

# Majyuuou (Import) FAQ/Walkthrough

by Seraph 0

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System: Super Nintendo  
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Table of Contents  
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1. Introduction
2. Story
3. Controls/Tips
4. Items
5. Transformations
6. Enemies
7. Bosses/Midbosses
8. Walkthrough
9. Review
10. Copyright

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1. Introduction  
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Another gem that never made it to North America. I found this game when I was downloading Japanese and other foreign roms, and I came across "Majyuuou". Not knowing what it was, {which is the main reason why I was getting foreign games}, I downloaded it and it took me by surprise. Think "Castlevania", with a dash of "Resident Evil". Also, I found a translation patch, so you might find this game under the title "King of Demons".

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2. Story  
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Thanks to Aeon Genesis, they translated the game to "King of Demons" and found out the story. You are Abel, and you must travel through hell to find your missing family, as well as your friend Bayer. You will do anything to save them, even become a demon yourself.

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3. Controls/Tips  
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Default Setting

D-Pad - Move Abel  
Start - Pause  
Y Button - Attack  
B Button - Jump

- Press Down on the D-Pad to crouch. Crouching also grabs items.
- Press Down and the Jump Button to execute a roll.
- Press the Jump button while in the air, to execute a Double Jump.
- While in the air, Press Down and the Attack Button to execute a Vertical Kick.
- Press and hold the Attack Button until the Force Bar is full, {the bar under your Health Bar will flash red lightning}. Then release for a powerful attack.
- You can increase your Health Bar by continually getting 5000 points in your Score and you can get a 1Up by continually getting 10,000 points.
- You can eat some monsters that you kill by crouching down on them. It's usually the enemies that don't explode or disappear right away, {like Dryads}. Also, while you eat you are invincible and when your done, you are invincible for about one second.

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 4. Items  
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Here is the list of items you will pick up during your quest.

Health Orb - A small, blue orb that gives a bit of Health back.

Key - Like any Key in a game, it will open doors.

Holocaust - A large, orange sphere that completely destroys everything on screen. For some reason, there is only one of these and it is in the Stage 4.

Fairy - The soul of Maria changes into a Fairy to help you on your quest to save their daughter. When you press the Attack Button, she will lunge forward and hit anything in her way. She also will sacrifice herself to resurrect you if you die. If you die from falling into a pit, or something to that extent, the Fairy will still be with you when you begin again. Also, if you find Maria's Soul and you still have your Fairy, it will completely restore your Health.

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 5. Transformations  
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The best part of the game is the ability to change into a demon. You can only accomplish this by defeating the boss at the end of each level. When you defeat a boss, a floating orb appears and changes color every few seconds. You must shatter the shield surrounding the orb of your choice and grab it. There are three transformations, three stronger versions of the original transformation, and the final form at the end of the game. Also, each transformation is stronger then the last, {Hybrid is stronger then Abel, Centurion is stronger then Hybrid, etc}. A small note, each transformation is based a bit on the boss.

Name: Abel  
 Orb: /  
 Attack: 9mm Beretta  
 Force: Soul Sphere

At first, Abel is just a ordinary human being, but a near death experience by the hand of Bayer, gives him amazing abilities. His regular bullets become powerful enough to penetrate demon skin. His Vertical Kick is a downward kick,

with blue flame surrounding the foot. He also gains a charge attack I call Force. His Force ability fires a short-range, large blue sphere. Because this is the default form, he is also the weakest. He can't take to many hits, and his attack isn't very powerful. The one advantage you have is your size, because you are the smallest, making you harder to hit.

Name: Hybrid  
Orb: Orange  
Attack: Crescent Blade  
Force: Sun Flare

This transformation looks like a hybrid of Abel and the Harpy. Abel grows small wings, talons, and claws. He is slightly taller and his body is very wiry/skinny. His new attack is a green, crescent blade that moves in a loops. His Vertical kick turns into a Drop Kick, with green energy surrounding the foot. His roll also turns into a cartwheel, which may make it harder to dodge certain attacks. The Sun Flare attack is a large, orange spinning sphere with curved blades around the sphere. The Hybrid is only slightly stronger then Abel. He can take maybe one or two more hits, and his attack is a little bit stronger. Because of his size, he still is hard to hit. One really annoying thing about the Hybrid is that his Crescent Blade makes a really annoying noise.

Name: Metahuman  
Orb: 3x Orange  
Attack: Crescent Scythe  
Force: Vortex Scythe

The Metahuman skin is blue in color and the web between the wings is gold. The Crescent Scythe and the Drop Kick are now gold in color. The Vortex Scythe is basically four large, curved blades joined in the middle and four smaller curved blades in between each large blade, {one for each}, sort of like a star. The Vortex Scythe moves in a swirl in front of you, so it covers a lot of ground, but it isn't focused.

Name: Centurion  
Orb: Green  
Attack: Jade Lance  
Force: Emerald Rings

This transformation looks like a soldier of some sort. His chest and arms are covered in green armor, his legs are black, and he's taller then Abel and Hybrid. He wears a helmet that peaks on the back of his head, and a small peak over his eyes. He also grows larger wings that are more bat-like. His main attack is a green, energy beam that travels horizontally and penetrates through enemies. His Vertical Kick is the same as Abel, only with red flame. His roll is now a teleport, but make sure you don't teleport into spikes. The Emerald Rings attack is two, wide green rings that fire out of his fists. Emerald Rings is the shortest range of the Force attacks. The Centurion is probably the middle class of strength and defense. His size now makes it slightly easier to get hit. Centurion also has an annoying sound FX for his attack, {even more annoying then the Hybrid}. One another problem with the Centurion is that when your jumping and firing Jade Lance, the lance moves with you until it reaches it's end. This can be a problem if you are trying to hit something high above.

Name: Sentinel  
Orb: 3x Green  
Attack: Ruby Lance  
Force: Crimson Cross

The Sentinel is red in color and it's webbing between it's wings are a teal. The Ruby Lance is 2x thicker then Jade Lance and slightly longer. His Drop Kick, is now blue in color. The Crimson Cross starts off a red sphere, the explodes into four blue fireballs, in a "+" sign fashion. The Ruby Lance still retains the problem shooting while jumping, as did the Jade Lance.

