JOJO'S BIZARRE ADVENTURE ALL STAR BATTLE

BANDAI NAMCO

Games

WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing. IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure
- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:
Use caution when using the DUALSHOCK®3 wireless controller and the PlayStation®Move motion controller motion sensor function. When using the DUALSHOCK®3 wireless controller or the PlayStation®Move motion controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PS3™ system 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.

HANDLING YOUR PS3™ FORMAT DISC:
• 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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GETTING STARTED

NOTICES:
Video output in HD requires cables and an HD-compatible display, both sold separately.
Voice chat requires a headset, sold separately. Compatible with most Bluetooth and USB wired headsets.
Some limitations apply.

PlayStation®3 System

STARTING A GAME: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *Jojo's Bizarre Adventure: All Star Battle* disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the ✕ button. Refer to this manual for information on using the software.

QUITTING A GAME: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game.

TROPHIES: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

SAVED DATA FOR PS3™ FORMAT SOFTWARE
Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

CONTROLS

L2 button

L1 button

R2 button

R1 button

Directional buttons

△ button
▣ button
◎ button
✕ button

L3 button

R3 button

SELECT button

START ▶ button

PS button

MENU CONTROLS

Highlight menu item/Send message	left stick/directional buttons
Confirm selection	✕
Back/Cancel	◎
Switch pages	**L1** / **R1**

BATTLE CONTROLS (INITIAL SETTINGS)

The battle controls shown here are the initial settings. You may customize controls to different buttons in Controller Settings, accessible from the Pause Menu or under Options.

Move	left stick or ◄ / ► button
Jump	left stick ↑ / ↖ / ↗ / ▲ button
Crouch	left stick ↓ / ▼ button
Step	► button (double tap)
Back Step	◄ button (double tap)
Dash (toward opponent)	◄ button, ◄ button (hold)/ ► button, ► button (hold)
Guard	left stick ← / ◄ button
Weak Attack	▣
Medium Attack	△
Powerful Attack	◎
Side step	✕ / ✕ + ▼ button
Style	**R1**
Throw (2 x ATK)	**R2**
Great Heat Attack	**L1**
Flash Cancel (3 x ATK)	**L2**
Taunt	SELECT button
Pause menu	START ▶ button

MODE SELECT

Press ▶ from the Title Screen to open the Mode Select screen, where you can choose your game mode.

STORY

Experience the story of *JoJo's Bizarre Adventure*.

CAMPAIGN

Battle to collect various Customize Medals on PSN.

VERSUS

Challenge friends or computer-controlled (COM) opponents.

PRACTICE

Practice battling with a favorite character.

CUSTOMIZE

Customize a character.

GALLERY

See all the rewards you've collected throughout the game, and purchase items with gold earned from other game modes.

OPTIONS

Change various game settings.

ARCADE MODE

While viewing the Mode Select screen, press ● to launch Arcade Mode. Choose a character and fight through eight consecutive battles against randomly-selected CPU opponents. You'll receive gold after each match, and your overall result will appear after all eight battles. Try to get an "S" ranking to earn bonus gold! When the Arcade Mode icon changes to Harvest, you'll earn more gold for normal results.

BATTLE SYSTEM
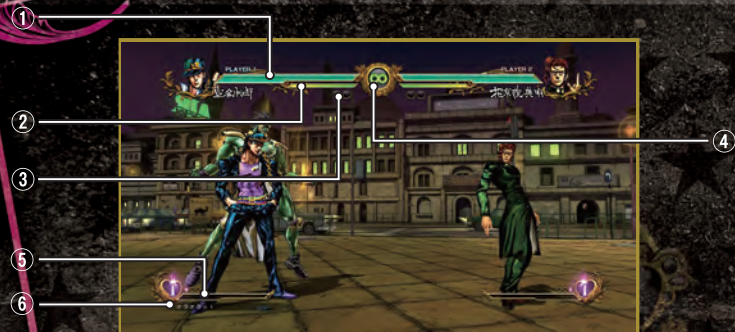
1. Health Meter	A meter indicating the character's remaining health.
2. Guard Meter	A guard endurance value that decreases every time you guard. When it reaches zero, a Guard Break occurs and guarding is not possible for a short time. If the guard meter is empty, you cannot perform a Stylish Move.
3. Round Victory Icon	An icon indicating the number of rounds won in the match.
4. Timer	A timer counting down the time remaining in the current round.
5. Heart Heat Meter	When at least one bar is full, you can unleash a Heart Heat Attack (HHA) against your opponent.
6. Move Name	The name of the move you're currently performing. Your opponent's current move will appear under their Heart Heat Meter.

