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BULLET WITCH



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PRIMA OFFICIAL GAME GUIDE

WRITTEN BY
BRAD ANTHONY



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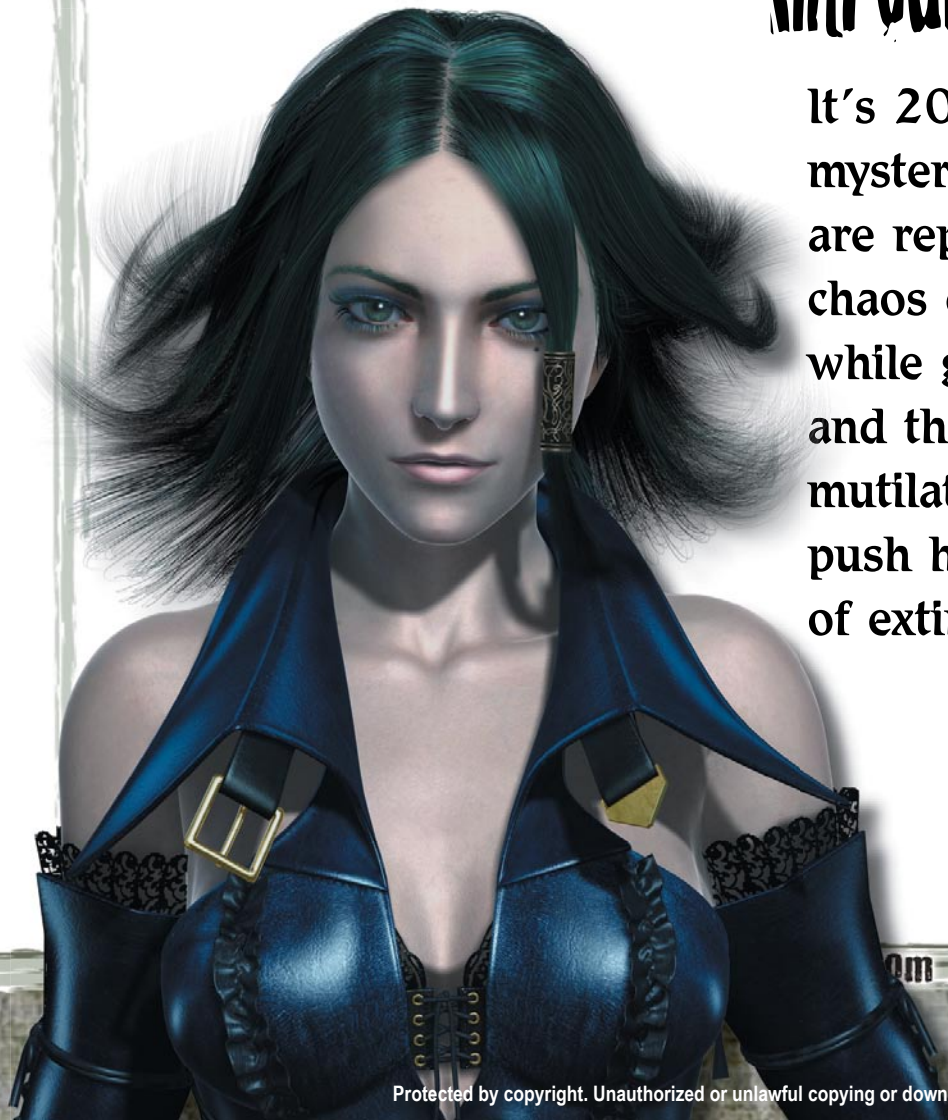
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Introduction

It's 2013. Sightings of a mysterious woman in black are reported amidst the chaos engulfing the world, while gargantuan demons and their millions of mutilated Geist minions push humanity to the brink of extinction.





Gameplay

Background

ALICIA CLAUS



Alicia is a beautiful witch on a journey to defeat demons. Wielding a huge gun known as a "gunrod," she has magical powers that can bend nature itself to her will. The reason why she possesses the same powers as the demons and yet fights against them remains a mystery.

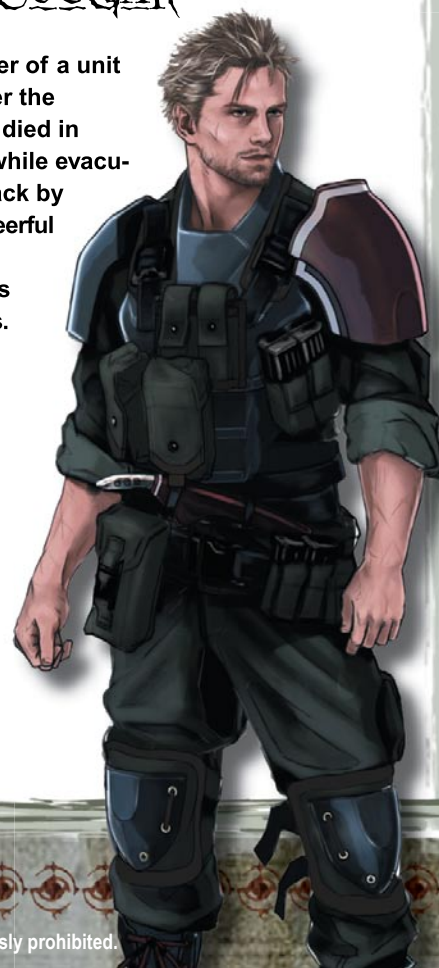
DARKNESS



Darkness is a formless demon that lurks in Alicia's consciousness. He aids Alicia with both his powerful magic, capable of numerous spells, and knowledge that was gained from surviving countless scrapes. His arrogant attitude is made clear through his nasty comments regarding humans, but for Alicia he is an irreplaceable partner and the only creature she can trust.

MAXWELL COUGAR

Maxwell became leader of a unit of the Resistance after the previous commander died in battle. He met Alicia while evacuating a city under attack by demons and Geist. Cheerful and trustworthy, he is a nice guy who always looks after his friends.



RESISTANCE TROOPS



The Resistance is a heavily-armed militia made up of the remnants of the U.S. military and those who would rather fight than flee. Although they are extremely outnumbered in this long struggle, they will still sometimes join Alicia as dependable allies in her battles.

CIVILIANS



Most of humanity is dead and buried but survivors remain in small pockets in many smaller towns. Larger cities are devoid of life, as the Geist targeted them first, utterly destroying all traces of the living beings they found so repugnant.

Any remaining human civilians must be guarded against harm! Alicia must save whomever she can....

GEIST



The Geist are monsters created by the demons. These lost souls of evil human beings were transformed according to the image held by each soul into horrific, corporal matter when touched by the breath of a demon. They possess different shapes and abilities based on how wicked and strong of will they were in life.

DEMONS



These beings are called demons because of their potential for massacre and endless destruction, and for their forms, which are symbolic of human fears and despair. They use their powers to create wars, disasters, plagues, and famine, and to drive the human race to extinction. Their origins and the reason for their existence are as unfathomable as those of the universe itself.



Gunrod

The gunrod is a mystical weapon forged with arcane magic. The gunrod has four weapon forms—machine gun, shotgun, cannon, and Gatling gun—that fire magically-conjured ammunition. Each weapon form has specific uses and associated magical abilities that can be accessed through the use of the Element Shot spell. Each form is upgradeable via an allotment of acquired skill points earned by efficiently dispatching demonic foes throughout game stages. Listed here is everything you need to know about the gunrod.

Note

The gunrod's magic rounds don't hurt your allies; you can shoot right through them.

Gunrod Skill Point Breakdown

Gunrod Form	Power Up Effect	Level 1 Points Required*	Level 2 Points Required*	Level 3 Points Required*	Maxed Ability Points Required
Machine Gun	Attack Damage Increased	—	80	200	280
Shotgun	Attack Damage Increased	40	150	300	490
Cannon	Attack Damage Increased	50	200	400	650
Gatling Gun	Attack Damage Increased	300	600	900	1,800
Total Skill Points Needed Per Level:	—	390	1,030	1,800	3,220

* The columns showing levels 1 to 3 total points required represent how many points are needed to get all weapons to the given level. The Maxed Ability Points Required column shows how many points are needed to get one weapon type to its highest upgrade level.

MACHINE GUN



The machine gun form is the most basic weapon form available for the gunrod from the beginning of the game. It's the most versatile, and is most effective in many situations. This general-purpose weapon will get you through most of the game and it should be one of your top priorities to upgrade it fully to level 3 stats.

Note

When Element Shot is cast, note the limited amount of special ammo now available in the magazine, which is affected by the special qualities of the spell. The spell ends when the ammo is expended.

Element Shot: Fire

The rapid fire of the machine gun is very destructive. However, when combined with the Element Shot spell, the gun bursts into flames and its magical projectiles force all unfortunate demonic targets to combust.

The added flame damage is an immense benefit, but more importantly, the flaming targets lose interest in attacking you and focus more on extinguishing their searing flesh. This grants you valuable time to conduct your business.

Upgrading Element Shot levels affects the machine gun by reducing the number of shots it takes to cause your target to burst into flames.

SHOTGUN



For short-range combat in cramped spaces, combat against foes that close distances quickly, or in areas with lots of small debris, the shotgun should be your weapon of choice. The spreading shot damages everything within a certain radius, and thus strikes targets much more easily than the focused fire of the other weapons. On the downside, the shotgun has limited shot capacity before it requires reloading, and also has a slow rate of fire.

Element Shot: Wind

The shotgun's elemental effect is particularly specialized: it conjures a forceful blast of wind with each shot. When upgraded, it can knock enemies backward. At its base level, the wind blast can send small, damage-causing debris pieces flying into enemies. This tactic is especially useful in closed rooms or passages littered with debris and with little room for enemies to move. Upgrading Element Shot affects the shotgun by increasing the wind's area of effect.

CANNON




Generally, the cannon is a long-range anti-vehicle weapon. Most civilian cars go up in flames with only one shot from the cannon, but this powerful implement can even destroy a fully armored Geist tank with a full clip. The higher the cannon's upgrade level, the fewer shots it takes to rip through even the strongest Geist armor.

TIP

When it's imbued with Element Shot, use the cannon to fire head shots at your enemies. The one-shot kill quickly thins the ranks of distant Geist infantry. This is also the best counterattack against Geist sniper units, as your range is much longer than theirs.

Element Shot: Light

Despite its anti-vehicle specialty, the cannon excels as a sniper rifle when imbued with light bullets through the magic of Element Shot.

After the spell is cast on the Cannon, click  twice to access the special 2x zoom, and again for the 4x zoom. This long-range ability allows you to make extremely effective kills from extended distances.

Enchanted ammunition is very limited, so use it wisely.

Upgrading Element Shot affects the cannon by increasing the number of zoom magnifications available.



GATLING GUN



The Gatling gun is the most advanced and most powerful of the gunrod's four weapon forms. Its blindingly fast rate of fire tears through opponents—at a high cost, though. Much more magic is needed to reload the Gatling gun compared to the machine gun.

While equipped, the Gatling gun greatly reduces Alicia's movement speed, so don't have it in hand when you're trying to get from point A to point B quickly. This is commonly the last weapon form to access since it has the highest skill point cost. As long as you've bought it by the end of the game for the final boss fight, you're safe. Use the extra valuable skill points to put into other critical areas, such as those discussed later in the magic section.

Element Shot: Electricity

After Element Shot is cast on the Gatling gun, electric currents charge through it and crackle through its magical ammunition as well. When fired against tightly packed groups of enemies, the electricity discharges from the hit target and forks out to all nearby bodies, causing both damage and a paralyzing shock.

Upgrading Element Shot affects the Gatling gun by increasing the area of electric shock effect upon multiple targets.

TIP



The Gatling gun is the best weapon against the Lambda and Omega bosses. It's also the most expensive to upgrade: level 1 is sufficient unless you're getting massive amounts of points by playing at higher difficulty levels, in which case, you should upgrade to level 2.

Health and Magic



Upgrades for both health and magic points should be your utmost priority when spending skill points—the benefits are immediate, automatic, and permanent. With higher levels of upgrades, you'll be fighting longer and throwing down more magic to turn the tides of battle in your favor.

HEALTH AND MAGIC UPGRADE SKILL POINT BREAKDOWN

Item	Power Up Effect	Level 1 Points Required	Level 2 Points Required	Level 3 Points Required	Maxed Ability Points Required
Health Points	Increases HP recovery speed	0	50	200	250
Magic Points	Increases MP recovery speed	0	50	200	250
Total Skill Points Needed Per Level:	—	0	100	400	500

MAGIC



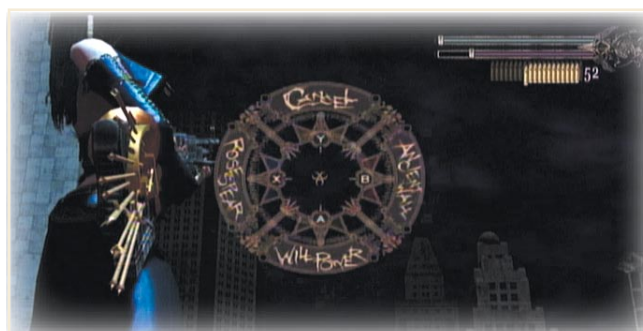
What is a witch without potent and powerful magic? Alicia has a full host of abilities granted to her by Darkness that can heal the wounded or sow chaos and destruction in the same sultry breath.

The first two rings of spells are minor magic—the upgradeable skills that have three power tiers. The higher the skill rating the spell has, the better the spell effect.

The last magic ring is reserved for Great magic: These are the spells Darkness grants Alicia at his discretion only at certain parts of the story. Great magic is so powerful that there is only one level and it cannot be improved past that point.



