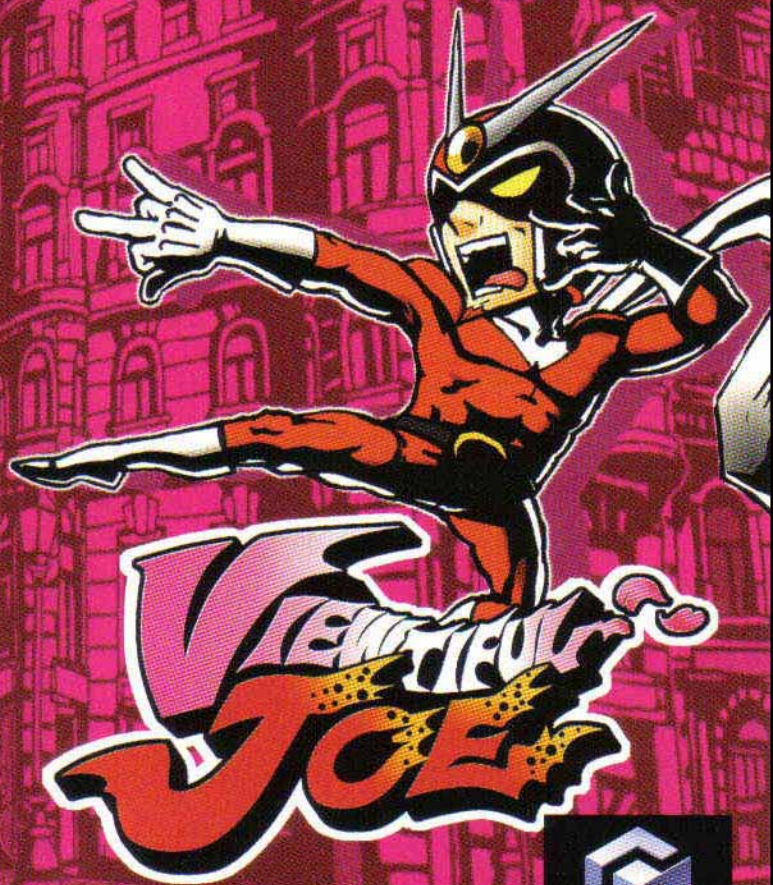


DOL-GVJP-AUS-M

CAPCOM



EmuMovies

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INSTRUCTION BOOKLET



1 1609504631

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.



**THIS GAME SUPPORTS
GAME PLAY USING ONE
PLAYER AND CONTROLLER.**



1 Player



Memory Card
Uses 04 Blocks

**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**

60Hz mode

This game can be set to a clearer display and better quality on TVs that support 60Hz mode. When you connect NINTENDO GAMECUBE RGB Cable to a TV which has RGB terminal an PAL60 function, you can enjoy smoother game screen with less flickers.

To activate 60Hz mode, press and hold the B Button while the NINTENDO GAMECUBE logo is being displayed until the message "Would you like to display in 60 Hz mode?" appears. Select YES to activate the mode. Important: 60Hz mode using official NINTENDO GAMECUBE RGB CABLE is not applicable for Australia and New Zealand.

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Nintendo

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THE NAME IS JOE. I AM DARN VIEWTIFUL!

Life Is Viewtiful!	3
Hero ... and Friends	3
Movie Villains	5
Controls	5
Getting Started	6
Main Menu	7
Game Screen	8
Game Missions	10
Joe Goes!	10
VFX Rules!	11
Viewtiful Combos	12
Rock-On!	12
Power-Up	13
Game Over	13
Tips from the Top	13

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned on, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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 ...

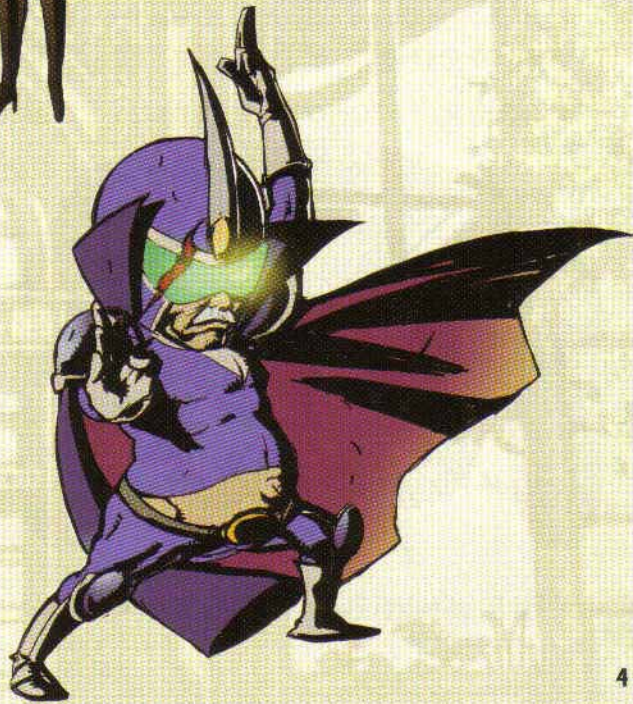
JOE, the unlikely hero of our story, is a movie maniac. He loves going to films. He also has a secret power - **VWATCH**. With this he transforms into that matchless movie hero - **VIEWTIFUL JOE!**



... 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!

