

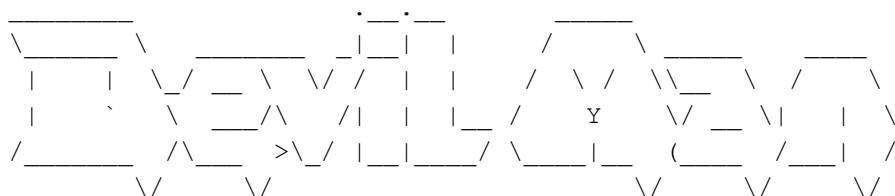
Devil Man (Import) FAQ/Walkthrough

by Tactics7777

Updated to v1.5 on Jan 25, 2009

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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2. Introduction to Guide

Hello, and welcome to my second guide. "Devil Man" is a Namco released game, and as far as I know only released in Japan. I wouldn't suppose the game is very popular, but while browsing GameFAQS I came across a thread dedicated to a project to complete an FAQ for every NES game available. This game is quite good, however it DOES have Japanese text. Regardless, I have played through it, and I understand 0% of the Japanese language. The game boasts some cool features, such as autosaving and an Intuitive fighting system and above-par graphics, IMO atleast. The music is excellent and there is

Also: The story of this game is based on a manga. More info can be found here:

<http://en.wikipedia.org/wiki/Devilman>

Credit to information at the bottom regarding alternate endings goes to Sasha S. Thanks a lot for the E-Mail.

3. Walkthrough

Your adventure begins with, well a cutscene. A brown demonish creature will explain something to you, assuming the role of the antagonist, this cutscene is skipable. Thereafter, you'll arrive at the Menu. Let's begin.

The game begins with more cutscenes of devilish creatures speaking. Fudo Akira appears with a disgruntled face.

You appear on a stage with control of the human form of Fudo Akira. Evil men and creatures will try and ram into and damage your health. You can crouch, punch or jump over them. Press "UP" to enter doors, and "START" then "TALK" with a human if you see one. Now onto the walkthrough.

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Streets: PART 1  
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Begin by going right. Old men will appear and try to hurt you, don't punch them, instead jump over their heads. If you get hit, run past them while you have invincibility frames. Your first objective would be finding a building that has 3 horizontal rows of 4 blue windows. The door will be wide open. Enter and talk to the man in the green shirt. Exit and head right. Look for a red brick house, there is also a brown door. Inside is a motherly looking woman. Speak with her, then go into the next room. An elderly man will be there. Conversate with him and choose the second option, then go right. A woman in pink should be there, speak with her then leave.

Note: The elderly man doesn't appear unless you speak with the other two people first.

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Streets: PART 2  
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The old men have now turned into white flying devils, but will not die from punches. Head right, and enter every house you can so you don't miss where you have to go. There is a large, horizontal building, also made of red bricks and with a red door. Enter there. There should be a woman inside, if not talk with everyone again and she should be in there. Speak with her, selecting the 1st option to her question.

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Blue Dungeon  
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You should now have been warped to a blue dungeon. You will be on a non-side scrolling level now, with two creatures. Fight them. After punching one, your "Ikari" should increase. After enough hits, a red ball will appear. Grab it to transform into a Devil. (Hence "Devil Man") You will have the power to one shot the demons, but watch your health, they are still strong. (If you die, however, don't fret as you can continue as you were.) After enough kills, you'll be outside again, as a devil.

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Streets: PART 3  
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Head right. Enter each house and talk to every person you come across. You'll see that woman in the pink in the brick house from before. Her name is Miki Makimura. Speak with her and you'll receive two options, choose the one on the right, as I'm not sure the left option works. Speak with her more and she will heal you =).

After about four times of talking to her select the second option when she presents it to you. You will now play as Miki. Head out and go right. Enter each house until you see a man in a grey suit. An event will trigger. He will attack you.

NOTE: You may be able to do this and many other parts as Fudo.

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BOSS 1- Suited Man  
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The Suited Man begins by rushing at you. He does moderate damage but he is not someone to worry. Do a hit and run strategy and after 4-5 hits he'll be out. Watch for when he jumps, and keep a distance when he attacks. When he is dead he falls down.

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Street: PART 4  
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Go back and switch out with Fudo. Go outside and kill off a bunch of demons to build your meter up. Get it to 6 devils heads, this will be about 30 white devils (Estimate). And, if your HP is low, head to Miki for a heal. Head right, as always, and you'll find a man with a baseball bat and a blue suit if you continue entering buildings. Walk up to him and punch him. Leave and he'll disappear.