First Ring—Minor Magic



MINOR MAGIC SKILL POINT BREAKDOWN

Minor Magic Spell	Power Up Effect	Level 1 Points Required	Level 2 Points Required	Level 3 Points Required	Maxed Ability Points Required
Element Shot	Special (See individual gunrod entries)	40	150	300	450
Ancient Wall	Increases wall duration and endurance	—	80	200	280
Rose Spear	Increases attack damage and radius	25	150	330	535
Will Power	Increases force of blast	—	180	400	580
Sacrifice	Increases healing radius	—	50	150	200
Raven's Panic	Increases number of ravens	30	150	330	530
Total Skill Points Needed Per Level:	—	95	760	1,810	2,625

Ancient Wall



How to Cast: (LB), (B)

Priority: Low

Spell Effect: Creates cover where there is none. The magic wall persists for a certain amount of time or until it sustains too much damage.

Upgrade Effect: Increases duration and endurance of the Ancient Wall.

Comments: Given Alicia's high mobility and dodging skills, sitting still behind cover usually isn't a solid tactic or even that necessary. Only spend skill points developing this as a last option if you have the other, higher-priority skills maxed out.

Rose Spear



How to Cast: (LB), (X)

Priority: Low

Spell Effect: Throw down rose petals in the direction of the enemy, within the path of your gun sights. Where every petal lands, a large silver spike rises from the ground. It's possible to impale and burn multiple enemies if they're grouped together.

Upgrade Effect: Increases attack radius and damage.

Comments: While very entertaining to watch impaled enemies burst into flames, it's difficult to aim the throw and rarely efficient due to enemies being spread out. Keep this spell at level 1 for some entertainment value.

Willpower



How to Cast: (LB), (A)

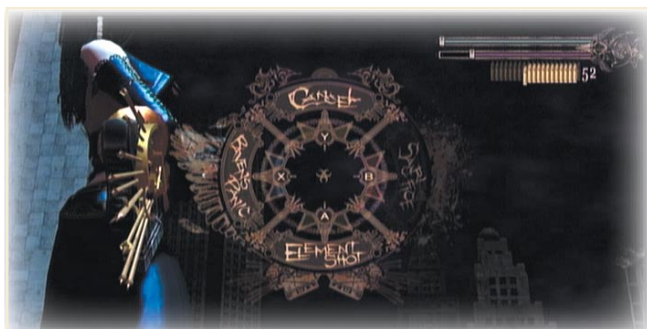
Priority: High

Spell Effect: Unleashes a magical wave of force that violently pushes back objects in front of you. Useful for breaking barricades and obstacles not easily destroyed with the gunrod by ramming other objects into them.

Upgrade Effect: Increases blast force of the magic wave.

Comments: Maximize this spell level as soon as possible. Use Willpower to blast huge chunks of concrete, rocks, trees, and burned-out vehicles at enemy tanks, roadblocks, and Geist infantry.

Second Ring—Minor Magic



Element Shot



How to Cast: (LB), (LB), (A)

Priority: High

Spell Effect: Unleashes the gunrod's innate powers and allows it to fire magical bullets. The elemental effect differs depending on which gunrod form it has cast. The duration of the effect is determined based on set time limits and the amount of bullets left in the gunrod. By using this spell properly, based upon the circumstances, you can take the upper hand in battles.

Upgrade Effect: Special (See individual gunrod entries earlier in this chapter).

Comments: Element Shot is one of the most valuable spells available in the game. Its four built-in qualities are adaptable to most game environments and effective against most of the enemies in the game. Maximize this spell level early for its powerful combat advantages.

Raven's Panic



How to Cast: (LB), (LB), (X)

Priority: Medium

Spell Effect: Summons a large flock of ravens to swarm over the enemy and cause mass confusion. Most enemies are stopped in their tracks while they bat the birds away, giving you full advantage over them as stationary targets. This is exceptionally useful against highly mobile opponents or large groups.

Upgrade Effect: Increases number of ravens in the throng.

Comments: This spell is quite valuable, but it's limited by the fact that it can't be cast indoors. Outside though, it's very effective against everyone from Geist infantry to Gigas giants.

Level 1 is sufficient in most situations but the level 3 upgrade is incredible to watch as the shadowy cackling descends on its targets.

Sacrifice



How to Cast: (LB), (LB), (B)

Priority: Low

Spell Effect: Allows you to heal critically injured civilians and Resistance troops using your own blood. However, you lose some HP as part of the cost. The spell will not work unless injured people are nearby. It's most effective when cast next to those who are curled up in pain.

Upgrade Effect: Increases area of healing effect.

Comments: Very rarely are several targets grouped closely enough together to warrant having a level 3 Sacrifice spell. Focus on spending your valuable skill points in more critical areas; level 1 will suffice here.

Third Ring—Great Magic



Lightning



How to Cast: (LB), (LB), (LB), (A)

Priority: N/A

Spell Effect: This powerful spell calls down a lightning bolt capable of destroying almost any enemy with one strike. Upon casting, a special crosshairs appears. Once you have set your target, press (RT) to call down a lightning bolt on that location. This spell is most effective against large individual targets.

Upgrade Effect: N/A

Comments: Lightning is the best way to destroy Geist tanks. As with all major spells, it uses many of your magic points, so you must be prepared to do more killing to regain them before you can use it again. The only downfall to casting the spell is the short-range targeting required. You must be fairly close to any potential target before the spell may be successfully cast. If you're out of range at casting time, the cursor won't glow and the spell fails, but you can cast it again after moving closer.

Meteor



How to Cast: (LB), (LB), (LB), (X)

Priority: N/A

Spell Effect: This powerful magic calls down a Meteor storm that turns the entire vicinity into a sea of flames and ash. If cast near any large building, the entire structure collapses violently into massive chunks of rubble.

Upgrade Effect: N/A

Comments: Though it's the most devastating spell granted by Darkness late in the game, it uses most of a full MP gauge. Whether cast in enclosed city streets or out in the open waterfront, the carnage caused by this spell is awe-inspiring, and the gross display of power is enough to send most Geist scrambling in fear.

Be prepared to run and dodge if building debris starts falling or flying your way—you're resistant to the Meteor damage but not to a building falling on top of you!

Tornado



How to Cast: (LB), (LB), (LB), (B)

Priority: N/A

Spell Effect: This powerful spell summons a giant Tornado that blows everything high into the air. The Tornado follows a random path from the casting point and around the enemies in front of you to a moderate distance away. Note that the Tornado funnel doesn't form right on top of you, but rather 20 meters in front of you, so space yourself accordingly when trying to hit targets with this nearly uncontrollable vortex.

Upgrade Effect: N/A

Comments: Though it costs a lot of magic points, this spell is useful for dealing heavy damage to helicopters or large mobs of enemies. Any Geist chopper caught in the windstorm has a good chance of being destroyed as it topples and crashes to the ground.

If you're quick enough to catch a chopper with Geist troops inside, the troops are sucked out the door into the sky and are then dropped hundreds of feet to the ground, dying instantly. The same goes for any opposition on the ground unlucky enough to be caught up in the gusting winds.

General Strategies

COVER



Creative use of cover can make the difference in surviving intense firefights. Cover comes in all shapes and sizes, including trees, vehicles, rocks, building corners, doorways, and other topography.

Learn to identify all types of cover as you're moving through the various environments to quickly duck out of harm's way should the need arise.

DODGING



Alicia is very mobile and has excellent acrobatic dodging skills to move her quickly out of the way of incoming physical attacks or flurries of enemy bullets.

Repeated, erratic dodging is an excellent way to escape imminent destruction when you're in over your head in a firefight, pinned down under the precise fire from a Geist sniper, or need to safely close the distance to heavy-armor tanks.

MELEE ATTACKS



These should be used as a last resort. Alicia isn't the biggest physical presence, and against Elite Geist, hand-to-hand combat isn't where she excels. Use a melee attack to finish off a stunned enemy up close, but don't make a habit of getting into too many close-quarter melee situations because your attack combos leave you vulnerable to faster gunfire.

STRAFING



Strafing allows you smoother aiming as you line up enemies in your sights by physically walking back and forth without moving your weapon arm. This tactic also makes you harder to hit because you're constantly on the run rather than staying still and aiming your weapon.

This essential skill is what separates mediocre shooters from the assassins. Rather than using the right stick (Ⓒ) to constantly aim and adjust when firing at targets, place the targeting cursor at about enemy chest height and run from side to side without subsequently adjusting the right stick.

To be an ultimate assassin, practice strafing and aiming at the same time to maximize movement, evasion, and targeting all at once.

BAIT AND HOOK



Geist tend to flock together, and against their coordinated attacks you're often outgunned. Rather than fight a group all at once, use the trusted bait and hook tactic. Get close enough to a group to bait a few of the enemy to give chase, then retreat to a safe zone, find some cover, and unleash hell on them. Repeat this tactic as often as necessary and soon the enemies' ranks are thinned and much less of a threat.

Enemies

DRAGO-BAT DEMON



Code Name: Lambda



This is a nearly 250 meter long, large demon that flies at high altitudes and attacks aircraft. It can fly at speeds of up to mach 5, and uses its countless eyes to knock planes out of the sky. As long as this demon lives, humanity will not be able to take to the skies in safety.

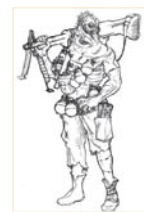
TIP

Three Lightning strikes are enough to take down the gargantuan flying demon, whom the Resistance have code-named "Lambda."

GEIST

Geist soldiers love dirty jokes and pointless killing more than anything. They display many forms of depravity, particularly in their habit of wearing the skins of those they have slain. They are organized and, after attacking military facilities, possess modern weapons, transforming them into a brutal army of evil.

General Troops



These grunts make up about 80 percent of all Geist enemies. They're equipped with modern weapons like machine guns, grenade launchers, and rifles. If a Commander is with them, they work together to carry out organized attacks; otherwise, they branch out and attack on their own.

All attacks are effective against these basic Geist units. As with most Geist, the head is their weak spot and they are usually killed immediately with an accurate head shot. These are the troops you find manning road blocks and fortifications.

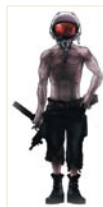
Snipers



Snipers are the long-range killers of the Geist infantry. These minions are armed with high-powered rifles and have less health than other Geist. At a distance, they are formidable shots. However, if you get too close, they surrender without further struggle, throwing their hands up into the air in defeat and begging for mercy. If left alone after surrendering, however, they will attack again once you're far enough away.

Watch for their telltale red laser sight to flash across the area. When you've pinpointed their location, out-snipe them with the cannon and one well-placed head shot.

Speed Troops



We sometimes refer to these troops as runners, as this best describes their movement. Thin, weak Geist with incredibly fast movement rates, these opponents are difficult to pin down in one location for long. They wear what looks like motorcycle helmets and move in quickly on their prey, usually with shotguns or machine guns.

All attacks are effective against them, especially area effect attacks such as the shotgun or Raven's Panic, which will slow them down.

Combat Troops



These troops excel at close-quarter killing. They are large and muscular minions who charge in and attack with physical blows and are commonly armed with a shotgun to buffer their close-range strength.

They often charge quickly toward you to close the distance and then launch into a furious attack combination. Your best tactics are either to retreat as they approach and slay them from a safe distance, or to counterattack them while running in with the shotgun.

Elites



You can always spot an Elite soldier by his gas mask. Compared to other Geist, these troops are the best of all the other types of infantry. They are more accurate and attack much more often. Elite troops are quiet, clever, regularly attempt flanking attacks, and even circle in and attack from behind when possible.

As well as being very accurate, they are capable of various strategies with their shotguns, machine guns, or grenade launchers. As they fire both rapidly and accurately, it is critical to your survival to stop them from executing their flanking attacks.

Commanders



These leaders are easily spotted in their red berets and are often heard making hilarious commentaries on the battlefield in English accents.

They give orders to surrounding Geist infantry and can coordinate their squad's attacks into concentrated firing that is far too lethal to face head-on. Commanders have slightly more health than most other Geist units.

TANKS



Tanks are powerful combat vehicles equipped with steel plating and the capability for suppressive firepower. They are the Geist trump cards in battle, and it is said that only a fool would go up against one with normal weapons or magic.

Tanks are easily destroyed with one Lightning strike or a full magazine of rounds from the cannon.

HELICOPTERS



Attack helicopters are used by the Geist for high-speed, mass transportation. They are the source of Geist mobility. As long as they are around, there will be no end to Geist reinforcements. They can't be shot down with conventional weapons but they can be destroyed by using Lightning strikes, Meteor storms, or summoned Tornadoes.

GIGAS



The Gigas are giant Geist formed by the fusion of the evil souls of several hundred people. They lust for destruction and their minds are dominated by base desires. Their massive bodies and the oppressive firepower of the massive arm cannons have led to the notion that an entire nation's army would not be enough to stop ten Gigas.

This is the largest enemy aside from the two demons Lambda and Omega. The Gigas's heart is its weak point; some have it exposed and some have metal plating protecting it from limited damage. Its steps alone cause physical and shockwave damage, even to its own supporting Geist troops.

The Gigas attacks with foot stomps, jumping butt splashes, shouting attacks (which stops you dead in your tracks momentarily), and the Gatling gun fused to its forearm.

TIP

If a Gigas wears heart armor, you must shoot it off the monster before you can do any damage to the weak heart underneath.

SCREAMERS



These are Geist born from the souls of women who died with deep hatred in their hearts. They spit out concentrated feelings of loss, rage, jealousy, and loneliness as they try to vindicate themselves on innocent humans. Their insanity is evident in both their forms and their voices.

Screamers are sick and twisted minions that use Grudge Spirits to turn humans into Worm Men. They move quickly and run away hastily as soon as they're spotted. Screamers have no direct attack but can use their voice to temporarily halt your movements around them while their legions of Worm Men attack you from all sides.

