



JoJo's Bizarre Adventure (SFC)

For anyone unfamiliar, JoJo's Bizarre Adventure (or JoJo no Kimyou na Bouken) for the Super Famicom is a JRPG with point-and-click adventure elements and sidescrolling movement with a heavy widescreen style.

Combat is relatively simple. Every character has 5 command types in this order:

- Attack - Does basic amount of HP damage based on your Attack . This is useful in the earlygame as most enemies don't have enough health to worry about using Guts attacks, and this doesn't take more than one turn to charge (for most characters).
- Talk - Insult the enemy and deal MP damage based on your _____. This can be useful in a pinch since lowering enemy MP also lowers their damage, but in the speedrun, we try to avoid this if we can. Other sources also say this heals party members, but I've never actually done this myself, so I'm not quite sure how it works.
- Item - Use a combat item. This is self-explanatory, but this is how you do your healing and revivals in this game.
- Check - Investigate the situation. Skips a turn, but enables Tactics commands after X uses based on Judgement stat. Other sources say this actually also makes you unable to parry, but this is false; you simply cannot attack.
- Tactics - This is a context menu with 2 or 3 subcommands (in the below order) based on the fight, enabled with Check command. This starts out disabled.
 - Idea - Uses a contextual effect based on the source material. This is where it helps to read the manga, even if this game's story is very different from the manga's, because it helps you remember where you're to use this command. Some fights are ONLY winnable using this command.
 - Guts - A super attack based on your Judgment. This will do the most damage your character can do at any given time, but you're also giving up a turn using Check to use it. When I figure out the actual multiplier on this, it'll be here, but it seems to be anywhere from 2-5 times what the Attack command would do based on the fight.

- Run - Run away. Only usable in specific fights or trash encounters/hallucinations.

On the overworld, the commands available by pressing “A” are, in order:

- Check - Select which character, then point and click with the D-pad and “A” button to open chests, find items, or simply look about the situation.
- Talk - Talk to NPCs. Also pretty self-explanatory.
- Item - Opens the item context menu, which has a few options:
 - Use - Uses the selected item. This is how you use skillbooks and healing items on the overworld.
 - Equip - Equip an item. Each character has 2 equip slots, an armor and a weapon. You’ll want to use this in every town as keeping up to date with equipment is a little mandatory in a game with no possible grinding until the end of the game.
 - Remove - Unequip an item. Why would you do this? Dunno.
 - Trash - Throw away item. Don’t do this, since everything you can throw away also sells for some amount of \$.
- Tarot - Use a Tarot Card (\$20 from any item shop) to determine a character’s lucky item, which amplifies the good effects of the Biorhythm system and suppresses the bad effects of it. Neat little thing, but not something I take advantage of because it takes a while. Could be a nice way to save money when optimizing the run to avoid having to spend \$1800 each on Survival Manuals. Can only be used while Avdol is in the party.

TAROT EFFECTS

- The Tower - Party Attack down.
- The Hanged Man - Party Stress up.
- The Hermit - Party Stress down.
- The Lovers - Single target MP restore.
- Justice - Single target HP and MP restore.
- The Emperor - Single target HP restore.
- The Hierophant - Party defense up.
- The High Priestess - Biorhythm Change. Don’t actually know what this does.

I think that’s all for basic information (aside what every Tarot does, which I’ll add here later), so let’s get on with the actual route!

INTRO: Japan

Kujo House

Start the game by walking left and exiting the room through the door. Afterward, walk right, talk to Mr. Jostur and Avdol, then enter Avdol’s room. Open the left and right cabinets inside for a Brave Chain and Aluminum Cap. Do not equip them, leave the room. Then, go down to the right end of the hall and enter the door to the kitchen. Mom

will give you the smooch for good luck, and then GTFO. In this room there are 4 Ointment and 2 Supplement. When you're learning, you should pick up all of them, but as you get more familiar with heal timings, picking up just 2 of each is fine. The locations for these are:

- Top shelf of the first shelves upon entering the room is an Ointment
- Middle Shelf of the first shelves upon entering the room is an Ointment
- Freezer is a Supplement.
- Refrigerator portion (below the freezer) is a Supplement.
- Leftmost overhead cupboard is an Ointment
- Rightmost front-facing overhead cupboard is an Ointment.

