

PRIMA OFFICIAL GAME GUIDE

DEVIL MAY CRY



BASED ON A GAME
RATED BY THE
ESRB



CAPCOM®

Mission 02: La Porte De L'Enfer

CASTLE TOWN OF FORTUNA



Map Key



Hidden Red Orbs

Blue Orb Fragment



Gold Orbs

Evil Legacy

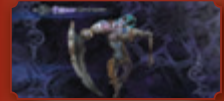


Recommended Skills

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



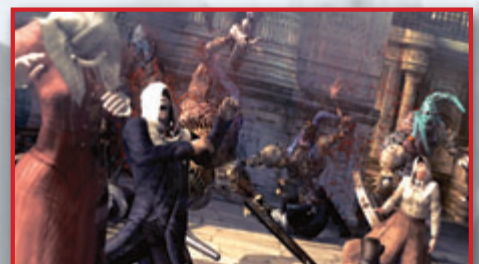
Scarecrow (Arm): Appearing in large numbers, they attack from all sides. Make them airborne with High Roller, then slash them up midair to avoid vulnerability.



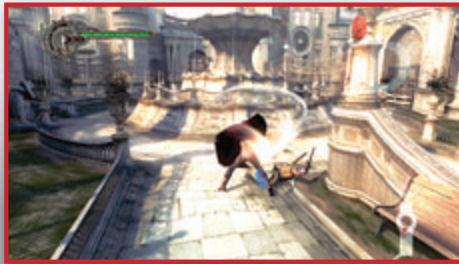
Scarecrow (Leg): These hopping monsters also try to swarm the hero. Battle them in the air to avoid damage while fighting and to rack up a high Stylish level.

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.

Tip

EXECUTE A KICK JUMP BY JUMPING TOWARD A WALL. THEN PRESS THE JUMP BUTTON AGAIN. PERO 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.

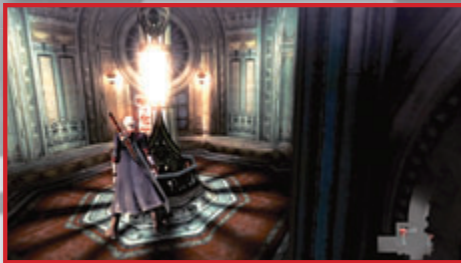
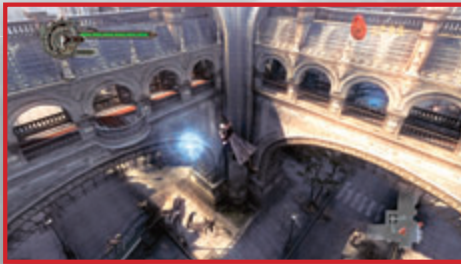
NOTE



A Red Orb floats across a small gap near the exit. To reach it, stand at the edge of the gap, face the Orb, and use Snatch to collect the Red Orb.

D: TERRACE/ BUSINESS DISTRICT

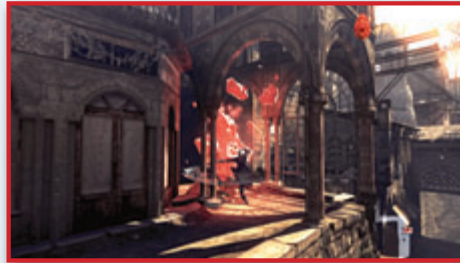
Move to the far end of the balcony and stand on the Continuum Plate. Use the Devil Bringer to grapple the Grim Grip and glide high above the chaos in the street below. At the next corner, examine the parchment covered with bloody writing tacked to the column to uncover the first secret mission.



The objective of Secret Mission 01 is to kill all enemies before your time expires. The easiest way is to go counterclockwise around the circle, using the Devil Bringer repeatedly to slay enemies as quickly as possible. After you defeat all the enemies, a Blue Orb Fragment appears. Quickly collect it before time expires to clear the mission. Refer to the next portion of the guide, **Secret Missions**, to learn how to complete these side challenges according to their criteria.

After the Secret Mission, continue moving from one Continuum Plate to the next, and grapple the Grim Grips between areas to reach the northern patio and the exit.

E: RESIDENTIAL DISTRICT



Destroy all the objects at the bottom of the first stairway to obtain hidden orbs. Strike the glowing red crystal repeatedly to release tons of Red Orbs before the crystal shatters.

Follow the path of small Red Orbs across the rooftops. Then jump into a niche to the left to find a Blue Orb Fragment. Collect four of these to assemble a Blue Orb and extend Nero's health gauge by one block.



F: PORT CAERULA



Follow the tunnel to the exterior pier area, and jump up the wall to Nero's left to find a floating Red Orb hidden above.

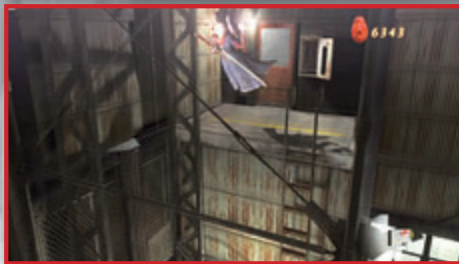
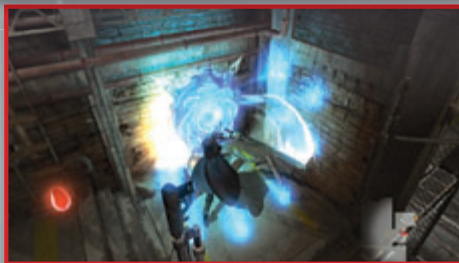
The drawbridge to the north is raised, and Nero must find a way to lower it and resume pursuing the Man in Red. Use the Devil Bringer to leap to the west pier, and enter the Customs House.