GRUDGE SPIRITS



Grudge Spirits are fearsome spirits of vengeance spit out by Screamers or the Omega demon. They fly through the air to attack humans. Those who are possessed by them lose not only their feelings and reason, but also their very form: they are transformed into Worm Men, a terrible fate worse than death.

Against Alicia, a Grudge Spirit's attacks cause slight damage rather than possession and the usual consequent transformation into a Worm Man. They attempt to bite your head and stun you, while the next Grudge Spirit attacks, and the next, and so on. In rapid succession, a small group of otherworldly spirits can kill you very quickly.

These small, grimacing spirits have little health and can be vaporized easily with a few shots from the gunrod. Alternately, they can be dodged at the last second before their attack as they attempt to chomp down on you from above.

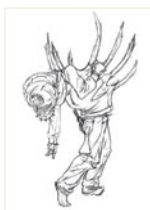
WALNUT HEADS



These Geist with exposed brains possess exceeding metal power and intelligence. They use their minds to attack by throwing objects, and create barriers to trap those who try to escape them. Some have the ability to hypnotize foes and distort their senses so that they forget who they are in battle. The only way to break this effect is to ignore any other Geist and focus on the Walnut Head first.

These enemies don't move around at all. Instead, they levitate motionless in the air, usually concentrating on the maintenance of a force barrier nearby that prevents your movement into another area. During battle, they're quick to pick up any nearby debris or vehicles to throw at you, so be prepared to dodge and take cover!

WORM MEN



These are hideous monsters that are the end result of humans possessed by a Grudge Spirit. From their unimaginably irregular movements to the flames pouring from the hole in their faces, it is hard to believe that these things were once people.

These poor souls can't be turned back into normal living humans once transformed; they are doomed. They move very fast and sometimes attack in packs. Offensively, they either try to get close enough to stab you with their telescoping, piercing ribs or kill you by breathing a sustained burst of fire from the giant holes in their wormlike faces.

Worm Men are not very smart, so they tend to come straight at you rather than employ any sort of tactics. As with the Geist, their heads are the weakest point on their bodies, so head shots are highly recommended. Generally, the shotgun is the best weapon you have to counter their evasive, irregular movements.

TRI-SERPENT DEMON



Code Name: Omega



Omega is a demon that can control fire using the three snakes where his left arm should be. The demon protects itself with a barrier that negates magical and physical attacks, so Alicia is completely powerless against this demon.

Not much is known about this demonic leader at this point. Alicia and the Resistance must gather intelligence before they can identify its weaknesses.

Note

During the epic final boss battle, listen carefully to Darkness. He may know of a way to bring this massive demon down for good.



Story Mode Introduction

Stage Evaluations

Bullet Witch has six stages to play through in Story mode. When combined with the five difficulty levels (from Easy through Hell), it's a challenging feat to complete all of them.



Each stage is graded on the three primary criteria:

1. **Kill Points:** Points earned per enemy kill
2. **Clear Time:** Your stage completion time in minutes and seconds
3. **Survival Rate:** Percentage of how many civilians and Resistance troops survived the stage

Note

Remember, humanity is on the brink of extinction—all life is sacred! Alicia must save as many innocent people as possible in most stages.

However, that being said, not each stage is graded exactly the same way. For example, in Stage 1, Kill Points may be more important for a high score, while in Stage 2, achieving the quickest Clear Time could be the most important objective. The following table describes a sample stage breakdown.

At the beginning of each Story mode stage chapter, we provide a table such as the one shown here to help you identify the critical objectives and thus earn the maximum points per level.

SAMPLE STAGE PRIORITIES

Category	Importance	Priority Notes
Kill Points	**	Defeat as many enemies as possible
Clear Time	***	Focus on achieving the best Clear Time through this stage
Survival Rate	*	It's easy to score well if stage is cleared quickly, so don't worry about saving everyone

Importance Evaluation Key



- * Don't worry about it
- ** Important
- *** Very important

These stars quickly tell you which objectives to focus on as Alicia moves through each stage.

Note

The number of times you continue acts as a negative multiplier on your final stage score, while the difficulty level acts as a positive multiplier on your final stage score. You get the most points for using no continues on the hardest difficulty levels.

Stage Ranking

Depending on Alicia's performance in the three major areas of each stage, three individual ranks are achieved. Below are three example stage rank tables:

KILL POINTS RANK

Rank	Points
SS	47,500
S	40,000
A	35,000
B	30,000
C	20,000
D	10,000
E	0

CLEAR TIME RANK

Rank	Time (Min)
SS	0-20
S	20-23
A	23-30
B	30-35
C	35-42
D	42-50
E	50-60

SURVIVAL RATE RANK

Rank	Survival Rate (%)
SS	80%
S	65%
A	50%
B	40%
C	30%
D	20%
E	0%

When the three primary ranks are known, they are then averaged to reach the final stage rank, which determines the amount of Skill Points awarded.

Skill Point Determination

After clearing a stage, players receive Skill Points based upon final stage rank and correlated to the difficulty level as shown in the table below:

SKILL POINT TABLE

Overall Stage Rank	Easy	Normal	Hard	Chaos	Hell
SS	200	300	450	650	750
S	180	250	350	550	600
A	150	200	250	450	500
B	100	150	200	350	400
C	90	120	180	300	350
D	80	100	150	250	300
E	70	90	120	200	250

Note

The game must be beaten with an average overall rank of C twice to open up Chaos difficulty, and three times to open up Hell difficulty.



Stage 1: Clad in Streaming Black



He stumbles wearily through a dark forest, finally arriving at a gaping pit in the ground. Amidst demonic visions he hurls himself into the void....

During the next seven years, the world is plunged into chaos and humanity races toward extinction. In 2013, a dark figure emerges into the world to fight the Geist and her own demons alike.

STAGE 1 EVALUATION

KILL POINTS

Rank	Points
SS	47,500
S	40,000
A	35,000
B	30,000
C	20,000
D	10,000
E	0

STAGE 1 ENEMIES

Opponent Name	Kill Points	Max. # Killed	Max. Points	Min. # Killed	Min. Points
Geist Soldier : Normal	420	51	21,420	3	1,260
Geist Soldier : Heavy-set	500	18	9,000	2	1,000
Geist Soldier : Thin	450	27	12,150	1	450
Walnut Head	90	5	450	5	450
Tank	1,800	4	7,200	2	3,600
Total			50,220		6,760

CLEAR TIME

Rank	Time (Min)
SS	0-20
S	20-23
A	23-30
B	30-35
C	35-42
D	42-50
E	50-60

STAGE 1 OBJECTIVES

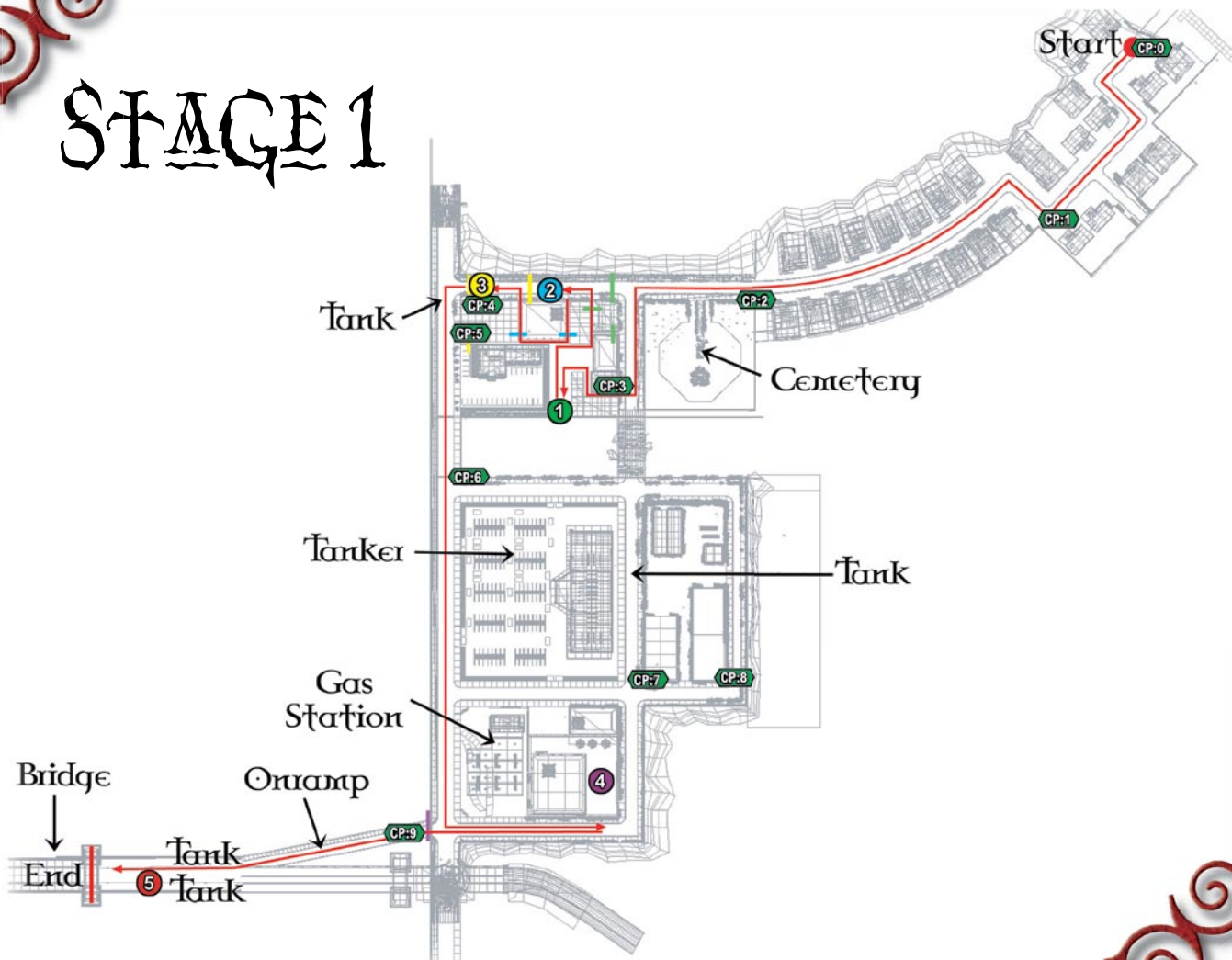
Category	Importance	Objectives
Kill Points	**	Defeat as many enemies as possible
Clear Time	***	Focus on beating stage as quickly as possible
Survival Rates	*	It's easy to score high if the stage is cleared quickly, so don't worry about saving everyone

SURVIVAL RATE

Rank	Survival Rate
SS	80%
S	65%
A	50%
B	40%
C	30%
D	20%
E	0%



STAGE 1



- | | | |
|--------------------|--------------------------|--------------------------|
| = Checkpoints | = Force Barrier 3 | = Walnut Head Location 2 |
| = Suggested Routes | = Force Barrier 4 | = Walnut Head Location 3 |
| = Force Barrier 1 | = Force Barrier 5 | = Walnut Head Location 4 |
| = Force Barrier 2 | = Walnut Head Location 1 | = Walnut Head Location 5 |





Clearing the Suburbs



THERE'S A NEW WITCH IN TOWN.

Alicia arrives in the suburbs of an eastern U.S. city. The Geist are there as well, mercilessly slaughtering the innocent civilians. Save whom you can, but keeping yourself alive obviously is your highest priority. The three Geist soldiers in the street are surprised by the appearance of a raven, but that's not all who shows up. When the battle starts, use the garbage containers as cover and duck down behind them. Eliminate the three Geist and then continue moving down the street to the left and then right toward the nearby hills.



ALICIA MUST FIGHT THROUGH THE GEIST ARMY TO REACH THE BRIDGE INTO THE CITY.

The residents are milling about in despair, but don't pay any attention to them. Continue through the street to where the street turns right again. You hear gunshots. More Geist are attacking civilians here and they're running for cover. At the top of the hill, the street unrolls before you toward the bridge in the far distance. From here you can see for many blocks. Many Geist attack the residents along this single stretch of road. Eliminate them all!

Willpower



Cars make deadly weapons when blasted through the air using Alicia's Willpower magic.

Use cars as deadly projectiles by using Alicia's Willpower magical ability. This telekinetic push tosses large, heavy obstacles around like toys. But don't underestimate their destructive power. Cars, debris, garbage canisters, explosive barrels, water coolers—they all do significant damage to enemies unfortunate enough to be hit when they fly through the air or careen down the streets.

CAUTION

Geist are fully capable of using stealth tactics against Alicia; here a Geist soldier hides in ambush in the shadows of a local residence's balcony.



Watch out for the several Geist soldiers trying to snipe from the adjacent houses; they're usually on the balconies but they may sometimes be found between houses in the shadowed grassy areas.

Unrest in the Streets



THIS GROUP OF GEIST IS PREOCCUPIED WITH SHOOTING CIVILIANS; USE THEIR DISTRACTION AGAINST THEM.

At the bottom of the hill, a Geist soldier shoots down a woman at the entrance of the cemetery. Now turn to look into the cemetery and spot the handful of soldiers there in the distance, near the wooden pavilion. Use the zoomed view to locate the explosive barrels—shoot the barrels to kill a few Geist in the explosion. Clear out the cemetery of any unholy opposition and continue along your path down the street.



THE ALLEY LEADING INTO THE BACK LOT IS ACCESSED BETWEEN THESE TWO BUILDINGS ACROSS FROM THE CEMETERY.

At the green shield barrier, turn to the left and continue down the adjacent street that runs along the cemetery wall. Look for a narrow passageway that opens up between two buildings; that is where you must go to bypass the shield. Kill the Geist between the two buildings and continue into the back lot to find three more Geist. Follow the insane, mumbled singing to the first Walnut Head.



