

PRIMA OFFICIAL GAME GUIDE

DEVIL MAY CRY 4



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NERO'S ARMS

Nero uses only four versatile weapons to complete his missions, including defeating the final boss!

NOTE

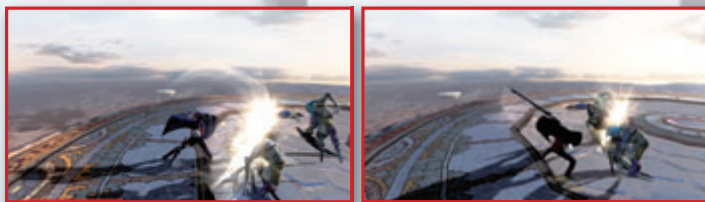
The abilities of each weapon are listed below it. If a Proud Souls price is listed, the skill must be purchased from the shop to use. The price listed is the base price of the skill. If other skills have been purchased beforehand, the price of the skill may rise by 50 or 100 Proud Souls, depending on the other skills equipped.

RED QUEEN



A mechanical sword with a powerful fuel injection system. The propellant sprayed onto the blade allows it to unleash attacks of great power; however, the Red Queen's complex customizations mean only Nero is capable of controlling it.

RED QUEEN COMBO A



Combo: While on the ground, press Melee, Melee, Melee, Melee.

Description: Four quick slashes.

Explanation: Nero's standard combo attack does not require any timing in the button presses. This attack causes minor enemies to stagger backward. Stronger enemies remain unaffected.



RED QUEEN COMBO B



Base Proud Souls: 150

Combo: While on the ground, press Melee, Melee, Melee.

Description: Violent sword strikes that deal heavy damage to all those who fall in their path.

Explanation: Wait momentarily after the first sword slash, then begin tapping the Melee Attack button rapidly. Nero viciously beats an enemy to the ground and then impales it.



RED QUEEN COMBO C



Base Proud Souls: 300

Combo: While on the ground, press Melee, Melee, then Melee, Melee, Melee, Melee.

Description: A stylish and speedy combo created to damage scores of enemies at once.

Explanation: Wait slightly after pushing Melee twice, then begin tapping it rapidly to execute a devastating series of spinning slashes while moving quickly forward.

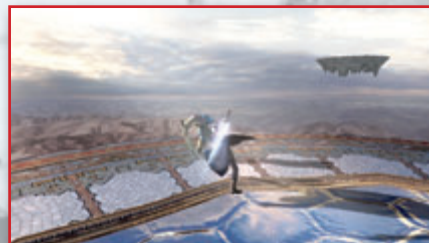


RED QUEEN COMBO D

Combo: While on the ground, press Melee, Melee, Melee, then Melee.

Description: Slash away at an enemy, and then drive into an enemy with a powerful coup de grace.

Explanation: If you wait briefly before inputting the last button of the combo, the Red Queen glows white before the attack, inflicting added damage!



BLUE ROSE

A unique, specially constructed revolver with two barrels, allowing two shots to be fired nearly simultaneously. A product of Nero's own hand.



NORMAL SHOT

Combo: Press Gun.

Description: Fires two nearly simultaneous shots thanks to the Blue Rose's double-barrel construction.

Explanation: Blue Rose's standard attack can be performed while walking on the ground or while falling from midair. Rapid firing slows descent speed.



CHARGE SHOT

Base Proud Souls: 50

Combo: Press and hold Gun Attack until the Devil Bringer begins to glow, then release.

Description: By channeling the power within the Devil Bringer, these shots slam powerfully against their target.

Explanation: Press and hold the Gun Attack button until Nero's gauntlet glows, then release. Nero fires two extremely powerful shots, which can knock down lesser enemies. It's highly effective against foes that make melee attack impractical.



CHARGE SHOT 2

Base Proud Souls: 300

Combo: Press and hold Gun until the glow of the Devil Bringer becomes stronger, then release.

Description: This ability channels magic to fire an attack that burns. If an enemy touches a flaming comrade, it will be damaged.

Explanation: Charge Shot is required. Nero fires two magic-powered blasts that cause fire damage to foes and knocks them backward.

CHARGE SHOT 3

Base Proud Souls: 1,000

Combo: Press and hold Gun until the glow of the Devil Bringer is at its peak, then release.

