

Street Fighter



TEEN
T
CONTENT RATED BY
ESRB

CAPCOM

Warning:**Read Before Using Your PlayStation®2 Computer Entertainment System.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

Warning to Owners of Projection Televisions:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

Use of Unauthorized Product:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

Handling Your PlayStation 2 Format Disc:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

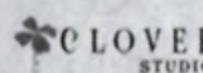
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A Special Message from **CAPCOM**

Thank you for selecting VIEWTIFUL JOE™ for your PlayStation®2 computer entertainment system. CAPCOM is proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC., 475 Oakmead Parkway, Sunnyvale, CA 94085.

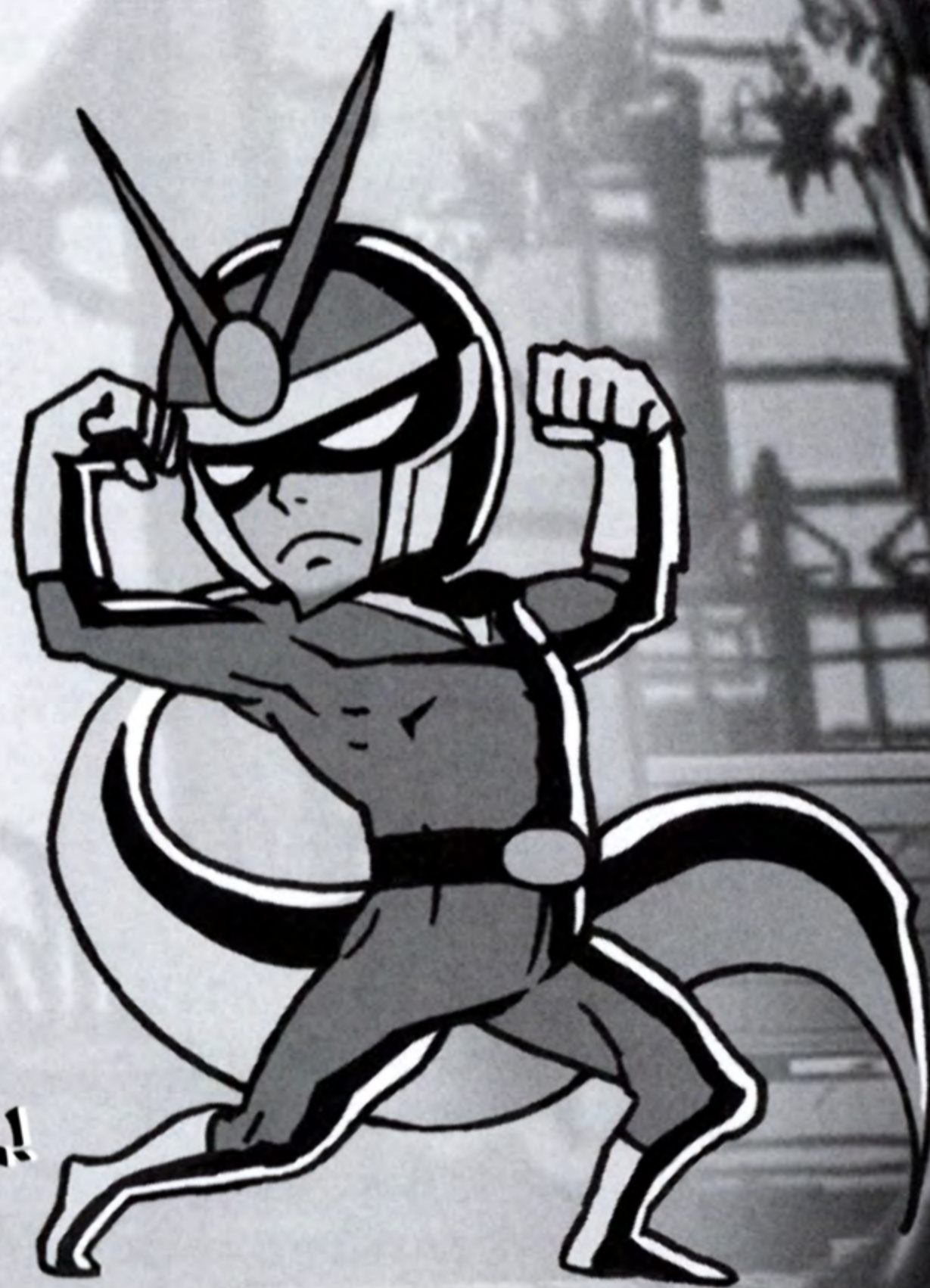
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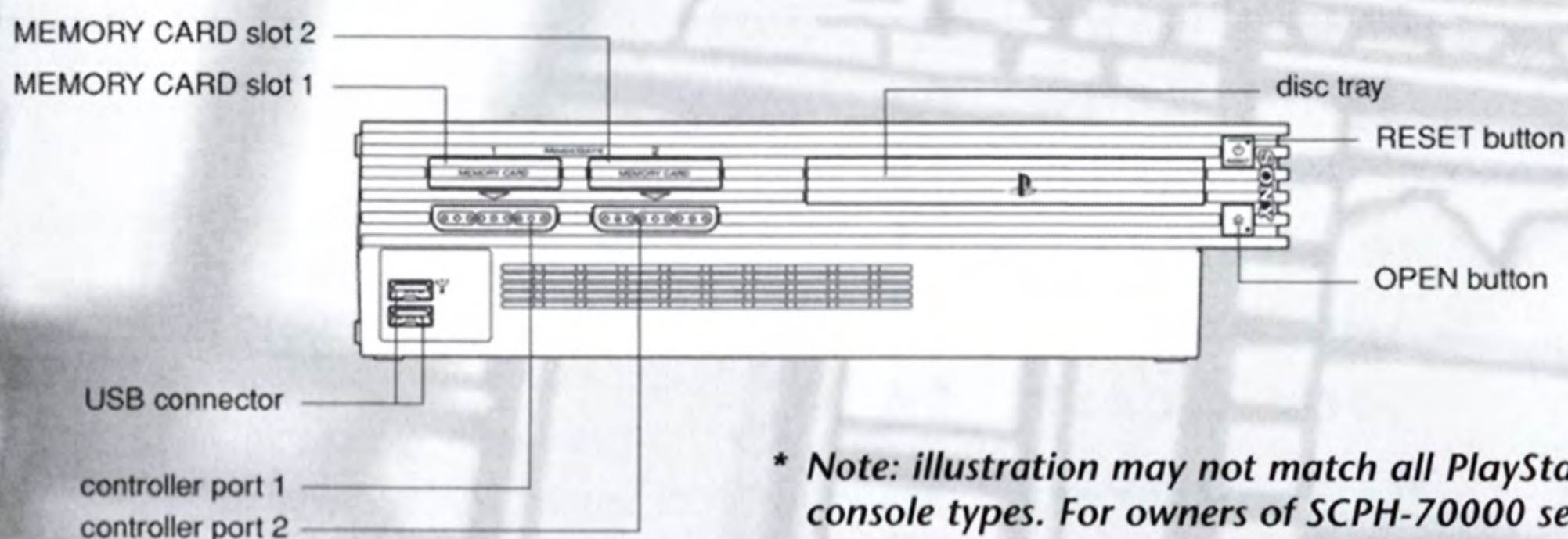
REGISTER ONLINE AT
WWW.CAPCOM.COM

VISIT VIEWTIFUL JOE ONLINE AT
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The name is Joe.
I am darn **VIEWTIFUL!**

GETTING STARTED*



* Note: illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

SET UP YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM ACCORDING TO THE INSTRUCTIONS IN ITS INSTRUCTION MANUAL. MAKE SURE THE MAIN POWER SWITCH (LOCATED ON THE BACK OF THE CONSOLE) IS TURNED ON. PRESS THE RESET BUTTON.

