



EmuMovies

SLES-52678-ANZ

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5055060922200

VENTURE  
JOE™



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## Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

## Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-52678

1 Player • Memory Card (8MB) for PlayStation®2 • 110KB minimum • Analog Control Compatible: Analog Sticks Only • Vibration Function Compatible

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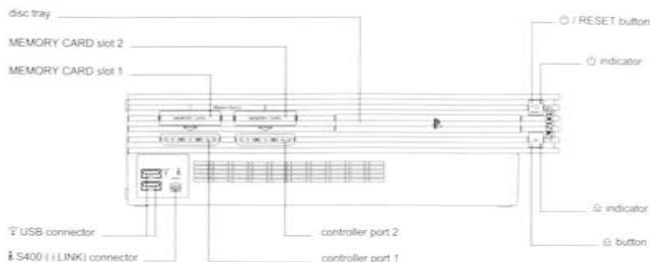
THE NAME IS JOE.  
I AM DARN VIEWTIFUL!

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# GETTING STARTED

PlayStation®2 [front panel]



Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. It is advised that you do not insert or remove accessories or your memory card (8MB) (for PlayStation®2) once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. Make sure the MAIN POWER switch (located at the back of the console) is turned on. Press the /RESET button. When the indicator is green, press the button and the disc tray will open. Place the VIEWTIFUL JOE™ disc on the disc tray with the label facing up. Press the button again and the disc tray will close. Attach game controller and other accessories as appropriate. Follow on-screen instructions and refer to this manual for information on using the software. Game Profile data is auto loaded on boot up providing that a Memory Card (8MB) (for PlayStation®2) is inserted in MEMORY CARD slot 1 containing previously saved VIEWTIFUL JOE™ game data.

## MEMORY CARD (8MB) (FOR PlayStation®2)

To save a game, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD Slot 1 of your console.

Load saved game data from the same memory card (8MB) (for PlayStation®2), or from any memory card (8MB) (for PlayStation®2) containing a saved VIEWTIFUL JOE™ game.

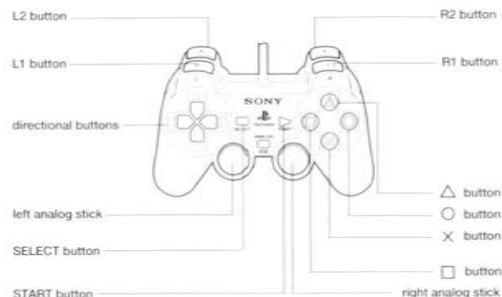
You need at least 110KB of free space available on your memory card (8MB) (for PlayStation®2) in order to save game data. If less than 110KB exists, then erase some older or unwanted data using your console's internal browser to make room.

Do not remove the memory card (8MB) (for PlayStation®2) or turn off the power on your console while data is being saved or loaded or your game data may be lost.

You may select your preferred language within the language select screen that is displayed shortly after boot-up.

# CONTROLS

## ANALOG CONTROLLER (DUALSHOCK®2)



- Directional Buttons / Left Analog Stick — Character's movements / Duck, look up
- button — Jump down from some platforms
- button — **VFX POWER** – SLOW
- button — **VFX POWER** – MACH SPEED
- Right Analog Stick — **VFX POWER** – ZOOM
- button — Kick / Cancel
- button — Zoom
- button — Punch
- button — Jump (double-jump) / Confirm

**NOTE:** This title does not support the use of the digital controller.



# LIFE IS VIEWTIFUL!

## JOE'S ON A MOVIE DATE ...

Suddenly, the movie bad guys grab Silvia and pull her into the screen! Joe leaps to the rescue ... and gets sucked into the movie too! Joe transforms into a hero ... **VIEWTIFUL JOE** ... and acquires a special power!



## 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!**

## HERO ...

**JOE**, the unlikely hero of our story, is a movie maniac. He loves going to films. He also has a secret power - **VWATCH**. With this he transforms into that matchless movie hero - **VIEWTIFUL JOE!**

## ... AND FRIENDS

**SILVIA** is sweet on Joe. She loves going anywhere with him, especially to the movies. But this time it isn'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...



## MOVIE VILLAINS

Look! Up in the sky! It's **BIRDY**, blasting bullets from the blue. Watch his propeller moves and figure out how to counterattack! A real fighting machine! There's nothing on **BLANCHE'S** mind but his orders - "Get Joe!" He's wicked, evil, rotten ... and charming! **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!

## SOFT RESET

Press and hold the **L1**, **L2**, **R1**, **R2**, **SELECT**, and **START** buttons simultaneously in mid-game to return to the **MAIN MENU**. Do this when you want to quickly restart a game from the last point where you saved.



## MAIN MENU

After startup, a demo will begin playing. When the Title screen appears, press the **START** button to open the Main Menu. Highlight your choice with the directional buttons or the left analog stick and press the **X** Button to confirm.



## NEW GAME

Start a new game. First off, you'll choose a difficulty level:  
**EASY**  
**NORMAL**  
**HARD**

## 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 **X** Button to start from where you previously saved the game.

## SAVE

After clearing a stage, select this option to save your progress.