Name: Azure Dragon  
Orb: Blue  
Attack: Cobalt Breath  
Force: Dragon Spirit

The Dragon is blue colored and his arms are replaced with large wings, {but can't be used to fly}. His main attack is Cobalt Breath, which is a large blue sphere, followed several other spheres, ever smaller then the last. His Vertical Kick turns into a Swan Dive, with blue energy surrounding the head. The roll turns into a dash, {a small burst of speed where he flies a small distance}. Dragon Spirit is a large, blue flamed dragon head, that flies in a small curve. The Dragon is the second strongest transformation in the game. He is also the second largest in height, and the largest in width, making him the easiest target for enemies.

Name: Platinum Dragon  
Orb: 3x Blue  
Attack: Neo Breath  
Force: Dragon's Wrath

The Platinum Dragon is obviously a gray, and silver white color and his wings are gold in color. His normal attack is now neon pink in color. The blue energy of the Swan Dive is also a neon pink color. Dragon's Wrath engulfs you in neon pink colored flame, and with the head of the Dragon Spirit leading, {and with a newly formed horn}, you charge right through your enemies. Also, if you hit a wall or obstacle while in Dragon's Wrath, the head of the Dragon's Spirit breaks off and continues flying through enemies. Another small note about Dragon's Wrath, when you come out of it, you are temporarily invincible for about two seconds.

Name: Dark Angel  
Orb: Platinum  
Attack: Hellfire  
Force: Inferno

This winged, demon is the ultimate form in the game. He is black in color and his skin looks like armor. His wings are gold, and are feathered like an angel. His regular attack, Hellfire, is almost a Force attack by itself. He fires large fireballs that penetrate through enemies. His Vertical Kick turns into Meteor Strike, where a large sphere of rock and flame surround his feet, as he descends. His roll turns into Shadow Dance, where he dashes forward and leaves an after image behind. His Force attack, Inferno, sends a wave of fire pillars across the floor, and it each pillar gets smaller then the last. The only drawback of Inferno is that it only works on the floor, but with Hellfire, who really needs it. The Dark Angel is the largest in height and second largest in width, making him an easier target. However, because of his strength and defense, it really doesn't matter who you come across.

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6. Enemies  
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Here is the list of demons and other creatures then you will come across.

- Imp - Small, winged creatures that fly from one side of the area to the next. Armed with a small spear they try to hit you on the way to the other side of the area. Although they don't directly attack you, they will lower their altitude to get you in their flight path. Hit them once and they explode.
- Frogspawn - This large frogs slowly hop after you. When they get close enough, they lash their tongues at you. Since their slow, it's easy to take them out with two hits.
- Zombie - These undead creatures are incredibly slow. When they get close to you, they try to slash you with their hands. Take advantage of their speed and hit them twice. Their heads explode with the first hit, then the bodies with the second. Sometimes, Zombies will fall from the top of the screen.
- Wanton - These purple, skinned females must be the wenches of the underworld. They carry a firearm, {a rifle I believe, I'm not sure}. They shoot three times, then pause for about two or three seconds, and repeat. Take them out with one hit, before they have a chance to reload.
- Goo - These orange, spheres of slime have one eye. They slowly hop after you and have the ability to fire it's eye. It will then re-grow a new eye and continue the pursuit.
- Gargantuan - These large, orange beast take a beat of a beaten before dieing. Even one Soul Sphere isn't enough. They attack when they get close to you, by jumping up and slamming their hands into you. Take advantage of their speed and attack them out quickly with regular attacks.
- Spitflower - These large, flower-like demons attack by spitting small, orange orbs at you. They can be bothersome if there is more the one. At least they can be taken out with one or two shots.
- Dryad - This small, orange fairies pop out of a oval-shaped bush, {think of the eggs from "Aliens"}. After a few seconds, the fly towards and around you, dropping bouncing orange orbs. One or two hits will kill them. Also, don't touch the bushes, they can hurt you. Also, you will notice that bodies of Dryad to disappear right away. It's because you get a chance to eat, and regain a bit of Health. Their are a total of two Dryads in each bush.
- Grub - These large, one-eyed caterpillar-like creatures fire multiple beams, which are razor thin. It's movements are slow and predictable. These creatures move up and down, pausing to fire it's beams from the tips of the tail. After a few seconds they move either up or down and repeat. They can only be hit in the head and take several hits to kill.
- Deadhead - A demon torso, with a skeletal head implanted to the ground. It fires bullets out of it's eye and the shells fly out of the arm sockets. It takes about two or three seconds to reload, so take that time to use you Force attack to kill it in one blow.
- Devilfish - These small, floating, one eyed, octopus-like creatures fire a red, razor thin beam from their base. It's best to take them out from a distance and it will take more then a few shots to kill these little guys.

- Pygmy - Small, cycloptic men with wooden clubs. Similar to Gargantuans, they walk up to you, jump and swing their club down in an arc. They only take two hits to kill.
- Jersey Devil - These horse headed men have an iron mace for a weapon, and swings it when it gets close to you. Other than that, they are very easy to kill, although it does take a while to kill them.
- Crystallite - These floating crystals track your every movement, so destroy them quickly.
- Gremlin - Much like Imps, only slightly stronger, more humanoid, and moves in a straightforward manor then bobbling up and down. One hit will take care of these pests.
- Succubus - These gray skinned woman fly about the level. Their legs form into one stinger tail. If they get close enough, they will swoop down and try to sting you, then fly away. However they are slow and easily dispatched with a few hits, and you can eat them for Health.
- Soulfire - These snake-like, creatures are completely fire based. The head is that of a screaming skull. It has two attacks: it fires a spread shot of three, like the Harpy boss, and tries to hit you with it's head. You will know when this will happen by the facial expression on the skull, it will open it's mouth very wide and it's eyes will also open wide. Take your time to hit it in the head, it will take a while.
- Chelonia - These tortoise demons have no head, but some how is able to track you. It has one weapon on it's back, it fires a spread shot of thorns vertically, so try to stay on the platform level of the tortoise. They only take about two or three hits to kill.
- Ifrit - These amorphous, humanoid blobs are black in color and has blue flame outlining it's body. If you get to close, it spits a short range stream of blue flame that lasts about two or three seconds. They require many shots, so either take them from a distance, or hit it with a Force attack, retreat and come back full charged with another Force attack.
- Caramel - Same as Gooses, but yellow/gold in color.
- Pixie - Same as Dryads, but their green in color and the bushes are purple. I also think that their bouncing green orbs go slightly higher than the Dryads.