WHEN THE POWER INDICATOR LIGHTS UP, PRESS THE OPEN BUTTON AND THE DISC TRAY WILL OPEN. PLACE THE VIEWTIFUL JOE™ DISC ON THE DISC TRAY WITH THE LABEL SIDE FACING UP. PRESS THE OPEN BUTTON AGAIN AND THE DISC TRAY WILL CLOSE.

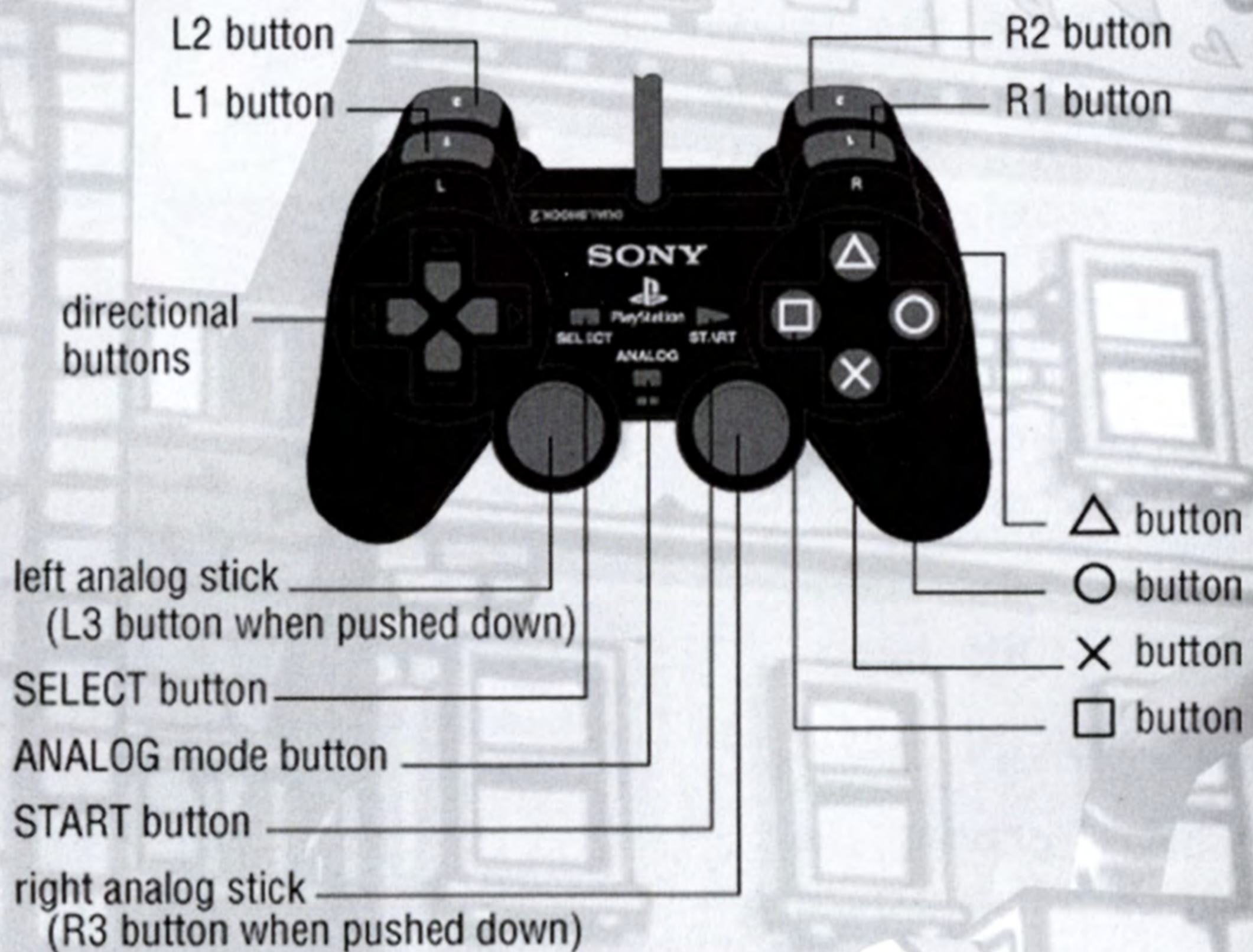
ATTACH GAME CONTROLLERS AND OTHER PERIPHERALS, AS APPROPRIATE. FOLLOW ON-SCREEN INSTRUCTIONS AND REFER TO THIS MANUAL FOR INFORMATION ON USING THE SOFTWARE.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

TO SAVE GAME SETTINGS AND PROGRESS, INSERT A MEMORY CARD (8MB)(FOR PLAYSTATION®2) INTO MEMORY CARD SLOT 1 OR SLOT 2 OF YOUR CONSOLE. YOU CAN LOAD SAVED GAME DATA FROM THE SAME MEMORY CARD OR ANY MEMORY CARD CONTAINING PREVIOUSLY SAVED GAMES.

STARTING UP

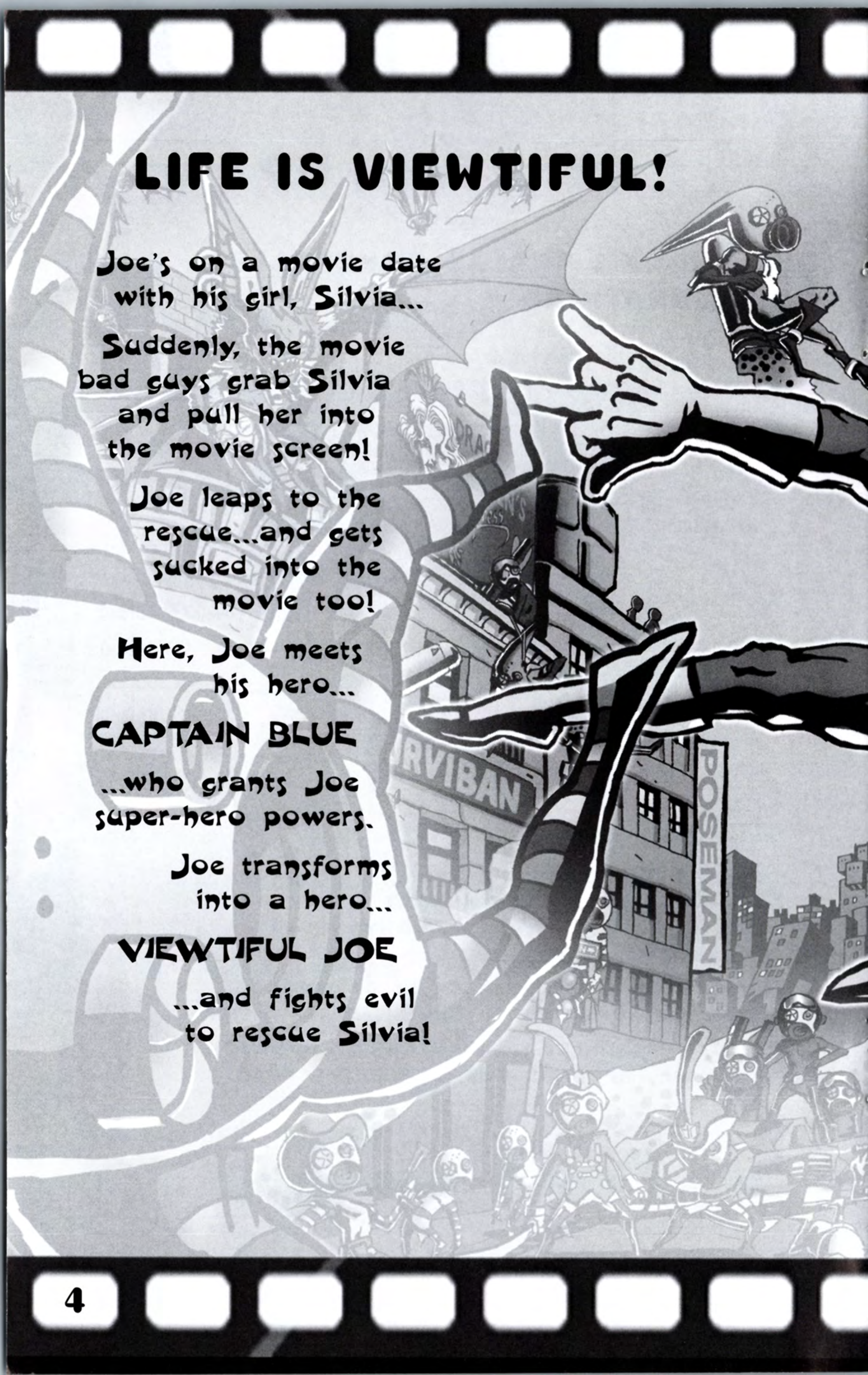
DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BEFORE STARTING PLAY, CONNECT THE DUALSHOCK®2 ANALOG CONTROLLER TO CONTROLLER PORT 1.

