

Devil Man (Import) Movelist & EX features

by Versepelle

Updated to v0.4 on Apr 19, 2001

DEVILMAN MOVELIST & EX FEATURES

Copy Right Versepelle 2001 V.4

MOVELIST:

Square = Punch

X = Kick

O = Judo Chop (stunning effect)

Triangle = Violent Strike (stunning effect, Akira cannot stun with this move only Amon can)

R1 = Run

L1 = 180 turn

Select = Transform into Amon

[Hold] Down & O = Poisonous Gas (stunning effect)

[Long Range] R2 or L2 = Mind Control (rapidly press X after connection)

[Close Range] R2 or L2 = Chaos Blast (knocks all enemies to the ground)

[Close Range] Down & O + Triangle = Deadly Grapple (stunning effect)

[Close Range] (Enemy must be knocked down) X = Stomp

[Direction] R1 + X = Jump Kick (knocks enemy down)

[Direction] R1 + Square = Jumping Two Handed Strike (knocks enemy down)

{Devilman/Akira is knocked down/stunned} Triangle+X+Square+O = Recover

COMBOS & FATALITIES:

<AKIRA>

X, X, X, Square = Piercing Blow Combo (stunning effect)

X, X, Square, X = Kick Combo (knocks enemy down)

Square, Square, X, Square = Brain Shake Combo (stunning effect)

{Enemy is Stunned}[Close Range]Towards enemy & X+Square = Poisonous Gas

{Enemy is Stunned}[Close Range]Towards enemy & O+Triangle = Fists of Fury

{Enemy is Knocked Down}[Close Range]Towards enemy & X+Square = Psychic Bolt

{Enemy is Knocked Down}[Close Range]Towards enemy & O+Triangle = Ziodyne Antennae

<MANGA DEVILMAN>

X, X, X, Square = Berserk Wolf Rush Combo(knocks enemy down)

X, X, Square, Square = Hidden Dragon Punch Combo(knocks enemy down)

Square, Square, Square, X= Rising Phoenix Kick Combo(knocks enemy down)

Square, Square, X, Square = Raging Tiger Claw Combo(knocks enemy down)

{Enemy is Stunned}[Close Range]Towards enemy & X+Square = Poisonous Gas

{Enemy is Stunned}[Long Range]Towards enemy & X+Square = Tackle

{Enemy is Stunned}[Close Range]Towards enemy & O+Triangle = Tear in 1/2

{Enemy is Stunned}[Long Range]Towards enemy & O+Triangle= Rip out Heart

{Enemy is Knocked Down}[Close Range]Towards enemy & X+Square = Double Face Rip

{Enemy is Knocked Down}[Long Range]Towards enemy & X+Square = Crushing Stomp

{Enemy is Knocked Down}[Close Range]Towards enemy & O+Triangle = Dante's Inferno

{Enemy is Knocked Down}[Long Range]Towards enemy & O+Triangle = Leaping Tear in 1/2

<T.V. DEVILMAN>

X, X, X, Square = Berserk Wolf Rush Combo(knocks enemy down)

X, X, Square, Square = Hidden Dragon Punch Combo(knocks enemy down)

Square, Square, Square, X= Rising Phoenix Kick Combo(knocks enemy down)

Square, Square, X, Square = Raging Tiger Claw Combo(knocks enemy down)

{Enemy is Stunned}[Close Range]Towards enemy & X+Square = Devilbeam

{Enemy is Stunned}[Long Range]Towards enemy & X+Square = Devilwing

{Enemy is Stunned}[Close Range]Towards enemy & O+Triangle = Tear in 1/2

{Enemy is Stunned}[Long Range]Towards enemy & O+Triangle = Devilcutter

{Enemy is Knocked Down}[Close Range]Towards enemy & X+Square = Double Face Rip

{Enemy is Knocked Down}[Long Range]Towards enemy & X+Square = Crushing Stomp

{Enemy is Knocked Down}[Close Range]Towards enemy & O+Triangle = Devilarrow

{Enemy is Knocked Down}[Long Range]Towards enemy & O+Triangle = Leaping Tear in 1/2

^Note that you can perform fatalities by only pressing X+Square or O+Triangle but if you are not facing your opponent Devilman/Akira will be left vulnerable thus towards enemy^

<EX FEATURES>

T.V. VERSION:

Complete the game on NORMAL setting with a 'C' rank or better. T.V. Devilman has a slightly different story with a new soundtrack, ending, and fatalities.

UNLOCKING EX CHAPTER 3:

To open the secret chapter, complete the game with a 'A' ranking.

TIPS FOR WINNING DEVILMAN WITH AN 'A' RANKING:

- 1) Game must be set on NORMAL in the Manga (not special T.V.) version.
- 2) Collect all HP (RED) and SP (GREEN) items (including vials) on the Akira stage. Find every item, ration them, and use very little HP boxes. You should be able to use only vials (not boxes) for SP.
- 3) Save all hostages:
 - a. Too save the first set, K.O. the demon in the walls to release them. Do not forget to backtrack and save the G-2 hostage.
 - b. The second set is possessed and need to be K.O.ed by Akira in human form.
 - c. The third set must be saved in order before the clock runs out(ration your time, kill enemies first if timer allows). The clock resets each time you save a hostage.
 - d. The last hostage is Miki. To save her you must defeat the final demon before time runs out.
- 4) Use only two saves.
- 5) You cannot use any continues.
- 6) Defeat the game in under two hours
 - a. Run whenever you can (in safe rooms and on carpet) during chapter 1.
 - b. Constantly run as Akira in chapter 2.
 - c. Take the shortest route in each level.
 - d. Defeat enemies in the quickest way possible (demons are weaker against certain combos and fatalities).

NEO DEVILJIHAD EXCELLENT

This combo works with Akira, Manga, and T.V. Devilman.

[Close Range] Square, [Down] & O+Triangle, {Stunned Fatality}, {Knocked Down Fatality}, X, X

^Use {Stunned Fatalities} that take the shortest amount of time to execute so you can perform the {Knocked Down Fatality} before your enemy recovers^

CONTACT VERSEPELLEM: Tantricangel@excite.com

Devilman is property of Go Nagai/Dynamic Planning.

