TAKE IT TO THE EDGE
CAPCOM EDGE

JOIN THE RANKS OF THE WORLD’S GAMING ELITE AND EARN CAPCOM EDGE POINTS EVERY TIME YOU BUY THE CAPCOM GAMES YOU LOVE. COLLECT MORE POINTS AND GET ALL KINDS OF COOL STUFF LIKE T-SHIRTS, WATCHES, SUNGLASSES PORTABLE STEREOS AND OTHER CAPCOM EDGE GEAR
DON’T FIGHT IT! JOIN TODAY!
MEMBERSHIP DETAILS INSIDE. CHECK OUT: WWW.CAPCOM.COM
WARNINGS: Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minor who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy, when exposed to flashing lights, consult your doctor about using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitching, loss of consciousness, disorientation, any involuntary movement, or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast:

1. Set a minimum of 6.5 feet away from the television screen. This should be at least the length of the controller cable.
2. Do not play if you are tired or have not had enough sleep.
3. Make sure that the game is in which you are playing has all the lights on and as well.
4. Stop playing video games for at least ten minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury or property damage or malfunction:

1. Before removing the disc, be sure it has stopped spinning.
2. The Sega Dreamcast GD-ROM disc is intended for reuse on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially in a CD player.
3. Do not allow fingerprints or dirt on either side of the disc.
4. Avoid bending the disc. Do not touch, smash, scratch or scratch its surface.
5. Do not modify or enlarge the inner area of the disc or use a disc that is cracked, microscopically or re-spun with a caviare tape.
6. Do not store the disc where the disc is not in its original case and do not expose it to high temperatures and humidity.
7. Do not leave the disc in direct sunlight or near a radiator or other source of heat.

8. Use lens cleaner and soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene or paint thinner to clean the disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection television sets.

SEGADREAMCAST VIDEO GAME USE
This GD-ROM comes pre-installed with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the readhead and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of the game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.
**DIO’S REVENGE**

At the end of the 19th century, on a country estate in England, the nobleman Sir Joestar lived with his unlikely ward, a boy named Dio. Sir Joestar had been Dio’s guardian ever since Dio’s father had saved Joestar’s life — and sacrificed his own — under mysterious circumstances.

Dio should have been grateful, but he had not inherited his father’s selfless character. Instead, he plotted to take possession of Sir Joestar’s fortune.

Disguising himself with a strangely powerful mask, Dio became an immortal monster. He waged war on Sir Joestar, 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 to 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 was 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 ...
**Starting a Game**

1. At the Title screen, choose Jojo’s Venture or Jojo’s Bizarre Adventure (highlighting with the A Button) and confirming with the B Button.
2. Highlight GAME START on the Main Menu and press the A Button.
3. Select a character and press the A Button.
5. Choose control type and press the A Button.

**Memory Card**

- Load game data from the A Button.
- Save game data to the A Button.
- Load a saved game using the A Button.
- Save new game data when the game is loaded automatically.

**Jojo’s Bizarre Adventure**

Jojo’s Bizarre Adventure is a 1-2 player game. Before turning the Sega Dreamcast’s power control, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast.

**Control Ports**

Use these ports to connect the Sega Dreamcast controller or other peripheral equipment into the control ports of the Sega Dreamcast. Note: Purchase additional controllers (sold separately) to connect controllers or players to a maximum of 4.

**Power Button**

This turns the unit ON or OFF.

**Disc Door**

Press to open the Disc Door.

**Open Button**

Press to open the Disc Door.
CONTROLS (default)
SEGA DREAMCAST CONTROLLER

R Trigger
Light + Medium + Heavy Attack

L Trigger - Chouhatsu

Analog Thumb Pad

Directional Button (D-Button)

On a selection screen or menu, highlight a character, stage, mode or option.

During play, move your character:
↑ Vertical jump.
↓ Diagonal forward jump
← Move forward
→ Crouch
↓ Move backward / standing block
← Diagonal backward jump

When your character is facing right,
If your character is facing left, reverse the left/right controls.

Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

JUMP PACK

Jojo's Bizarre Adventure supports the Jump Pack vibration peripheral. When inserted into the Expansion Socket of a Sega Dreamcast controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience.

Notes:
- Jojo's Bizarre Adventure is a 1-to-2 player game. Connect controllers or other peripheral equipment before turning ON the Sega Dreamcast.
- To return to the Title screen at any point during game play simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title screen.
- For both the controller and Arcade Stick, you can change the default button assignments using the Button Config option in Option mode. See page 11.
**COMBAT SCREEN**

- **Score**: Your current score.
- **Timer**: Match time countdown.
- **Vitality Gauge**: Your character's remaining vitality.
- **Character**: Your character's portrait.
- **Stand Gauge**: Your character's remaining Stand vitality. (Not all characters have a Stand Gauge.)
- **Win Mark**: How many rounds a character has won.
- **Super Combo Gauge**: Color bar builds up as your character attacks or blocks. When it's full, your character can use special moves such as Super Combo.
- **Super Combo Level**: This level (1, 2 or 3) allows you to perform Super Combos (see page 15).

**COMBAT RULES**

**MATCH LENGTH**

A match is three rounds (default). Each round lasts for 99 seconds (default) or until one fighter completely loses vitality. You can change the number of rounds per match and/or turn match time ON/OFF in Option Mode (see page 11).

**WINNING**

The first character to win two out of three rounds (default) wins the match. If time runs out, the character with more vitality remaining is the winner. With time limit OFF, the match lasts until one fighter wins (by draining the opponent's vitality).

**DRAW GAME**

A draw game occurs when both fighters run out of vitality at the same time (double K.O.) or when both fighters have the same amount of vitality left when time is up.
GAME MODES

ARCADE
1 or 2 Player(s). Play against computer-controlled opponents. You can continue after each match, win or lose. A second player can join in for 2 Player competition. In JoJo's Bizarre Adventure, choose Story Mode or Challenge Mode. Challenge Mode is a 1 Player survival challenge (compare to "Survival" below). When your game is over, Joseph evaluates your performance and offers advice.

VERSUS
2 Player competition. Choose a character before each match and adjust handicaps. To play, insert two controllers into your Sega Dreamcast before starting.

TRAINING
Practice your moves and combos against a dummy character.

SURVIVAL
Fight against computer-controlled opponents one after the other. (Your character has limited vitality.) See how far you can get! This mode is available only in JoJo's Venture.

OPTION MODE
Choose an item with the D-Buttons up/down, and adjust the setting with left/right.

Difficulty
Adjust the difficulty level in Arcade Mode. The more stars you add, the harder the challenge becomes.

Rounds
Set the number of rounds in a match.

Damage
Adjust the level of damage inflicted by attacks.

Time Limit
Turn the time limit ON/OFF. When ON, a match lasts for 99 counts. When OFF, a round continues until one fighter K.O.'s the other.

SC Gauge
Set the initial level of the Super Combo Gauge.

Screen Adjust
Press the A Button, then use the menu to adjust the game screen positioning on your TV.

Button Config
Press the A Button, then use the menu to change the button assignments.

Easy Mode
When ON, you can select EASY control mode (see page 5).

Audio
Choose STEREO or MONOURAL.

Sound Test
Sample the game music by changing the number and pressing the A Button.

Flash
Turn the flash effect ON/OFF. BE SURE TO READ THE EPILEPSY WARNING ON THE INSIDE FRONT COVER OF THIS MANUAL BEFORE SETTING FLASH TO ON.

Vibration
Set ON or OFF when using the optional Jump Pack (not available when using the Arcade Stick).
SPECIAL ATTACKS

In the moves below, the D-Button presses/joystick moves refer to fighters facing right. Reverse the left/right presses/actions for fighters facing left.