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 7. Bosses/Midbosses  
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Here is the list of bosses/midbosses, straight from the walkthrough.

Bayer  
 Stage 1 - Gates of Hell

Abel's friend sold his soul to look like that!?! Not very impressive and very weak. He has one attack, Torpedo Dive, which he explodes in blue flame and lunges at you. Begin moving to the middle of the screen and crouch so his attack misses you. Then, use Soul Sphere when he repositions himself. Always run to the opposite side when Bayer reaches the top. Continue doing this and he

will fall after three or four Soul Spheres.

#### Arachnoid

Stage 2-3 - Elevator to Hell

This spider demon, has a large humanoid head for an ass. It begins by moving to the top of the elevator and pauses, then disappears to the top. It then summons two Gooes. When you destroy them, it will come down shortly after and try to constrict you. This attack can be tricky to dodge. To dodge it, wait at one of the edges of the elevator, kill all the Gooes and after about two seconds, either start moving to the opposite side, or roll just as Arachnoid enters the screen. The only time you can hit it is when it tries to constrict you. After about four or five Soul Spheres, it's legs will fall off, it's body will explode, then it's head will fly off and explode.

#### Hell Worm

Stage 2-4 - Hall of Giants

This colossal worm has two attack: it can spits out two pulsing orbs and extends it's second mouth. The pulsing orbs can be destroyed and it's second mouth has small range. I suggest you wait to see how long the second mouth is, then position yourself a little bit farther then that. To be a little specific, stand between the large crack and small crack in the wall on the right. Then shoot the pulsing orbs and quickly charge you Force attack. Then wait for the second mouth to extend, then jump and release your Soul Sphere. Repeat about five or six times and the creature will die.

#### Harpy

Stage 2-5 - Lair of the Harpy

An odd demon this is. With a torso of a Harpy, {half woman, half bird}, attached to a large bulbous head, with ostrich-like eggs. The easiest boss fight in the game. It has two attacks: it fires a spread shot of three orbs and for close-range, a tongue lash attack. It's movements are easy to memorize, she moves a little bit at a time, then when she gets to close to you, she will fly back to the far right of the screen. Just stay at the left side of the screen, dodge it's attack and attack with your 9mm.

#### Chilopoda

Stage 3-1 - Concrete Jungle

This giant, flying centipede can be really annoying. It moves in a corkscrews, loop de loops and wave movements, at different widths and lengths. It has one attack, {although it really doesn't need it, because of its long body}, it grabs you with it's vice-like teeth and throws you about like a rag doll. You will now when this happens when it suddenly dashes out of the side of the level and it's mouth is wide open, {watch the two large teeth}. To dodge this attack, just crouch and roll whenever the head is about to land on you. Begin by jumping over the beast as it's head reaches the floor, {it may be hard to do, just time you Double Jump just before you touch Chilopoda}. Then, turn around and fire any attack you wish to use. It usually moves back to its last position, {left side or right side}, by moving in higher altitudes and in a wave movement. You can only shoot it's head and it may take a while.

#### Iris

Stage 3-2 - Guardian of the Throne

This large, demon eye has one powerful attack, it fires a large violet beam. It begins as a small beam, like an aiming laser, then widens to the point of being dangerous to be around. To dodge it, wait until the narrow beam aims at you,

then roll a few times, until your out of danger. This is the only real opportunity to attack the beast. Use your Force attack at close range, for best results. After about eight or so Force attack, it will begin to teleport about the level. This makes it a lot easier to attack it. Just wait for it to reappear and unleash your Force attack. After about five Force attacks, it will shrink to a small size and begin to ricottas of the walls, floor and ceiling with incredible speed. This can be annoying because you can only hit it as it ricottas. When you do hit it, get out of the eyes way and calculate where it's going to go, {this is where geometry will come handy}. After about ten hits or more hits with your regular attack, it will begin to shrink again and fall to the floor.

#### Orchid Empress

##### Stage 3-3 - Throne of Thorns

This boss has three attacks: whip-like vines from her arms, an energy beam from her arm similar to the Centurion, and finally, she can crush you with giant flower. To dodge her vines, wait for her arms to grow then roll towards her. To dodge her energy beam, just don't jump when she is firing it. As for her flower crusher, stay to the far left of the screen and it won't reach you. As you are doing, use your regular attack and attack her head. Other then that, she is fairly easy to kill.

#### Death Bringer

##### Stage 4 - Ghost Train

Must be a related to Deadhead. With scythes for hands, it can throw his arms like boomerangs. When thrown, they track your position and stay spinning at that location, then after about two seconds, they return to Death Bringer. Be careful when dodging, make sure you have enough room because the scythes do a lot of damage. Other then that, this mini boss is fairly easy. Just hit it with five Force attacks, or take it from a distance with regular attacks.

#### Brachyura

##### Stage 4 - Ghost Train

This boss is cool looking, but very easy. It obvious weak point is the pulsating heart on it's back. It's only attack is to fire multiple, purple colored spheres of slime from the heart and because of the velocity, the balls of slime fly back at you. The slime balls can be destroyed and it's easier to hit them with your Force attack, because of the wider attack radius. Time you Force attack so that the you can destroy it's attack before it reaches you. Other then that, hit the heart six or more times with your Force attack, and the carapace and legs of the beast will explode.