★ BATTLE RULES

WIN CONDITIONS

When a character's health reaches zero, the other player is the winner of the round. Under initial settings, the first player to win two rounds is the winner of the battle. You may change the round count in Versus mode in the Battle Settings under Options.

TIME'S UP

When the timer reaches zero, the round is forced to an end, and the player with more remaining health is the winner. If the remaining amount of health is the same, the battle is a tie.

DOUBLE K.O.

When your character's health and opponent's health reach zero at the same time, a double K.O. occurs and both players receive a round win icon. If a Double K.O. occurs in the final round, the battle ends for both parties as a tie.

★ PAUSE MENU

Press ▶ during battle to access the Pause Menu. Its contents vary depending on what mode you're playing, and it's unavailable during online battles in Versus mode.

★ PAUSE MENU cont.

COMMAND LIST

Check the list of commands for your character.

RETRY

Restart the battle from the beginning. This option is available for Practice Mode, Versus Mode, and Online Battle.

CHECK BATTLE CONDITIONS

Check the battle conditions for the current battle in Story Mode.

CHECK SECRET MISSIONS

Check the secret missions for your current battle in Story Mode.

CONTROLLER SETTINGS

Change the controller button assignments.

OPTION SETTINGS

Change the sound settings and display settings.

PRACTICE SETTINGS

Change the practice settings in Practice Mode.

SCENARIO SELECT

Stop the battle and return to the Scenario Select screen for the part currently selected. This is only available in Story Mode.

PART SELECT

Stop the battle and return to the Part Select screen in Story Mode.

CHARACTER SELECT

Stop the battle and return to the Character Select screen. This option is available in Practice Mode, Versus Mode, and Online Battle.

MODE SELECT

Stop the battle and return to the Mode Select screen.

RESULT

Your results are displayed when you complete a battle. The evaluation has five rankings—S, A, B, C, and D—with S being the highest ranking. If you lose, you receive a D, the lowest ranking.

Time	The average battle time of all rounds.
Life	The average remaining health of all rounds.
Quality	Determined by the round win icon types.
Grade	The overall grade for your performance during the battle.

BASIC ACTIONS

The descriptions for the following controls assume the character is facing right.

WALK/CROUCH

Move the left stick ➡ or press the ▶ button to move a character forward; move the left stick ⬅ or press the ◀ button to move a character backward. Move the left stick ⬇ or press the ▼ button to crouch.

JUMP

A character jumps when you move the left stick ⬆ or press the ▲ button. The character jumps forward or backwards when you move the left stick ↙ or ↗.

STEP/DASH

The character steps forward when you double tap the ▶ button and steps backwards when you double tap the ◀ button. If you hold down the ▶ button after stepping forward, the character will dash forward.

SIDE STEP

When you press ✕ , the character side steps away from the screen. When you press ✕ while holding the ▼ button, the character steps toward the screen.

GUARD

When the opponent attacks, press the ◀ button to perform a standing guard or move the left stick ↙ to perform a crouching guard. When guarding succeeds, the Guard Meter depletes slightly.

THROWING MOVE/THROW ESCAPE

Press R2 near your opponent to initiate a throw move. Assuming your character is facing right, simultaneously press R2 and the ◀ button to have your character throw their opponent behind them. When your character is about to be thrown, press R2 at that moment to escape your opponent's throwing move.

TAUNT

Press SELECT ▬ to taunt your opponent. If you do this while your opponent is down, your opponent's Heart Heat Meter may deplete.

WEAK/MEDIUM/POWERFUL ATTACK

Press ⬜ to perform a Weak Attack, △ for a Medium Attack, or ◯ for a Powerful Attack. Each attack changes depending on whether your character is standing, crouching, or jumping.

SKILLS/SPECIALS

Pressing directional buttons and icon buttons can unleash Skills and Specials. These vary by character, so check the Command List in the Pause Menu to see which moves your current character can perform.

CHAIN BEATS AND EASY BEATS

Each character can do continuous attacks called Chain Beats or Easy Beats. A Chain Beat is a continuous attack performed by pressing ▣, △, and ◎ in succession. An Easy Beat is a continuous attack that always occurs by repeatedly pressing ▣ and ends with a Skill or HHA.

HEART HEAT ATTACK (HHA)

AN HHA is a special attack move that depletes one Heart Heat Meter. Depending on the character, special effects that change the abilities of the player's character or opponent may occur.