Block, Air Block ➞ or ◀ away from opponent
Foil opponent's attacks when standing or crouching. You can also block in the air. Match your block to the opponent's attack.

Backlash
Press 3 attack buttons simultaneously
Move toward your opponent for a certain distance. If you perform this move near an opponent, you can get the enemy's back. This move is only available when Stand is OFF (see page 14).

Safe Fall
Press 2 attack buttons simultaneously while falling
When knocked up in the air, you can fall safely by performing this move. Change the direction of your fall with the D-Button/joystick.

Throw ➞ or ◀ toward opponent + Heavy Attack button near opponent

Advancing Block
Press 3 attack buttons simultaneously while blocking
Push back your opponent.

Guard Cancel
In Jojo's Venture:
↓↓ + Attack button the moment you block
In Jojo's Bizarre Adventure:
↓↓ + Attack button the moment you block
Counterattack.
STAND SYSTEM

Each character has two fighting modes: Normal (with Stand OFF) and Stand (with Stand ON). Turn Stand ON/OFF by pressing the A Button during combat.

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 when your Stand Gauge gets low in Stand Mode, below.)

STAND MODE (STAND ON)

• You can perform a chain combo by pressing the Light, Medium, and Heavy Attack buttons in order.
• Your attacks do more damage than in Normal Mode.
• 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 to allow your Stand Gauge to recover.
SUPER COMBOS

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 of the Super Combo Gauge. (See pages 17-24 for the Super Combo commands for each character.)

**Tandem Attack**

This move requires one level of the Super Combo Gauge. There are two types of Tandem attacks, depending on the character: Program attacks and Real Time attacks.

**Program Attack**

After inputting the Tandem Attack command, program (input in advance) your Stand's attacks. After a while or when you release the Stand button, your Stand will begin the attacks you have programmed. 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.
CHARACTERS
This section shows the Special Moves and Super Combos for the 16 fighters selectable when you start the game. For each warrior, the D-Button presses/joystick actions are for characters facing right. Reverse the left/right presses/actions for characters facing left.

ABBREVIATIONS
A = Attack
S = Stand
LA = Light Attack
MA = Medium Attack
HA = Heavy Attack

DEFAULT CONTROLS
R Trigger
Light = Medium + Heavy Attack

L Trigger
Chouhatsu

X Button = Light Attack (LA)
Y Button = Medium Attack (MA)
B Button = Heavy Attack (HA)
A Button = Turn Stand ON/OFF

JOTARO
Stand: STAR PLATINUM

SPECIAL MOVES
Blazing Fists
Blazing Strike
Star Finger

SUPER COMBOS
Jaguar Varied Assault
Star Breaker
Star Platinum The World
(MA LA S) (Level 3 gauge)

KAKYIOIN
Stand: HIEROPHANT GREEN

SPECIAL MOVES
Emerald Splash
Mystic Cloak
Mystic Trap
Remote Control

SUPER COMBOS
Super Emerald Splash
Indy's Arm
Punishment Time
Hierophant Finish
(JoJo 2 only, Stand Mode)
**AVDOL**

Stand: **MAGICIAN’S RED**

**SPECIAL MOVES**
- Crossfire Hurricane: $\downarrow\uparrow\uparrow\downarrow + A$
- Fire Wall: $\downarrow\uparrow\uparrow\uparrow + A$
- Flame Sensor: $\downarrow\downarrow\downarrow\downarrow + A$
- Fire Eagle: $\downarrow\downarrow\downarrow\uparrow + A$ (in air)
- Hell Fire: $\downarrow\downarrow\downarrow\downarrow + A$
- Remote Control: $\downarrow\rightarrow + AA$ (Stand Mode)

**SUPER COMBOS**
- Napalm Bomb: $\downarrow\downarrow\downarrow\downarrow + AA$
- Cross Fire Hurricane Special: $\downarrow\downarrow\uparrow\uparrow + AA$
- Read-Heat Ank: $\downarrow\downarrow\downarrow\downarrow\rightarrow + AA$ (Jojo 2 only)