#### True Bayer

##### Stage 5-4 - Reunion

A familiar sight for Godzilla fans, he resembles Space Godzilla. Bayer has two attacks: he spits seven orange fireballs in a row, with a small pause for each fireball, then creates a large ice crystal on it's shoulder crystals, {with the same nude female}, and throws it at you. He moves small steps to the left, pausing after each step, then when he reaches to the middle-right side of the screen, he will start moving small steps back to where he was. To dodge the fireballs, wait at the far left of the screen and jump to make him shoot upwards, then continue jumping as well as shooting, so that Bayer continually shoots in the air. To dodge the ice crystal, wait for it to be completed, then wait for Bayer to aim at you and quickly roll to the left or right side. It's probably best you stick near Bayer when he is about to throw the crystal, so you can dash to the left and fire from the distance. Bayer's weakness is it's

head. Continue using the above tactics, and sooner or later, Bayer will fall.

#### Salamander

##### Stage 6-2 - Cave of the Dragon

You only see the neck and head of the dragon. It has one attack, it spits out a magma bomb and explodes if it hits any of the sides of the room. The size of the blast radius is larger than the Azure Dragon, so make sure you have enough room to double jump out of the way. Other than that, just hit the dragon's head with Force and normal attacks. After about four or more Force attacks, the Salamander will explode.

#### Golem

##### Stage 6-4 - Guardian of the Bridge

Like the Death Bringer, it has boomerang hands. It throws its spiked hands at your position, then they stay there for about two or three seconds, then return. The only difference is, it throws its hands slightly faster and one at a time. The Golem's movements are short hops, back and forth. Use basically the same tactics as the Death Bringer, make sure you have enough room to dodge the hands and attack him any way you can. A small note, Golem gets pushed back when you attack it, use this to your advantage. If you're lucky, you can take it out with two or three Force attacks.

#### Beelzebub

##### Stage 6-5 - Right hand of the Devil

This large, horned demon starts off with one attack. It fires a blue fireball from each hand 3x, {one after another from each hand}, and when they hit the floor, they shatter into two pieces and move across the floor in opposite directions. You can easily get the pattern and time you jump perfectly to dodge them. After they throw a total of six fireballs, they pause for a short time. First, you must attack the arms, either by waiting for the fireballs to stop, during the salvo of fireballs, or both. After that, Beelzebub will begin to use new tactics. Before that though, try to get in a few shots at the large eye in the chest. Beelzebub will now teleport close to you and fire three lightning bolts from its horns. The bolts separate like a vertical spread shot. You can however, easily dodge these attacks by rolling. After Beelzebub has completed its attack, the large eye will open and you only have a few seconds to attack, before it begins the cycle again.

#### Arachnoid

##### Stage 7 - King of Demons

Other than the different color and four Caramels instead of two Gooes, it's the same monster and you can use the same tactics as before.

#### Chilopoda

##### Stage 7 - King of Demons

Different color, same monster. Although, you may have to change your tactics a bit, because of the level. The only real difference about this monster is that it is more aggressive, meaning it will try to grab you more often. Other than that, use basically the same tactics.

#### Death Bringer

##### Stage 7 - King of Demons

Golden in color, this Death Bringer is more aggressive, slightly faster, and can throw its scythes at faster speed. It also has one new attack, it spits a

spread shot of three orange spheres. A way to kill it is to jump on the left platform, crouch, and continually fire your regular attack. Only move when it is about to throw its scythes, and spit its spread shot.

#### Medusa

##### Stage 7 - King of Demons

The only real new and final mini boss of the stage. Medusa has a humanoid upper torso, a lower torso of a snake, arms of a snake's head and body, and a head of a Devilfish. It has two attacks: it occasionally fires a small, orange energy sphere when it does a large hop. It also fires multiple snakes from its hands, and the snakes travel in a wave-like movement. The snakes may be numerous, but they can be destroyed. Medusa travels by small hops, and the occasional large hop to fire its orange sphere. The best strategy to attack is to stay at one corner, crouch, and attack with regular attack. Then, when Medusa gets too close, jump on the platform at that corner then Double Jump over its head and run to the next corner to begin the cycle again.

#### King of Demons

##### Stage 7 - King of Demons

The King of Demons has three attacks at first. He can fire large, pulsating blue spheres out of the tips of his horns, which not only track you, but when they hit the floor, they cause a small area of the floor to become electrified. If you go under his head, it will fire heat rays out of his eyes. His last attack, is to breathe a large, but short-range stream of fire. To dodge the blue spheres, Double Jump just as it hits the floor. Attack while this happens and watch out for the second sphere from the other horn. To dodge the heat rays, just roll right through, or just don't go under its head. The staying close to the edge can easily dodge flame breath of the screen. Start taking out the horns first. This way, it's easier to deal with the rest of the head later. Now, with the horns gone, it will breathe flame every three or more seconds. Just hug the side of the screen and you will be fine. Now finish off the eyes with regular attacks, and if you get the chance, Force attacks. Now the head will use a different tactic, it will now slam its head against the floor. Although it has no eyes, it tracks you quite well. With no projectile attacks, you can easily defeat the King of Demons. A small note, if you're the Platinum Dragon or Dark Angel, you will be able to kill it quickly.

#### Iria

##### Stage 7 - King of Demons

Iria cat-like features give her great speed and agility. She has three attacks. She can fire five energy darts that have limited homing abilities. Three of the darts go straight to you, but the other two go 45° up and 45° down. She can also do an attack similar to your Vertical Kick. She will jump high, and green energy will surround her feet. Her strongest attack is where she rushes across the room with a green energy arc in front of her, {similar to Dragon's Wrath}. To dodge her energy darts, just jump when the three middle darts get close to you. The other darts won't be a problem. To dodge her energy stomp, roll as she is about to hit you. Lastly, you can dodge her rampage by Double Jumping. You can also tell when she is about to rampage when she gets on all fours and her tail and hair go up like a cat. She moves about by small hops, and a large hop when she gets close to you, because she is going to use her energy stomp. The best tactic is to stay on one side of the screen, crouch and use regular attacks. Only get up to jump over her energy darts, and to move to the other side to begin the cycle again.

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A small note before beginning, there are two endings to the game. To get the good ending, you have to get the first three transformation orbs in the following order: orange, green and then blue.

You begin your quest at the Gates of Hell.

Stage 1 - Gates of Hell

Begin moving right and a demon will fly from the top right screen and land in the middle.

