

Devil Man (Import) FAQ/Walkthrough

by hushicho

Updated to v1.0 on Sep 8, 2004

This walkthrough was originally written for Devil Man (Import) on the NES, but the walkthrough is still applicable to the PSX version of the game.

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Devilman
NES/Famicom FAQ

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version 1.0

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o - updates

version 1.0 - I have completed the game, and I believe I've found everything worth finding. If you have more direct translations of the dialogue that you'd like included in the next update please feel free to send them to me; I've just summarized what I read, so I hope I haven't overlooked anything you'd rather have in! If you have any passwords, as well, please feel free to submit them. However, please also make sure you let me know where they are for and what you have done up to that point by comparing it with my guide. Thanks!

If you have any cheat codes, please let me know. This includes passwords for the Continue option.

If you have any corrections or comments, I'd be happy to hear them! Also, if anyone wants to give me any information that I've omitted and they think would make anything clearer or more comprehensive I'd love that; unfortunately my display is a bit fuzzy and some of the dialogue is difficult for me to specifically make

out, which is why on some points I've assumed.

i - Introduction

Long ago, demons ruled the Earth. It was a time of great turmoil and strife, and there was constant fighting amongst them as to who would rule. Eventually they were all sealed away in ice, to await their emergence one day...to rule again...

Millennia passed, and humanity's thriving world at last stumbled upon the demons' resting place, in the secret peaks of the Himalayas. Asuka Ryou's father, to be specific, unearthed a horrific mask which told of the time of the demons, and that only a demon would have a chance at fighting other demons...and only a human with a pure heart may harness the demonic power inside him...

1 - The Characters

Fudou Akira - The main character throughout most of the game. He is a pure of heart, hot-blooded hero who, like most 70s bad boys (especially Nagai Go ones), rides a motorcycle, at least in the anime. He lives with Makimura Miki and her family because his parents are away on business, and he and Miki are very close.

Asuka Ryou - Akira's best friend, a very cool but very strange young man. His father is an archaeologist who discovered the resting place of the demons and unearthed the forbidden mask.

Makimura Miki - A young woman living with her family and Akira. She is very headstrong and spirited, although she also realizes that she is not very physically powerful. She likes Akira, but she is unsure of telling him when they are in such a circumstance as they are, living together in her family's house.

Zenon - Chiefest demon lord, unleashed to take over the world with his cruel minions. Naturally since Devilman opposes him, he wishes for his death. His servants are numerous and of widely varied abilities.

2 - The Controls

A - Jump, Confirm

B - Punch

Select - Transform Up or Down

Start - Talk or Password

* You can jump and then press up on screens as giant Devilman to fly for as long as you keep pressing up.

PLAYABLE CHARACTERS

Akira - The hero and main protagonist of the story, Akira will be the one you use for most of the story. He is an excellent jumper and a powerful fighter, and he is the only one who can gather Ikari by defeating enemies. Some people will only talk to Akira, because Devilman terrifies them.

Devilman - The manifestation of the demon Amon within Akira's consciousness, Devilman is tempered by the desire of Akira to do good and stop the evil Zenon from controlling the Earth with his malevolent forces. Devilman jumps the highest, and when he has enough Ikari he can throw fireballs at foes.

Miki - Miki is only used in the first level to take care of a certain problem.

LEVEL 1 - Tokyo

After the introduction, Akira appears on the street in front of a house. First, go to the house with the red villa-style roof and brick fence outside and remember it: this is the Makimura household.

There's nothing to do there for the moment unless you want to talk to Miki's mother, so walk around the city and be sure to avoid the people on the streets; they will hurt you if you touch them, so just jump over them. They can't jump and they aren't very fast, so you should be fine doing this. Keep going into buildings until you find one that is inhabited, and talk to the young man there. He will tell you that Miki has been looking for you, so hurry back to the Makimura house and talk to the people inside again.

Mrs Makimura will say little, but Mr Makimura enquires as to whether or not you've seen the television reports. If you say yes, he will assume that you know what's going on and Miki will not yet appear. You have to say no (the bottom option), so that he can tell you about the fearsome things going on in the world, and only then will Miki appear in the next room over.