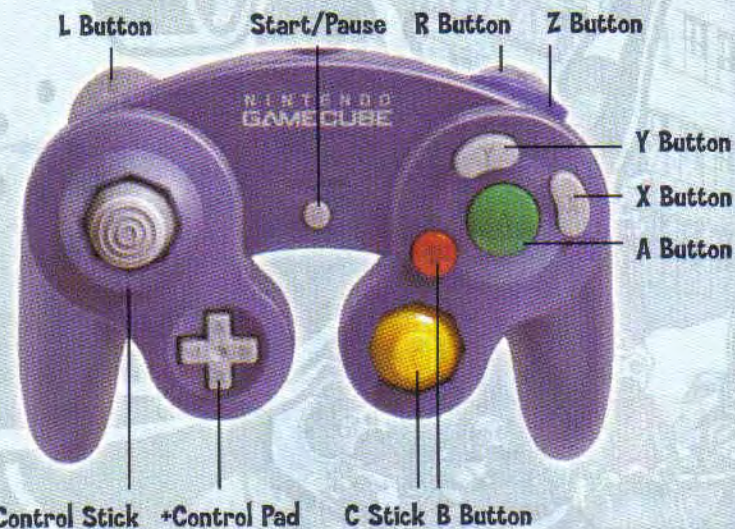
A real fighting machine! There's nothing on **BIANCHE's** mind but his orders - "Get Joel!" He's wicked, evil, rotten ... and charming!

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!

CONTROLS

You can change these default controls from the Options screen. See page 8.



MENU CONTROLS

+Control Pad	Highlight options
A Button	Confirm selection
B Button	Cancel selection

ACTION CONTROLS

+Control Pad	Move Joe
Control Stick	↑/↓	High/Low dodge
L Button	VFX Slow speed
R Button	VFX Max speed
C Stick	VFX Zoom speed
Z Button	Skip movie
Y Button	Punch
X Button	Kick
A Button	Jump; Double Jump during Transformation
B Button	Zoom
START/PAUSE	Pause

GETTING STARTED

SETTING UP

1. Make sure the **POWER Button** is **OFF** on your **NINTENDO GAMECUBE**.
2. Insert your **VIEWTIFOL JOE NINTENDO GAMECUBE Game Disc** as described in the instruction manual.
3. Insert the **NINTENDO GAMECUBE Controller** into **Controller Socket 1**. (Other Controller Sockets will not respond to the connection.)
4. If you want to save a game, insert a **NINTENDO GAMECUBE Memory Card** into **Memory Card Slot A**.
5. Press the **POWER Button ON**.

IMPORTANT: Make sure not to touch the **Control Stick** while doing so.

Please refer to the **NINTENDO GAMECUBE** instruction booklet for directions on how to format and erase Memory Card files.

SOFT RESET

Press **START/PAUSE** and the B and X 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 **START/PAUSE** to open the **Main Menu**. Highlight your choice with the **+Control Pad** and press the **A Button** to confirm.



NEW GAME

Start a new game. First off, you'll choose a difficulty level:

- **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 **A Button** to start from where you previously saved the game.

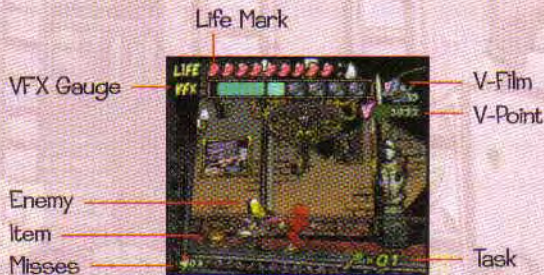


- **SAVE** - After clearing a stage, select this option to save your progress.

Remember:

- You must have a **Memory Card** in **Memory Card Slot A** to save data.
 - Each saved game requires 4 blocks of free space in order to save.
 - You can save up to 10 files on a **Memory card**, providing it has enough free storage area.
- **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 **+Control Pad** to crisscross the scene at a sprint!

JUMP - Press the **A 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 **A Button** for a gorgeous two-level jump.

JUMP DOWN - If you're in a narrow spot, press the **+Control Pad**  to leap down.

ATTACKS

PUNCH - Press the **Y Button** while Joe is standing, in midair, or crouching (use the **Control Stick**). A midair punch sends 'em up, up and away! A crouching punch lets 'em fly!

KICK - Press the **X Button** while standing, in midair, or crouching. Power-up for a red-hot kick!

HIGH-DODGE - A short hop can avoid an enemy's low attack. Make their heads spin!

LOW-DODGE - Crouch down (use the **Control Stick**) 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**, **MAX** or **ZOOM** speed!

VFX SLOW

Press the **L 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 MAX

Press the **R 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

Press the **B Button** and use push the **C 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 TOUGH?

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.



The PEGI age rating system:

Age Rating categories:
Les catégories
de tranche d'âge:



Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:



BAD LANGUAGE
LA FAMILIARITE
DE LANGAGE



DISCRIMINATION
LA DISCRIMINATION



DRUGS
LES
DROGUES



FEAR
LA PEUR



SEXUAL CONTENT
LE CONTENU
SEXUEL



VIOLENCE
LA VIOLENCE

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

<http://www.pegi.info>