

PRIMA OFFICIAL GAME GUIDE

DEVIL MAY CRY 4



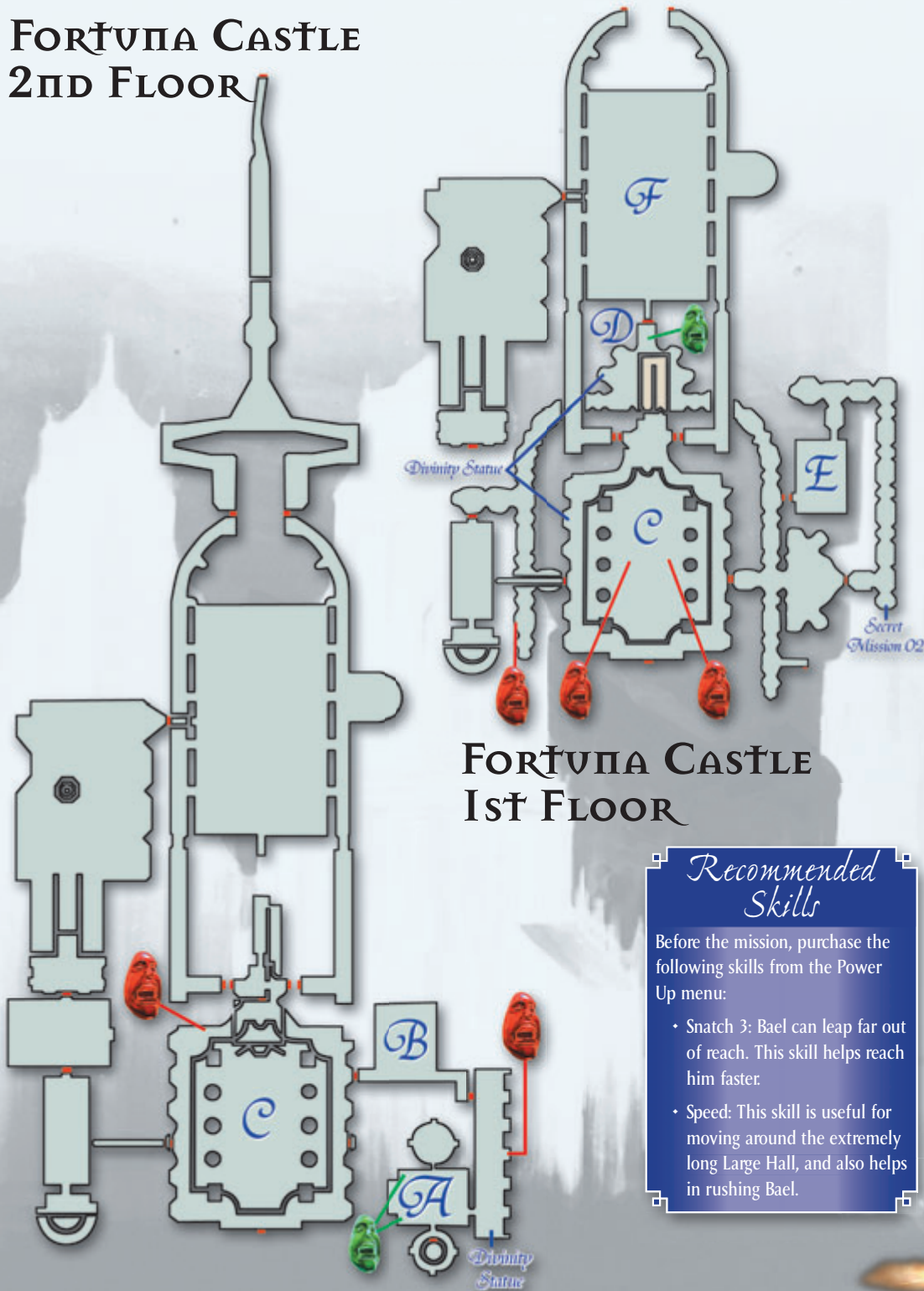
BASED ON A GAME
RATED BY THE
ESRB



CAPCOM®

Mission 04: Cold Blooded

FORTUNA CASTLE 2ND FLOOR



FORTUNA CASTLE 1ST FLOOR

Map Key



Hidden Red Orbs

Green Orbs



Enemies Encountered



Scarecrow (Arm)



Scarecrow (Leg)



Frost



Bianco Angelo

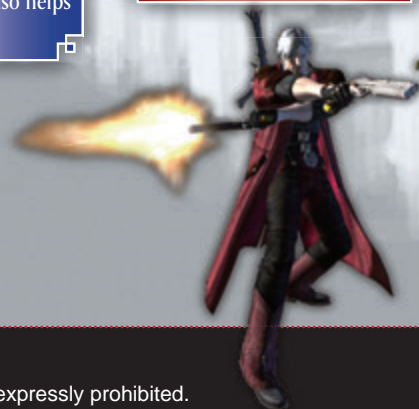


Bael: Bael is one nasty demon toady! Side Roll to avoid his attacks, strike his unique feelers, and look for opportunities to seize him by the tongue!