Talk to Miki there, who will tell you that Asuka Ryou, your old friend, seems to be looking for you too. She wishes you well, thinking that Ryou is a little strange; she would be right! Leave the house now and avoid the jumping demons by running under them when they jump high. Find another house with a red brick fence around it and go in. Asuka Ryou, a blond boy in a long black trenchcoat, should be inside this dark and forbidding place.

Talk to him; he will tell you the story of his father's discovery and attempt to convince you to help him in his plan to defeat the demons who have been unleashed. You can either answer the top option, which concedes to his wishes, or the bottom one, which obviously doesn't. Answer the top one, because if you don't you'll just have to hear his whole speech over again, and it was long enough the first time. Now he will explain further that you will become Devilman, and you will be able to gather Ikari energy to perform miraculous acts and so on. But to gather Ikari you must first fight demons...

So you will now be escorted to an area with several shape-changing demons.

-BOSS-

SHAPE-CHANGING WOMEN

At this point, they're challenging enough to be labeled as a boss! Try to avoid their jumping and hit them when you can. When you have gathered one Devilman head of Ikari, an energy ball will appear. Hurry and touch it! When you do, Akira will be able to transform into Devilman.

Now they'll go down with one hit each. Keep defeating the others as they come, and eventually Devilman will start to become concerned as to the whereabouts of his friend Ryou, who has vanished...

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You will find yourself outside. Go back to the Makimura house to find it empty except for Miki, who says that her parents were taken by a "special investigations" group, but she was left behind. She is terrified and has no idea what she'll do now. Talk to her again, and she'll heal you.

Go back outside and fight some demons. It will take two hits from Asuka to defeat each one, but you should be able to gather Ikari relatively quickly.

After this, go inside and talk to Miki again. She will insist upon going outside. You can choose between two options here: the first one forbids her from doing so as it's too dangerous, and the second says that it would be all right. Choose the second if you're ready, and Miki will say probably the funniest line in the whole game: "Leave it to Miki-sama!"

Go back to the Asuka household, and there Dosuroku will be up to no good as usual. He'll try to intimidate Miki.

-BOSS-
DOSUROKU

Technically he's not really much of a boss, but he can still be devastating if you're not ready for him. He mainly walks or jumps around, and he can be jumped over, run under, and generally avoided and slapped around. Dodge him as best you can and move fast to put paid to this delinquent. In a few slaps, he'll be down for the count.

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Return to the Makimura house, and there talk to Akira. He and Miki will have a short talk about Dosuroku and the little disagreement they had, and Miki confirms that indeed, there are demons abound. Now you'll have control of Akira again; if you talk to Miki at full health, she'll insist that she's not going to leave the house again!

Go back to the Asuka household now and talk to the delinquent there named Masa. He seems to be acting strangely, and Akira notices this at once, suspecting demonic influence. Slap some sense into him, and he'll talk and express his confusion and gratitude, although it's obvious the whole ordeal is beyond him. He wishes you well, so take that for what it's worth and go out again.

Now, if you want to, you'll be able to change into giant Devilman! Simply choose Devilman Change and Up again after you're regular Devilman. There are different enemies here, so be careful of them: one is a burrowing green creature who comes up from underground and throws harmful rocks, then shoots arrows, and the other is a nasty thing that will charge you if you're not careful. The green creature can jump very high, so make sure one's not about to leap up at you if you fly over them.

If you're ready, continue to the right, across the vast and barren plain. You can shrink back to regular Devilman, but there's really nothing to see on the plain in that form, and no enemies are abound. So keep going towards the right as giant Devilman, and you'll see a sparkling ring. Once you get close enough, Sirene will attack, drawing you into the sky for a fearsome confrontation.

-BOSS-
SIRENE

Sirene is surely the most powerful boss you've faced yet. If you have Ikari, fling fireballs at her, all the while making sure you avoid her claw when she unleashes it. Once you've done enough damage, she'll flee and descend back to her ally on the ground.

SIRENE SECOND FORM

The wounded Sirene will merge with her demonic ally and attempt to charge you. Use your flying abilities to their best, avoiding her charges and settling down behind her if you can. Unleash as many punches as you feel you can safely manage at this point, then take off again to avoid her next charge. She isn't

too tricky as long as you remember to be patient and don't forget your powers!