IT'S ONLY IN THIS FIRST STAGE THAT THE WALNUT HEADS ARE SO WEAK AND HELPLESS. SOON THEY'LL BE THROWING TANKS AT ALICIA!

Luckily, the first few Walnut Heads in the outskirts of the city don't have their full strength and won't toss cars at you; this advantage doesn't last long, however, so don't get used to them being such easy targets. Killing this Walnut Head brings down the nearby green shield barrier and allows you passage through the previously blocked areas.

TIP

Each time a Walnut Head is killed, the subsequent brief cinematic shows what barriers have been removed. Remember where they are. Sometimes they're not where you expect them to be!



Keep your eyes open for these explosive red barrels; they can help turn the tide in difficult battles.

Set them off to create destructive fire bombs!



THE SECOND WALNUT HEAD MUST BE DESTROYED TO REMOVE THE SECOND (BLUE) BARRIER SHIELD BLOCKING ALICIA'S PROGRESS.

Move through the alley directly across from where you entered the back lot and kill the two Geist there. You're close to another Walnut Head when you hear more singing; he is levitating above the next street section. Destroy him and remove his blue barrier shield to progress. Return through the nearby alley to the previous back lot and continue through the now-open section of alley beyond.



THIS THIRD WALNUT HEAD IS THE LAST ONE PREVENTING YOU FROM ACCESSING THE ADJACENT INDUSTRIAL AREA.

When you spot the yellow barrier in the alley, turn right down the nearby branch alley and head out into the street beyond. There you find the last of the three Walnut Heads. This one controls the yellow shield. Splatter his giant brain all over the street with your machine gun and kill any scattered Geist soldiers running around before proceeding to the nearby intersection ahead.



USE THE COVER OF THIS NARROW ALLEY TO KILL OFF THE NEARBY SOLDIERS BEFORE TAKING ON THE GEIST TANK.

Go back into the alley and look for the section that was blocked by the yellow shield. That alley section leads toward the city. There is a Geist tank just past the intersection that you can flank by traveling through the alley. The Geist soldiers supporting the tank have a difficult time shooting at you while you duck in and out of this narrow cover passage.

STAGE 1: Clad in Streaming Black



EVEN GEIST HEAVY ARMOR IS NO MATCH AGAINST THE POWER OF THE STORM.

When the soldiers in the area are dead, turn your attention to the tank. Alicia should have been granted the Lightning ability recently. This is the best attack to use against Geist tanks. Prepare to unleash a high-voltage strike against the heavy armor; try to bait the tank into firing its cannon first so you have time to get Lightning off without a hitch.



IT'S A STRAIGHT SHOT FROM HERE TO THE BRIDGE, BUT YOU SHOULD CLEAR ALL THE GEIST FROM THE ENTIRE AREA LEFT OF THE ROAD BEFORE MOVING FORWARD TO THE BRIDGE.

In the street past the tank, you spot the long bay bridge. But you have many more Geist to eliminate before heading in that direction. In the parking lot of the nearby megastore is an oil tanker truck; sneak up until you're within range without being spotted by the surrounding Geist. Shoot the truck to cause an explosion; several of the Geist may die in the blast.

Mop up the remnants and work your way toward the gas station. (You'll see a water tower high above the building next to it.)

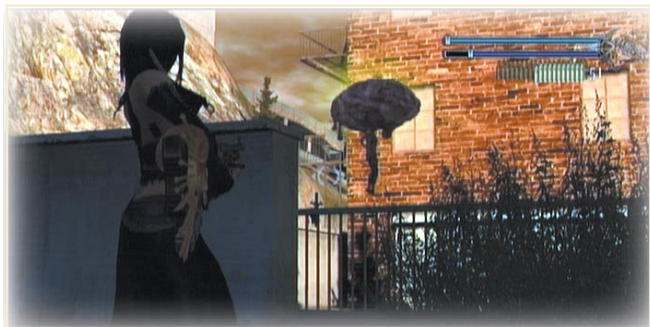


SHOOT THE CAR NEAREST THE GAS STATION PILLARS TO CAUSE A MASSIVE CHAIN REACTION EXPLOSION. BUT BE PREPARED TO DODGE IMMENSE CHUNKS OF FLAMING DEBRIS!

A small army of Geist is waiting in ambush at the gas station. Get there without alerting them to your presence and shoot one of the cars right next to the gas pumps. Be prepared to dodge large, flying debris from a fiery inferno that should effectively kill all the enemies in the gas station lot. After the explosion, proceed toward the bridge. Alicia runs into another Walnut Head shield preventing her from getting up the ramp to the bridge. The Walnut Head is nowhere to be seen.



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THE FOURTH WALNUT HEAD IS BLOCKING YOUR PROGRESS ONTO THE BRIDGE ONRAMP WITH HIS SHIELD. LOCATE HIM IN AN ENCLOSED BACK LOT BEHIND A RESIDENTIAL APARTMENT BUILDING AND DESTROY HIM.

Turn around and look down the far dark street behind you in the opposite direction of the onramp. Follow the street through the wreckage of the gas station explosion to a break in the wall far ahead to the left. The Walnut Head responsible for the onramp shield is hiding in the back lot of a residential building. You can see him hovering just above the nearby wall (you can see him slightly better through the fence around back). Kill him and head back to the bridge. The onramp is now clear.

Burning Bridges



MAKE ANY NECESSARY FINAL BATTLE PREPARATIONS FROM THE SAFETY OF THE LOWER SECTION OF ONRAMP.

Eliminate any Geist resistance you meet on the onramp and prepare for an assault. Up ahead, at the top of the bridge deck, is a small army of Geist: two heavily armored tanks and the first of the attack-ready Walnut Heads.





REMEMBER, ALICIA GAINS MAGIC POINTS BY KILLING ENEMIES. IF YOU'RE LOW ON MP, HUNT DOWN AND KILL A FEW MORE GEIST SOLDIERS TO GET THE EXTRA POINTS NECESSARY TO PULL OFF A LIGHTNING ATTACK AGAINST THE TANKS.

Slowly move up the bridge just enough to see the heads of any Geist above; this prevents the tanks ahead from taking shots with their guns and cannons. Alicia can use the onramp area to lure more of the Geist into pursuing her. This bait-and-hook tactic effectively and safely clears out the top of the bridge and lets you focus on the tanks, and then afterward, the Walnut Head.

TIP

Even if a tank's cannon fire is coming right at Alicia, she will incur no damage if she has started to call the Lightning magic to strike the tanks. Four quick taps of the buttons and you're safe from direct hits that would otherwise kill her.



WHEN THE LAST WALNUT HEAD IS ATTACKED, HE RAISES AND PREPARES A BARRAGE OF VEHICLES. EXTREME CAUTION IS NEEDED HERE TO AVOID THE CHAIN REACTION CRASH CAUSED BY CARS HURLING TOWARD ALICIA ON THE BRIDGE. HIDING BEHIND THE TANKS IS NOT A GOOD IDEA, AS A CAR CAN SLAM DOWN ON TOP OF HER. DODGE, DODGE, DODGE!

After the tanks are destroyed, a swarm of Geist attacks from the onramp below. Before they get up to the top, equip the machine gun and cast Element Shot. When the flames ignite, run quickly toward the Walnut Head and put enough rounds into him to light him on fire. The added damage makes quick work of him before cars start flying across the bridge at Alicia. After the Walnut Head is obliterated, turn to face the attacking Geist. When the area is clear, proceed across the bridge to end the level and enter the City of Screams.





Stage 2: City of Screams



The city is plagued by Geist militia, and hordes of Walnut Heads project a labyrinth of force shields throughout the streets. Alicia must slowly progress through the chaos to the other side of the city to escape.

STAGE 2 EVALUATION

KILL POINTS

Rank	Points
SS	47,500
S	40,000
A	35,000
B	30,000
C	20,000
D	10,000
E	0

CLEAR TIME

Rank	Time (Min)
SS	0-30
S	30-35
A	35-40
B	40-45
C	45-50
D	50-60
E	60-90

SURVIVAL RATE

Rank	Survival Rate
SS	90%
S	80%
A	70%
B	50%
C	30%
D	20%
E	0%

STAGE 2 ENEMIES

Opponent Name	Kill Points	Max. # Killed	Max. Points	Min. # Killed	Min. Points
Geist Soldier : Normal	220	53	11,660	3	660
Geist Soldier : Heavy-set	300	29	8,700	1	300
Geist Soldier : Thin	270	46	12,420	2	540
Gigas	1,500	3	4,500	0	0
Walnut Head	120	7	840	7	840
Resistance	500	0	0	0	0
Tank	1500	4	6,000	0	0
Helicopter	2,000	3	6,000	0	0
Total			50,120		2,340

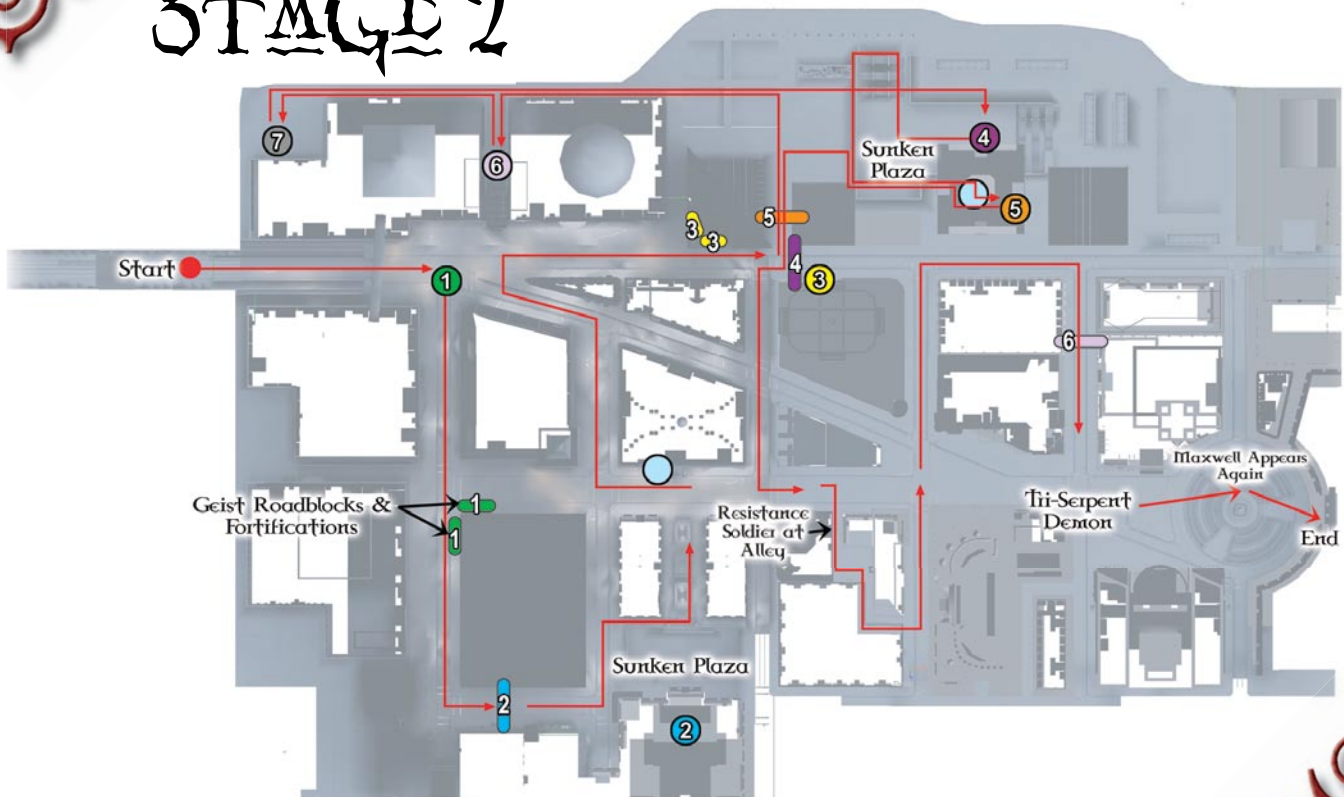
* Points for Resistance fighters are for each one saved, not killed.

STAGE 1 OBJECTIVES

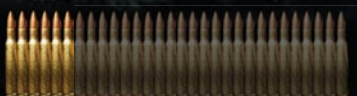
Category	Importance	Objectives
Kill Points	****	Wipe out all enemies
Clear Time	*	Take your time and enjoy the stage; a high score is achievable even when exploring very slowly
Survival Rates	***	Save all civilians and Resistance you can to maximize points



STAGE 2



- | | | |
|--------------------|--------------------------|--------------------------|
| = Suggested Routes | = Force Barrier 5 | = Walnut Head Location 4 |
| = Force Barrier 1 | = Force Barrier 6 | = Walnut Head Location 5 |
| = Force Barrier 2 | = Walnut Head Location 1 | = Walnut Head Location 6 |
| = Force Barrier 3 | = Walnut Head Location 2 | = Walnut Head Location 7 |
| = Force Barrier 4 | = Walnut Head Location 3 | = Snipers |





Maxwell Cougar



THERE ARE MANY CARS IN THE STREETS TO USE AS COVER OR TELEKINETIC WEAPONS AGAINST THE GEIST INFANTRY.

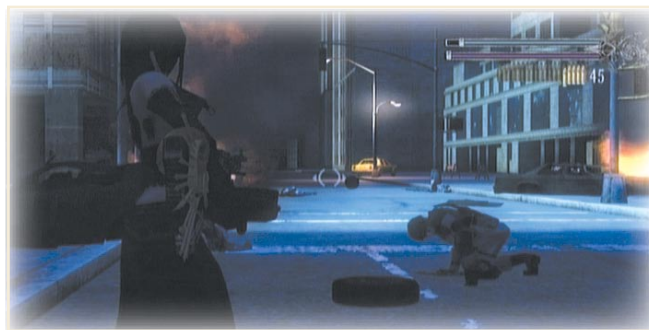
Darkness didn't think there were any humans left with the will to fight, but at the far side of the bridge, Alicia meets up with an armed force of men fighting a small band of Geist infantry in a street littered with the wreckage of many vehicles.