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Road: PART 1  
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NOTE: You will be able to use Devilman Form 2 from up to this point, when he jumps press "UP" to ascend even higher. He can shoot fireballs and his very large, not to mention his health bar has increased.

You can now change into Devil Man. By pressing "SELECT" you can become him, as well as shoot fireballs when you have enough devil heads. However, people are afraid to talk to you. When in the streets, fight enough enemies so you have 6 devil heads, (Unless you already have this amount) and press "SELECT", then "UP". Press "UP" again and you'll be in Devil Form 2. Head right until you see a glowing ring. A cutscene will begin.

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Boss 2: Harpy  
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A harpy looking creature will begin to attack you. She is very aerial and quite quick, however she isn't hard to defeat. Hit her and keep a nice distance. There is a red hand that flies around in the air, but it is easy to dodge. Shoot your fireballs at her and in around 7 hits she'll fall.

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Boss 3: Fusion Harpy  
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The Harpy will fuse with the big Green monster during another cutscene and they will promptly attack you. Don't move for this boss. Continuos hit the attack button until she is directly in front of you, run left but not for too long. Strike her down with another fireball or two and she'll be done.

~~~~~  
Road: PART 2  
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Walk under the green thing that falls from the sky, and your HP will fully restore. There should be a forest in the background a bit left from here. Stand in front of the forest and press "SELECT" and then choose "DOWN".

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Forest Cave: PART 1  
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Continue right while pressing up fast and continuously. Soon enough, you'll see yourself falling down a pit onto a platform. Continue downwards until you can go left. Go left then fall down another pit. You should now have landed on ground. Go right but look up. There should be a platform leading to another floor. Go up and break the walls that are presented to your right. Continue this way. Ignore the door and head up, then right. Continue up and right until you find a large pit. Fall yourself down and search for breakable walls. Find the wall in the southeast corner and kill the enemy inside the room. Continue your conquest downwards and left. There will be another breakable wall, this time a cutscene will trigger.

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Boss 4: Cave Troll  
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The Cave Troll is an easy boss. He is not very offensive and mainly hides himself within the floor. He attempts to make copies of himself and assault you by surprise, however if you stay on your toes he isn't much trouble. Continue hitting him until his copy dies, and then take him out.

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Destroyed City: PART 1  
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Kill any enemies approaching and then turn back to human. Head right and go into the first place you see. Talk with the man inside the building and select the second option. Head out and go right.

~~~~~  
Destroyed City: PART 2  
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You are now playing as Dosuroku. His knife is quite powerful, but is limited

on HP. Regardless, you must head right. Keep right while pressing up constantly. The next building you enter is an action stage of sorts, similar to the cave. Head right then down to begin, continually head right breaking every wall in your path. Eventually you'll see a mechanic looking guy (Well, thats the vibe I got anyway...) Talk to him and stab him. Then leave. Go left, then up and speak and stab the next "mechanic". Leave. Head backwards untill you can go up and then speak with the soldier in the suit, head out and go left again, back to the entrance. Jump up then leave.

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Destroyed City: PART 3  
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Head back to Akira, then switch out with him and become Devilman. Go back to the action stage and head right until there is a place you can jump down. Head right and jump over the blockade. Stay right and keep yourself high. If you continue this direction you'll reach a door. Go through and you'll witness something. You'll be give a choice. Select "No". Leave. Go right and when you can go down do so. Then head left when you can go down again. Go down, then right again. youll see some blue enemy, kill him, go right then break the wall. Another cutscene...