Bayer: Abel! It's been a while! It's your good, old friend, Bayer!

Abel: Bayer! You sold your soul to the demons, didn't you!? Where is Maria and Iria!?

Bayer: Rejoice! They were very useful in the revival of the King of Demons!

Abel: You bastard...!!

Bayer: Fear not, I shall send you to meet them! Die!!

And before you can even get a shot off, Bayer slams into you. All is not lost, you begin to levitate and glow. Then the thought of your family enters your mind.

Iria: Your getting sloppy, Papa! How can you let a guy like that beat you!?

Maria: Get up Abel! Your better then that! I know you are! Go on and fight!

Iria: Yeah! Fight, Papa! My Papa is the strongest fighter in the world!

Maria: Please get up, Abel!

Iria: You can do it, Papa!

Elia: Meow!

Fused with energy and new abilities, the battle with Bayer begins.

Bayer - Abel's friend sold his soul to look like that!?! Not very impressive and very weak. He has one attack, Torpedo Dive, which he explodes in blue flame and lunges at you. Begin moving to the middle of the screen and crouch so his attack misses you. Then, use Soul Sphere when he repositions himself. Always run to the opposite side when Bayer reaches the top. Continue doing this and he will fall after three or four Soul Spheres.

After the battle, Bayer will fly away. Begin moving right and you will see Maria's soul.

Maria: Abel.... Forgive me.... I... couldn't save Iria.... But she's still alive! I'm going with you. Please we have to hurry!

Maria turns into a Fairy and follows you through the Gates of Hell.

Stage 2-1 - Hell Worm Tunnel

Enemies - Imp

Begin moving right and you will encounter your first enemy, the Imp. Most of the time though, they will end up hitting the Fairy and kill themselves. Continue right until you see a Health Orb. Soon the ground will shake and the Hell Worm will appear behind you. Grab the Health Orb and continue right, taking out Imps on the way. Sooner or later, you will reach a dead end, and before the Hell Worm can attack, the floor collapses under you.

## Stage 2-2 - Sewers of Bile

### Enemies - Frogspawn

Zombie

Wanton

After you land, a Frogspawn will hop from the right. Take it out and continue right. Soon a Zombie will appear, as well as a Wanton from behind. Crouch to dodge the bullets and take both them out. Continue right, and make sure you take the upper path, because it's easy to get hurt from the spikes and the current of the water pushes you back. Continue right, taking out all enemies in your way, and sooner or later you will come across a platform-like stairway. This can be tricky, because of the spikes under the platforms. Just use your Double Jump to get over them and continue on. Sooner or later, you will see a Health Orb. Pick it up and jump over the spikes. Two Zombies will fall from the left and another two will fall from the right. Take them out and continue. After a few more enemies, you reach the end of this level.

## Stage 2-3 - Elevator to Hell

You enter an elevator that will begin moving up and then a mini boss will drop down.

Arachnoid - This spider demon, has a large humanoid head for an ass. It begins by moving to the top of the elevator and pauses, then disappears to the top. It then summons two Gooes. When you destroy them, it will come down shortly after and try to constrict you. This attack can be tricky to dodge. To dodge it, wait at one of the edges of the elevator, kill all the Gooes and after about two seconds, either start moving to the opposite side, or roll just as Arachnoid enters the screen. The only time you can hit it is when it tries to constrict you. After about four or five Soul Spheres, it's legs will fall off, it's body will explode, then it's head will fly off and explode.

The elevator will continue going up for a while, then stop at the next level.

## Stage 2-4 - Hall of Giants

### Enemies - Imp

Goo

Gargantuan

Begin moving left and kill any Imps that pop up. Sooner or later, the Hell Worm will attack.

Hell Worm - This colossal worm has two attack: it can spits out two pulsing orbs and extends it's second mouth. The pulsing orbs can be destroyed and it's second mouth has small range. I suggest you wait to see how long the second mouth is, then position yourself a little bit farther then that. To be a little specific, stand between the large crack and small crack in the wall on the right. Then shoot the pulsing orbs and quickly charge you Force attack. Then wait for the second mouth to extend, then jump and release your Soul Sphere. Repeat about five or six times and the creature will die.

The Hell Worm will drop a Key, grab it and begin moving right. Gooes will begin dropping down from the ceiling, so watch yourself. Soon you will also encounter the Gargantuans. Take your time when fighting them continue take out enemies as

you go. When you reach the elevator doors, two Gooes will drop from the left and another two from right. Take them out, and continue to the end of the level.

### Stage 2-5 - Lair of the Harpy

As soon as the enter the room, the boss battle will begin.

Harpy - An odd demon this is. With a torso of a Harpy, {half woman, half bird}, attached to a large bulbous head, with ostrich-like eggs. The easiest boss fight in the game. It has two attacks: it fires a spread shot of three orbs and for close-range, a tongue lash attack. It's movements are easy to memorize, she moves a little bit at a time, then when she gets to close to you, she will fly back to the far right of the screen. Just stay at the left side of the screen, dodge it's attack and attack with your 9mm.

When it's destroyed, wait for the color of your choice and shoot the shield. Grab the orb and your ready to go to the next level. I suggest you take the blue orb, because the Dragon is the best transformation for the time being.

### Stage 3-1 - Concrete Jungle

Enemies - Spitflowers

Dryad

Grub

This level looks like a large abandon city, overrun with vegetation and demons. As soon as you enter the level, three Spitflowers will fire from the top right of the screen. Take them out quickly and continue on. You will soon encounter an oval-shaped bush, the home of the Dryad. If you need to eat them for Health, wait for one to pop up and kill it. Then destroy the Dryad home quickly and continue on. Take out and more Dryads and Spitflower on the way. After you see two Dryad homes close together, you will soon see some Grubs. Be careful of their beams. Continue on and if you need some Health, theirs a Health Orb under a vine platform coming up, just be careful of the Spitflowers. Continue on and soon you will have to jump over some pits. Take out and enemies before jumping and if you need another Health Orb, you will have to carefully Double Jump by letting yourself fall a bit into the pit. Continue on and soon another mini boss to fight.