Help the human soldiers defeat this group of Geist in the street. When the last demon soldier is destroyed, a Walnut Head above makes itself known. It's controlling the purple force shield nearby and must be killed immediately before it lifts all the cars off the streets and drops them down upon you in a fiery mess.



THE RED FORCE SHIELD DOESN'T COME DOWN UNTIL MUCH LATER IN THE STAGE.

Shoot the Walnut Head before it raises all the cars off the street. If you wait too long, you must find a spot to shoot through the cars that are levitating around it. The fiery Element Shot with the machine gun makes quick work of all Walnut Heads; use it here for the quickest victory.



ALWAYS BE READY TO USE ALICIA'S SACRIFICE SPELL FOR ACCOMPANYING RESISTANCE SOLDIERS—THEY ARE ALICIA'S DEDICATED BACKUP AND ARE WORTH THEIR WEIGHT IN GOLD.

With the Walnut Head destroyed, take a look around the area. Note the red force shield ahead blocking off the two streets that split off from the main one, opposite the end of the bridge where you entered this area. One street, which the purple force shield was previously blocking, is now open to passage. Take the two guards Maxwell assigns to you and head down the open street.



LOOK TO THE SHADOWS OF THIS GROUND-FLOOR BUILDING ENTRYWAY, WHERE SEVERAL GEIST HAVE CONSTRUCTED A FORTIFIED GUARD POST.

Use Willpower to push several of the cars littering the dark street toward the lighted area of the city ahead. When you approach the intersection, beware of the shadowed patio area on the ground floor of the building on the intersection's opposite side. Several Geist have barricaded themselves in there for protection and they can snipe you with impunity if they're not eliminated quickly. The main host of Geist is in the streets, but reinforcements arrive quickly via Chinook helicopter. They fast-rap to the ground, so you must find cover behind cars to avoid the Geist crossfire.



WATCH FOR GEIST SNIPERS ALONG THE THIRD-STORY LEDGE OF THIS BUILDING.

With the local Geist dead, aim at the nearby building ledge to kill the snipers above the street. They're on the third-story ledge; look toward the water tower on the same building if you're having trouble spotting them.



WATER TOWERS MAKE INCREDIBLY DESTRUCTIVE WILLPOWER PROJECTILES.

Two more water towers are high above, located farther down the street. Shoot the supports out from under these towers to send them crashing down to the street level. Now use Willpower to send them careening down the street past the intersection to eliminate the Geist that are holed up behind the roadblock.



USE THE PILLARS AS A SAFE HAVEN AGAINST ATTACKS FROM THE WALNUT HEAD AND LET ALICIA SHOOT FROM COMPLETE SAFETY.

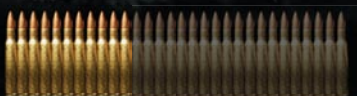
Past the roadblock, look for the building at the end with the tall pillars out front. Walk among the pillars and peer around the corner of this building to spot the next Walnut Head. Use the cover of these pillars to avoid whatever the floating brain tries to throw at you—which could include the nearby highly explosive tanker truck.

Note

This Walnut Head controls the blue force shield near the fountains on the opposite side of the large sunken plaza.



THERE ARE MANY WATER TOWERS THROUGHOUT THIS STAGE TO USE AGAINST THE GEIST, BUT REMEMBER, TANKS CAN BLOW THEM BACK AT ALICIA.



Destroy the Walnut Head and jump down into the sunken plaza. The several water towers on nearby buildings can be shot down to street level and then used as massively destructive Willpower projectiles. The dust clouds and carnage these weapons cause can be highly entertaining, despite Alicia's solemn demeanor. When the blue force shield is down, keep pushing the water towers through the streets with Alicia's Willpower skill. They provide excellent cover against Geist attacks.

CAUTION

If you're using the water towers to make progress through the streets, be wary around Geist tanks. They can blow the large containers back onto Alicia and kill her outright.



KILL THE GEIST SNIPER HIDING ON THE LEFT PILLAR ABOVE THE THEATER FAÇADE.

Proceed toward the theater at the end of this avenue and immediately eliminate the sniper on the left pedestal flanking the theater entrance. Don't go too far around the corner of the last building without preparing to take on a Geist tank. Use Lightning against it or keep hurtling cars and debris at it via Willpower until it either flips over or flips onto its side, and then bursts into flames.

TIP

If you take your time and collect the many water towers, you can blast four or five towers through the streets with Alicia's Willpower skill. If the skill is at level 3, Alicia can cause an incredible amount of damage in the city with this strategy.



ALICIA INVOKES THE POWER OF THE STORM UPON GEIST HEAVY ARMOR.

Continue left down the street past the theater, then right down the darkened avenue. Turn left down the street at the T-intersection and notice that you're now traveling back in the direction of the bridge where Alicia entered the city. It's still blocked off by the red force shield, however, and a Geist tank is in your way! Be very cautious around the tank, but also watch for the Geist shooter on the second-story balcony of the narrow building above.



IF YOU'VE LOST YOUR BEARINGS, ALICIA IS NOW ON THE OTHER SIDE OF THE RED FORCE SHIELD FROM THE BRIDGE WHERE SHE ENTERED THE CITY.

Follow the street around the near-180-degree turn to find a yellow shimmering Walnut Head at the far end. Before you can get to him, however, the Geist fly over in a Chinook and fast-rap a squad to ground level. Eliminate the demonic infantry and then continue moving down the street.



SHOOT VEHICLES THAT WALNUT HEADS ARE LEVITATING TO CAUSE THEM TO EXPLODE, RENDERING THEM USELESS AGAINST ALICIA.

Ahead on the left is a Geist fortification at the base of a building. Don't move too far down the street or you'll be caught in the crossfire between this location and the roadblock farther down the street. If you have magic left, send cars and towers flying down the street ahead of you to do damage while you catch up.

Note

The Walnut Head here controls the yellow force barrier that allows access to the waterfront area.



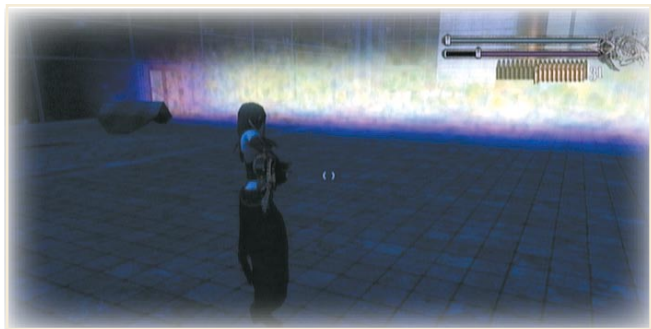
REACH THE WATERFRONT PLAZA BY TRAVELING THROUGH THE SHADOWY ALLEY BETWEEN THESE TWO BUILDINGS NEAR THE WALNUT HEAD'S LOCATION.

Use the left area of the street near the Geist fortification (after it's been cleared of opposition) to avoid attacks from the Walnut Head. Turn left near the floating brain toward the dark alley between the buildings. Another Geist roadblock is here, but Alicia makes quick work of them with a truck blasted with Willpower through their inhuman ranks.





The Walnut Heads Unite



ALICIA IS SEALED INTO THE WATERFRONT PLAZA BY A MULTICOLORED FORCE BARRIER CONTROLLED BY SEVERAL WALNUT HEADS ACTING TOGETHER.

As soon as Alicia moves toward the waterfront past the Geist roadblock, a curious multicolored force shield is erected behind her. Eliminate the one or two Geist you see near the flat waterfront plaza and move out. Straight ahead, toward the waterfront plaza, you see nothing but flat horizon. To the right is a sunken plaza section with a yellow shimmering Walnut Head (who is supported by a well-hidden Geist sniper). To the left is a small group of Geist infantry busy slaughtering civilians.



ELIMINATE THE GEIST SNIPER HIDING OUT IN THE DARKNESS OF THE FAR BUILDING'S LEDGE.

Eliminate the Geist near the tanker first; then proceed back toward the Walnut Head to destroy it. However, be very cautious on the approach. The nearby sniper can get a lock on Alicia very quickly, so jump erratically when he's trying to line you up in his sights.



THIS YELLOW SHIMMERING WALNUT HEAD HAS LITTLE TO THROW AT ALICIA; IT SHOULD BE AN EASY KILL ONCE ITS FEW GUARDS ARE DEAD.

To avoid the sniper entirely, jump down into the sunken plaza and deal with the opposition there before proceeding. There are only a couple Geist enemies to worry about, including the yellowish Walnut Head that is now contributing to the control of the multicolored force shield. This Walnut Head has nothing to pick up and throw at Alicia so he's quickly and very easily destroyed with your weapon of choice.

TIP

Use Element Shot magic on the cannon to get the high-powered extra zoom and eliminate the Geist sniper from outside his range.



JUMP ON THE LEDGE ABOVE THE SUNKEN PLAZA AND WALK ALONG IT TO GET TO THE FAR SIDE WHERE THE GEIST ARE SHOOTING FROM.

Backtrack to ground level and toward the multicolored barrier. Look to the left and spot the two Geist running along the adjacent platform—that is where Alicia must go. Move close to the building and jump along the narrow ledge to get to the adjoining platform. Use the nearby walls as cover to systematically eliminate the group of infantry rushing to attack.



THE NEXT WALNUT HEAD—SPORTING A BLUE AURA—is AROUND THE LEFT SIDE OF THE NEARBY BUILDING FROM THE AWKWARD LEDGE ABOVE THE SUNKEN PLAZA.

Alicia can only go left down the street away from the nearby force shields. Around the next building on the left is the blue shimmering Walnut Head. He's curiously on his own here with little to throw at Alicia, so open fire and destroy him immediately.



USE THE SHOTGUN UP CLOSE AGAINST THESE FAST-MOVING GEIST INFANTRY.

Now, remember where you saw the tanker truck out on the left side of the waterfront plaza? Alicia must go there for the next checkpoint. Moving along the walkway between the building and the water below, destroy the few Geist shock troops there with an Element Shot-imbued cannon before they see you.

Switch to your machine gun and imbue it with Element Shot as well. The several Geist here burst into flames after taking several shots. The purple glowing Walnut Head is at the end of the dark alley, but beware: he has access to the nearby cars for weapons and Alicia can easily be killed by a car as the floating brain draws the vehicle to itself, even before it throws the projectile.



THE LAST WALNUT HEAD PROJECTING THE MULTICOLORED FORCE BARRIER IS AT THE OPEN AREA AT THE END OF THE WATERFRONT WALKWAY.





Continue to the end of the walkway to find another Walnut Head and a small group of Geist infantry shooting civilians. There are three water towers to use against them on the far building if you want to make a mess—otherwise just blast away.



WATCH FOR GEIST INFANTRY TO EMERGE FROM THE SHADOWS OF THE DARK INTERSECTION AHEAD.

Now backtrack to the original entrance to the waterfront plaza. With the multicolored force shield down, you can get back to the city's main section. Go straight along the street back through the carnage you caused previously. You find another group of Geist in a dark intersection.



Enter the Gigas!



Scene from the *Bullet Witch* comic, created as a homage to the game, where Alicia discovers the giant Gigas' fatal weakness.



THE BIGGER THEY ARE, THE HARDER THEY FALL! THE GIGAS IS NO EXCEPTION; MOVE AWAY FROM IT AS IT FALLS TO THE EARTH IN DEFEAT OR THE IMPACT AND RESULTING SHOCK WAVE COULD KILL YOU.

After this group of Geist is destroyed, go past where they came from toward the next street section. A cutscene introduces the enormous creature on the rampage here—a Gigas!



GET CLOSE ENOUGH TO THE GIGAS FOR ALICIA'S TARGET CURSOR TO GLOW RED, THEN UNLEASH THE MACHINE GUN OR GATLING GUN AND FIRE FULL CLIPS INTO THE MONSTER'S PULSING GIANT HEART: THAT'S ITS ONLY WEAK POINT!

The Gigas is a monster, plain and simple, in both size and in the powerful attacks from the Gatling gun embedded in its forearm. Regardless of its size, however, it has an obvious weakness: the discolored area over its heart. Target that area and you'll see the giant creature stumble; repeat this several times and blood sprays like a burst dam from its massive chest. Don't be anywhere near the Gigas when it falls as it can kill you.



LOOK FOR THE RESISTANCE SOLDIER NEAR THE ALLEY. FOLLOW HIM TO THE NEXT STREET SECTION.

Look down the street the Gigas was on. Far ahead, between two buildings on the right, is a dark alley. Alicia spots a human soldier beckoning her to follow him. Kill the Geist on the ground level and turn your attention to the shooters on the two opposing balconies several stories above you. This is a dangerous crossfire area that needs to be cleared out.



WATCH FOR GEIST SHOOTERS ON THE FIRE ESCAPES IN THE SHADOWS OF THE DARK ALLEYS.

Heal the soldier if necessary and locate the wall with the two water towers high above on the building's rooftop. The alley exit from this area is along that wall. Don't leave through the second exit underneath the building with the single water tower or you'll get turned around and find yourself back where you came from.



ANOTHER GIGAS WAITS FOR ALICIA IN THE STREETS BEYOND THE DARK ALLEY. USE THE CORNER OF THE BUILDING AS COVER FROM ITS GUNFIRE.





Where the alley opens up again into the next street section, another Gigas is seen at the far end. Use the side buildings for a bit of cover if the Gigas sees you and sprays the area with gunfire. Get close enough to it that Alicia's targeting cursor goes red to indicate that you're within range, and then unleash your machine gun on this monstrosity's weak heart.