Description: Fire power-filled bullets at enemies to hit them with violent magic that has quite an explosive aftershock.

Explanation: Charge Shot 2 is required. Nero fires two bullets that explode when they hit their target, causing intense damage even to large foes.

DEVIL BRINGER

Nero's innate weapon is his right arm: a demon gauntlet he was born to wield!



BUSTER



Combo: Press Devil Bringer while near an enemy.

Description: After grabbing an enemy with the Devil Bringer, bust them up with this damaging throw. Throws vary according to the enemy.



DEVIL BUSTER

Combo: When Devil Trigger is active: Press Devil Bringer near an enemy.

Description: When the devilish power within is released, grab an enemy with the Devil Bringer to initiate an even more powerful throw.

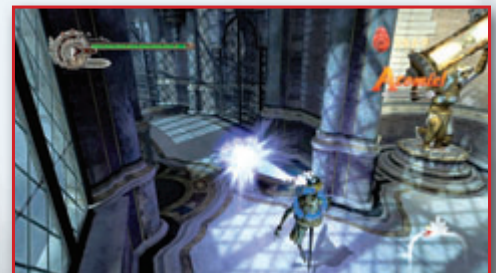


SNATCH

Combo: Press Lock-on + Devil Bringer.

Description: Send forth the Devil Bringer and grasp a distant enemy within its clutches. Large or heavy enemies cannot be pulled in.

Explanation: Possession of the Evil Legacy item bestows this skill. It allows Nero to grapple enemies or small floating lanterns called "Grim Grips."



ΒΙΑΝΚΟ ΑΓΓΕΛΟ



Bianco Angelo is an armored demon bearing the crest of the Order of the Sword. While the armor covers a hollow interior, destroying the White Knight causes the expulsion of a soul-like being, leading one to believe something else may have been in control of the Knight.

The man-made soldier is made from the fragment of a demon known as the “dark angel.” Filled with either a human or demonic soul, it carries out its master’s orders with mechanical precision.

BASIC STRATEGY

This enemy first appears in the Library screen as a “white knight,” after Nero first encounters them and does not fully understand their nature. But after he reaches the Angel Creation area and realizes that Bianco Angelos are made from fragments of the creature Nelo Angelo (previously defeated by Dante in the original *Devil May Cry*), he then realizes their true purpose.

Bianco Angelo brandishes a shield that deflects all attacks. Avoid striking the shield with a full melee combo, because the Bianco Angelo is just waiting to counterattack with a shield-bash and double lance thrust attack. When the shield deflects your first blow, perform a single jump to leap behind the Bianco Angelo and strike its unprotected side. Attacking this way causes the armor suit to stagger, allowing you to chain together combos. Another way to sidestep the shield issue is to destroy it altogether, achieved quickly by striking the shield in Devil Trigger mode.



Nero can use the Devil Bringer to impale a Bianco Angelo on its own rocket-powered spear, whether in midair or on the ground. Once the armor suit is impaled, press the Devil Bringer button repeatedly to extend the attack.

At the end, Nero launches the Bianco Angelo across the room, inflicting major damage to it and any other enemies it collides with. However, performing this attack on the ground leaves Nero vulnerable to ambush from the sides or behind.

STYLISH COMBO



Raising the Stylish gauge against Bianco Angelos is no problem, as long as you avoid damage from their counterattacks. Simply jump or roll to their unprotected side and attack. Big Stylish points can be scored by damaging multiple Bianco Angelos at once in this manner. Nero’s Devil Bringer attack is a big hit on the Stylish gauge, as long as other enemies do not ambush him in the process.

Mission 02: La Porte De L'Enfer

CASTLE TOWN OF FORTUNA



Map Key



Recommended Skills

Before the mission, purchase the following skills from the Power Up menu:

- **Streak:** Press lock-on + forward + melee attack to slide across the ground and scatter foes with a powerful attack.
- **Charge Shot:** Increases the power of shots fired with the Blue Rose. Press and hold the Gun button until Nero's gauntlet glows, then release to fire.