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Boss 5: Turtle  
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The turtle is BY FAR the toughest boss in the game. He is nearly impossible to defeat without fireballs and it is hard to obtain devil heads because there are no healing rooms. Anyway, shoot fireballs 4 times to start the fight off and then he will ascend in the air. Fireball his ass, but watch his speed, he might smash into you.

~~~~~  
Forest: PART 2  
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Similar to before, go right and press up and continuously and you'll find your self in a new base. Head right from here. Go into the next two rooms and talk to the two people. Continue to break the glass in the other rooms and talk to the dinosaur guy. Keep following the path presented to you. IMO this is the easiest zone to clear and the level is quite linear. Keep a straight path and soon you'll reach the boss.

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Boss 6: Machine  
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This boss is similar to the Troll boss in the sense that you will be fighting two bosses, but if you have enough fire, it's very easy. Focus on the left one because he'll have less health considering you'll be barraging him with fire off the start. Continue on to the next, he's quick in ball form but not hard to dodge. Keep distance and back up. Finally, you can walk into the lightning they emitt but only if you attack him too.

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The Sea: PART 1  
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Go right from the start, but remember because you're underwater you press up to

go up, not jump. There should be a large vertical "hallway", go down and right. Then from here go Up and left, and finally up and continue going up, then go right. Break the walk an encounter the boss.

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Boss 7: Dragon  
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The dragon looking creature is TOUGH...

Unless you know how to defeat it. Basically what you want to do here is crouch and attack him RIGHT when he goes near you. If his color changes his attacks won't hurt. After a few hits, he will trigger a cutscene and the battle will end.

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Ice Wasteland  
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Go into the door to reach the Ice level. Continue foward to see a green monster Don't fight it however. Instead dodge it and continue. Go into the next door, and continue off here. Every time you hear ice falling press "left" and when it drops go back right. When you see ledges rise up them and go left. Continue upward, there really isn't much else to say. The layout is self-explanatory.

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Boss 8: Boxer  
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This boss is incredibly hard. Watch her attack patterns. While she has NO special moves whatsoever, she has half-lifebar damaging melee attacks. She is actually quite similar to the Dragon boss IMO. Around 8-10 hits will do her in.

Once you beat her your life bar will JUMP. Congratulations.

~~~~~  
FINAL BOSS!  
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The Final Boss is more or less a pushover. Here's the strat.

The bottom head blows fire, when he is doing so don't jump on that platform, stay directly behind the platform. When the fire goes out, make sure that the top head isn't blowing fire, then smash him. Jump down to the safety spot as quick as you can.

Afer 10-12 hits he'll be finished.

The big brown guy from the beginning of the game says something, then it say

END ?

It is not the end yet however. I have recently (and suprisingly) obtained some

more information about the game through an E-Mail. This will describe alternate endings. Thanks Sasha S!

I am writing you about your Devilman walkthrough on GameFAQS. That game have 3 ending. You described the easy and bad one. Two get good and not so good ones you need to: When playing as Dosuroku talk with not just a soldier in upper room, but with the two guys, which are in two rooms in the upperright and right parts. You need to talk to them, then hit them, then talk again. After that

you need to save Mr. and Mrs. Makimura by Devilman. Mrs. Makimura is in the room in leftmost part of the suburbs. When you save your, you need to talk with her, and she will tell you where to find Mr. Makimura. She will say that he is in the room on the same floor but in the rightmost part of it. Go to that place, save him and talk. He will tell you that you need to meet with Mr. Yamanobe in the forest.

When you beat Jinmen (big turtleboss), you can proceed to the forest and in one of the entrances here will be Mr. Yamanobe. Talk to him by Akira. Then talk to him again by Devil Man. If nothing will happen, talk with him by Akira again. When he ask you a question you must select first answer and it switch play to him.

While you playing by Mr. Yamanobe you need to enter the Laboratory in that forest.

Then go here to down part. There will be a room with a guy who tell you about Prof

Rainuma. Talk to him again and he will tell you that he is just in the room at the

upper floor. Go there and talk with Rainuma. He tells you that knows nothing. Then you need to hit him and talk about 4 times in a row. He will say that in top of

rightmost part of laboratory is room where Izumi Masami is held captive. Go to Akira switch to him. After that in some rooms will be female demons which can heal you. Go to the top rightmost part of laboratory and save Izumi Masami. She will tell you about that Gelmar is protecting exit of underground waterway to the

world of ice. And that you need to meet her again later. Go to the entrance to waterway, beat the boss, then swim to Gelmar boss in the end of waterway. When you beat him you need to return back. In the top left most part of water way will be

exit to the destroyed city. Go where Dosuroku was and talk with the guy named Masa.

Akira will ask him to protect Miki. You now will play by Masa and appear in the first

town. Talk with Miki and exit the house. Beat some demons and after some time Akira

will appear and thank Masa for help. After that you need to go to the forest where

Mr.Yamanobe was. Here is Izumi Masami. Talk to her and she will tell you that the

true identity of that blond guy (you thought it was a woman) Asuka Ryo is Satan. After that you may go to Ice world and beat the bosses.

Then you meet the final boss Satan. If you beat him/her you recieve a good ending.

Satan is easy boss but if you want the third ending you must to be defeated here.

E-Mail me with your questions or any other comments or information to Tactics8@hotmail.com.

5. End of File

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