

PRIMA OFFICIAL GAME GUIDE

DEVIL MAY CRY



BASED ON A GAME
RATED BY THE
ESRB



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Mission 17: Adagio for Strings

CASTLE TOWN OF FORTUNA



Map Key

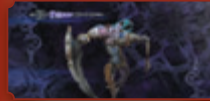


Recommended Skills

Before the mission, equip the following skills (among others) from the Power Up menu:

- Air Hike: Needed to reach a Blue Orb Fragment.
- Charge Shot 3: Set on the weapon of choice. Invaluable against Faust and white knights.

Enemies Encountered



Scarecrow (Arm)



Assault



Scarecrow (Leg)



Mephisto



Mega Scarecrow



Faust



Bianco Angelo



Basilisk



Alto Angelo



Angelo Agnus

A: FIRST MINING AREA



Pick up the Green Orb standing beside the Stylish statue (which Dante cannot use), and drop into the lower part of the room. Remember to pick up the six large Red Orbs in the aqueduct, and then continue to the next area.



B: PORT CAERVLA

Cross the drawbridge and head for the pier until the large wooden platform becomes sealed. Defeat a set of Scarecrows while building up the Stylish gauge. That way, when the Alto and Bianco Angelos appear, you can raise the bar even higher by engaging Devil Trigger and chopping them all to bits.



Claim the large Red Orbs at the edge of the pier and hovering high up the stone wall beside the exit passage.

C: RESIDENTIAL DISTRICT

Head through the passage until Dante becomes sealed inside an area with a large and difficult enemy set. A recommended strategy is to take the battle up to the rooftops, allowing you to focus on the Mephistos while the Assaults attempt to catch up.



After unsealing the area, break the produce crates and trash cans to acquire Red Orbs, and attack the striking crystal in Devil Trigger mode to obtain thousands more Red Orbs. Ascend the stairs and continue through the door.

D: BUSINESS DISTRICT/TERRACE



Dante must travel the city area on foot. Head up the street until the Devil Hunter becomes sealed in a small section of the street with Scarecrows, Mega Scarecrows, and Basilisks. This set of enemies can be tricky to deal with. Eliminate the Mega Scarecrows before the Basilisks appear, and things go much smoother.

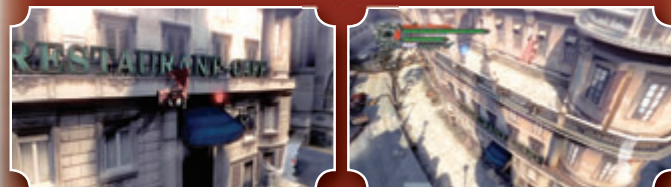


With the path to the south unbarred, continue moving down the street, smashing garbage cans and benches to obtain hidden Red Orbs.

ABOUT HALFWAY DOWN THE STREET ON DANTE'S LEFT, NOTICE



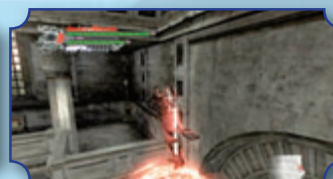
When you're ready to move on, head into the wrecked fountain area to encounter a set of Mephistos, Alto Angelos, and a Faust. Keep the shotgun blasting as you jump repeatedly out of harm's path.



A SMALL RED ORB HOVERS ABOVE THE RESTAURANT-CAFÉ'S AWNING. JUMP TO THE AWNING TO ACQUIRE THE ORB. THE CHANGE IN CAMERA ANGLE SHOWS A BLUE ORB FRAGMENT ON THE LEDGE ABOVE! TO REACH IT, ENTER DEVIL TRIGGER AND TRIPLE-JUMP UP THE WALL TO LAND ON THE BALCONY.



NOTE

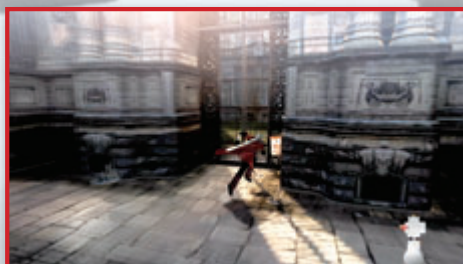


At this point, you may either enter the Opera House or head through the Storehouse and Cathedral areas to reach a Gold Orb on the terrace.