- ▼ **YOU CAN CHANGE THE DEFAULT CONTROLS IN THE OPTIONS SCREEN FROM THE MAIN MENU.**
- ▼ **YOU CAN TURN THE CONTROLLER'S VIBRATION FUNCTION ON/OFF IN THE OPTIONS SCREEN.**

LIFE IS VIEWTIFUL!



Joe's on a movie date
with his girl, Silvia...

Suddenly, the movie
bad guys grab Silvia
and pull her into
the movie screen!

Joe leaps to the
rescue...and gets
sucked into the
movie too!

Here, Joe meets
his hero...

CAPTAIN BLUE

...who grants Joe
super-hero powers.

Joe transforms
into a hero...

VIEWTIFUL JOE

...and fights evil
to rescue Silvia!



VFX POWER!

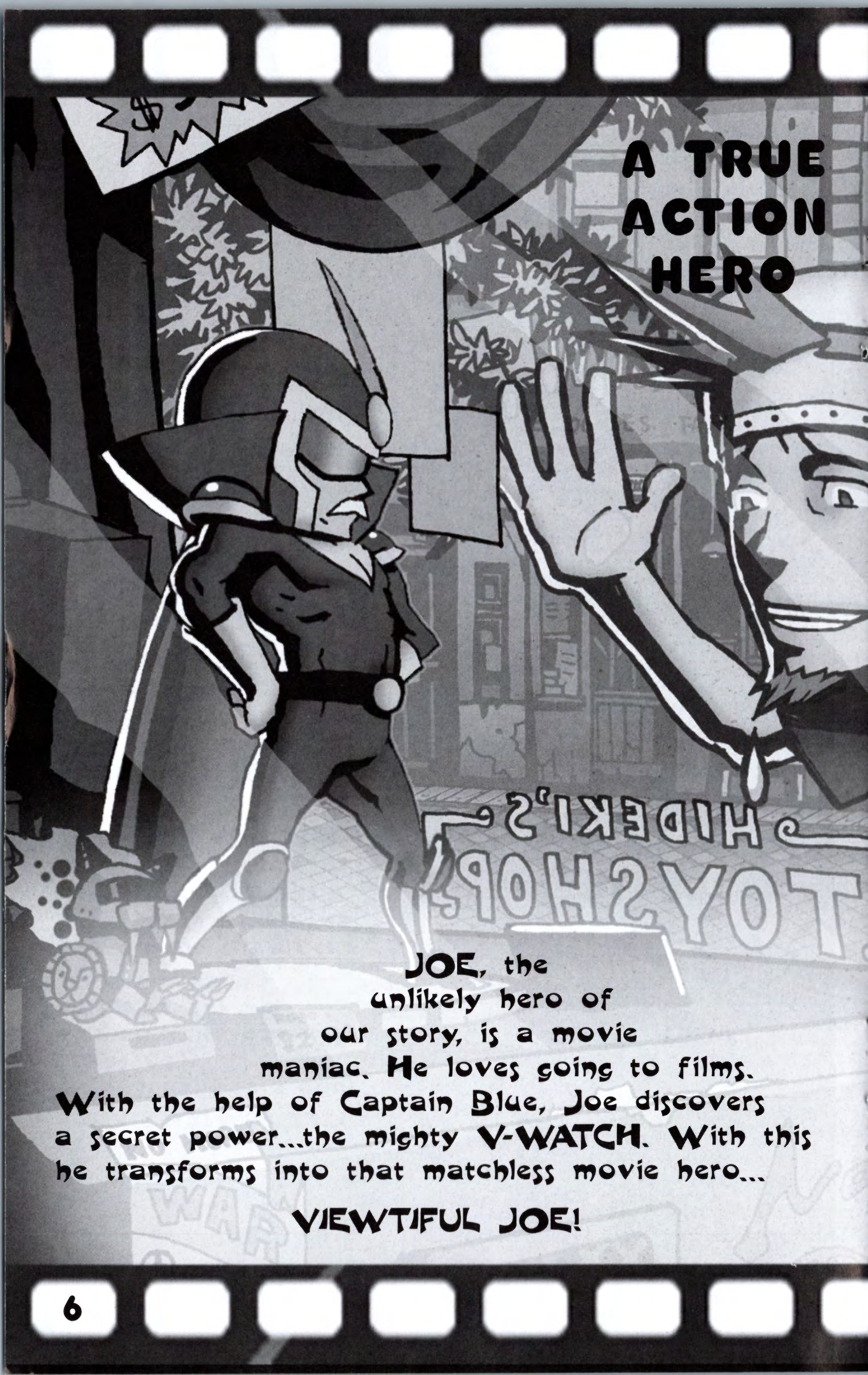
**USE THE POWER
OF VFX TO CHANGE
THE WORLD!**

**VIEWTIFUL MEANS...
BEAUTIFUL VIEW!**

**VFX IS...
VIEWTIFUL EFFECTS!**

**THE INCREDIBLE
SCENES, MOVES AND
SPECIAL EFFECTS WILL
CAPTIVATE YOUR EYES!**

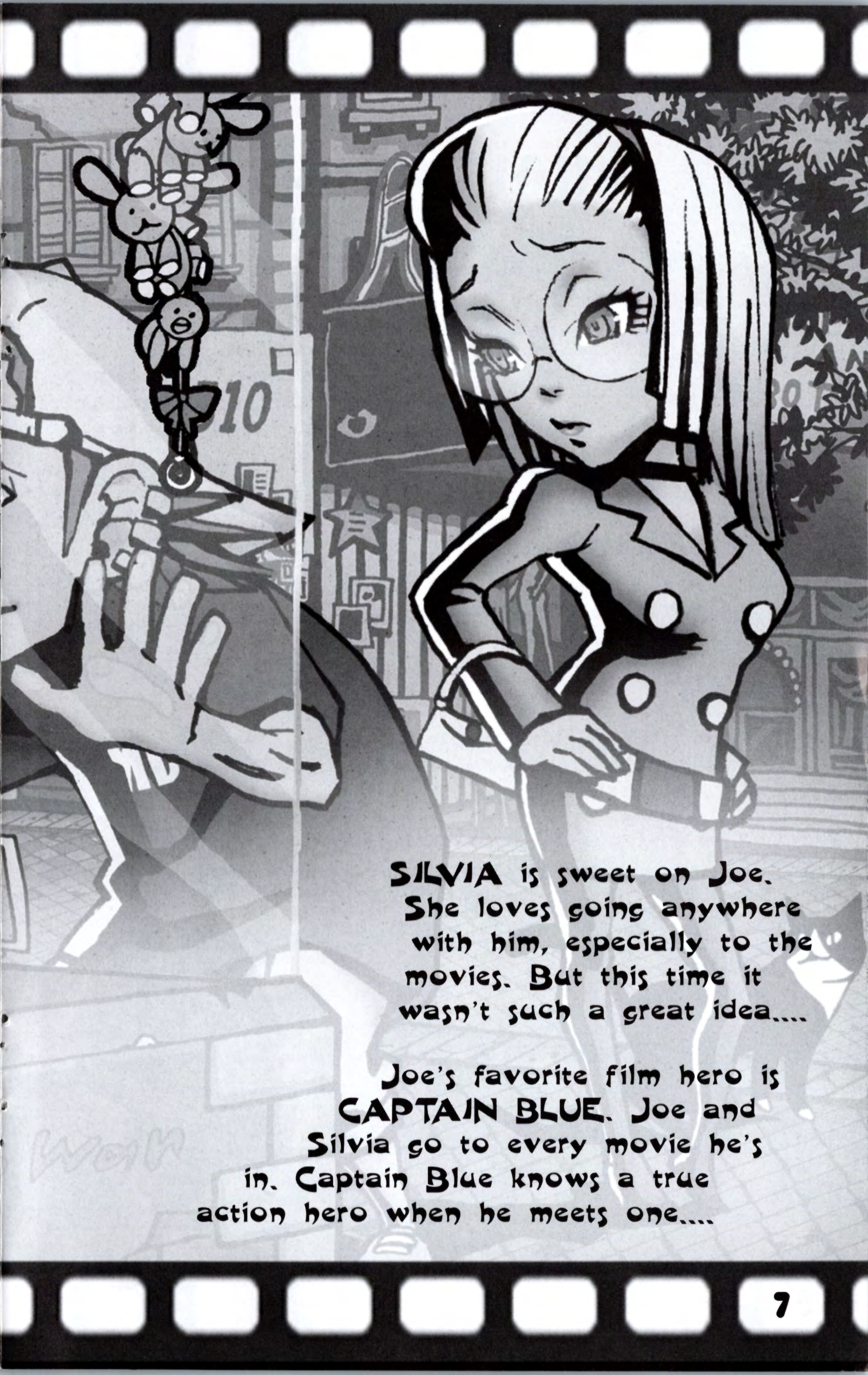
**ENTER A WORLD
OF EYE-POPPING
"HOW-DO-THEY-DO-IT"
ILLUSIONS,
AND DISCOVER THAT...
LIFE IS VIEWTIFUL!**



**A TRUE
ACTION
HERO**

JOE, the unlikely hero of our story, is a movie maniac. He loves going to films. With the help of Captain Blue, Joe discovers a secret power...the mighty **V-WATCH**. With this he transforms into that matchless movie hero...