CAUTION

Beware the Geist tank far down the street opposite the Gigas. The tank has excellent range, and if the Gigas is still alive and kicking, the added artillery power is extremely deadly.



FOR DRAMATIC EFFECT, USE ELEMENT SHOT IMBUED ON THE MACHINE GUN TO TURN THIS GIGAS INTO AN IMMENSE BONFIRE.

When the Gigas is down, proceed into the intersection using the vehicles strewn about as cover against the tank's attacks. Kill every Geist soldier to get enough additional magic points to use Lightning against this tank and keep moving down the street. At a far intersection corner, another Gigas steps up.

The corner of the nearest building is excellent cover against the Gigas's chain gun attack. Use your machine gun to unleash hell on this giant target's weak spot.

CAUTION

Don't get too close to a Gigas or it jumps into the air to execute a jumping butt splash that sends a lethal shockwave throughout the immediate area.



LOOK FOR THE ORANGE GLOW COMING FROM A SIDE STREET AND PROCEED TO THAT AREA.

When the Gigas is dead, proceed down the long street section, which you should recognize from being here before. The force shields have changed, however. At the far end of the street, you see an orange glow coming from a side street on the right.



ALICIA MUST AGAIN CALL DOWN THE STORM TO DESTROY THE GEIST TANKS.

Just around the corner is a Geist tank. Collect magic points by killing all the Geist infantry you see so that Lightning is available by the time you get to this point. Blast the tank apart and then use any debris, including the nearby car, to destroy the Geist roadblock and its support troops.

TIP

Use Willpower to push cars or debris to destroy Geist roadblocks. This also allows Maxwell's Resistance troops to follow you where they otherwise couldn't go.

The Tri-Serpent Demon



THIS HULKING DEMON IS TOO MUCH FOR ALICIA TO HANDLE RIGHT NOW.

Continue down the street until the cutscene plays. An unbelievably massive demon appears in the street—and it is the boss of all bosses. Turn left at the intersection and head toward the large circular plaza at the end. You must listen to Darkness as he explains what to do, but Alicia is powerless against the demon's might at this point. If Darkness hasn't spoken to Alicia yet, fire off some rounds at the demon to cue the conversation. There is nothing you can do against the demon but wait for the next event to occur.



HEAD TOWARD THE GLOWING OBJECTIVE ON THE OPPOSITE SIDE OF THE CIRCULAR PLAZA.

Watch for Maxwell to appear at the edge of the circular plaza. Alicia must dodge the Grudge Spirits sent forth from the demon to kill her. Follow Maxwell, when he appears, to the target marker glowing at the end of the street.



ALICIA, MAXWELL, AND THE REMAINING RESISTANCE FIGHTERS MUST ESCAPE THROUGH THE MANHOLE INTO THE UNDERGROUND TO AVOID CERTAIN DESTRUCTION.





Stage 3: 10,000 Feet of Flames



Alicia, Maxwell, and a small band of Resistance troops made it beneath the streets and away from the Tri-Serpent Demon. You must fight through the Resistance's secret underground base, through the subway tunnels, up into the airport, and escape on a 747 before the demons catch up to you.

STAGE 2 ENEMIES

Opponent Name	Kill Points	Max. # Killed	Max. Points	Min. # Killed	Min. Points
Geist Soldier: Normal	320	56	17,920	4	1,280
Geist Soldier: Heavy-set	400	19	7,600	2	800
Geist Soldier: Thin	370	40	14,800	3	1,110
Screamer	500	2	1,000	2	1,000
Walnut Head	100	4	400	4	400
Worm Man	450	26	11,700	0	0
Total			53,420		4,590

STAGE 3 OBJECTIVES

Category	Importance	Objectives
Kill Points	***	Kill all enemies
Clear Time	*	Don't worry about time limits
Survival Rates	***	Save all civilians, especially those in the airport

STAGE 3 EVALUATION

KILL POINTS

Rank	Points
SS	42,000
S	38,000
A	32,000
B	25,000
C	20,000
D	10,000
E	0

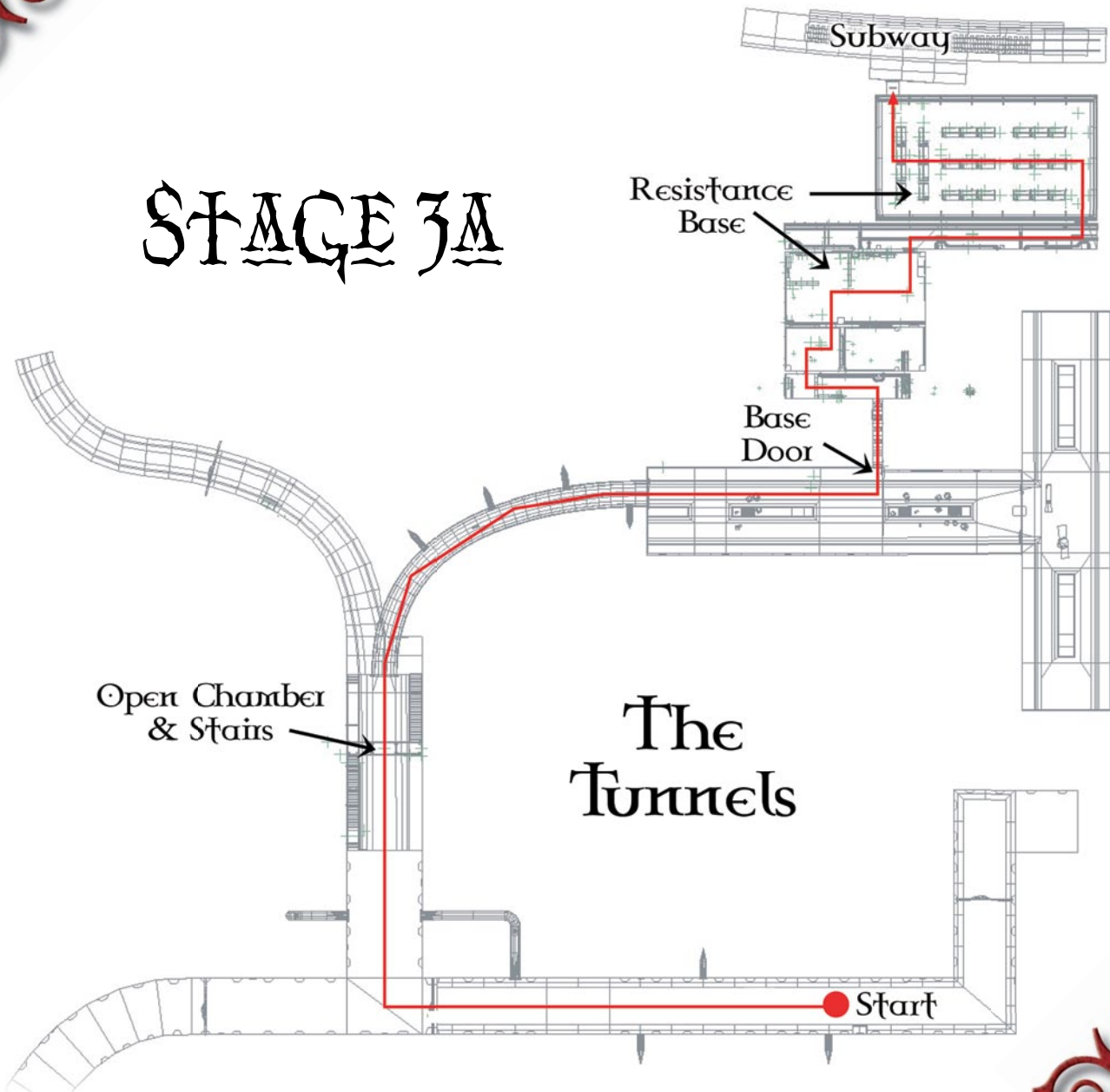
CLEAR TIME

Rank	Time (Min)
SS	0-30
S	30-35
A	35-40
B	40-45
C	45-50
D	50-60
E	60-100

SURVIVAL RATE

Rank	Survival Rate
SS	95%
S	90%
A	80%
B	70%
C	50%
D	20%
E	0%

STAGE 3A



LEGEND

→ = Suggested Route

The Secret Base



KILL ALL THE GEIST POSSIBLE FROM THE TOP OF THE OPEN CHAMBER BEFORE PROCEEDING DOWN THE STAIRS TO THE LOWER TUNNEL.

Maxwell tells Alicia they've got a base nearby, and he's got friends there, too. You must get to the base to reach reinforcements. Follow the tunnel to the first corner, where it branches off to the right. Destroy the first group of Geist infantry that wait in ambush. Beyond the first battle, look for the catwalk leading across the large open chamber.

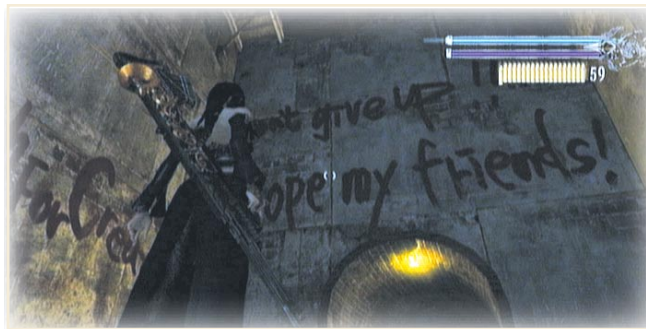


WATCH THE SHADOWED TUNNEL OPPOSITE THE CATWALK FOR MORE GEIST TO ATTACK.

As Maxwell and the troop move down the stairs, the Geist several stories below take aim. Use this distraction to eliminate the opposition before they've seen you—you should be able to shoot from almost complete safety on this side of the chamber.

CAUTION

As you're targeting Geist below, watch for more enemies to come running from the dark tunnel on the far side of the chamber on the same level as Alicia.



DON'T GIVE UP HOPE!

When the stairs and bottom floor are cleared out, descend to the bottom level to meet up with Maxwell and the troops. Pass into the tunnel marked with the words "Don't give up hope!".



BE VERY CAUTIOUS AROUND THE GEIST GRENADIERS; THE CLOSE QUARTERS MAKE THEIR GRENADE BLASTS MORE LETHAL THAN EVER.

Proceed slowly inside the tunnel; around each slight arc in the tunnel is another Geist waiting for you and Maxwell (so much for a secret base). Use extra caution as you get down near the lower level, because a group of Geist and several grenadiers wait there, making the enclosed space extremely dangerous.

TIP

If you're having trouble with the Geist grenadiers in the tunnel, try isolating each one and picking him off slowly by using the Element Shot magic imbued on the cannon. This gives Alicia access to the sniper scope and one-shot kills—they must be headshots!



USE ALICIA'S SHOTGUN IN THE CRAMPED SPACES OF THE SECRET BASE—THIS IS THE IDEAL ENVIRONMENT FOR THE SHOTGUN.

Look for the door to the secret base at the far end of the tunnel (on the left wall). Go inside and up the stairs that lead into a narrow corridor where a handful of Geist attack.

TIP

Use Alicia's shotgun in close-quarters combat and imbue it with Element Shot wind magic to really cause a stir.

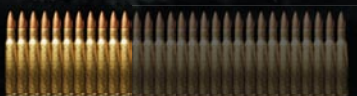


THE SECRET RESISTANCE BASE IS NO MORE.

From the narrow corridor, find your way into the main room of the base. In here, Maxwell discovers the rest of his troops slaughtered by Geist. After the cutscene plays, more Geist troops and a commander breach the far door. Unleash your shotgun magic on them, crushing them with bookshelves and debris while cleaning up the survivors with 12-gauge hell.



THE SHOTGUN'S WIND POWER WORKS WELL TO SQUASH THE GEIST BETWEEN MANY SHELVES.