Enemies Encountered



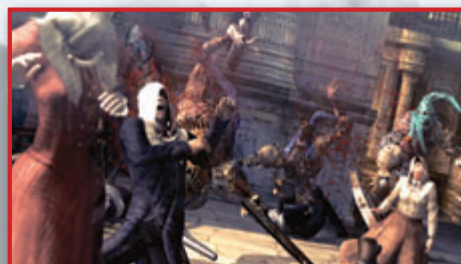
Scarecrow (Arm): Appearing in large numbers, they attack from all sides. Make them airborne with High Roller, then slash them up midair to avoid vulnerability.



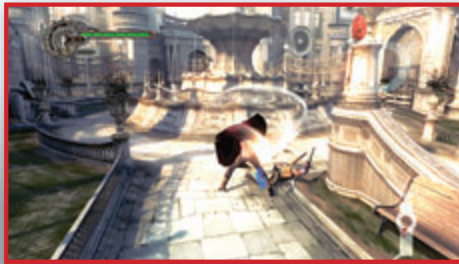
Scarecrow (Leg): These hopping monsters also try to swarm the hero. Battle them in the air to avoid damage while fighting and to rack up a high Stylish level.

A: OPERA HOUSE PLAZA

Nero and his friends witness the horrible events as bug-infested patchwork demons, nicknamed Scarecrows, invade the Castle Town of Fortuna. Although these revenants slay many townspeople with heartless efficiency, Nero easily routs the majority of them.



After the scene, dispatch the few Scarecrows remaining in the area. Smash the benches and fancy garbage receptacles in the square to reveal hidden Red Orbs. Collect the freestanding Red Orb in the corner, and go through the door beyond.



B: STOREHOUSE



Smash the barrels and crates in the room to obtain more hidden orbs. Ascend the small stairs near the wall, and perform a Kick Jump to reach the niche where a Gold Orb stands. A Gold Orb allows Nero to immediately revive one time with full health when he is defeated. If you die with a Gold Orb on hand, continue by choosing the option to use the item.



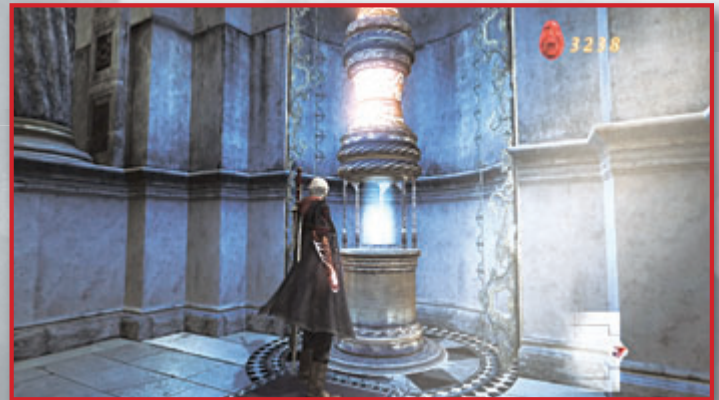
Use jumps to ascend the broken staircase, defeat all the Scarecrows in the upper room, and smash all the crates, barrels, and shelves to obtain orbs before proceeding.



EXECUTE A KICK JUMP BY JUMPING TOWARD A WALL. THEN PRESS THE JUMP BUTTON AGAIN. NERO PERCHES ON THE WALL FOR A SPLIT SECOND BEFORE JUMPING HIGHER, ALLOWING HIM TO REACH GREATER HEIGHTS.



C: CATHEDRAL



Descend to the lowest level of the room and examine the glowing column to obtain the Evil Legacy. Possessing this item bestows the Devil Bringer with the Hell Bound ability. Nero can now seize enemies at medium range and pull them closer, even in midair. He can also lock on to floating blue lamps, called Grim Grips, and use them to propel himself through the air. To use Hell Bound for either purpose, hold the lock-on button and press the Devil Bringer button. Hell Bound also can be triggered in midair to grab suspended objects or to yank enemies off their feet.



Afterward, stand on the blue plate, called a Continuum Plate, on the mid-level. Hold the lock-on button to target the Grim Grip near the Cathedral's upper level, then use the Devil Bringer to fly up to the top level of the room. Perform another Hell Bound to cross the next gap. Smash all the benches on the upper level to obtain hidden orbs before proceeding.

Secret Missions

Throughout the game, the forces of darkness have posted demonic scrolls challenging the skills of the Devil Hunters. After finding one of these demon scrolls, examine it to take on an extra challenge. Clearing secret missions awards Blue Orb Fragments.