VIEWTIFUL JOE!



SILVIA is sweet on Joe. She loves going anywhere with him, especially to the movies. But this time it wasn't such a great idea....

Joe's favorite film hero is **CAPTAIN BLUE**. Joe and Silvia go to every movie he's in. Captain Blue knows a true action hero when he meets one....

MAIN MENU



AFTER STARTUP, A DEMO WILL BEGIN PLAYING. PRESS THE  START BUTTON TO OPEN THE MAIN MENU. USE THE DIRECTIONAL BUTTONS TO HIGHLIGHT YOUR CHOICE AND PRESS THE  BUTTON TO CONFIRM.

NEW GAME


START A NEW GAME. FIRST OFF, YOU'LL CHOOSE A DIFFICULTY LEVEL:

- ▼ SWEET - EASIEST WAY TO PLAY.
- ▼ KIDS - WHEN YOU'RE BRAND NEW TO THE GAME.
- ▼ ADULTS - WHEN YOU ALREADY HAVE SOME ACTION UNDER YOUR BELT.



LOAD GAME

LOAD AND SAVE GAMES AND CHANGE OPTIONS. WHEN THE SUB MENU OPENS, YOU CAN CHOOSE:

- ▼ **LOAD - RESUME A GAME YOU PREVIOUSLY SAVED. HIGHLIGHT A GAME FROM THE LIST AND PRESS THE  BUTTON TO START FROM WHERE YOU PREVIOUSLY SAVED THE GAME.**
- ▼ **SAVE - AFTER CLEARING A STAGE, SELECT THIS OPTION TO SAVE YOUR PROGRESS.**

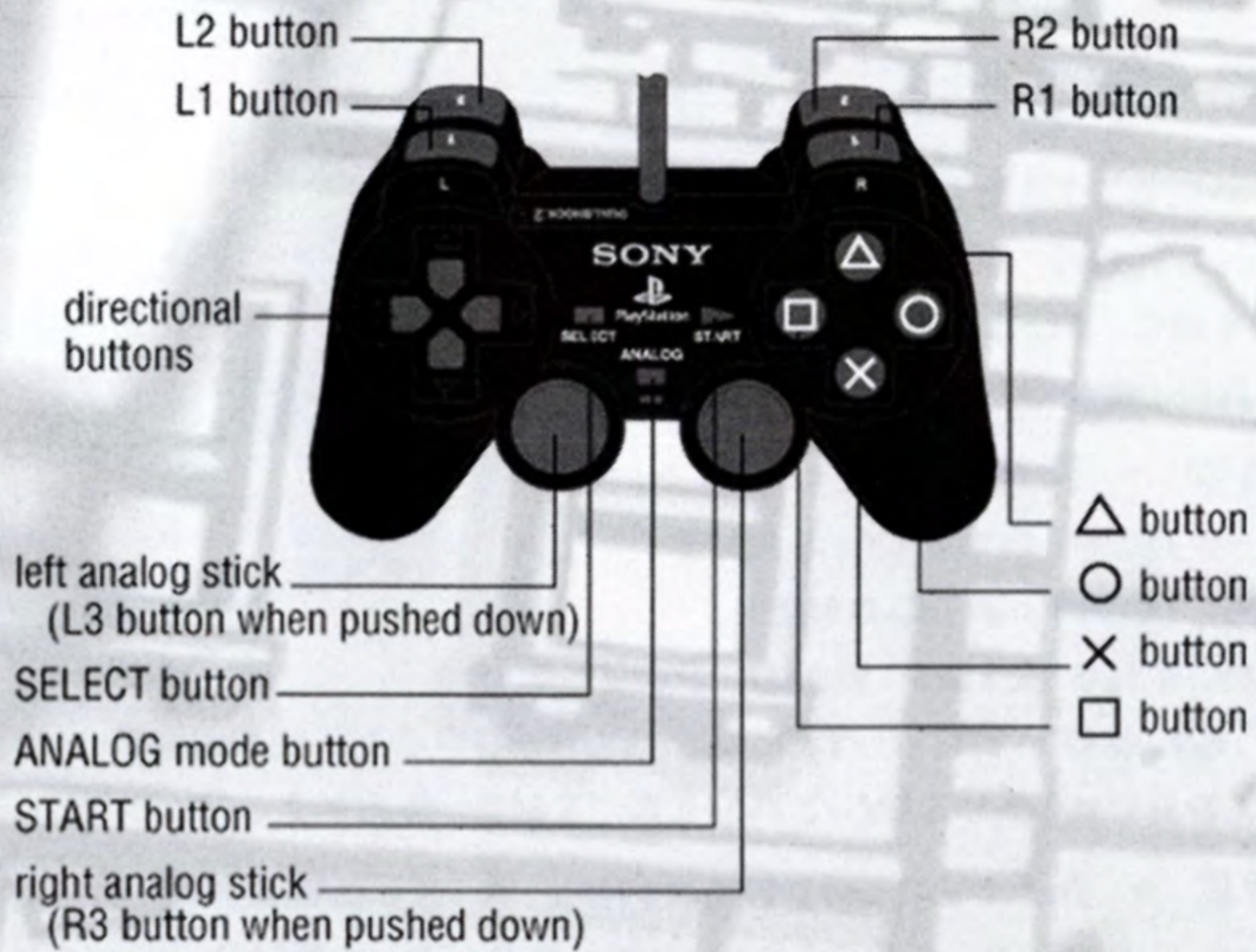
REMEMBER:

- **YOU MUST HAVE A MEMORY CARD IN MEMORY CARD SLOT 1 TO SAVE DATA.**
- **EACH SAVED GAME REQUIRES 110KB OF FREE SPACE ON THE MEMORY CARD.**
- **YOU CAN SAVE UP TO 10 FILES ON A MEMORY CARD WITH ENOUGH FREE STORAGE AREA.**

OPTIONS
CHANGE THE CONTROL SETTINGS.



DEFAULT CONTROLS



MENU CONTROLS

DIRECTIONAL BUTTONS

- × BUTTON
- △ BUTTON

HIGHLIGHT OPTIONS

- CONFIRM SELECTION
- CANCEL SELECTION

GAMEPLAY CONTROLS

LEFT ANALOG STICK ← / →

MOVE JOE

LEFT ANALOG STICK ↑ / ↓

HIGH/LOW DODGE

L1 BUTTON

VFX SLOW

R1 BUTTON

VFX MACH SPEED

RIGHT ANALOG STICK ↑ / ↓

VFX ZOOM IN/OUT

△ BUTTON

KICK

○ BUTTON

ZOOM

× BUTTON

JUMP/DOUBLE-JUMP
DURING TRANSFORMATION

□ BUTTON

PUNCH

START BUTTON

PAUSE

SELECT BUTTON

SKIP DEMO

GAME MISSIONS

JOE'S MISSION IS TO FIGHT THE MOVIE VILLAINS, SOLVE RIDDLES, AND RESCUE HIS GIRL, SILVIA.



EACH SCENE HAS A SPECIAL MISSION. YOU'LL FIND OUT WHAT IT IS WHEN YOU START THE SCENE, AND YOU CAN ALSO SEE IT ON THE GAME SCREEN. THE TASK CAN BE ANYTHING FROM PUNCHING OUT A CERTAIN BULLY TO FINDING HIDDEN LOOT.

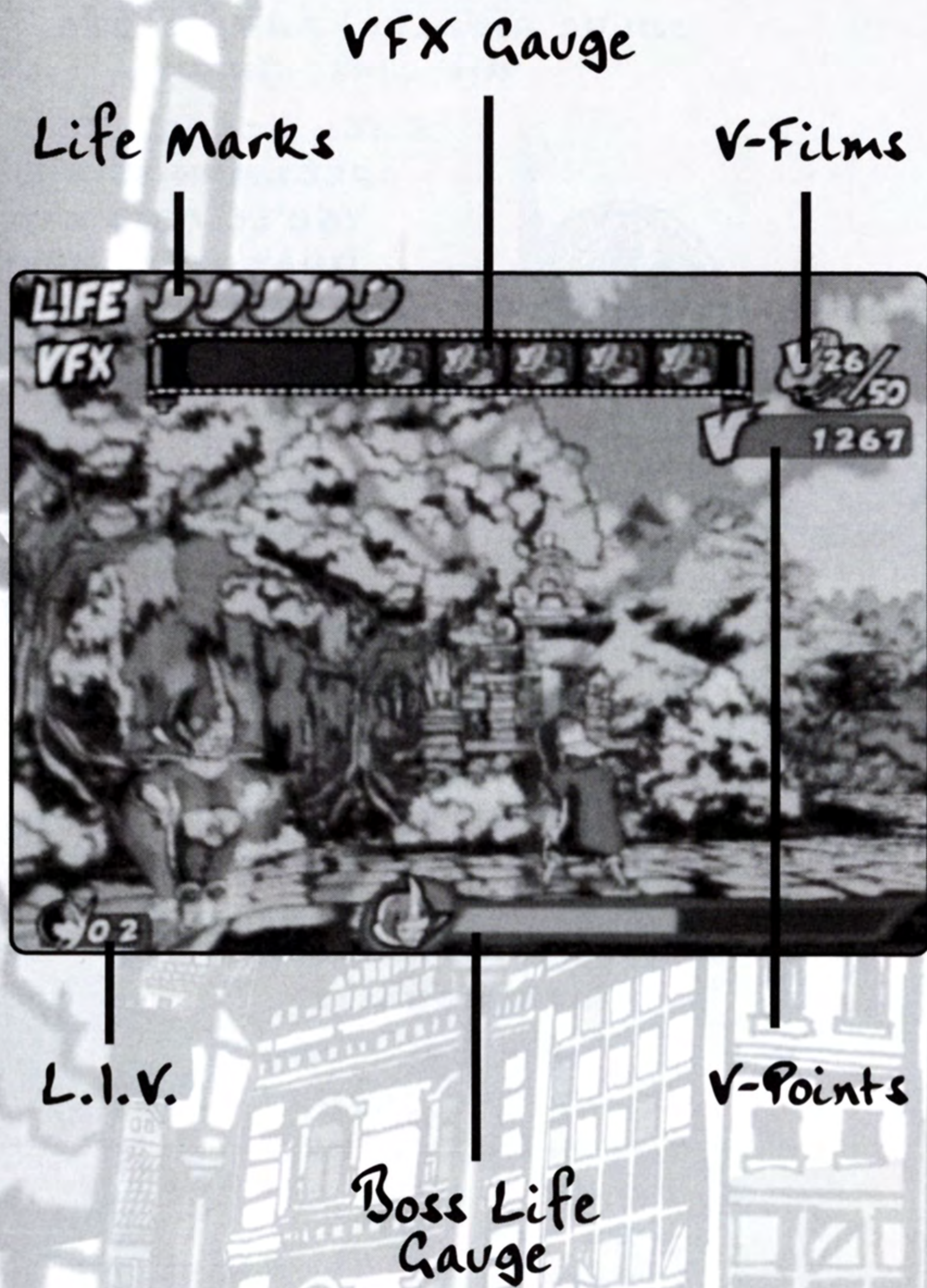
WHEN YOU FINISH A TASK, YOU GET A SCENE SCORE. YOU MIGHT EVEN GET BONUS POINTS IF YOUR PERFORMANCE WAS "STAR QUALITY."