**POLNAREFF**

Stand: **SILVER CHARIOT**

**SPECIAL MOVES**
- Million Pricks: $A$ (press rapidly)
- Ray Dart: $\downarrow$ (hold) $\rightarrow + A$
- Shooting Star: $\downarrow$ (hold) $\rightarrow + A$
- Needle Pierce: $\downarrow\rightarrow + A$ (Stand Mode)
- Remote Control: $\rightarrow + AA$ (Stand Mode)

**SUPER COMBOS**
- Armor Takeoff: $\downarrow\downarrow\downarrow\downarrow + AA$
- Last Shot: $\downarrow\downarrow\uparrow\downarrow + AA$
- Requiem: $\downarrow\downarrow\downarrow\downarrow\rightarrow + AA$ (Jojo 2 only, Level 3 Gauge)

**JOSEPH**

Stand: **HERMIT PURPLE**

**SPECIAL MOVES**
- Energy Crash: $\downarrow\downarrow\uparrow + A$
- Energy Tempest: $360^\circ\text{ turn} + A$
- Tactician’s Trick: $\downarrow\downarrow\rightarrow + A$
- Blue Overdrive: $\downarrow\downarrow\downarrow\rightarrow + A$ (Normal Mode)
- Energy Snake: $\downarrow\rightarrow + A$ (Stand Mode)

**SUPER COMBOS**
- Master’s Teaching: $\downarrow\rightarrow\downarrow + AA$
- Super Overdrive: $360^\circ\text{ turn} \times 2 + A$

**IGGI**

Stand: **THE FOOL**

**SPECIAL MOVES**
- Sand Crush: $(\text{hold}) \rightarrow + A$
- Sand Attack: $(\text{hold}) \rightarrow + A$
- Sand Clutch: $\downarrow\rightarrow + A$
- Sand Magic: $\downarrow\downarrow\rightarrow$ or $\downarrow\downarrow\downarrow + A$
- Fly: $\downarrow\rightarrow$ (in air) (Stand Mode)

**SUPER COMBOS**
- Big Sand Wave: $\downarrow\downarrow\downarrow\downarrow + AA$
- Sand Storm: $\text{LA LA} \rightarrow \text{MA HA}$
**PETSHOP**
Stand: **HORUS**

**SPECIAL MOVES**
- Ice Bullet: \[\downarrow\uparrow\rightarrow + A\]
- Icicle Break: \[A (hold and release)\]
- Ice Lance: \[\downarrow\uparrow\rightarrow + A\]
- Kill Freeze: \[S\]
- Death Freeze: \[\downarrow + S\]
- Frost Missiles: \[\downarrow\downarrow\rightarrow\rightarrow + S\]

**SUPER COMBOS**
- Giga Frost Missiles: \[\downarrow\uparrow\rightarrow + AA\]
- Death Penalty: \[\downarrow\downarrow\rightarrow\rightarrow + AA\]
- Terminal Lockon: \[LA LA \rightarrow MA HA\]

---

**HOL HORSE**
Stand: **EMPEROR**

**SPECIAL MOVES**
- Mighty Gun: \[\downarrow\uparrow\rightarrow + A\]
- Gal: \[\downarrow\uparrow\rightarrow + A\]
- Hanged Man: \[\downarrow\uparrow\rightarrow + A\]
- Emperor: \[S\]

**SUPER COMBOS**
- Rapid Fire: \[\downarrow\uparrow\rightarrow + AA\]
- Strongest Combination: \[\downarrow\downarrow\rightarrow\rightarrow + AA\]
- Trace of Bullets: \[\downarrow\uparrow\rightarrow + AA\]

---

**MAHRAHIA**
Stand: **BAST**

**SPECIAL MOVES**
- Horning Collection: \[\downarrow\uparrow\rightarrow + A\]
- Mysterious Web: \[\downarrow\uparrow\rightarrow + A\]
- Electric Shock: \[\rightarrow\uparrow\uparrow + A\]
- Magnet of Bast: \[S\]