GREAT HEAT ATTACK (GHA)

A GHA is a super special attack move that depletes two Heart Heat Meters. The results vary by character.

DRAMATIC FINISH

During a round that decides the battle winner, a Dramatic Finish occurs if you defeat your opponent with an HHA or GHA while facing a specific direction on the battle stage. Each battle stage has unique visuals for this move.

STYLE

Press R1 to perform the character's Style. Effects vary by character.

CANCELED ATTACKS

When the player and opponent attack simultaneously with the same type of move, both attacks are canceled.

FLASH CANCEL

When you press L2 while performing a normal attack, Skill, or continuous move, one Heart Heat Meter depletes to cancel the operation in progress so you can quickly move to the next action. Not all moves and skills can be flash canceled.
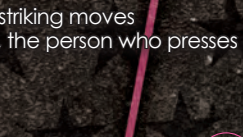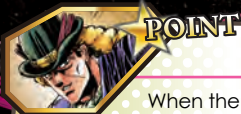
STAND RUSH

In Stand Mode, when you press R1 while a stand rush move is being used, the Heart Heat Meter is depleted by 25% and the main body is able to move while the stand is still executing a move.

RUSH MODE

When the player and opponent use similar rapid striking moves simultaneously, Rush Mode occurs. In Rush Mode, the person who presses ▣ the most is the winner.

♥ LOW HEALTH MODES ♥

When the character's health is lowered enough, a special mode activates that makes the character's abilities stronger. For most characters, this is Rumble Mode, but some characters go into Resolve Mode instead. You can see which mode your current character will activate in the Styles/Specials/Etc section of the Command List.

- **Rumble Mode**
  When Rumble Mode activates, the character shines red.
  Attacking power increases, and the Heart Heat Meter increase rate goes up when attacks land. Additionally, the Guard Meter doesn't deplete as quickly.

- **Resolve Mode**
  When Resolve Mode activates, the character shines gold. Attacking power increases, and the Heart Heat Meter increase rate goes up when attacks are received. The character also enters a super armor state in which attacks almost never stop movement, even when counterattacked.

DOWN EVASION

When your character is blown away by an opponent's attack, you can press ⊗ at the right moment to recover faster and move to the next action more quickly.

Note: Down Evasion does not work for some attacks.

STYLISH EVADE

When a character guards with proper timing immediately before the opponent's attack, a Stylish Evade activates to avoid attacks while your character continues to side step. This causes the Guard Meter to deplete by 25%.

COUNTER HIT

When you hit an opponent while they are attacking, you perform a counter hit that deals greater damage than normal.

PICK UP

Your character can crouch above items dropped on the stage, such as holy remains or discs, to pick them up.

Note: Only characters from Part 7 can pick up holy remains.

★ STATUS CONDITIONS

Certain characters' attacks and battleground gimmicks have additional status-changing effects. Examples include Poison/High Fever, which causes the victim to continuously receive damage for a certain length of time, and Action Sealing, which renders the victim unable to perform certain actions.

★ STYLE

Each character is categorized into one of five style types:

HAMON

This style uses a Hamon to strengthen applicable Skills into Hamon command moves. To perform a Hamon command move, deploy a Skill while pressing R1 . Hold R1 to perform Hamon Breath, which builds up the Heart Heat Meter.

Hamon Style Characters: Jonathan Joestar, Will A. Zeppeli, Joseph Joestar, Caesar Anthonio Zeppeli

VAMPIRISM

With Vampirism style, you can perform a vampire move after a corresponding Skill to restore your character's health or Heart Heat Meter. A percentage of damage received is automatically recovered over time. However, vampires are weak in sunlight and can only battle in stages where the sun is not out.

Vampirism Style Characters: Dio Brando

MODE

Press R1 to activate Mode and raise your character's abilities. The Heart Heat Meter decreases gradually while Mode is in use, and Mode automatically cancels when the Heart Heat Meter is completely depleted. A percentage of damage received is automatically recovered over time. However, Mode style characters are weak in sunlight and can only battle in stages where the sun is not out.

Mode Style Characters: Wamuu, Esidisi, Kars

STAND

With this style, R1 switches between a Stand and the main body. Normal attacks and Skills are different depending on which body is in control. When an opponent knocks down a Stand, the player is automatically returned to the main body.

Stand Style Characters: Jotaro Kujo, Noriaki Kakyoin, Josuke Higashikata, Okuyasu Nijimura, Jolyne Cujoh, Ermes Costello, etc.