Recommended Skills

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

- Snatch 3: Bael can leap far out of reach. This skill helps reach him faster.
- Speed: This skill is useful for moving around the extremely long Large Hall, and also helps in rushing Bael.



A: LIBRARY



Strike the Gyro Blade with the Devil Bringer to activate it. Keep striking it to knock it toward the doorway. The Gyro Blade smashes the barrier on impact.

B: GALLERY



Use the Gyro Blade located in the Gallery to help destroy enemies. Punch the Gyro Blade with the Devil Bringer to activate it, then strike it with the Red Queen to make the blades spin around its midsection. Hit it with the Devil Bringer again to send it spinning into enemies for instant kills!

GYRO BLADE BEDLAM!



C: GRAND HALL



Jump over the railing and down to the lower level. Activate the Gyro Blade on the dais using the Devil Bringer. Knock it down one of the staircases and toward the coffin in the center of the room. The Gyro Blade destroys the coffin on contact, revealing a bounce seal. Nero cannot use it at the moment, but it is important for later. Head through the west door on the lower level into the Large Hall.

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Tip



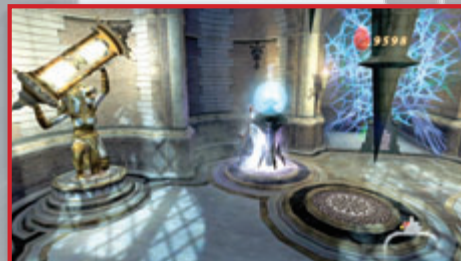
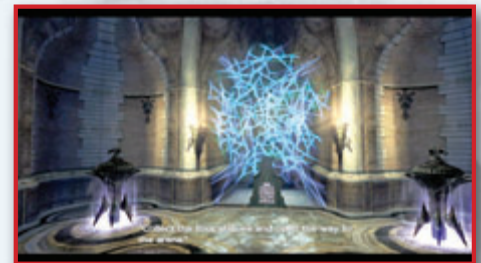
SMASH ALL THE CHAIRS AND BENCHES IN ONE SHOT BY USING THE GYRO BLADE. STRIKE IT WITH THE RED QUEEN TO SPIN THE BLADES, THEN HIT IT WITH THE DEVIL BRINGER TO SEND IT RIGHT UP THE AISLE,

DESTROYING ALL OBJECTS AT ONCE TO RELEASE THEIR ORBS.

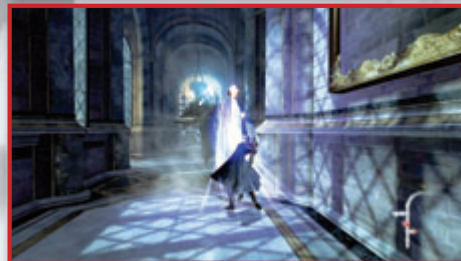


D: LARGE HALL

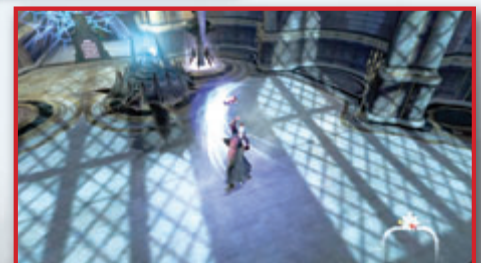
Proceed to the north end of the Large Hall to find a blue seal blocking the door to the Central Courtyard and a tablet that indicates all four Gyro Blades in the area must be present to unbar the path.



Activate one of the two Gyro Blades near this door, and punch it repeatedly to move it into the west corridor. Then strike it a few times with the Red Queen to spin its blades, and punch it again to send it flying down the passageway. Repeat this until it smashes the barrier in the southwest corner of the area, unlocking another Gyro Blade.



Enemies appear in the corridor. Spin the blades on the Gyro Blade and send it flying down the Large Hall to eradicate all of them simultaneously. One at a time, knock both Gyro Blades to the north end of the Large Hall.



Move them each onto one of the floor pads before the sealed doorway, locking them in place. Just one more Gyro Blade is needed....

E: DINING ROOM



Defeat the Bianco Angelo knights appearing in the eating area. Smash the chairs and dinnerware on the table to find hidden orbs.

In the corridor beyond, a fireball shoots through the north-south corridor. Nero cannot avoid the fireball, and takes damage if it strikes him. Activate the Gyro Blade in the nook and knock it into the north-south corridor. Stay behind the Gyro Blade and knock it down the passage to destroy all the fireballs it encounters. Continue knocking it down the passage until it destroys the fireball-generating mechanism.