THE FASTER YOU CLEAR THE SCENE, THE HIGHER YOUR BONUS WILL BE.

SO GET THE LEAD OUT!



GAME SCREEN



- ▼ **LIFE MARKS** – JOE'S ENERGY LEVEL. WHEN THE MARKERS DISAPPEAR, IT COUNTS AS ONE MISS.
- ▼ **VFX GAUGE** – WHEN JOE TRANSFORMS AND STARTS TO USE VFX POWER, THIS GAUGE MONITORS ITS STRENGTH. WHEN THE GAUGE FINALLY EMPTIES, JOE RETURNS TO HUMAN FORM. THE GAUGE'S POWER RECOVERS DURING THE TIME JOE IS IN HIS HUMAN STATE.
- ▼ **V-FILMS** – COLLECT 50 V-FILMS AND YOU'LL EARN 1 MASS UNIT, WHICH SETS THE VFX GAUGE TO ITS HIGHEST LEVEL. (THE GAUGE RESETS TO ITS INITIAL LEVEL AT THE BEGINNING OF THE NEXT STAGE.)
- ▼ **V-MARKS** – APPEAR WHEN YOU DEFEAT ENEMIES WITH ANY SPECIAL ATTACK. WHEN YOU GET ENOUGH V-MARKS, THEY'RE CONVERTED TO V-POINTS.
- ▼ **ENEMY** – POUNDING ENEMIES EARNS V-MEDALS. YOU NEED THESE FOR POWER-UPS. YOU MIGHT ALSO EARN BONUS POINTS FOR DEFEATING YOUR FOES.
- ▼ **L.I.V.** – SHORT FOR LIFE IS VIEWTIFUL. INDICATES HOW MANY LIVES YOU HAVE LEFT.
- ▼ **BOSS LIFE GAUGE** – APPEARS DURING A BOSS FIGHT TO MONITOR THE BOSS'S ENERGY LEVEL. WHEN ALL THE MARKERS DISAPPEAR, THE BOSS IS FINISHED!
- ▼ **V-POINTS** – USE THESE TO POWER-UP ON THE POWER-UP SCREEN AFTER CLEARING A STAGE.
- ▼ **TASK** – EXPLAINS THE MISSION TASK. EACH SCENE HAS A MISSION YOU MUST FULFILL TO CLEAR THE STAGE.
- ▼ **ITEMS** – PULVERIZING OBJECTS AND ENEMIES CAUSES VALUABLE ITEMS TO APPEAR SPONTANEOUSLY. FIND OUT HOW THESE CAN SAVE YOUR BACON! SOME OF THEM ARE:
 - **CHEESEBURGER** – RESTORES A LIFE.
 - **BLUE BOTTLE** – PUMPS UP VFX POWER A BIT.
 - **RED BOTTLE** – MAKES VFX POWER INFINITE... WHILE IT LASTS!
 - **CONTROLLER** – KNOCKS OUT ENEMIES FOR A WHILE.

JOE GOES!

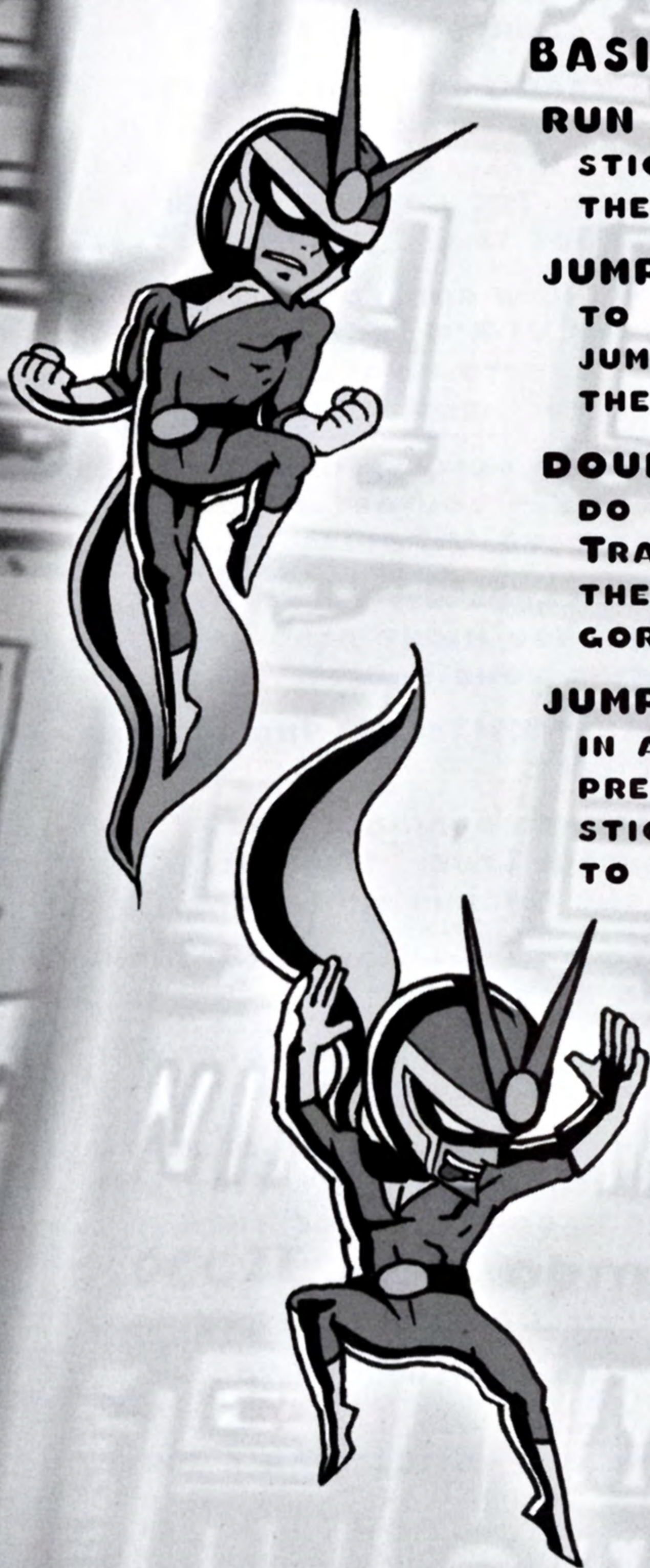
BASIC ACTIONS

RUN - USE THE LEFT ANALOG STICK TO CRISS-CROSS THE SCENE AT A SPRINT!


JUMP - PRESS THE **X** BUTTON TO JUMP. WANT A HIGHER JUMP? HOLD DOWN THE BUTTON LONGER.


DOUBLE-JUMP - YOU CAN DO THIS DURING JOE'S TRANSFORMATION. PRESS THE **X** BUTTON FOR A GORGEOUS TWO-LEVEL JUMP.

JUMP DOWN - IF YOU'RE IN A NARROW SPOT, PRESS THE LEFT ANALOG STICK **↓** + THE **X** BUTTON TO LEAP DOWN.