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Now that you've reached a Level of 2 masks, you should level up your Strength more by defeating demons. Go around the town or, if you're feeling particularly lucky, the forest, and fight-fight-fight! Eventually your Strength bar will increase, and you should go see Miki for healing as soon as this happens. Get it to a satisfactory level, then look around the city one last time before we hit the forest again. It's time for a descent into the fiery depths.

To get there, shrink down to regular Devilman in the forest and try to enter any of the large black areas where there are no trees or plants. It won't take long before you hit the right one.

LEVEL 2 - Underground

After the massive and sprawling first level, this seems much simpler. Looks can be deceiving, however, because unlike any area so far, the underground is made up of pits, platforms, doors, and destructible walls. This is also the first time that humans will be pulled into danger, so be aware! Once a human is taken captive by a demon, you should go and rescue him or her as soon as you can.

* Rescuing hostages consists of basically going along until you encounter the demon who has taken a human prisoner. Once you get close enough it will give you the option of rescuing the hostage, or allowing the demon to devour him; choose yes of course (the default option) and quickly kneel and hit the demon with a couple of fireballs, then turn when it's on the other side and hit it again to destroy it. You can also try other techniques, but make sure you aren't hit by this demon as it is extremely strong.

You'll fall down a pit onto a platform most likely. If you keep falling past these you will fall towards a pit of lava. Make sure you don't fall in the lava, or else you'll bounce along losing health the whole way. Either way you go, go to the bottom platform and make your way left, avoiding the demons or making sure you don't get hit by the falling stalactites.

Drop down another long pit and avoid any enemies that appear here, then go to the right; make sure you don't get in the lava, again. Go to the right until you meet a dead end, then drop down and to the right, careful to avoid the lava, and go in the room. You can talk to the man there until he heals you.

Then retrace your route up and to the left, over the lava until you reach some platforms leading up. Head right to find a destructible wall, and make sure the tall grey wraiths don't get you. They're very fast and have an incredible reach, so be sure not to be caught within that reach! Continue up and towards the right for a little while until you find yourself with the only option being to drop down. Do so and go left over two pools of lava until you can drop down again. Go down and to the left, over more lava, then drop down again and go to the right over lava. Demolish another collapsible wall, and here you'll see another sparkling ring. Time for another boss battle.

-BOSS-

This boss is not too difficult if you conserved your Ikari. Just stay at a safe distance and keep hurling fireballs at him. Beware of the projectiles that he emits, and make sure you don't get caught in a flurry of them. He will teleport around and then split into two, and if you defeat either your strength will be replenished.

This makes the remaining one a piece of cake! You may also be lucky enough to get them both at once; either way, your strength will be replenished, and your mask level will increase.

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Go through the door and you will find yourself in the apocalyptic world left after the mass advent of demons.

LEVEL 3 - Tokyo Ruins

You will emerge in front of the doorway into a small building. Don't go in, since you can't really do anything in there yet. Instead, go to the left and find the only other building you can enter, an orange-red building. In here you'll find your old friend Dosuroku, with whom you can speak. Well, he's not really much of a friend. In fact, he's reminded of the favor he owes you! So after he gets a little comeuppance you can ask him to search for the Makimuras with the bottom option, or ask him what he intends to do otherwise with the top option.

If you choose the bottom option, you will take control of Dosuroku. Do that at once, and go outside. Although he can plow through demons in one hit (just like Akira now can, incidentally), try to avoid them as best you can and enter the other building, to infiltrate the military compound. Beware, because in the ruined city are not only the regular leaping demons but also hulking savages who are very dangerous. They appear rarely, but it's best to take no chances.

Upon entering the building head down and to the right, avoiding the laser on the second descending passage. You may encounter armored guards here, but their bullets can be avoided by either jumping around them or, more simply, by kneeling. Go to the destructible wall and smash through, heading up when you can, avoiding the laser on the platform and entering the room.

You'll meet an armored trooper here, and if you talk to him you'll find out that he knows nothing. He simply says that this facility is the headquarters of the "Demon Special Investigations Group" and that only demons who have been arrested are kept here! So you'll have to find someone else if you want to find the family. Leave here and go back down and to the right, breaking through another wall.