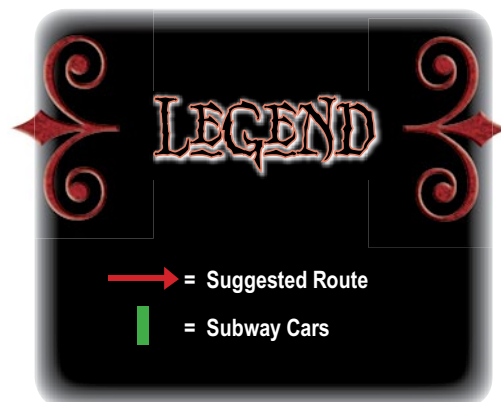
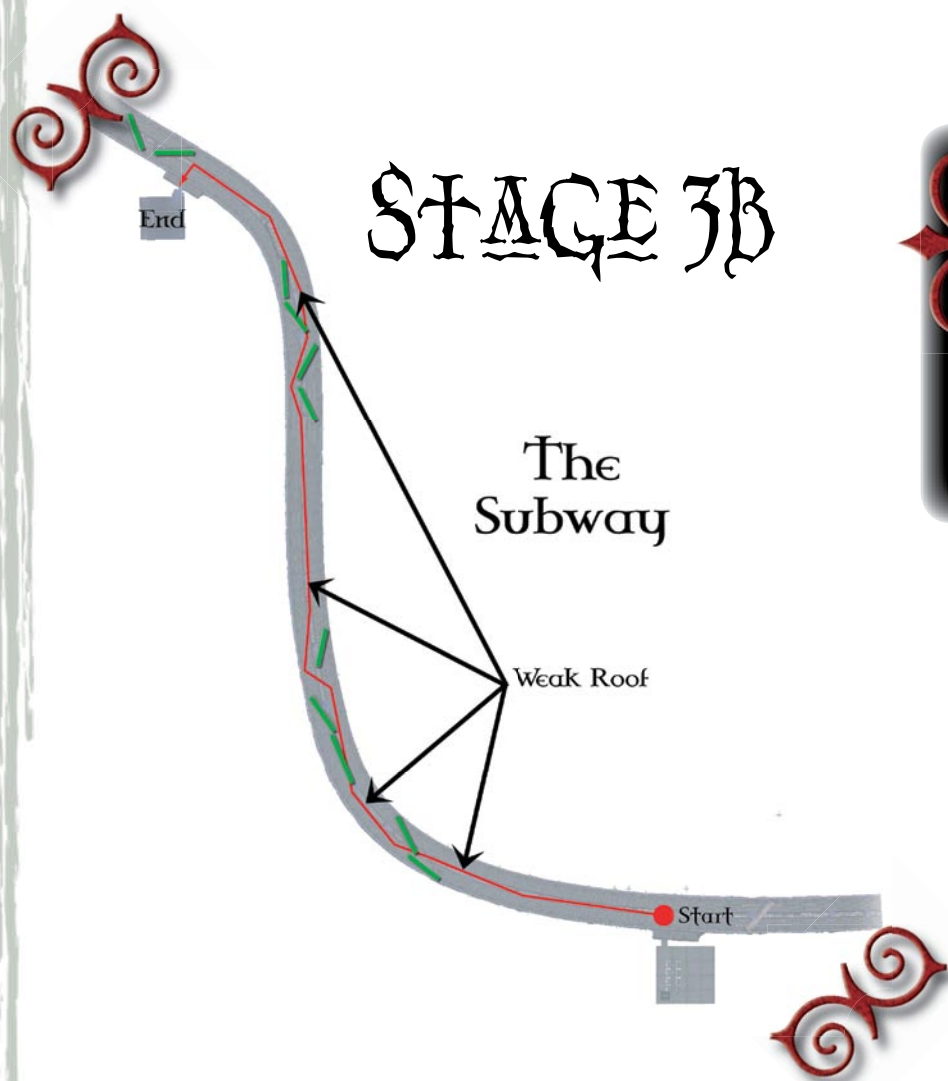




Move out of the main room and into the short hall beyond. The few Geist here offer little resistance to your progress; however, in the next room note the many stacks of freestanding shelves. Use the Element Shot-imbued shotgun and fire at the shelves to move them around. Willpower blasts don't work here, which is why the shotgun should be used. The quick Geist in the room dodge between the shelves, at least until you start rearranging the furniture. Keep blasting the shelves together into groups and you'll squash some of them like bugs.



**EXIT THE ROOM VIA THE FAR DOORWAY AND
ESCAPE OUT INTO THE RAILWAY TUNNELS.**



The Subway



SAND FALLING FROM THE ROOF IS THE TELLTALE SIGN OF A WEAKENED CEILING. IT DOESN'T TAKE MUCH GUNFIRE FROM ALICIA'S MACHINE GUN TO BRING THE ROOF DOWN ON UNSUSPECTING ENEMIES.

Jump down off the platform and kill the two Geist ahead. Follow the tracks left from the entrance into the darkness. Watch for sand to fall from the roof of the tunnel farther ahead near the derailed train car. Any roof in a weakened state will collapse under the stress of gunfire. Use this against your enemies by luring them below such areas and firing at the roof with the machine gun to cause a cave-in. Most enemies die in the carnage.

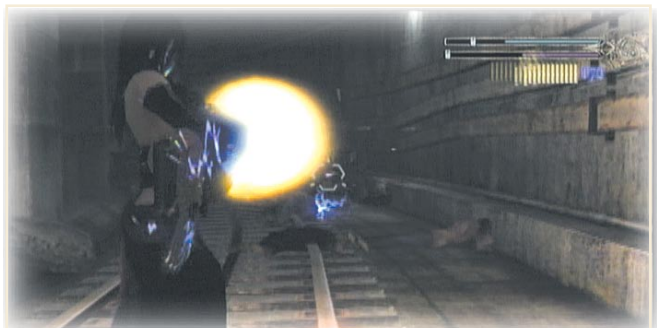


DON'T LET THE WORM MEN GET TOO CLOSE TO ALICIA OR SHE'LL GET SPIKED.

Move around the right side of the train cars and through the opening beneath one of them to reach the left side of the tunnel. Several Geist and more Worm Men are in this area, so resort to the shotgun and let them come to you for their ultimate destruction.

TIP

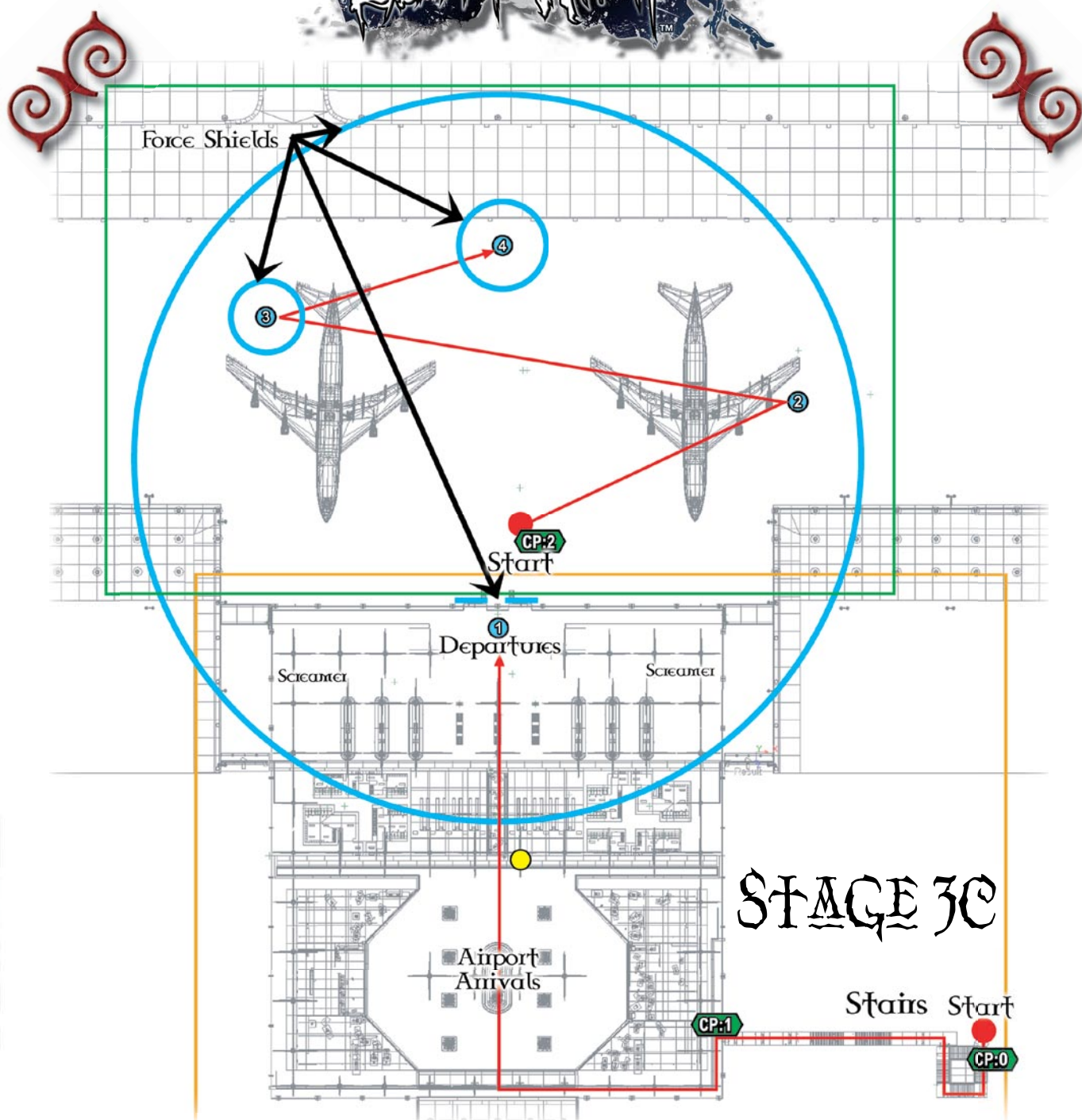
Not only are collapsed ceilings a deadly trap to use against the Geist, but the concrete debris left from the cave-in can be blasted through the tunnels via Willpower—effectively turning the subway tunnel into a giant, makeshift shotgun barrel. Blast debris down the tunnel into any enemies that dare stand in defiance of Alicia's power.



A LIGHTNING-IMBUED GATLING GUN MAKES QUICK WORK OF LARGE GROUP OF WORM MEN.





Farther along through the tunnel, Alicia is swamped by Worm Men. Nearby, some poor commuters were attacked by Screamers and their ghostly Grudge Spirits. There is a small army of the possessed standing and convulsing between Alicia and the exit at the tunnel's far end. Use the shotgun to dispatch enemies up close, and cause cave-ins on enemies where you can. Find the door at the far end of the tunnel to access the airport stairwell.





STAGE 3C



-  = Checkpoints
-  = Suggested Routes
-  = Walnut Head locations
-  = Snipers

Movin' On Up!



THE GEIST ABOVE ALICIA IN THE STAIRWELL HAVE A HEIGHT ADVANTAGE; THEY MUST BE ELIMINATED QUICKLY.

Ascend the stairwell leading up many stories. The Geist have gunners placed on every story all the way to the top. Work your way up, but if the firefight becomes too much, take a break by retreating down a flight or two of stairs. Geist prefer to keep their height advantage, so they'll let you retreat and come back for more when you're ready.



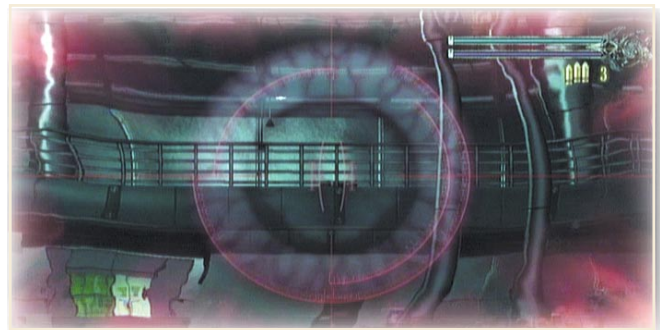
MEET UP WITH MAXWELL AGAIN AT THE TOP OF THE STAIRS, IN A BACK SERVICE HALLWAY IN THE AIRPORT.

At the top of the stairway, continue through the door at the far end of the landing. Climb the tall staircase ahead that leads up into a service corridor in the back of a large chamber. Maxwell and some troops catch up to Alicia here; lead them into the main airport terminal for a massive firefight with the Geist.

TIP

Use the pillars at the terminal entrance for cover to avoid the heavy Geist crossfire throughout this battle.

Now Departing for Destination Unknown



USE THE EXTRA ZOOM ABILITY ON THE IMBUED CANNON TO ELIMINATE THE GEIST SNIPER ON THE DISTANT CATWALK BEFORE PROCEEDING INTO THE AIRPORT TERMINAL.



After the initial firefight in the airport, cast Element Shot on the cannon and use the zoom sights to kill the Geist sniper on the catwalk above the main floor at the terminal's far end. He will kill all the resistance troops with head shots if you don't eliminate him quickly.



TO QUICKLY SPOT THE SCREAMERS, WATCH FOR THEIR GRUDGE SPIRITS TO APPEAR AND THEN FOLLOW THEIR ORIGIN TO THE SCREAMER HERSELF.

Run in the direction of the sniper's catwalk. A small squad of Geist shooting civilians must be killed quickly in the second half of the terminal. Even more deadly are the two Screammers at opposite ends of this area: they send forth an army of Grudge Spirits to either attack or possess nearby humans, as well as attack Alicia and the squad.

TIP

Screamers are quickly destroyed by using Element Shot imbued on the machine gun. Unload a clip into a Screamer to make her burst into flames.



ONE WALNUT HEAD STANDS BETWEEN ALICIA AND THE AIRPORT TARMAC.

When the two Screammers are destroyed, focus all your firepower on the Walnut Head levitating above you near the two exit doors. Alicia and the group can't leave the terminal building until this grotesque floating brain is eliminated.

Clear the Tarmac



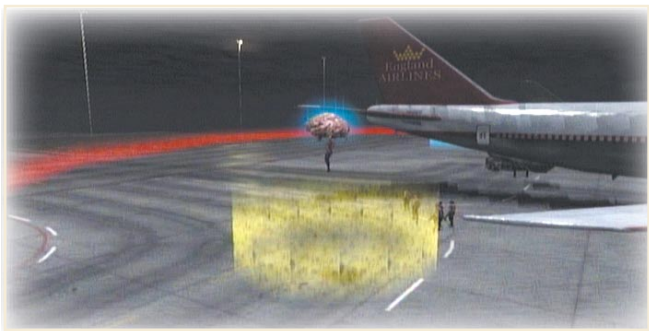
ELIMINATE THE FIRST GROUP OF GEIST SEEN ON THE TARMAC BEFORE PROCEEDING TO THE FIRST WALNUT HEAD.

Outside the terminal, Alicia finds that a horde of Geist have pinned human Resistance troops on the tarmac. There are three Walnut Heads projecting force shields; two are protecting each other, and the last is projecting the shield that traps everyone on the tarmac.



THE YELLOW SHIMMERING WALNUT HEAD IS THE ONLY ONE WITHOUT ITS OWN FORCE SHIELD AND MUST BE DESTROYED FIRST.

From the terminal doors, run to the far right side of the tarmac and look for the yellow, shimmering Walnut Head. It's got a small troop of Geist infantry supporting him that must be eliminated as well. Spray lead at the Walnut Head to lower his protective shield around the blue Walnut Head.



THE DEATH OF THE YELLOW WALNUT HEAD ALLOWS ALICIA TO ATTACK THE BLUE WALNUT HEAD ON THE FAR LEFT SIDE OF THE AIRPORT TARMAC.