G: CUSTOMS HOUSE



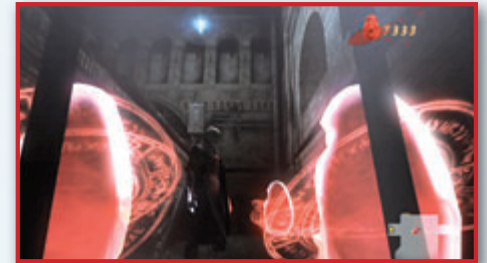
Clear the room of enemies, then strike the blue dial in the corner repeatedly to shatter the seal on the platform above. Jump up to the top of the area and go through the door.



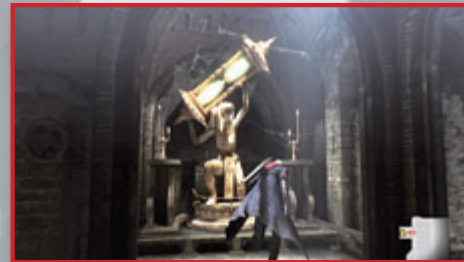
Examine the drawbridge control panel on the enclosed balcony outside. After a little “convincing,” the drawbridge finally lowers. Return to the port, fight newly appearing enemies, and head for the north exit.

H: FIRST MINING AREA

Drop into the aqueduct to collect a rash of freestanding Red Orbs. Then jump up from the platform and use the floating lanterns to reach the top.



Strike the goddess statue repeatedly with the Red Queen and Devil Bringer to raise your combo level. When the combo level reaches “Brutal!” the statue finally shatters and yields a Blue Orb Fragment and several dozen Red Orbs. Increase your combo level by mixing melee attacks. Perform a High Roller, then an Aerial Combo, a Red Queen Combo, then use the Devil Bringer, and so forth. Keep attacking the statue with varied combos until it shatters, yielding orb prizes.



Use the Divinity Statue in the alcove to purchase new skills and items by spending accumulated Red Orbs. Stock up on Vital Stars, and try to buy a Blue Orb before continuing.

I: FERRUM HILLS



Proceed up the stairs to the ghost town area. A massive demon emerges from a Hell monolith. Although the creature is perfectly happy to ignore Nero, the Devil Hunter is not having it!

BERIAL

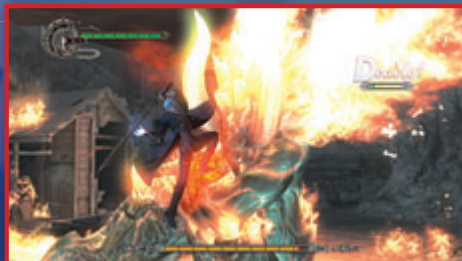


Tip

When Berial smashes one of the buildings, dozens of tiny Green Orbs appear. Collect them all quickly to maintain maximum health throughout the battle. Even if you do not need health, collecting them raises your Red Orb count!



To defeat Berial, simply circle him in a wide path and shoot him continuously.



Time consuming, isn't it? Well then, crank things up by leaping toward Berial's head. Lock on and use the Devil Bringer to zip over to the boss's horns. While airborne, execute a full combo



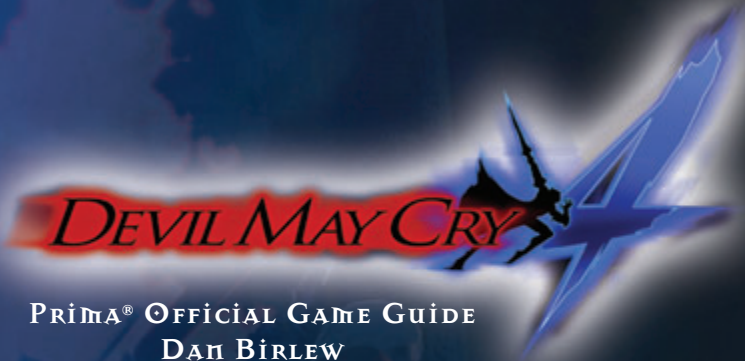
with the Red Queen. Berial attempts to swat Nero away like a bothersome fly. However, you can avoid his defensive blows by simply stopping your combo and dropping to earth as soon as Berial moves to attack.

After his head is attacked several times, Berial suddenly screams in anguish as his flames go out. Quickly drop to the ground in front of him and strike him with the Devil Bringer to toss him like garbage. After taking the hit, Berial rises and reignites himself by emitting a powerful blast. Reduce damage from this attack by moving several yards away, and jump before the shock wave hits Nero. Repeat this strategy until Berial is defeated.



After Berial is defeated, collect the orbs he drops and head up the unsealed stairwell shaft. Proceed into the tunnel to complete the mission.

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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.

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