Leave the kitchen, and head down the corridor to your left. After fading in, head left and exit through the left side of the set of doors.

Neighborhood 1

Once you leave the house, move right and be assaulted by a thot and a hag trying to seduce our boy, Jotaro. You will then automatically move right, and get into a fight with three schoolkids. Unluckily for them, they're normal human beings and we have a Stand. Attack them down, don't worry about strategy, they're pathetic. You're hoping none of them run away, but almost inevitably one will. This might eventually become a minor reset point for getting optimal runs, but I doubt it. Avdol will come and explain that they're being controlled by Dio after you bash their brains in, then exit stage left. You should continue right and head down the path leading to your school.

Neighborhood 2

Keep walking right, and be annoyed by random delinquent saying you need to fix these weirdos. Keep walking right and you'll get into a battle at the steps with Hierophant Green. Hierophant Green fight is unwinnable. Simply do whatever you want for 3 turns, Hierophant Green will escape on the 3rd. Get used to these. Then, the thot and the hag will come back and fight over who's taking you to the infirmary.

Infirmary

Once the cutscene ends, walk left and the nurse will talk to you. Then, she will attack you with a pen. This fight is only winnable with the Idea command, so use Check until Tactics is available, and then select Idea to win. You should hit Lv2 off of this fight no matter what. Then, Noriaki Kakyoin will come and talk to you, and you'll get into a fight with him and his Hierophant Green.

「Hierophant Green」

This fight is pretty simple. Just Attack him down. He has high evasion, so it'll be difficult for you to hit him, but it's faster than trying to use Guts. After this fight, you should be level 3. Once this fight concludes, there will be a short cutscene, and Noriyaki Kakyoin will join your party. You'll also get "Jotaro's ability up" which is a base increase to most of your tertiary stats. Finally, you can equip Jotaro's gear, and use Ointments to heal him up. Leave the infirmary.

School Halls

Keep going left. Don't leave, just keep going. You'll be forced to talk to 2 NERDS, then get to a green door. Go through it, and start going left again. You'll get into a battle with 3 more Delinquents. Again, Attack them down. Then, keep moving left and get into a fight with Tower of Gray. Check with both, and then Run with both. Go left, and head through the door.

Start moving left and you'll be accosted by Gray Fly. Keep going left and enter the first doors you come to. Upon entering the classroom, go right, and you'll get into another fight with Tower of Gray. Second verse, same as the first. After running, go back out, and enter the next door on your left. Upon moving right, you'll enter a fight against Gray Fly and his Tower of Gray.

「Tower of Gray」

For this fight, we need to charge up Kakyoin's Tactics command, and as a result, we're going to ALSO charge up Jotaro's Tactics command. Turn 1 Check with both characters. On turn 2, use Jotaro's Guts and Kakyoin's Idea commands. After that, Guts with both. He should go down easy. Afterward, check him for a Panacaea (heal entire party for 75% HP/MP). Attempt to exit to the left, and you'll be pulled back to Kujo House.

Kujo House

Head back to the kitchen, heading right when inside to talk to your mom and start the cutscene to get your party members! Exit the house, and head right until you get to the pole that has an arrow indicator; press "down" to enter City Streets. Head left and down the alleyway to enter City Streets 2.

City Streets 2

MENUING :D

1. Enter weapon shop, and buy 1 of each equipment except the first 2 (Jotaro's) and the last 2 on the list (Polnareff's). Equip everyone's gear.

