it has a slightly longer startup delay. So after you perform the combo in the Tandem Attack, juggle with a single light attack (which is A) and then cancel into the Dimension Slash. This combo does work, but its REALLY, REALLY HARD TO TIME! PERFECTLY!!!

4) In the corner w/Stand ON: Swallow Counter, A, A, B, Bloody Slash

Another tough combo to time simply because you have to wait a bit long to recover from the Swallow Counter special but it still works! So after the Swallow Counter, do the 3 hit chain and cancel into the Bloody Slash and you'll get a lot of hits!

5) In the corner w/Stand ON: A, A, B, C, B (juggle starter), A, A, B, Bloody Slash

The end of the first combo (5 hits) will start the juggle sequence, so while your opponent is in the air rapidly press A until you catch him/her in the air and do the 3 hit chain cancelled into the Bloody Slash super. This is the biggest combo Chaca can do and also the most damaging!!!

Dio

Stand: The World

Special Moves:

Muda Muda- QCF+A (can be done in the air)

Mudah!- QCB+A

Stingy Eyes- F+C+B+A+F

Note: I really don't know how the order for the commands go for this special move, so don't ask

The World- DP+A (Normal Mode)

Die- DP+A (Stand ON)

Super Combos:

Checkmate- QCF+AA (can be done in the air)

Road Roller- QCB+AA (Normal Mode)

Stop Time- F+A+B+C+F

Note: It looks like these are the same commands for the Stingy Eyes special move, only with the Stand ON

Juggle Starters: Throw in the corner, Ground Checkmate in the corner

Basic Combos:

1) A, A, B, C

2) A, A, B, C, C

Note: I'm not really sure if Basic Combo#2 really works, but try it anyway.

Advanced Combos:

1) In the corner: Throw, A, A, B, Checkmate, A, A, B, C

This is the largest Advanced Combo that Dio can get. If anyone can figure out more long ones, please e-mail me immediately!!!

2) In the corner against Shadow Dio: Throw, A, A, B, Checkmate, A, A, B, Checkmate, A, A, B, C

For some reason, I've only been able to make this combo work on Shadow Dio. Well anyway, follow the same

concept as in the combo above, but this time you have to do the first part twice (the 3 hit juggle into the Checkmate super). After you've done that, catch your opponent in the air again with a full 4 hit Stand Combo!

3) In the corner: Throw, A, A, B, Checkmate, A, A, B, C

A very nice combo for Dio! Use his throw juggle starter as a nice setup.

4) In the corner: Throw, A, A, B, Checkmate, A, A, B, Checkmate, A, A, B, C

An extended version of the combo above. But now it will become much harder cuz you have to time the juggles very well. It works though!

5) In the corner: Throw, A, A, B, Checkmate, A, A, B, Muda Mudah!!

Tap the attack buttons as fast as you can to get a lot of hits!

6) In the corner with Stand OFF: Checkmate, S to activate Stand, A, A, B, Checkmate, Mudah Mudah!

Start out the combo by having your Stand OFF, this will make Dio's super start an instant juggle combo. Now activate your Stand as soon as you recover and do the rest of the combo.

7) Note: you need a full level super combo gauge for this combo and your Stand must be ON!

In the corner: Throw, A, A, B, Checkmate, wait 1/4 second, Checkmate, etc This is cheap! You can keep your opponent in the air by juggling him with repeated Checkmate supers! Wait for a slight second for your opponent to reappear on the screen and keep doing the Checkmate supers. Your opponent would most likely die from this combo, unless he gets lucky and he's able to escape from it. And another thing, to get even more hits, do the Checkmate when your opponent is near your Stand's head (your opponent's feet are close to your Stand's head when he's falling back down).

8) Note: You need a full super combo gauge for this combo to work!

In the corner: "The World," A, A, B, C, Mudah Mudah (tap P as fast as you can for tons of hits), Checkmate, Mudah Mudah, Checkmate, Muda Mudah, Checkmate

If you do every move in this combo fast and finish it in time before the time stop super is finished, then I'll be surprised. But let's face reality here, the time stop super uses your entire super combo gauge like custom combos in Street Fighter Alpha 2 and 3. However, it is very likely that you'll get most of the combo finished before the time stop super has ended. And just like Jotaro, you can use super moves in here too but it will drain the meter even faster. See what you can do!!!!

Note: You will need a full super combo gauge for this combo (10 levels).

9) In the corner: Throw opponent into the corner, juggle with A, A, B, Checkmate, Checkmate, Checkmate, etc..., jump and do a heavy Mudah Mudah! and tap A rapidly to get tons of hits.

This combo is a bitch to pull off, but it works! What you have to do is, you have to throw your opponent into the corner so that you could start the 3 hit juggle chain. After that, you have to cancel into his Checkmate super combo repeatedly to keep your opponent in the air. But that's not it, you have to time each of these supers well and make sure they hit the opponent before they

touch the ground. This will create the same effect that Pet Shop's infinite combo does, but its different because instead of keeping your opponent stuck in the corner and in the air while being hit with a super, the opponent comes down and takes more hits. This makes things harder for you, but I'm sure the combo will work. Now after you have run out of super meter, jump up and do his multi-hit Muda Mudah punch move to get tons of hits! You might reach 90 hits with this combo or even more if you timed each super well.

Iced
Stand: Cream

Special Moves:
Dark Space- QCF+A
Spill- Reverse DP+A (Stand ON)
Cream- QCB+A
Blow Away- Charge D for 2 seconds, U+A (Stand ON)

Super Combos: Eat This- QCF+AA
Madness Throw- QCB+AA
Circle Locus- DP+AA

Juggle Starters: Dark Space

Basic Combos: None

Advanced Combos:

1) In the corner: Dark Space, A, A, Eat This

This is the best advanced combo that Iced will ever get! Just juggle the opponent with two hits after the Dark Space and cancel into Eat This.