Hop across the platforms and avoid the lasers, continuing until you can go up again. Enter the room here and talk to the person you find. He's a little bit disturbing with his talk of torture, and even if you ask him point-blank he's not forthcoming. Walk over and soften him up with a well-placed smack, and he'll tell you more about where to find the Makimura family and give you a key. After this rather unsettling discussion, head down and to the right again, beat down the wall as you have before, and quickly enter the door before the swooping creatures reach you.

Here you'll meet yet another delinquent with nothing good to say. Apparently there was some kind of disagreement, and characteristically it was said that they were just demons themselves, wearing the skin of human beings. A very poignant line. Too bad it doesn't tell us where they are. At least, not until you soften this one up the same way you did the other one. Now you have all that you need to proceed! Go back out again and make your way back to the start, since there's nothing else you can do here.

Talk to Akira in the building from before, and Dosuroku will give over the key. You will now have control of Akira, so you may wish to do some fighting and gather Ikari before you try to infiltrate the headquarters of the group yourself.

Go along the route you went before, going down two passages and continuing to the

right, past the collapsible walls until you reach the laser platforms again. This time, instead of going over them, drop down. You'll see that this area could only be traversed by the superior jumping ability of Devilman. Head to the left and then turn back into Akira to punch through the wall...remember, you want to conserve your Ikari for the boss, not waste it beforehand.

Head across the platforms...they're pretty easy at this point, just avoid the lasers. If you fall into the pit, don't worry. It's easily jumped out of by Devilman, and then the second pit can even be jumped out of by Akira if you just want to take it as a shortcut. Keep going and drop down the next pit, and you'll be in an area similar to the first one that you could only navigate using Devilman.

Go left, and blow through the wall to find a door that will now be open to you. Inside, a demon holds Mrs Makimura hostage, so destroy the demon and rescue her. She will tell you that the head of the household is in the room at the right edge. Now go to the right and follow the path over, avoiding the laser and beating the wall down. Free Mr Makimura, and he will tell you to meet with Yamanobe, who was Akira's father's assistant.

Leave the room and head left, going to drop down again at the passage immediately next to the room, then head left and drop down again when you have the first opportunity.

Head to the right, being careful in case you run into green, armadillo-like demons. They will release bouncing projectiles that can harm you and will give chase, and they themselves are nothing to cough at either. There also may be serpentlike demons that are green and orange, which will release twin flying creatures at you, so be careful you don't get hit. Break through the wall here and prepare for another boss battle.

-BOSS-
JINMEN

Akira will hear his mother's voice, but it's one of Jinmen's hideous torments, as the demon tells him that his mother was delicious. He says that all those he's claimed still live on his carapace...in eternal torment. This pushes Devilman over the edge!

Jinmen is fast and cruel, so I hope you had some Ikari saved up for the fight. Hurl some fireballs at him before he gets the chance to use his Gamera-inspired attack. Eventually he will take to the sky though, and he will sail up and down in a zig-zag pattern. He's not too fast and doesn't vary too much, so he's not really hard to miss...but he is very hard to hit without getting hit yourself.

He also must be hit from the front as his shell will absorb any other hits, so try to make sure you hit him from that direction if you can. Hurling fireballs is the best way to do it, so try to have some Ikari saved for this.

--

Go through the door and emerge in the forest...even though it's infested with demons, it's bound to be a relief after fighting Jinmen.

LEVEL 4 - Hell on Earth

Yamanobe's secret hideaway is supposed to be in the forest, or so claimed Mr Makimura, so look around until you find a room hidden within the depths of the forest. It is here that Yamanobe is hiding do to his research. Apparently he was researching demons, along with Akira's father Hakase.

Then turn into Devilman, and he will recognize you! Akira is shocked; talk to him

again to find out more about his research, and at last he will give you the option to let him do some adventuring of his own. Choose the upper option to do this, and go to the other forest entrance to descend once into the secret bunker of the "Demon Special Investigations Group" to try and liberate an essential ally, Izumi Masami.

Go to the right and make sure you avoid the monsters if you can; Yamanobe is okay, but he's certainly not a fighter. You can take care of the armor guards the same way as before, by ducking under their bullets and punching them when they get close enough. Keep going to the right and then descend and head left.

