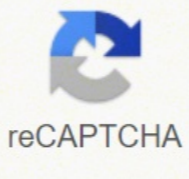


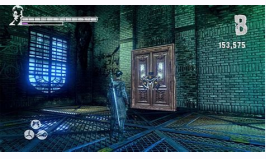


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Devil may cry 1 enemy file guide



Marionette- These are the basic monsters of the game. The zombies from Resident Evil as it were. They have a few attacks, all easily dodged. They will wind up and spin at you with blades out. They will spin their weapons (gun, knives, or crescent blades) and throw them. The blades travel curved, the knives and bullets straight. They will also slash at you in a horizontal slash. They rotate around you very quickly sometimes, so keep shooting, and moving, to distract them. When they die, their scythes come spinning to the ground, one last shot at you. Dodge it. Shotgun or the pistols are good against em. Bloody Mari- Slightly stronger than the Marionettes, these are the red marionettes. These guys have your attacks, which are very numerous. They have the 4 hit sword combo, the high time slash combo, the short range stinger, the kick 13, the 4 hit Ifrit combo, the jumping Ifrit kick, and the Ifrit uppercut. Kyklops- These Phantom-like foes aren't too easy. Use the grenade gun to hit them from long range, and if it comes to it, Ifrit is the best for close range, especially with rolling blaze. They attack with clones of Phantom's attacks basically. They shoot rocks instead of fire, so it won't travel as far, and you can't reflect it with Alastor. Plasma- These guys are good for making money off of. They often multiply, so you can kill tons of them at a time. They aren't easy however. Ranged attacks prove the best, but often kill them before you get the number of red orbs you were hoping for. The shotgun takes a huge toll on it and it will be weakened soon. Shadow eventually turns into some liquid orb. Death Scythe- These guys are really tough. I can't even really be sure of their attacks, or how to dodge them. Here are the ones I know. They will often dive at you from high heights. Just roll out of the way. They will appear in front of you and slash you. My best strategy is to stand still until they appear, then slash. This will stop their slash and throw them off balance. Just use the shotgun and Alastor (for range) as much as possible to take these suckers out. They will jump or lunge at you, so just dodge. They will also sometimes stand for a second, invulnerable, then go into an ice cube. This I'm pretty sure raises their health. To deter them, hit the ice cube while they heal, so they don't heal as much. They can also shoot either two clumps of icicles, or one large radial bunch. They will jump on you if possible, and swipe at you with their legs. However, they can't change from Spider to Scorpion like Phantom did, so they can't sting you, or use the lava geysers. They will also hurt each other if they are too and they hit each other. They also have their own laser beam which goes horizontally. They charge before it. You can dodge all of their attacks, and they will hurt each other. To dodge the laser, roll towards it (left/right) not away. You will roll through it. Overall, try to stay away from them. Then you can hit them. They also sometimes try to grab you and draw you in. Whirl the left stick to get lose. If you don't they do a one hit kill. They also sometimes send 4 spinning scythes after you, which is insanely hard to dodge. Nobody- Nobodies have to be by far be one of my most detested monsters. Not really because they are hard, but because they do a victory dance after they kill, or even hit you. They sound like monkeys also, which I hate. Generally I just roll out of the way and hit them with the grenade gun. If you have to at close range, I'd recommend the Alastor. They will try to jump attack you often, so watch out for that. They also charge you like the Blades do. Another thing to watch out for is when they die their bodies explode, so don't get near them. These are level 2 zombies. Fetish- These are like level 3 zombies. They are stronger and harder than the last two types. They can shoot fire, which they lean back before, or block you. If they block you, the attack is almost un-dodgeable. They can throw spinning wheels of fire as well. I'd recommend jumping over those. They will also wind up and spin towards you. If you can hit them while they're winding up, they won't do a thing. They of course also have the normal single slash. Use the handguns to juggle them, or any weapon you like. These guys are easy. Same strategy, just they take longer to kill. Lastly, they can hit the ground to send a heat seaking icicle patch at you. For each different attack Dante suffers from that monster. A new file addition is created in the monster file. They are floating skulls, and are generally very easy to beat. They have 2 attacks, their chomping move which they use to bite you at close range, and their breath, which they will hit you with from medium to close range. Both are easy to dodge and see coming. In the beginning of the game, the pistols and Alastor are easy to use, later in the game you can kill them any way you like. Inside Nightmare there is a leveled up one with a symbol on his face. He just attacks slightly faster, so don't worry. It helps to be in Devil Trigger mode, as you will bring him down to red status in one go. The Alastor is ineffective while Shadow is in Tiger Mode and the Shotgun is ineffective while in Liquid Mode. After he turns red, just dodge him at all costs. He will eventually explode. If you does catch you, he will explode with you in his mouth; very damaging. They will sometim slash you and draw you in. Whirl the left stick to break free. They make little floating pins, so beware when they do, for if they get you in a hold, it may be a one hit kill. Discuss the game on our Free Boards!Continue to Walkthrough...