2) In the Corner: Throw, Medium Dark Space, A, A, B, Eat This

3) In the corner: Throw, juggle with A, B, B, B, Eat This

You must time the juggling hits perfectly after the throw as well as the "Eat This" super to make it connect.

4) In the corner: Throw opponent into the corner, juggle with A, B, B, B, Circle Locus

Just like in the combo above, you must time all of this hits perfectly as well as the super to make it connect!!

Shadow Dio
Stand: The World

Special Moves:
Throw Knives- HCF+A
Stingy Eyes- HCB+A (charge and release A for a stronger attack)
Glimpse Of Fear- Reverse DP+A
Shadow Dodge- DP+A
World 21- HCF+S (Stand)

Super Combos:
Punishment- QCF+AA
Charisma- QCB+AA
Stop Time- A+F+C+b+S

Note:I do not know the order of the button presses at all, so please don't ask!

Juggle Starters:D+C, World 21

Note:Although these are juggle starters, getting the juggles to work afterward is very difficult even if you're in the corner.

Basic Combos:None

Advanced Combos:

1)In the corner:D+C, A, Punishment

This combo is really hard to time because you can only use the juggle starter once since Shadow Dio can only use his Stand for special moves.

2)World 21, A, Punishment

This combo gives you a lot of hits, but the downside is that it is very hard to juggle the opponent after the World 21 even if you're in the corner.

3)In the corner:Throw Knives, Punishment

Very easy combo! Just throw the Knives and do the super while the knives hit the opponent.

4)In the corner:D+C, A, A, Punishment

Again, getting the juggles to work after any of his two juggle starters is very difficult since they launch the opponent very high.

Jo Jo (Young Joseph Joestar)

Note:JoJo does NOT possess a Stand

Special Moves:

Stand Coke- DP+A

Stand Cutter- QCF+A

Iron Bogan- HCB+A

Cracker Boomerang- QCB+S (Stand button)

Cracker Volley- QCF+S, S (multihit attack)

Upward Cracker Volley- F+S

Super Combos:

Unforgettable Memory- QCF+AA (same as Joseph Joestar)

Red Stone Of Eija- QCB+AA

Juggle Starters:Stand Coke or Upward Cracker Volley

Basic Combos:None

Advanced Combos:All done in the corner

1)Stand Coke, C

2)Stand Coke, Stand Coke, Stand Coke,Cracker Volley (full attack)

This is a simple combo! Use the Stand Coke 3 times in the corner to keep the opponent in the air so that the Cracker Volley(the full attack) connects before the he/she lands on the ground.

3)Stand Coke, Stand Coke, Stand Coke, Unforgettable Memory

The same as combo #2, except with a super at the end!

4) In the corner: Upward Cracker Volley, Heavy Stand Coke, Heavy Stand Coke, Upward Cracker Volley, Cracker

Volley (the full thing)

This combo is started with the Upward Cracker instead of the Stand Coke because it sends the opponent into the air a little bit higher. This is good because it gives you time to prepare for the other attacks and also bad because it kind of throws off your timing of the remaining moves you have to do.

5) In the corner:Upward Cracker Volley, Heavy Stand Coke, Heavy Stand Coke, Upward Cracker Volley, Unforgettable Memory

The Upward Cracker Volley is a new juggle starter that I've discovered a few days ago. Well anyway, this combo is harder to time than the one above because you have to start it with the Cracker Volley which will send the opponent into the air very high so you're gonna have to time the other moves well. After the second Upward Cracker Volley, do the Unforgettable Memory super to finish off the combo with style!

Kan

Stand:Anubis

Background:Kan got the Anubis sword in SP Story Mode when Polnareff defeated Chaca and asked Kan to hold it. Whoever touches the blade becomes evil and he/she is controlled by it.

Special Moves:

Blade Slash- QCF+A

Rising Slash- DP+A

Learning- QCB+A (automatic counterattack)

Spining Slash- S (Stand button)

Super Combos:

Anubis Slash- QCF+AA

Anubis Revenge- QCB+AA

Juggle Starters:Dragon Slash, Anubis Slash

Note:Juggling after the Rising Slash is a bit difficult, but possible. I suggest you use it only in the corner to lessen the chances of getting countered. Also, you may only juggle once after the Anubis Slash, so you can't do Anubis Slash, juggle, Anubis Slash, juggle, etc. This is to prevent cheapness!!!

Basic Combos:None

Advanced Combos:

1)In the corner:Rising Slash, A, Rising Slash

Sounds simple but it isn't because of the reasons I explained earlier. However, this combo is possible in the corner only!

2)In the corner:Anubis Slash, A, Anubis Slash

Walk in after the Anubis Slash (which is 15 hits ending with the Rising Slash) and juggle with a single light attack and cancel into another Anubis Slash. You'll get a lot of hits for this!

3) In the corner:Anubis Slash, S

Pretty simple combo to try! Just juggle the opponent after the Anubis Slash with the Spining Blade attack (S button).

10. Credits

Fortunately I didn't have to borrow some information from other people's FAQs for this same game, but I do have to thank Capcom from providing the moves listed in the Intruction Booklet of JoJo's Bizarre Adventure. Thanks a million Capcom!!!!!! I also have to thank Dingo Jellybean for letting me copy his Copy Right paragraph that I had no clue on how to write one.

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