The first door you go in holds a person who tells you that the laser controls are underneath. So, head left and descend again. Go towards the right until you find a lengthy drop and go down all the way, bearing left to try and avoid the fluttering ghostlike demons that will plague you. Go left when you hit the ground and enter the first door to find someone you can ask about the whereabouts of Izumi Masami. Asking about your acquaintances, the young man will give you a little information.

Go out of this room and leap up on the little platform, then up the stairs there to the door above. Go inside to confront Yamanobe's corrupt former colleague and find out more information about where Izumi might be. He won't answer at first, but if you let yourself get carried away in the heat of the moment and slap him a few times, he'll talk! He confesses that she's being kept in a room to the right of this one, and he tells you about the shield on it...so leave him to mull over what he's done and retrace your steps up and out of the facility, going back to the hidden forest to talk to Akira.

Now you'll be in control of Akira again, with Yamanobe wishing you well. Return to the bunker and head right, going in the doors if you wish; if you had come before, the tormented prisoners wouldn't have been all that helpful. However, now they recognize you instantly as a friend and ally. The fourth room over contains an imprisoned girl who will gratefully restore your health if you liberate her from the glass container, so do this at once and come back whenever your health dips below what it should be. Continue right and down.

Now go to the right and turn into Devilman to clear the high wall that Yamanobe couldn't. Turn back to Akira to conserve Ikari and make your way over, leaping to the door on the platform to the right. Here you'll see Izumi trapped within the container, surrounded by lasers! Simply time your jumps just like you did for the rest of the lasers in the compound and slip past to the column. Punch it to break her free, and she will return to Yamanobe's side after telling you of Geruma, who protects the waterway leading to the ice world of the demons.

Leave the room as you came in and drop down to the floor. Go left through a wall and, after being careful of the armor troops, enter the door you will come to as you go left. In here destroy the panel on the right wall...congratulations! You've just eliminated the laser controls that the young man told Yamanobe about earlier! This will make your job a lot easier as you can move around as you please, without worrying about dodging lasers any more.

Go out of the room and continue left, turning into Devilman again just to clear the high wall. Descend and head right, then leap over the pit and break through the wall there, continuing to the right. Be careful of more troops and continue right through another destructible wall, and prepare for another boss battle.

-BOSS-
DEMASUUKU

This boss isn't very difficult. He stands around and moves fast, or rolls in a ball and bounces around the screen. Like the boss of level 2, he splits himself into two in order to try and cause more trouble, but your strength is fully

restored after you beat only one.

You should have a sizable amount of Ikari after the easy level, so just let him have it with fireballs and keep going. If you don't have any Ikari, try to avoid him as best you can and hit him when he's moving slowly. Keep hitting as much as you can; since your strength replenishes anyway after one of them is destroyed, don't worry too much about that. He should be gone in a short time indeed, clearing the way for the fearsome finale.

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LEVEL 5 - Undercurrents

* Note: Here the jump button doesn't work because, obviously, you're submerged in water. Use the up button in combination with directional buttons to move around.

Here you emerge underwater. Continue to the right, battling the monsters you find there. If you go up one passage and to the left, through the door you can come out in the forest; if you go all the way up and to the left, you come out in the city. This is useful if you need to restock your Ikari, but you'll have to come back through the forest bunker to get here again. Still, it wasn't too hard a level, so no worries there if you need more Ikari.

Descend and head right, then descend again and go right. Avoid the demon-prawns (my own pet name for these annoying creatures) and go up when you reach the dead end. Go left and up, then right and up, then left and up and so forth, following the path, and you'll be confronted with more leaping demonic fish. Break through the wall past them, and you'll be confronted with another nasty boss.

-BOSS-
GERUMA

Geruma mentions Satan, and instantly Devilman is interested. However, even though Geruma seems to hint at a few things, he isn't forthcoming as to what he knows, and he attacks.

Geruma is large and fast, making maneuvers difficult in the underwater environment. Instead of trying to avoid, you should have enough strength to just attack at once, and hopefully you have enough Ikari left as well. Once he's had enough, he stops his fight and admits defeat.