**SUPER COMBOS**
- Iron Crush: \[\downarrow\uparrow\rightarrow + AA\]
- What Are You Thinking?: \[\downarrow\uparrow\rightarrow + AA\]

---

**BLACK POLNAREFF**
Stand: **ANUBIS**

**SPECIAL MOVES**
- Forget Me Not: \[\downarrow\uparrow\rightarrow + A\]
- Double Sword Master: \[\downarrow\uparrow\rightarrow + A\]
- Ogre Slash: \[\downarrow\uparrow\rightarrow + A\]
- Chariot Spirit: \[\downarrow\uparrow\rightarrow + S\]

**SUPER COMBOS**
- Madness Blade: \[\downarrow\uparrow\rightarrow + AA\]
- Invincible Slash: \[\downarrow\uparrow\rightarrow + AA\]
<table>
<thead>
<tr>
<th>Name</th>
<th>Stand</th>
<th>Special Moves</th>
<th>Super Combos</th>
</tr>
</thead>
<tbody>
<tr>
<td>D'BO</td>
<td>EBONY DEVIL</td>
<td>Dummy Dive + A, Dummy Cutter + A, Dummy Hunter ↙↙ + A</td>
<td>Junky Carnival + AA, Barrel Roll Crusher + AA, Resentment + AA (Jojo 2 only)</td>
</tr>
<tr>
<td>ALESSY</td>
<td>SETHAN</td>
<td>Target Mark ↘↘ + A (5 to cancel), Shrink Wrap ↘↑ + A, Shadow Axe AA (hold &amp; release, Stand Mode)</td>
<td>Despair ↘↗ + AA, Ush Ush Ush ↘↘ + AA (rapidly)</td>
</tr>
<tr>
<td>MIDLER</td>
<td>HIGH PRIESTESS</td>
<td>Harpoon Shot + A, Motor Head ↘↑ + A, Iron Wild ↘♀ + A (Jojo 2 only)</td>
<td>Mega Harpoon Strike + AA, Motor Show + AA, Dinner Time + AA</td>
</tr>
<tr>
<td>CHACA</td>
<td>ANUBIS</td>
<td>Forget Me Not ↘♀ + A (Stand Mode), Ogre Slash ↘♀ + A (Stand Mode), Reflection Slash ↘♀ + A (Stand Mode)</td>
<td>Dimension Slash ↘♀ + AA (Normal Mode), Bloody Slash ↘♀ + AA (Stand Mode), Super Learning ↘♀ + AA (Jojo 2 only, Stand Mode, Level 2 Gauge)</td>
</tr>
</tbody>
</table>
DIO

Stand: THE WORLD

SPECIAL MOVES
- Blazing Fist: ↓↓↓ + A
- Blazing Strike: ↓↓↓ + A
- Stingy Eyes: ↓↓ HA + MA + LA + ↘
- The World: ↓↓↑ + A (Normal Mode)
- Die: ↓↓↑ + A (Stand Mode)

SUPER COMBOS
- Checkmate: ↓↓↓ + AA
- Road Roller: ↓↓↓ + AA (Normal Mode)
- Stop Time: HA + LA + S (Level 2 Gauge)
- Bloody Summoning: MA + LA + S + LA + HA (Jojo 2 only)

ICED

Stand: CREAM

SPECIAL MOVES
- Dark Space: ↓↓↓ + A
- Devastation: ↓↓↓ + A (Stand Mode)
- Cream: ↓↓↓ + A
- Blow Away: ↓ (hold) ↑ + A (Stand Mode)

SUPER COMBOS
- Eat This: ↓↓↓ + AA
- Madness Throw: ↓↓↓ + AA (Level 2 Gauge)
- Circle Locus: ↓↓↓ + AA (Stand Mode)

NOTES

24

JOJO'S BIZARRE ADVENTURE

25