Chilopoda - This giant, flying centipede can be really annoying. It moves in a corkscrews, loop de loops and wave movements, at different widths and lengths. It has one attack, {although it really doesn't need it, because of its long body}, it grabs you with it's vice-like teeth and throws you about like a rag doll. You will now when this happens when it suddenly dashes out of the side of the level and it's mouth is wide open, {watch the two large teeth}. To dodge this attack, just crouch and roll whenever the head is about to land on you. Begin by jumping over the beast as it's head reaches the floor, {it may be hard to do, just time you Double Jump just before you touch Chilopoda}. Then, turn around and fire any attack you wish to use. It usually moves back to its last position, {left side or right side}, by moving in higher altitudes and in a wave movement. You can only shoot it's head and it may take a while.

Continue right, avoiding spike pits and attacking enemies that are in your way. Soon you will see a Health Orb under a vine platform. To get it, don't jump on the vine and continue straight and watch out for enemy attacks.. Continue forward and watch out for Grubs. After a while, you will reach the end of the level with two Grubs protecting the entrance to the next level.

## Stage 3-2 - Guardian of the Throne

As soon as you enter the level, a mini boss battle will begin.

Iris - This large, demon eye has one powerful attack, it fires a large violet beam. It begins as a small beam, like an aiming laser, then widens to the point of being dangerous to be around. To dodge it, wait until the narrow beam aims at you, then roll a few times, until your out of danger. This is the only real opportunity to attack the beast. Use your Force attack at close range, for best results. After about eight or so Force attack, it will begin to teleport about the level. This makes it a lot easier to attack it. Just wait for it to reappear and unleash your Force attack. After about five Force attacks, it will shrink to a small size and begin to ricottas of the walls, floor and ceiling with incredible speed. This can be annoying because you can only hit it as it ricottas. When you do hit it, get out of the eyes way and calculate where it's going to go, {this is where geometry will come handy}. After about ten hits or more hits with your regular attack, it will begin to shrink again and fall to the floor.

As soon as the battle is over, you are thrown into the boss battle.

## Stage 3-3 - Throne of Thorns

As soon as you begin, the boss of the stage attacks.

Orchid Empress - This boss has three attacks: whip-like vines from her arms, a energy beam from her arm similar to the Centurion, and finally, she can crush you with giant flower. To dodge her vines, wait for her arms to grow then roll towards her. To dodge her energy beam, just don't jump when she is firing it. As for her flower crusher, stay to the far left of the screen and it won't reach you. As you are doing, use your regular attack and attack her head. Other then that, she is fairly easy to kill.

Pick this orb carefully, because in the next stage, you won't get to change into another being.

## Stage 4 - Ghost Train

Enemies - Deadhead  
Imp  
Devilfish  
Pygmy  
Jersey Devil

This level is on a train, so it's best you don't fall down or you will die. Begin by moving to the edge of the cart. Charge your Force attack and wait for Deadhead to fire off it's ammunition. Then quickly jump down and release your Force attack. Continue right and you will face a mini boss.

Death Bringer - Must be a related to Deadhead. With scythes for hands, it can throw his arms like boomerangs. When thrown, they track your position and stay spinning at that location, then after about two seconds, they return to Death Bringer. Be careful when dodging, make sure you have enough room because the scythes do a lot of damage. Other then that, this mini boss is fairly easy. Just hit it with five Force attacks, or take it from a

distance with regular attacks.

Continue right and a bunch of Imps will attack. If you move quickly, you can take them all out with a Holocaust item, which is just a little ways of to the right. Walk to the edge of the cart and you will see a new enemy, the Devilfish. Take them out first before you jump to the next cart. Continue doing this until you see no more, because the next cart will have a Deadhead. Quickly kill it before it has a chance to fire. Continue on, and you will encounter two Deadheads on a boxcar. It's best to jump on the small platform beside the chain connecting the carts, then jump and attack as it takes time to reload. As for the second Deadhead, have a Force attack ready to fire. Continue on, taking out the next Deadhead with the same tactics of the first. While your containing forward, Imps will attack left and right. When you see green boxcars, you will encounter a new enemy, after a Deadhead. Pygmies are easy kill, so take them out and continue. After the green boxcars, take the lower path and have a Force attack ready to hit a Deadhead. Grab the Health Orb and use the Fairy to hit the Deadhead and Pygmy at the top. Continue on, with a Force attack ready for any enemy in your way. The next cart has Maria's soul, so if your lost your Fairy, rejoice. Continue on and you will see green boxes with a bomb painted on the side. These boxes can be destroyed and some contain Health Orbs. Just be careful not to hit boxes with Deadheads, because if you blow them up while the Deadheads start shooting, they keep shooting. After two or three cages, you will see two Jersey Devils killing a woman. You can't save her, by you can avenge her. Take them out and the boss battle will begin.

Brachyura - This boss is cool looking, but very easy. It obvious weak point is the pulsating heart on it's back. It's only attack is to fire multiple, purple colored spheres of slime from the heart and because of the velocity, the balls of slime fly back at you. The slime balls can be destroyed and it's easier to hit them with your Force attack, because of the wider attack radius. Time you Force attack so that the you can destroy it's attack before it reaches you. Other then that, hit the heart six or more times with your Force attack, and the carapace and legs of the beast will explode.

The dead boss will skid into the gates of the castle and you will enter the courtyard. Like I said previously, you won't get a chance to change into something else, so I hope you choose wisely.

#### Stage 5-1 - Crystal Courtyard

Enemies - Crystallite

Be cautious in this level, their are falling snowflakes and can get bothersome. Also, watch out for the shattered pieces of the snowflakes, they hurt as well Begin moving forward and you will see Bayer, however as soon as you get close to him, he will fly up in the air and summon Crystallites at you. The crystals will track you, so destroy them as quickly as you can. Continue right and soon the ground will shake and the area will be pushed up into the sky. As this is happening, watch out for more falling crystals. Destroy them if you can and continue right. When you reach the entrance, the crystals will stop falling, but Crystallites will be following you. Continue right to the end of the level.