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Geruma's last words seem to indicate that his superior or superiors intend something fearsome, but before he can say anything more he expires. Instead of going through the door as you might think, go back and retrace your steps to the start area. Don't worry; now that you're up a level, the enemies are that much easier. Go out the passage to the forest, which is the first one above the passage you entered the underwater area from originally.

Return to the secret quarters of Yamanobe to find Izumi awaiting you. It seems she has something to say, even though it's not easy for her to express. She reveals that in fact the demon world's uprising is not only Zenon's doing, but Satan's as well. Akira instantly recalls Geruma's words, and Izumi further explains that Satan is actually none other than Asuka Ryou! In shock and disbelief, Akira denies it. However, he quickly realizes that it must be true and resolves to stop the demon advance.

First, however, he has some things to tie up back in the city, so leave Izumi there and return to the ruins of Tokyo. Return to where Dosuroku was, and here you'll find Masa. Akira pleads for Masa to protect Miki, and since Masa remembers Akira saving him from demonic influence waaaaay back in level 1, he wholeheartedly agrees.

Now you will take control of Bokutou Masa, finding yourself in Miki's room. She will scream in surprise, fearing the worst, but Masa reassures her that he is there to help her. Now go outside and fight the demons that appear there. You can go around and in buildings to talk to people, but they don't really say anything new or informative. Walk around the town and keep defeating the demons.

Eventually Akira will express his gratitude and swear to Miki that somehow, he will return safely from the demon world.

LEVEL 6 - Demon World

Now the final confrontation begins, as Akira finds himself in the demon world of ice. Heading right, he's immediately confronted by one of the most terrifying and disturbing of the demonic host...Psycho Genie.

-BOSS-
PSYCHO GENIE

Although not really much of a boss, Psycho Genie is still unsettling if you don't know what you're up against. After a brief introduction...it attacks you beyond the physical realm!...Psycho Genie will attack. Get in a hit before it vanishes, and make sure when it reappears you attack again, as much as you can. This is because every time it appears, you will take a huge amount of damage! It should fall after a few hits.

An alternative method is, after going through the door to the icy realm, walk right just far enough so that you can see Psycho Genie. Then hurl two fireballs at it from afar, not giving it the chance to speak or attack. This will finish it off just as surely as fighting it hand-to-hand.

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Continue right and through the door, entering a larger cavern of ice. Here you must be careful of not only the falling icy stalactites, but also the horrible demons that will drop down from the ceiling and attempt to roll into you and attack. These can be useful sources of Ikari if you want to take them on one by one as Akira, just remember to leap over them and strike at their backs. They'll then roll into a ball and head in the direction they're facing, so it's good that you're behind them. Then repeat this by leaping over them and hitting them from behind again, until they are defeated. You may notice that they always turn around from walking or rolling at the edge of the screen, so depending on how you move, you can more or less control their pace! Don't worry if two come at you...they're really not too clever.

Head to the right when you're satisfied, making sure you avoid the stalactites and other enemies, and head upwards. Go left and up again, avoiding the wild flying snakelike creatures, and going left again and up, and repeating this process and avoiding stalactites, snakes, and ice demons until you reach the leftmost side, continuing upwards as you can and now to the right. The stalactites are more plentiful as you go, so have a care whenever you leap onto a platform not to simultaneously throw yourself into the path of one.

Remember, Devilman has a higher and longer jump than Akira, so if you were going through as Akira...don't call it quits on that leftmost jump up to the next level yet!

Keep going right until you reach the right side, where there will be some platforms up to a hole in the ceiling. Beware of the white wild snakelike demons again and destroy them as soon as possible, then ascend to another icy venue.

-BOSS-

Here is another demon talking about Satan's orders! But unfortunately he won't divulge any more of the plan before he attacks. He's fast, but you can jump over him and avoid his strikes. You should attack fast and frequently, because he will get in some hits on you. You must give as good as you get.

He doesn't have any tricks up his sleeve or anything like that, so don't worry about sudden switches. Just hit him again and again, and he'll be history before you know it.

Another technique to use, just like Psycho Genie, is to go through the door and go right just until he's visible, then hurl fireballs at him from afar. He'll go down very quickly.