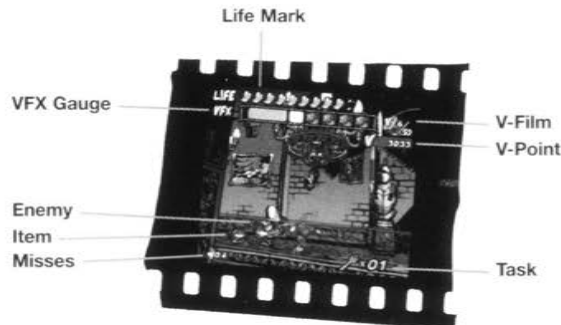
Remember:

- + You must have a memory card (8MB) (for PlayStation@2) in MEMORY CARD Slot 1 to save data.
- + You need at least 110KB of free space available on your memory card (8MB) (for PlayStation@2) in order to save game data.

## OPTIONS

Change the control settings.

## GAME SCREEN



- LIFE MARK** Joe's energy level. When the markers disappear, it counts as one miss.
- V-MARK** Appears 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 felling your foes.
- BOSS LIFE GAUGE** Appears during a Boss fight to monitor the Boss's energy level. When all the markers disappear, the Boss is finished!

**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-FILM** 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-POINT** Your V-Points. Use these to power-up on the Power-up screen after clearing a stage.

**TASK** Each scene has a mission you must fulfill to clear the stage. The mission task is explained here.

**ITEMS** Pulverising 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 your VFX power a bit.

**RED BOTTLE** Makes VFX power infinite - while it lasts!

**CONTROLLER** Knocks out enemies for awhile.



## GAME MISSIONS

### JOE'S MISSION IN LIFE IS TO FIGHT THE MOVIE VILLAINS AND SOLVE RIDDLES.

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 up to snuff. The faster you clear the scene, the higher your bonus will be. So get the lead out ...!

## JOE GOES!

### BASIC ACTIONS

**RUN** Use the the directional buttons or the left analog stick to crisscross 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. Just press the **X** button for a gorgeous two-level jump.

**JUMP DOWN** If you're in a narrow spot, press **↓ + X** button

### ATTACKS

**PUNCH** Press the **□** button while Joe is standing, in midair, or crouching (use the directional button **↓** or move the left analog stick down). 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** A short hop (use the directional button **↑** or move the left analog stick up) can avoid an enemy's low attack. Make their heads spin!

**LOW-DODGE** Crouch down (use the directional button **↓** or move the left analog stick down) to evade an enemy's upper attack.

## VFX RULES!

Not one, not two, but **THREE** kinds of **VFX** power make you the toughest, most **VIEWTIFUL** action hero on the big screen. Go for **SLOW**, **MACH SPEED** and **ZOOM**!

### 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!
- + Manoeuvre objects at mach speed!
- + Turn a spinning propeller into a whirling blade!

### VFX ZOOM

Move the right analog stick **↑ / ↓** to zoom in and 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 VMark 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 B-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! Once 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 TOUCH?

Strong enemies can overwhelm you, especially when they use speeding bullet. But Joe has **VFX SLOW** to deal with this problem. Turn those speedy 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. Viewtiful Joe will gain his points.

### TRAPPED BY ENEMIES' TRICKS?

Don't think. Act! Never stand still. You CAN overcome even the toughest, wiliest 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.



## Customer Service Numbers

• Australia	1902 262 662
\$1.99 per min. Please call these Customer Service Numbers only for PlayStation Hardware Support.	
• Österreich	0820 500 535
0.145. Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.	
• Belgique/België/Belgien	011 516 406
National rate. Veuillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.	
• Danmark	33 26 68 00
Free. Du bedes ringe til dette kundeservicenummer for support til din PlayStation.	
• Suomi	09 4764460
Free. Soita näihin asiakaspalvelusummuihin vain PlayStation-laitteistotukia varten.	
• France	0820 31 32 33
Prix d'un appel local - ouvert du lundi au Samedi. Veuillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.	
• Deutschland	01805 766 977
0.12. Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.	
• Hellas	00 301 677 7701
National Rate. Παράκαλεσε να καλέσετε αυτό το Τηλέφωνο Εξυπηρέτησης Πελάτη για τυχόν υψοστάσια για την κονσόλα PlayStation.	
• Ireland	0818 365065
National rate. Please call these Customer Service Numbers only for PlayStation Hardware Support.	
• Israel	1 800 390 900
National rate. Please call these Customer Service Numbers only for PlayStation Hardware Support.	
• Italia	848 82 83 84
National rate. Chiamare i numeri dell'assistenza clienti solo per problemi tecnici riguardanti l'hardware della PlayStation.	
• Malta	344 700
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• Nederland	0495 574 817
National rate. Wij verzorgen u deze klantenservicenummers alleen te belten indien u advies wilt vragen over PlayStation apparatuur.	
• New Zealand	09 415 2447
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• Norge	820 75 050
Free. Please call these Customer Service Numbers only for PlayStation Hardware Support.	
• Portugal	707 2323 10
0.109. Por favor, contacte os seguintes números do nosso Serviço de Atendimento ao Cliente se tiver alguma dúvida ou problema com qualquer produto de hardware PlayStation.	
• España	902 102 102
National rate. Por favor, llama a los siguientes números de nuestro Servicio de Atención al Cliente si tienes problemas con cualquier producto de hardware relacionado con la PlayStation.	
• Sverige	08 587 822 40
Free. Vårigenes ring följande kundtjänstnummer enbart om problem uppstår på PlayStations programvara.	
• Schweiz/Suisse	0900 55 20 55
National rate. Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigten um Erlaubnis fragen. Veuillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.	
• UK	08705 99 88 77
National rate. Please call these Customer Service Numbers only for PlayStation Hardware Support.	

Please call these Customer Service Numbers only for hardware support of PlayStation products.