MOUNTED

Mounted style switches between riding mode and main body mode when you press R1 . Normal attacks and Skills differ depending on which body is in control. Most throwing moves are ineffective in this mode, but if the player is blown away by an opponent's attack or hit in the middle of a jump, the character falls off the horse and returns to main body mode.

Mounted Style Characters: Johnny Joestar, Gyro Zeppeli

MOUNTED

HOLY CORPSE

When using characters from Part 7, holy remains appear on the battle stage. When these characters crouch above the remains in main body mode, they will pick up the remains and gain effects that improve their abilities. A maximum of three remains appear, and the effects increase with each pick-up. When the character is knocked down, one remain is dropped.

BATTLEGROUND GIMMICKS

Battle stages have battleground gimmicks. Characters activate battleground gimmicks when they fall down in that specific area of the battle stage. Gimmick attacks vary by stage.

STORY MODE

Experience the story of *JoJo's Bizarre Adventure*. As you progress in this mode, more characters unlock for use in Versus Mode and Practice Mode.

SECRET MISSION

Each scenario has Secret Missions fulfilled when you complete specific actions during the battle. When you complete a Secret Mission, you earn gold or a gallery item as a bonus in the results.

ANOTHER BATTLE

After completing the final chapter, press △ to switch from the normal battle to Another Battle. In Another Battle, you control the opposite character.

SUPPORT EFFECTS

In Story Mode Scenarios, use your gold before the battle to gain support effects. You can have a maximum of three types of effects at once, but you may only purchase one effect that increases the Heart Heat Meter.

CAMPAIGN MODE

Battle with a special COM character when connected to the network. After the battle, you may obtain Customize Medals to use in Customize Mode and Character Selection.

SEARCH

Use energy to perform a search and battle a customized avatar of a boss or other player. When the battle is completed, you earn a Customize Medal regardless of who won, but the medal changes depending on the opponent you battled and the winner.

AVATAR BATTLE

Battle an avatar customized by another player.

BOSS BATTLE

Battle a boss. When you defeat the boss, you can earn rare Customize Medals.

SUDDEN EVENT

Sudden Events may occur during a search. A character from the original comic appears, giving different effects.

MEDAL LIST

Check your obtained Customize Medals. These contain character's victory poses and phrases, taunts, sound effects, colors, or costumes.

CAMPAIGN RANKING

During Campaign Mode, the total campaign scores obtained from battles are displayed in a ranking format.

VERSUS MODE

Select a character and battle freely in Versus Mode. You can also connect to the network and battle other players online.

★ OFFLINE

Battle against another player or the computer (COM). You can set COM difficulty in Options.

STONE MASK ICON

Characters with stone mask icons can only battle where the sun is not out. When you select one of these characters or opponents, only battle stages where the sun is not out are selectable options. However, all battle stages are available in online Versus Mode and Campaign Mode.

★ ONLINE

Find an opponent among online players, or seek battle opponents who meet certain conditions you have set. Player Cards are automatically traded with players you have battled. You can edit your Player Card content in the Customize menu.

PRACTICE MODE

Practice battling with any unlocked character in this mode. Change functions to support your battle practice in the Pause Menu's Practice Settings.

CUSTOMIZE

EDIT CHARACTER

Customize a character's taunts and victory poses. The actions, poses, phrases, and sound effects selectable here will increase when you win that character's Customize Medals in Campaign Mode.

MEDAL LIST

Review the Customize Medals you've obtained so far.

AVATAR SETTINGS

Change the settings of avatars used to battle other players in Campaign Mode.

PLAYER CARD

Player Cards show the number of rank matches you have won or lost, online character use, and more.

GALLERY AND OPTIONS

GALLERY

Model Viewer: View 3D models of playable characters.

Sound Test: Listen to BGM or characters' voices.

Art Viewer: See character art from the game's development.

JoJo Glossary: Check out key words and characters from *JoJo's Bizarre Adventure*.

Gallery Shop: Purchase gallery items with gold from the game.

OPTIONS

Battle Options: Adjust the Round Count, Time, and COM Difficulty for Versus Mode.

Controller Options: View or edit the controls. You can also change these settings from the Pause Menu during battle.

Sound Options: Adjust the BGM Volume, SE Volume, and Voice Volume.

Display Settings: Toggle subtitles, skill names, tutorial message display, and guide character display on or off.

Reset to Defaults: Return all option settings to the original state.

LIMITED WARRANTY

LIMITED WARRANTY

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