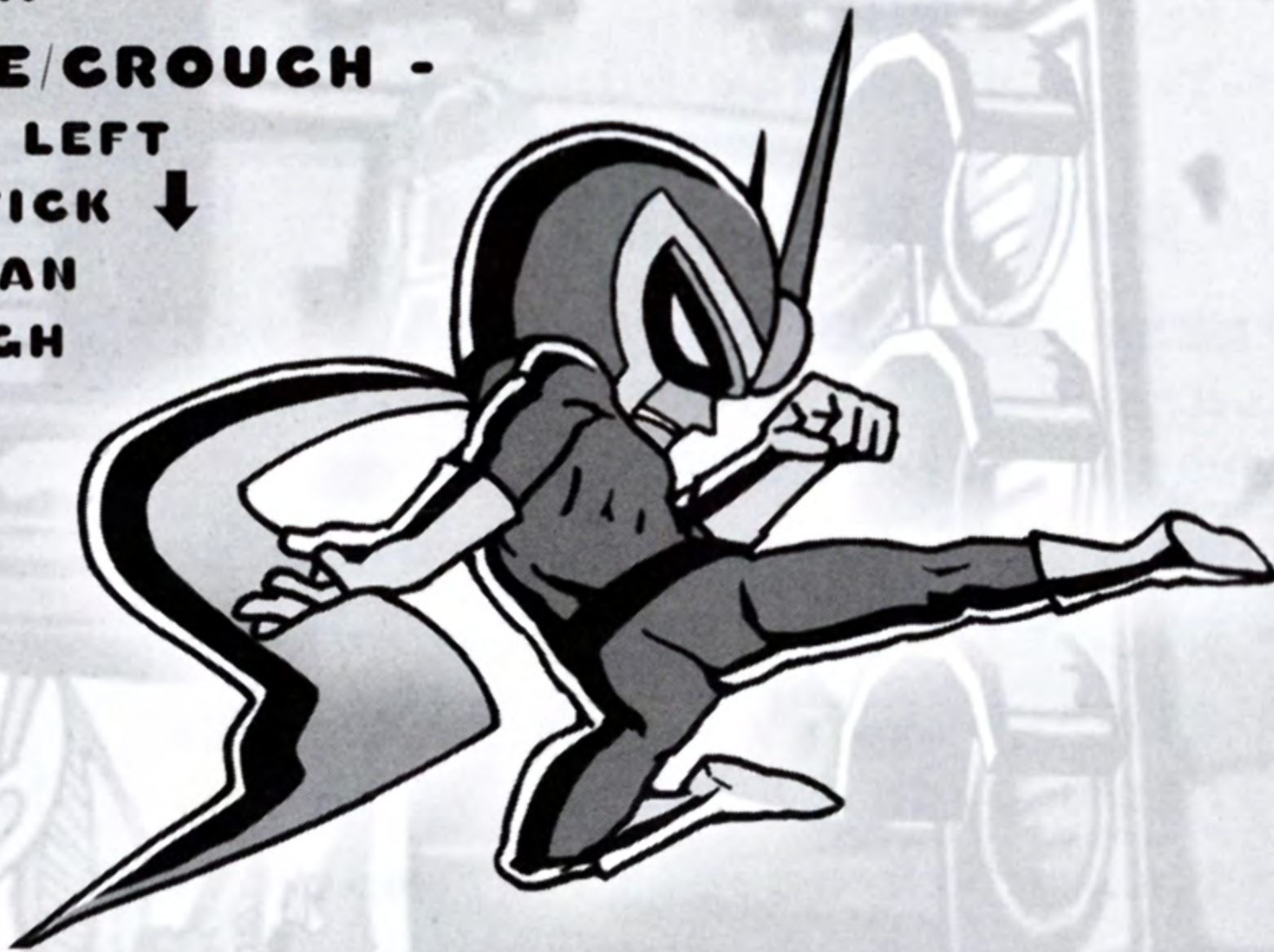
ATTACKS

PUNCH - PRESS THE  BUTTON WHILE JOE IS STANDING, IN MIDAIR OR CROUCHING (LEFT ANALOG STICK ↓). A MIDAIR PUNCH SENDS 'EM UP, UP AND AWAY! A CROUCHING PUNCH LETS 'EM FLY!

KICK - PRESS THE  BUTTON WHILE STANDING, IN MIDAIR OR CROUCHING. POWER-UP FOR A RED-HOT KICK!

HIGH DODGE - PRESS THE LEFT ANALOG STICK ↑. A SHORT HOP CAN AVOID AN ENEMY'S LOW ATTACK. MAKE THEIR HEADS SPIN!

LOW DODGE/CROUCH - PRESS THE LEFT ANALOG STICK ↓ TO EVADE AN ENEMY'S HIGH ATTACK.



VFX RULES!

NOT ONE, NOT TWO, BUT THREE KINDS OF VFX POWER MAKE YOU THE TOUGHEST, MOST VIEWTIFUL ACTION HERO ON THE SILVER SCREEN.

GO FOR SLOW, MACH SPEED OR ZOOM IN!

VFX SLOW

PRESS THE **L1 BUTTON. USE YOUR VFX SLOW POWER TO MAKE EVERYTHING MOVE IN SLOW-MO.**

FIND OUT WHAT HAPPENS WHEN YOU:


- ▼ **SLOW-MO A PROPELLER!**
- ▼ **SLOW-MO A BOMB!**
- ▼ **MAKE A TINY WATER DROP LOOK GIGANTIC!**
- ▼ **TURN A TEENSY PUNCH INTO A POWERHOUSE!**

VFX MACH SPEED

PRESS THE **R1 BUTTON. ALL JOE'S ACTIONS FLAME OUT AT HIGH SPEED! CRUSH GIANT CROOKS INTO DUST!**

FIND OUT WHAT HAPPENS WHEN YOU:

- ▼ **PILE UP CONTINUOUS PUNCHES!**
- ▼ **EXPAND AND ATTACK BAD GUYS FROM EVERY ANGLE!**
- ▼ **MANEUVER OBJECTS AT MACH SPEED!**
- ▼ **TURN A SPINNING PROPELLER INTO A WHIRLING BLADE!**



VFX ZOOM

PRESS THE RIGHT ANALOG STICK ↑/↓ TO ZOOM IN/OUT OF NORMAL SIZE. PULL OFF UNSTOPPABLE SPECIAL ATTACKS!

FIND OUT WHAT HAPPENS WHEN YOU:

- ▼ **ZOOM AND PUNCH!**
JOE'S FISTS ARE RAPID-FIRE!
- ▼ **ZOOM AND KICK!**
IT'S A 360-BARRAGE!
- ▼ **ZOOM AND JUMP!**
MAKE JOE'S DAY!

VIEWTIFUL COMBOS

WHEN YOU PERFORM COMBO ATTACKS, YOU'LL SEE A V-MARK ON THE SCREEN. RACK UP A BUNCH OF V-MARKS AND YOU'LL GET V-POINTS. THEN TURN AROUND AND USE THESE TO GET POWER-UPS AFTER YOU CLEAR THE SCENE.

COMBOS

- ▼ **V-POW!** - PUNCH UP IN THE AIR AND KNOCK OUT ENEMIES.
- ▼ **V KA-POW!** - USE VFX POWER TO ATTACK.
- ▼ **WOO-HOO!** - ACCUMULATING LOADS OF V-MARKS ADDS UP TO V-POINTS!