Frost- Being made of ice, I think we can all assume that Ifrit is a good choice. However, I prefer to stay at long range with all the attacks that they've got, and I use the grenade gun. Just keep dodging and shooting. They can jump straight up, then come down and make a fairly wide ice patch. Stay away to dodge that one. They often turn into bats if you go higher than them as well. The bat has a vertical laser and a wave it shoots, both easy to dodge. To kill them, the shotgun is great, and Sparda is great. Ifrit is okay too. Alastor tends to cause Plasma to split and do no damage since it is made of the same electricity as the monster. Note that there is only one Death Scissors in the whole game (in Mission 6). Sin Scythe- These are similar to the scissors above. They will throw their scythe's sometimes, and they travel forwards then back, like a boomerang, so be careful to dodge it both times. Blade- These lizard demons look hard, but they are only average in reality. They will jump or lunge at you, so dodge that. They can tunnel underground then come up for a jump attack. They can also shoot bloody spikes at you from long range. Just dodge them and shoot with the grenade gun. When they are down, slash or punch them. There are bigger and smaller versions, but they act the same, besides stamina. There are a variety of enemies in Devil May Cry. Start by shooting it while at close range. Remember to dodge. Beezelebob - These slimy things are quite repulsive, but not too hard. They fly around and spew maggots at you. Now, as we all know from science (I'm sure) maggots actually clean wounds, not hurt you. But these are evil demon maggots, and they do hurt you. Do jump slash or stinger to shake the maggots off. Use guns to knock these suckers out of the air, any gun will do. There are two varieties, the walking and the flying, both are easy. Stay clear when they die, or maggots will attack you. Sin Scissors- This gals are always laughing hysterically, and slashing at you. Knock the scissors out of the way and go in for the kill. The only thing you can hurt is their mask. Alastor or the shotgun are great choices. When they die, their scissors come spinning to the ground. Watch out for them. advertisementShadow- The Alastor and Shotgun will be your best friend once again. advertisementVery few have guns, but kill them first as guns hurt a lot. They can slash you like any normal fool. Start slashing it with Alastor before it transforms back into Tiger Mode. Rely on Alastor, since guns do very little damage at the speed this monster is moving. Good luck! BossesThere are several bosses in the game; you should refer to the walkthrough for details in how to kill them (or in some cases, avoid them all together). They can jump on your back and hack at you. Whirl the left stick to dislodge them. Overall, any weapon is good, these guys are only hard when there are tons of them attacking each which way. Some monsters only have a few entries, while others have a lot more (like bosses). Death Scissors- These guys are really hard, but not as bad as Death Scythe. They will attack with spinning dives, whirling scissors, or the normal scissors jab. Each time you meet an enemy, Dante creates a file on the monster. They will also make columns of earth send you flying skyward, then bat you back to earth with the scythe. Should this happen, do the jump attack as you go down, to make sure you hit them, not vice versa. Two good Infernos will kill a Frost, but you risk getting hit. Sargasso- Sargassos appear near the beginning of the game, and later inside of Nightmare. Enemy files are only for fun and do not contribute to the completion of the game, but they do have clues in some entries.

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