Inside the Cathedral, you must Devil Trigger and then triple-jump from the mid-level landing of the stairs over to the southeast balcony. Go to the ledge facing north, and perform another triple-jump in Devil Trigger. Then, go out to the terrace and claim the Gold Orb!

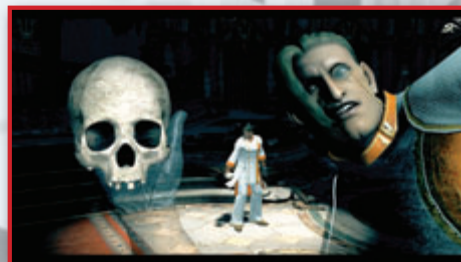
E: OPERA HOUSE PLAZA

Head to the right from the entrance, and destroy a small garbage can near a fence to reveal a hidden demon scroll. Examine this scroll to undertake Secret Mission 12: Steeplechase. The objective is to get through the laser array in the Security Corridor, without the help of the Key of Cronus. All we can recommend is to start into the array when you can walk for several feet without having to jump, such as when two beams are approaching up high. Use Air Hike to double-jump over beams that are three high. If you make it to the midpoint of the array, use Devil Trigger and triple Air Hikes to clear the rest!



F: OPERA HOUSE

Dante squares off against the Order's scientist, Agnus. The first round: a Shakespearean acting showdown! Once the two decide that theatrics is not going to settle it, all that is left is guts and guns...



ANGELO AGNUS



Agnus also attacks with the Cutlasses by summoning them to pop out of the ground directly below Dante. He seems content to repeat this defensive attack until the end of the battle. Therefore,

Devil Trigger and use the Coyote-A to blast him down to ground level. Then quickly switch to Sword Master and melee attack him repeatedly to drive his health down. If you manage to get his health down to a sliver, quickly blast him into next week before he has a chance to go berserk. If Agnus turns red, he becomes more difficult to chase. Finish him off quickly!

Agnus changes tactics against Dante, summoning Basilisks and Cutlasses to do his bidding. When he summons Basilisks, ignore them and perform Aerial Combos against Agnus in Sword Master style. Just stay on him and keep chopping away, and you should be able to lower his health by half right away!

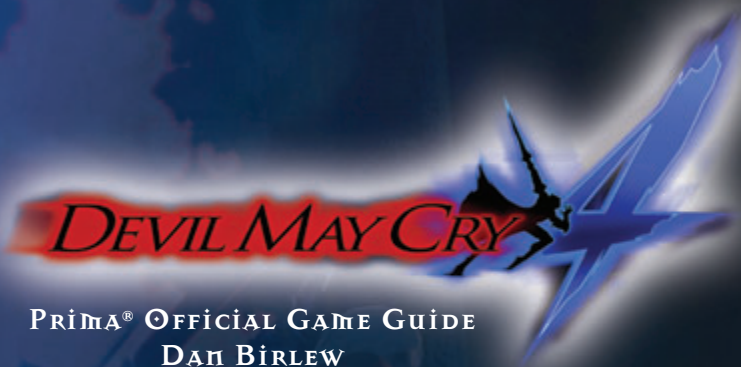


Once Angelo Agnus's health drops below half, he begins summoning Cutlasses. The creatures do not act independently. Instead, Agnus wields them like dual blades and begins spinning like a top. As Agnus approaches, break off attacking and run along the outer edge of the room to avoid damage. When Agnus breaks off and throws the Cutlasses into the ground, resume attacking him with combos in midair.



After the battle, a portal opens in the center of the Opera House floor. Step on it to descend into the depths and reclaim Yamato, completing the mission.

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ABOUT THE AUTHOR

DAN BIRLEW

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.

We want to hear from you! E-mail comments and feedback to dbirlew@primagames.com.

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