NOTE



A demon scroll hangs on the wall behind the fireball-spouting mechanism. Examine it to engage Secret Mission 02: Alley-Oop. The purpose of this mission is to

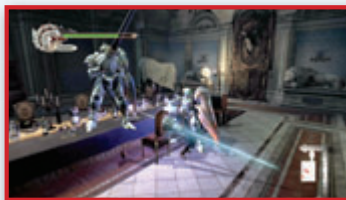
perform five midair Busters without touching the ground.

After knocking one of the foes into the air, hit him with the Devil Bringer. Quickly snatch the next-closest enemy off the ground, and smack him with another Buster. Repeat this until you've done it five consecutive times before landing.

This challenge is really hard, but it may be a little easier if you position Nero in one of the corners and let the enemies cluster around before starting.



DIPPER IS SERVED!



UNSEALING THE COURTYARD DOOR



The corridor from the Dining Room opens into the sealed area in the southeast corner of the Large Hall. Defeat the enemies that appear, then strike the blue dial until the gate rises.



Activate the nearby Gyro Blade and knock it into the corridor. Use it to defeat the second set of enemies appearing in the passageway.

Move the Gyro Blade to the north point of the Large Hall, and slide into place on the last floor pad in front of the sealed door. Go through the north door into the Central Courtyard.



F: CENTRAL COURTYARD

Nero encounters a couple of beautiful ice nymphs, known as Rusalkas. Enchanted by their exotic dance, he moves in for a better look. However, this is just a ruse of the repulsive Bael!



BAEL

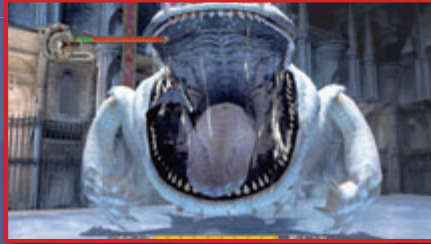
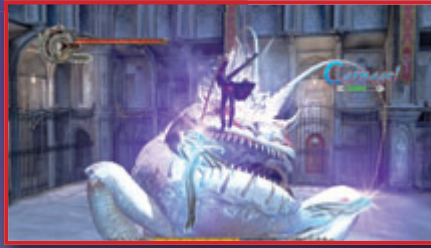


Strike the two Rusalkas until they suddenly disappear. When a pair of evil red eyes appears in the corner, prepare to jump aside as Bael rushes forward and attempts to eat Nero!



After you have struck Bael several times, the toad demon may roar and go limp. Quickly lock on to his tongue and use the Devil Bringer. Press the button repeatedly to energize the attack.

The Rusalkas are actually attached to the feelers on Bael's head. Start the battle proper by running toward Bael's face, and use the Hell Bound ability to glide over to him. Jump up and strike the icicles on his forehead to damage him. Meanwhile, he attacks in various ways, including ice breath and hopping attacks. Use Side Rolls or jumps to avoid ice breath. When he hops, avoid damage by moving outside the range of his shadow as it spreads on the ground.



Dante goes inside Bael's mouth and rips through Bael's back!

When Bael's health drops below half, he sometimes fires a storm of icicles from his back. This attack is easily avoided by running to one side or the other. The icicles create shadows on the ground before they strike, indicating whether Nero is out of range.



Occasionally Bael leaps to one side of the courtyard and vanishes. The Rusalkas reappear and swirl toward Nero. Attack one of them until it turns black and collapses to the ground. Then seize it with the Devil Bringer to pull Bael out of hiding! Avoid allowing either nymph antenna to grasp Nero, or he becomes frozen in place and vulnerable to Bael's leaping attack.



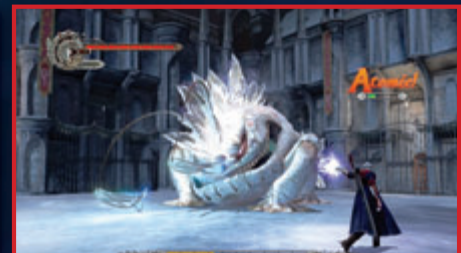
As Bael's health drops to a critical level and he turns bright red, he suddenly freezes over. While he is frozen, strike the Rusalkas hanging from his head to release Red and Green Orbs. However,

stand ready to Side Roll or jump out of the way, because Bael soon thaws and performs his leaping attack. Keep striking him until the battle is won.

Following the battle, Nero obtains the Rusalka Corpse. The purpose of this item is revealed in the next foray. Exit through the side door to complete this mission.



BACK TO THE POND, HORNY TOAD!



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DAN BIRLEW

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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.

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