#### Stage 5-2 - Challenge of the Beast

Enemies - Crystallite

The level will move automatically, so be careful. As soon as you start two Crystallites will slowly attack. Take them out and marvel at the challenge ahead. This large, unknown creature slams into the floor with it's large feet,

then raises them slowly back up to do it again and again. You have to move cautiously and try not to get hit by it's death, for it is instance death. Also, watch out for the crystal spikes between the legs, for they cause pain. One last thing before entering the challenge, while going through it, beware of Crystallites. The first section is easy, just crouch under it. The second, crouch in between the foot and the ice and stay their for two crushes. The third, is more difficult, you have to do the same thing as the second, but you have position yourself more accurately. Quickly roll to the fourth and either get between the foot and ice, or under the ice. The fifth is easy, just get between the foot and ice. The last two have no ice, make your way to the end, gaze at the strange creatures head and continue to the next level.

#### Stage 5-3 - Gremlin Bridge

Enemies - Gremlin

This part of the stage is pretty straightforward. Just walk across the bridge, killing Gremlins on the way and jumping off pieces of collapsing bridge. When you reach the end, you will face Bayer in the next level.

#### Stage 5-4 - Reunion

As you enter the level, Bayer will fly down and a beam of light will shine on him, then a large block of ice, {containing a nude female}, drops on Bayer. No, he is not dead, he is going to come out the ice block as a new Bayer.

True Bayer - A familiar sight for Godzilla fans, he resembles Space Godzilla. Bayer has two attacks: he spits seven orange fireballs in a row, with a small pause for each fireball, then creates a large ice crystal on it's shoulder crystals, {with the same nude female}, and throws it at you. He moves small steps to the left, pausing after each step, then when he reaches to the middle-right side of the screen, he will start moving small steps back to where he was. To dodge the fireballs, wait at the far left of the screen and jump to make him shoot upwards, then continue jumping as well as shooting, so that Bayer continually shoots in the air. To dodge the ice crystal, wait for it to be completed, then wait for Bayer to aim at you and quickly roll to the left or right side. It's probably best you stick near Bayer when he is about to throw the crystal, so you can dash to the left and fire from the distance. Bayer's weakness is it's head. Continue using the above tactics, and sooner or later, Bayer will fall.

Choose you orb and continue on to the next stage.

#### Stage 6-1 Pits of Hell

Enemies - Succubus  
Soul Fire

When going through this stage, there are a few hazards on the way. One is the pillars of rock that erupt from the floor. They heat of the rocks hurt you if you touch them, but you can destroy them. Another hazard is fire spouts. These spew from the floor, then shortly after die and begin the cycle again a few seconds later. Another hazard is the lava. If you fall in, your dead. the final hazard is exploding lava. When there are large pools of lava, you will probably see a fireball fly up. The fireball will explode into multiple fireballs, spreading across the screen. Begin moving forward and rock pillars will erupt. Break through and continue. After another two rock pillars, you will encounter the Succubus. Take advantage of it's speed and take it out. Continue through

and watch out for the fire spout. When you reach the end, a Soulfire will attack. Quickly get to the highest platform and bombard it with normal attacks. Continue forward and watch out for the exploding lava. A little ways away is Maria's Soul, grab it. Continue on avoiding hazards and enemies, and soon you will reach another Soulfire. Dispatch it quickly and continue to the end, grab the Health Orb and go up.

#### Stage 6-2 - Cave of the Dragon

Enemies - Ifrit  
Chelonia

As soon as the screen clears up, attack the new enemy on the lower floor. Then, attack the Ifrit at the top and continue right. After another Chelonia, you will encounter a mini boss.

Salamander - You only see the neck and head of the dragon. It has one attack, it spits out a magma bomb and explodes if it hits any of the sides of the room. The size of the blast radius is larger than the Azure Dragon, so make sure you have enough room to double jump out of the way. Other than that, just hit the dragon's head with Force and normal attacks. After about four or more Force attacks, the Salamander will explode.

Continue right and you will find a Key in the skeletal remains of the Salamander. Return to the first part of the stage and go down this time.

#### Stage 6-3 - The Acid Test

This part of the stage is other straightforward hazard course. You have to break rock pillars, dodge fire spouts, and stay ahead of the acid bath coming from behind. If you need Health, you will be able to get some Health Orbs from a trio of rock pillars.

#### Stage 6-4 - Guardian of the Bridge

Enemies - Chelonia  
Succubus  
Ifrit

Begin moving forward and watch your step, because it might be hard to see the two Chelonia. Continue past the first collapsible bridge. Another two Chelonia are hidden on the next area. Continue past the next bridge and soon you will face the guardian of the bridge.

Golem - Like the Death Bringer, it has boomerang hands. It throws its spiked hands at your position, they stay there for about two or three seconds, then return. The only difference is, it throws its hands slightly faster and one at a time. The Golem's movements are short hops, back and forth. Use basically the same tactics as the Death Bringer, make sure you have enough room to dodge the hands and attack him any way you can. A small note, Golem gets pushed back when you attack it, use this to your advantage. If you're lucky, you can take it out with two or three Force attacks.

Continue right, you will encounter Ifrits at the end of each collapsible bridge and one protecting the entrance to the next level.

#### Stage 6-5 - Right hand of the Devil

As soon as you begin, the floor will rise up and the boss battle will begin.

Beelzebub - This large, horned demon starts off with one attack. It fire a blue fireball from each hand 3x, {one after another from each hand}, and when the hit the floor, they shatter into two pieces and move across the floor in opposite directions. You can easily get the pattern and time you jumps perfectly to dodge them. After they thrown a total of six fireballs, they pause for a short time. First, you must attack the arms, either by waiting for the fireballs to stop, during the salvo of fireballs, or both. After that, Beelzebub will begin to use new tactics. Before that though, try to get in a few shots at the large eye in the chest. Beelzebub will now teleport close to you and fire three lightning bolts from it's horns. The bolts separate like a vertical spread shot. You can however, easily dodge these attack by rolling. After Beelzebub has completed it's attack, the large eye will open and you only have a few seconds to attack, before it begins the cycle again.

Once destroyed, you will either have a platinum colored orb for the good ending, or a color-shifting orb for the bad ending.