ROCK ON!

ROCK-ON MULTIPLIES YOUR V-BONUS POINTS! USE VFX SLOW TO EARN TONS OF ADDITIONAL X-BONUS POINTS.

- 1. START BY USING VFX SLOW TO KNOCK OUT VILLAINS. THIS IS TARGET ROCK-ON.**
- 2. AS YOU KNOCK THEM OUT, BAD GUYS FLY INTO EACH OTHER IN A CRUSHING DOMINO EFFECT.**
- 3. KEEP ROCKING-ON TO TAKE OUT MORE BAD GUYS.**
- 4. HITTING ENEMIES CONTINUOUSLY INCREASES YOUR BONUS POINTS TO A GIGANTIC NUMBER!**

POWER UP!

DURING AND AFTER THE SCENES, YOU CAN STRENGTHEN YOURSELF EVEN MORE WITH POWER-UPS. USE THE V-POINTS YOU RACKED UP TO POWER-UP!

GAME OVER

VILLAINS VANQUISHED? BAD GUYS BANISHED? NOBODY LEFT TO FIGHT? THEN YOU WIN AND THE GAME ENDS!

WHEN THE GAME OVER SCREEN APPEARS, YOU CAN EITHER RETRY THE SAME GAME, OR SAVE IT AND START ANOTHER ONE.



TIPS FROM THE TOP

ENEMIES TOO TOUGH?

STRONG ENEMIES CAN OVERWHELM JOE, ESPECIALLY WHEN THEY USE SPEEDING BULLETS. BUT JOE HAS VFX SLOW TO DEAL WITH THIS PROBLEM. TURN THOSE SPEEDING BULLETS INTO LIGHT CLOUDS. YOU CAN DO IT!

V-POINTS TOO HARD TO GET?

THE TRICK IS TO LET THE ENEMY ATTACK YOU FIRST, THEN YOU DODGE. THEN COUNTER WITH CONTINUOUS PUMMELING PUNCHES AND KICKS TO GAIN POINTS.

TRAPPED BY ENEMIES' TRICKS?

DON'T THINK. ACT! NEVER STAND STILL. YOU CAN OVERCOME EVEN THE TOUGHEST, WILDEST VILLAIN. DON'T FORGET ABOUT CAPTAIN BLUE, YOUR FRIEND IN NEED. HE HAS ANSWERS TO MANY QUESTIONS.

WATCH FOR V-WATCH

WHEN THE V-WATCH SHINES, IT EXERTS MYSTERY POWER. USE IT TO HELP YOU SOLVE ANY PROBLEM.

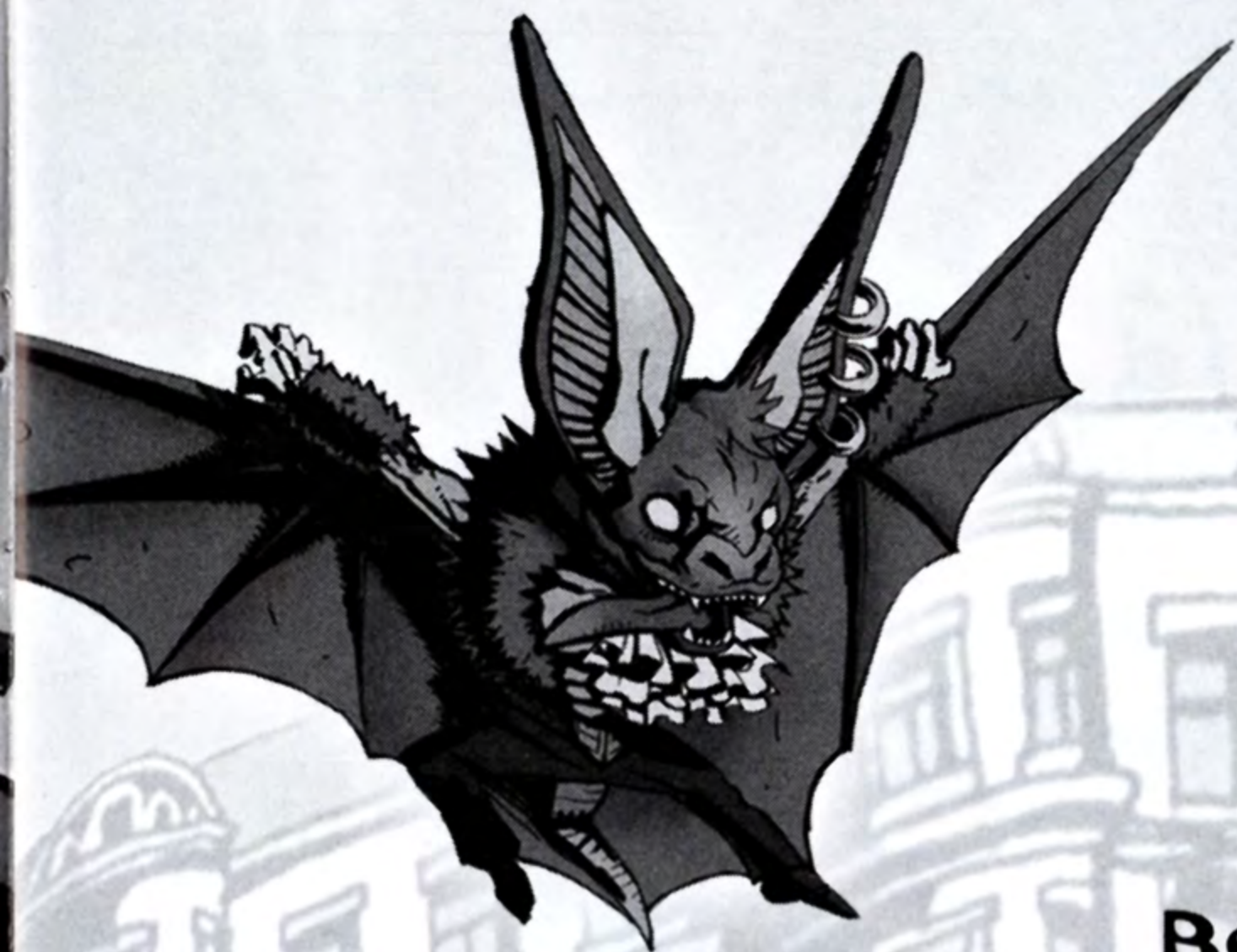
MOVIE TOUGHS

Look! Up in the sky! It's **VERDY**, blasting bullets from the blue. Watch his propeller moves and figure out how to counterattack!



JOKER comes on strong with his whirling Roulette Attack. His speed is dazzling... and dizzying!





Boss king
**CHARLES THE
THIRD** is full of tricks.
Watch out or get drilled!

A real fighting
machine! There's
nothing on
BIANCKY'S mind
but his orders –
"Get Joe!" He's
wicked, evil,
rotten...and
charming!



A black and white illustration of a cartoon character with a large, round head, wearing a cap and holding a chainsaw. The character is positioned on the right side of the frame, looking towards the left. The background is dark with some faint lines suggesting a setting.

VIEWTIFUL JOE™

ONLINE

**LIFE IS
VIEWTIFUL!**

TEEN ™ T	Cartoon Violence Suggestive Themes
ESRB CONTENT RATING	www.esrb.org

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To receive this warranty service:

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2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire DVD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your DVD-ROM certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

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ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.com.

CAPCOM®

www.capcom.com/v-joe

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