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Head through the door to confront the emperor of the demons...Zenon!

-BOSS-

ZENON

Once you go through the door, Zenon will greet you and identify himself as the king of all demons, saying that your numerous defiances are all for naught. Devilman counters that he is happy to fight again and again to stop Zenon's evil, and the battle begins.

To stop Zenon, first move between the two posts next to you, closer to the second, taller one. You can remain here and avoid most of his attacks, and just time your jumps to avoid his fireball flurries and his lower face's hideous flame strike. Jump up and attack his actual head so that he flashes, and he will fall to your superior power.

Alternatively you could stand at the left edge of the room and try to hurl fireballs at his head while jumping over his fireballs, but this only works sometimes. Still, his fireballs do a lot less damage than actually risking being touched by him (massive damage there), so this is also a safe possibility if you have Ikari left to burn.

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*ENDING AND FINAL BOSS

Ending One only occurs if you have failed to fulfill certain conditions in the story. However, this walkthrough should place you easily within the circumstances of Endings Two or Three.

Ending One

Zenon expresses confusion at this amount of power, wasted in this manner, and expires. From seemingly nowhere, your missing friend Ryou appears to

congratulate you on your victory. Devilman expresses concern that he can never again become human, but Ryou consoles that even as Devilman he can live well.

Zenon is destroyed...however, demons have planted a seed of fear within humans...personally set out on a ruined path...and twenty years in the future, humanity itself became extinct.

* * *

Otherwise...

Devilman frantically asks where Asuka Ryou is, alarmed, and is transported to above the planet Earth itself for the answer. Ryou says that he will now assume his true form, and he begins his attack, but Akira counters that he will not be overcome.

-BOSS-
SATAN

Possibly the easiest boss in the whole game, I tend to think that you would only lose to him if you wanted the game to turn out more like the manga. Just dodge him, or just keep hitting or flinging fireballs at him, careful of his triple fireball attack. He can fly around and quickly swarm you, but he's really not too challenging. Simply keep attacking when you can, and remember that if you stay in one place he will crowd you. Don't worry though, as he doesn't do much damage at all. Just keep attacking and he will fall to your superior might.

--

Ending Two

Stunned by defeat, Satan says that the world was once the demons' world, that the winning blow came from fighting to protect that world. Now, after his long sleep, the time of awakening has come...he had not forgiven humankind for dirtying the planet. To know humanity he had become human, for the purpose of destroying them. He became Asuka Ryou, whose memories were too good, and likens this to Amon and Akira's own arrangement. He wanted Akira to live...

Akira speaks his friend's name, and Satan continues.

He congratulates Akira, and further says that even only Akira's survival was enough for him.

Akira seems moved by this show of emotion and repeats Ryou's name.

Only a few humans survived the demons' attack...because of the actions of Devilman and his friends they survived. Devilman helped humanity to transform into higher beings: Dosuroku, Bokutou Masa, Makimura Akiko, Makimura Kouzou, Yamanobe Jyoshu, Izumi Masami, and...Makimura Miki.

A wonderful beginning.

* * *

Ending Three

Having defeated Devilman, Satan says that the world was once the demons'

world, that the winning blow came from fighting to protect that world. Now, after his long sleep, the time of awakening has come...he had not forgiven humankind for dirtying the planet.

Akira says nothing...

And as Satan looks over he sees that half of Akira has dissolved, only his torso remains. Satan is appalled.

* * *

4 - Cheats and Passwords

There are no known cheats for Devilman, but if you know of one and would like to have it included in this FAQ, please send it to hushicho@comcast.net and you will be given full credit in the section below. Thanks in advance!

* Passwords

kikoKIuauUNEtaHAau - Level 1, right before fighting Sirene as giant Devilman
saOnakuuoKatsuyuaaaaUSONEka - Level 1, Makimura household, after defeating Sirene
kuanokuatoUNOyowawawawaNONEka - Level 6, before fighting Zenon and Satan

If you have any particularly good passwords, please send them to me at the address above. You will be credited for these. Thanks!

5 - Credits and Thanks

Thanks go Nagai Go for always creating such fascinating worlds that we are eager to explore! Nagai sensei has changed so many lives, it is the dream of any artist to do so.

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