#### Stage 7 - King of Demons

Enemies - Caramel  
Pixie

This living cave contains a gauntlet of the first few previous mini bosses and one new mini boss. After each battle, their is a Pixie nest for you to recover some Health.

Arachnoid - Other then the different color and four Caramels instead of two Gooes, it's the same monster and you can use the same tactics as before.

Chilopoda - Different color, same monster. Although, you may have to change you tactics a bit, because of the level. The only real difference about this monster is that it is more aggressive, meaning it will try to grab you more often. Other then that, use basically the same tactics.

Death Bringer - Golden in color, this Death Bringer is more aggressive, slightly faster, and can throw it's scythes at faster speed. It also has one new attack, it spits a spread shot of three orange spheres. A way to kill it is to jump on the left platform, crouch, and continually fire you regular attack. Only move when it is about to throw it's scythes, and spit it spread shot.

Medusa - The only real new and final mini boss of the stage. Medusa has a humanoid upper torso, a lower torso of a snake, arms of a snake's head and body, and a head of a Devilfish. It has two attacks: it occasionally fires a small, orange energy sphere when it does a large hop. It also fires multiple snakes form it's hands, and the snakes travel in a wave-like movement. The snakes may be numerous, but they can be destroyed. Medusa travels by small hops, and the occasional large hop to fire it's orange sphere. The best strategy to attack is to stay at one corner, crouch, and attack with regular attack. Then, when Medusa gets to close, jump on the platform at that corner then Double Jump over its head and run to the next corner to begin the cycle again.

When you finally kill it, the Devilfish head flies off and explodes, and a geyser of snakes spew out of the neck. To get out of the way of the snakes, just jump onto the closet platform. Kill the snakes, then continue right and you will enter the last room. Then, you hear laugh out of nowhere, and a large demon head appears in the middle of the screen.

Demon: Welcome, Abel. I'm impressed by your progress!

Abel: So your the resurrected demon...

Demon: Yes, I'm the King of Demons!!

Abel: Damn you! What have you done with my daughter!?

Demon: Ah, yes! Your daughter was so cute...

Abel: Was!? Don't play games with me!! Let Irai go!!

Demon: You want see her? I see... Very well, I will allow it. I will grant you your final request. And then you will die, Abel!!

The King of Demons forehead will open up and Iria will cry out to you. Then the level will change and the body of the King of Demons will be in the background. The final battle will begin.

King of Demons - The King of Demons has three attacks at first. He can fire large, pulsating blue spheres out of the tips of this horns, which not only track you, but when they hit the floor, they cause a small area of the floor to become electrified. If you go under his head, it will fire heat rays out of his eyes. His last attack, is to breath a large, but short-range stream of fire. To dodge the blue spheres, Double Jump just as it hits the floor. Attack while this happens and watch out for the second sphere from the other horn. To dodge the heat rays, just roll right through, or just don't go under it's head. The Staying close to the edge can easily dodge flame breath of the screen. Start taking out the horns first. This way, it's easier to deal with rest of the head later. Now, with the horns gone, it will breath flame every three or more seconds. Just hug the side of the screen and you will be fine. Now finish of the eyes with regular attacks, and if you get the chance, Force attacks. Now the head will use a different tactic, it will now slam it's head against the floor. Although it has no eyes, it tracks you quite well. With no projectile attacks, you can easily defeat the King of Demons. A small note, if your the Platinum Dragon or Dark Angel, you will be able to kill it quickly.

With the King of Demons last ounce of strength, it releases Iria, but it's to late, the King of Demons transformed her into a demon, {I think the King of Demons fused Iria and her cat, Elia, together}. You try the get close to her, but she hisses and begins a battle with you

Iria - Iria cat-like features give her great speed and agility. She has three attacks. She can fire five energy darts that have limited homing abilities. Three of the darts go straight to you, but the other two go 45\* up and 45\* down. She can also do a attack similar to you Vertical Kick. She will jump high, and green energy will surround her feet. Her strongest attack is where she rushes across the room with a green energy arc in front of her, {similar to Dragon's Wrath}. To dodge her energy darts, just jump when the three middle darts gets close to you. The other darts won't be a problem. To dodge her energy stomp, roll as she is about to hit you. A lastly, you can dodge her rampage by Double Jumping. You can also tell when she is about to rampage when she gets on all fours and her tail and hair go up like a cat. She moves about by small hops, and a large hop when she gets close to you, because she is

going to use her energy stomp. The best tactic is to stay on one side of the screen, crouch and use regular attacks. Only get up to jump over her energy darts, and to move to the other side to begin the cycle again.

When the battle is over, and depending what form you are, you will get one of two endings.

Good Ending

Iria cries out to you and you walk up to her. A picture of Iria is shown.

Iria: Papa

A picture of Abel is shown.

Abel: Iria.....let's go. Together we can heal the world. We'll make it a place where humans and demons can live...

A picture of Abel hugging his daughter Iria.

Iria: As long as I'm with you, I can do anything!

Abel: And so shall I become the King of Demons!!

Bad Ending

You walk up to Iria and transform back to human form. Then a picture of Iria is shown.

Iria: U-Uhhh....

Abel is then shown holding his gun straight at her, angry and still retaining fangs.

Abel: Goddamed Monster!! Give me back my daughter!!

The screen goes white and a shot is heard...

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9.Review  
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Graphics = 4  
Sound/Music = 3.5  
Gameplay = 4  
Overall = 4

It sucks this game never came here, it's one of my favorite games. The Graphics are good and nicely detailed. The animations are good as well, but I wish the characters were bigger, {except for the bosses of course}. I also loved the atmosphere of the game. It sort of had a mix of "Castlevania" with a bit of "Resident Evil". The Sound/Music was good enough and fit well. Although I wish the Music had more instruments, because it sounds like it had only a guitar or bass of some sort. The Sound FX were good, but their should have be more and they should really fixed some of the SFX, like the Crescent Blade sound. The Gameplay is what makes this game shine. I always love games were you can change into multiple forms. I only wish it had a few more morphs and a few more abilities. The only other problem during gameplay is some of the jumps can be tricky. Overall, this is a rare gem that I ask you at least try.

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10. Copyright

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