2. Enter Speedwagon Foundation and heal to gain \$500. Reminder that every time you heal at the Speedwagon Foundation, you'll gain \$500.
3. Enter the Item Shop to buy as many Supplements as you physically can buy (\$100 each).

Then, go left and enter the library. After a short cutscene with Joseph and Polnareff, you'll get into a fight with Polnareff and his Silver Chariot.

「Silver Chariot」

Polnareff can be very tricky if you are unlucky. Have Jotaro and Joseph "Attack" each turn, and have Avdol and Kakyoin "Check" on turn 1, then Guts every turn afterwards. He should go down easily enough, and after a short cutscene you'll gain Kakyoin and an ability up. Then, head right into the door, and grab all 3 chests; two containing Kakyoin's equipment and one containing the map! Equip his gear, head back to the Speedwagon Foundation, and heal up! Afterwards, head left to another alleyway to "Outside The Mansion." Switch characters to Kakyoin, then walk right (this is so that Kakyoin takes damage and not the others). Enter the mansion.

Mansion (Japan)

Head right and fight one (1) zombie. Attack him and all other zombie groups down. Make sure you are STILL KAKYOIN. Enter the first staircase you see. Continue down this passageway, and enter the staircase. Head left, and fight more zombies. Then, continue left, and down another staircase, then left and down another staircase. Man, I love staircases. The door will lock behind you. Head left and get into a fight with Impostor Captain Tennille and his Dark Blue Moon.

「Dark Blue Moon」

Pretty simple. Check with everyone until Tactics are ready for them. When available, Guts with anyone that can do so, except Jotaro, who should "Idea" on the first turn it is available. Then, finish off with Guts spam to kill. After the fight, you'll be ejected from the mansion. Swap back to Kakyoin, and head back into the mansion.

Mansion (Japan) 2

Go right again, but pass the first staircase and enter the second, then head left down the hallway it takes you to. Enter the metal door, and head right down the hall (TAKING DAMAGE WITH KAKYOIN). Down the staircase again. Woo. Head right past the first door, and into the far door. Go right and grab the free Supplement :D, and go right past it to enter a fight with Forever and his Strength.

「Strength」

Same strategy as Dark Blue Moon. Check with everyone until Tactics are ready for them. When available, Guts with anyone that can do so, except Jotaro, who should “Idea” on the first turn it is available. Then, finish off with Guts spam to kill. Afterwards, head past the door to grab the Wonder Drug from the chest (heals 75% HP), then into the door. Head right for a cutscene, and we’re done with Japan! :D [48 DAYS LEFT]

Plane 1

Short section. Move right, and talk to the woman with the baby, and be told to STFU and go to sleep.

Amusement Park

Head right until you get in a fight with Star Platinum. For this fight, Check with all, and then attempt to Run with anyone that can. Head right and get in a fight with Magician’s Red; same strategy. Then, you’ll be put into a fight with Death 13.

「Death 13」

This fight can be hard, but you need to make sure that Kakyoin uses his Idea command before anyone else does anything. Check with everyone to start charging up Tactics commands on turn 1. On turn 2, Check with Jotaro, heal Kakyoin with Joseph if he is at less than 40 health, Guts with Avdol, Idea with Kakyoin, and Check with Polnareff. Then, Guts spam (Attack spam with Joseph since his Guts isn’t charged up) to end the fight.

Plane 2

Head right, and Check the doorknob on the bathroom door, to enter a fight with Empress. Check with everyone, and attempt to use an Idea with anyone AFAP; this will run from the fight. Then head all the way left, and enter the real fight with High Priestess.

「High Priestess」

A lot of fights are going to look the same from this point out. Check with everyone until they can use Tactics. Jotaro’s first Tactics should be Idea, and all other turns should be Guts commands. Easy enough. As long as Jotaro and Avdol live? Perfectly fine. Afterwards you’ll get a cutscene, and you’re in India! [46 DAYS LEFT]

India

Calcutta 1