For each secret mission below, the room and stage location of the demon scroll is noted. The notes under "Relevant Missions" indicate when in the game a secret mission can be played. Sometimes Nero encounters a secret mission that only Dante can clear, and vice-versa. Such instances are omitted from the list under "Relevant Missions."



The objective of Secret Mission 01 is to kill all enemies before time expires. Simply go counterclockwise around the fountain, using the Devil Bringer repeatedly to slay enemies as quickly as possible. After you defeat all the enemies, a Blue Orb Fragment appears. Swiftly collect it before time expires to clear the mission.

SECRET MISSION 02: ALLEY-OOP

Scroll Location: Fortuna Castle 1F Dining Room

Relevant Missions: Mission 04

The demon scroll hangs on the wall in the southeast corner. The fireball-generating mechanism must be eliminated with a Gyro Blade to reach it. This mission is easier when Air Hike and Snatch 3 abilities are purchased.



Tip

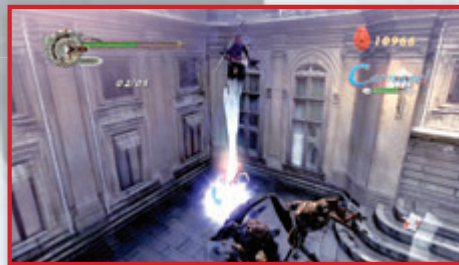
TO QUIT A SECRET MISSION, SIMPLY GO THROUGH ANY DOOR IN THE ROOM.

SECRET MISSION 01: ANNIHILATION

Scroll Location: Castle Town of Fortuna Terrace/Business District

Relevant Missions: Mission 02

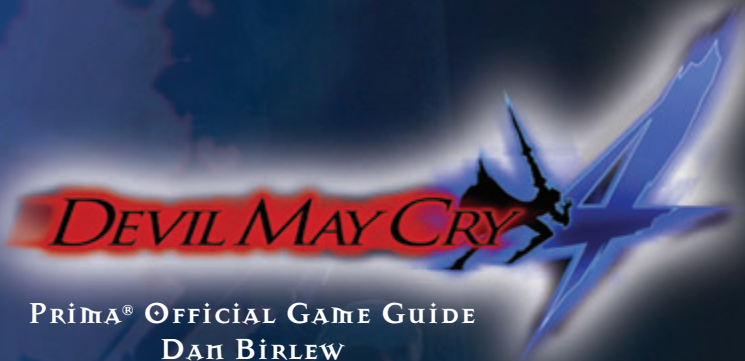
Nero practically bumps into this secret mission while navigating through the north portions of the Terrace.



The objective is to perform five Busters in midair without touching the ground. There is no time limit. Move to one of the corners, and allow the Scarecrows to approach. When the foes stand in extremely close range, jump into the air, snatch one off the ground, and immediately strike it with the Devil Bringer. Nero hovers in midair for a split second during the attack. Immediately snatch the next-closest foe off the ground, hit it with Devil

Bringer, and then the next, and so on, until the onscreen counter shows that Nero has performed this trick five times without touching asphalt. As you will soon learn, this mission tests your button timing, and whether you can engage and disengage Lock-on in a split second.

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 DAN BIRLEW

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Dan Birlew is a video game expert who has been writing official, published video game strategy guides since 1999. His original career goals included acting and directing. At the age of 26 he began honing his playing skills with the goal of becoming a video game expert. He enjoyed publishing online documents regarding games, known as "FAQs." Dan inadvertently created an online persona for himself when he wrote and self-published on the I-neternet a plot analysis of the highly popular survival horror video game, *Silent Hill*.



After some gentle nudging from his wife, Birlew decided to set aside his acting and directing activities and establish a career as a video game strategy guide author. He sent writing samples to several publishing companies. Based on the merits of his very first submission, he was hired by a major publisher within 24 hours. Birlew has authored over 40 published video game strategy guides.

Dan Birlew is a native of St. Louis, Missouri, and has lived in Pennsylvania, Texas, and California. He now resides with his wife of 12 years in Las Vegas. He graduated with a bachelor of fine arts from the University of Texas at Austin in 1993.

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