When this area is clear, run to the far left side of the tarmac and attack the blue, shimmering Walnut Head. This one has more access to vehicles that it can throw at Alicia: tanker trucks, small planes, and airport fire trucks among them. Destroy the Walnut Head before he has an opportunity to send these weapons of mass destruction hurtling through the air.



THE LAST WALNUT HEAD PROJECTING THE FINAL, AND LARGEST, FORCE SHIELD USES ALL OF THE VEHICLES NEARBY AS PROTECTION AND OFFENSIVE WEAPONS. DESTROY HIM QUICKLY TO AVOID DODGING AIRPORT FIRE TRUCKS!

When the second brain is eliminated, proceed to the middle of the tarmac toward the last Walnut Head; he's projecting the final force shield. This must come down so that Alicia, Maxwell, and the troops can get a plane off the ground.





By the Light of the Moon



ALICIA AND THE SURVIVORS AREN'T HOME FREE YET.

Just when Maxwell thought you were home free, a flying demon appears near the 747s. As one of the planes crashes into the ocean, Alicia blows apart one of the cabin doors and flies out into the night.



THE DRAGO-BAT IS THREE TIMES THE SIZE OF THE 747.

You must defeat the immense flying Drago-Bat while atop the 747 at 10,000 feet! The creature makes many passes at the plane, flying on one side and then the other, but there are only two attacks you need to concern yourself with: the eyes, and the Drago-Bat's biting attack.

CAUTION

Avoid being struck by the giant eyes as they race through the air toward you—they can knock you right off the plane.



Boss Battle: Drago-Bat



SHOOT ALL THE DRAGO-BAT'S EYES FROM THE HULL OF THE PLANE BEFORE THEY DESTROY IT.

While the Drago-Bat flies alongside the plane, it attacks with numerous demon eyes. Once close enough, the eyes latch onto the plane's metal hull and start ripping through it. You must shoot the eyes off the plane or they'll destroy it. Use the machine gun or the shotgun up close to blast the Drago-Bat's eyes off the 747. Concentrate on one primary objective throughout this fight: strike the Drago-Bat three times with Lightning to defeat it. Don't waste any more time earning the magic points than you have to, or you risk letting the Drago-Bat destroy the plane.



WHEN THE DRAGO-BAT BACKS OFF AND FLIES TO THE REAR OF THE PLANE, YOU KNOW IT'S GOING TO ATTEMPT A BITE ATTACK. RELOAD QUICKLY AND UNLOAD A FULL CLIP INTO ITS OPEN MOUTH.

Fend off at least one bite attack, if you're fast enough. Darkness warns you it's about to happen. The Drago-Bat falls behind the 747 and opens its massive gaping maw to swallow the plane's tail section. As it moves close, mouth agape, shoot several clips into its mouth to get it to back off. This buys you more time to accumulate the magic necessary to strike it with another Lightning blast.



THREE LIGHTNING STRIKES AND THE DRAGO-BAT IS DONE FOR.

One of the best positions to fight from is the front of the plane, moving toward the rear when the Drago-Bat attempts a bite attack. Alternately, the entire battle can be fought and won from atop the wing, which makes it easier to fend off the Drago-Bat's eyes. Strike the Drago-Bat with Lightning three times to defeat it and complete the stage.



ONE LAST BITE?





Stage 4: Dawn in the Valley



The plane's gone down in a valley near the Resistance headquarters, a remote military base in the mountains. Alicia must protect the civilians and support the Resistance troops on the march through the valley and into the mountains to the base.

STAGE 4 EVALUATION

KILL POINTS

Rank	Points
SS	40,000
S	37,000
A	30,000
B	25,000
C	20,000
D	12,000
E	0

CLEAR TIME

Rank	Time (Min)
SS	0-30
S	30-35
A	35-40
B	40-45
C	45-50
D	50-60
E	60-100

SURVIVAL RATE

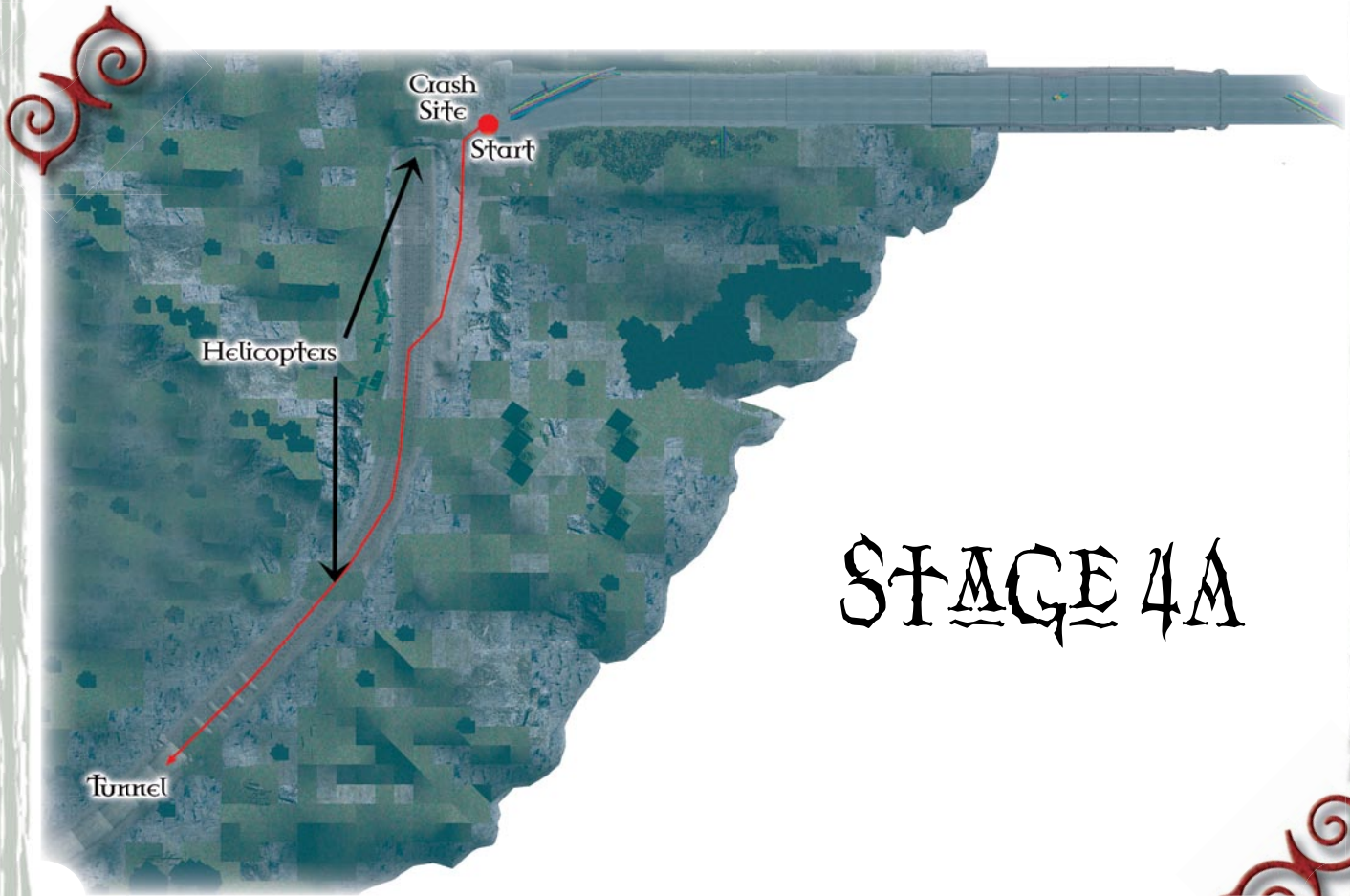
Rank	Survival Rate
SS	95%
S	90%
A	85%
B	70%
C	50%
D	20%
E	0%

STAGE 4 ENEMIES

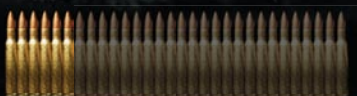
Opponent Name	Kill Points	Max. # Killed	Max. Points	Min. # Killed	Min. Points
Geist Soldier: Normal	200	82	16,400	37	7,400
Geist Soldier: Heavy-set	300	31	9,300	6	1,800
Geist Soldier: Thin	250	37	9,250	11	2,750
Giant	600	1	600	0	0
Helicopter	1,500	10	15,000	0	0
Total			50,550		11,950

STAGE 4 OBJECTIVES

Category	Importance	Objectives
Kill Points	*	You can score high just by protecting the civilians, but kill all enemies possible
Clear Time	**	Time isn't too much of an issue on this stage
Survival Rates	***	Focus on saving all civilians and Resistance!



STAGE 4A



Brace for Impact



AND THE LONG WALK BEGINS...

After the plane crashes and the chaos dies down, Maxwell says you can actually walk to their headquarters from here. Many of the civilians are left behind as Alicia, a handful of Resistance troops, and groups of civilians hoof it over the mountain.



THE BATTLE BEGINS JUST AT THE TOP OF THE FIRST RISE.

Lead the troops and the civilians up the rock path to where it levels out. The Geist above have a height advantage; take it away as soon as possible by engaging them on their own ground. A Chinook helicopter arrives soon to drop in Geist reinforcements. Watch for it behind you along the railway tracks. If Alicia has enough magic, you can blow the chopper out of the air, killing its troops automatically with one Lightning bolt.



GEIST REINFORCEMENTS TRY A SQUEEZE PLAY BETWEEN THE SQUADS AHEAD; DESTROY THE REINFORCEMENTS QUICKLY.

Continue along the mountain railway, eliminating more Geist as you go. Look for the tree lying across the path. Soon another Chinook chopper flies in more Geist reinforcements. Another Lightning bolt makes quick work of the enemies nearby, or alternatively, use Willpower to blast the nearby tree toward a group of Geist to kill many in one fell swoop.



MANY GEIST HIDE BETWEEN THE PILLARS LEADING TO THE TUNNEL.

Farther down the track is a tunnel. Many Geist wait in ambush there, so use the nearby pillars as cover and protect any nearby civilians or Resistance by using Sacrifice powers to heal them if they're wounded by enemy gunfire.

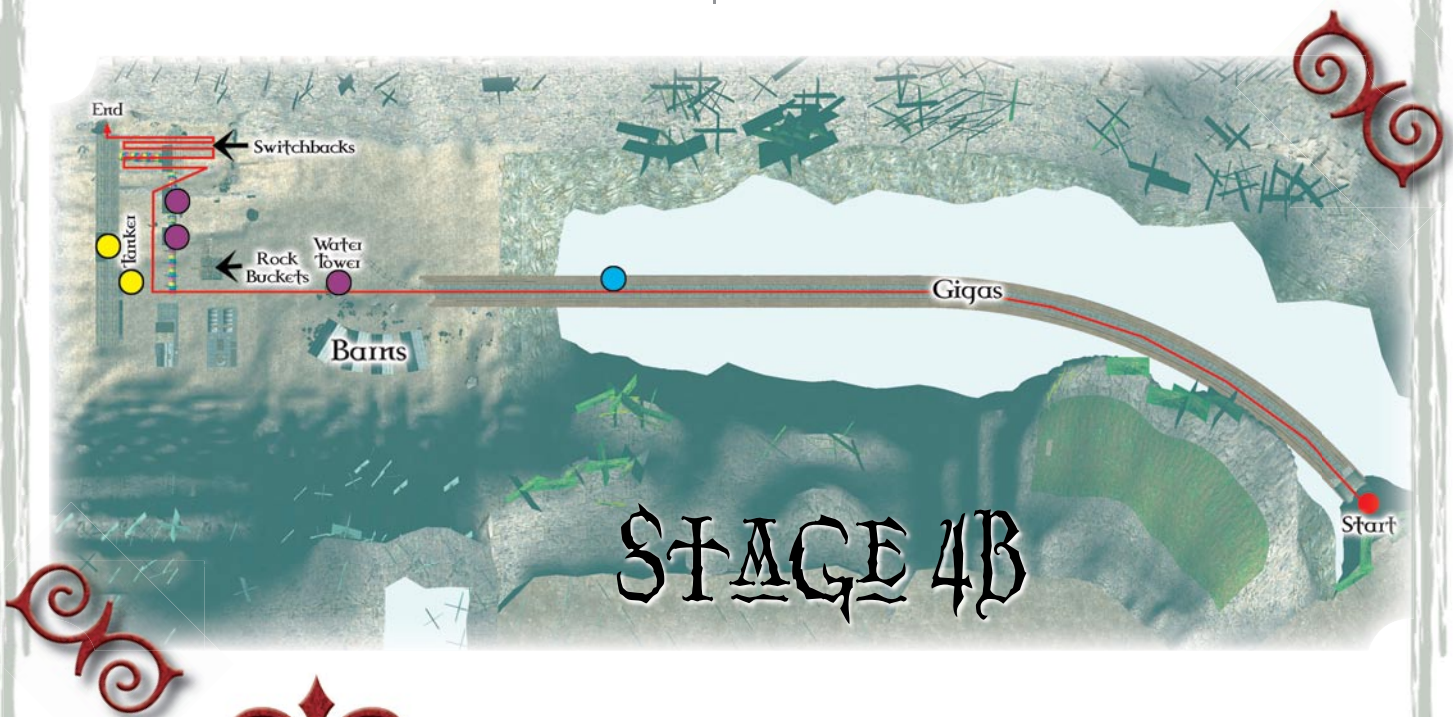


CONTINUE DOWN INTO THE RAILWAY TUNNEL TO REACH THE NEXT PART OF THE VALLEY.

A Gigas This Way Comes



ONLY ALICIA AND DARKNESS SEEM TO REALIZE JUST HOW BLEAK THEIR SITUATION REALLY IS.



- = Suggested Route
- = Snipers
- = Explosives
- = Gigas appears when Alicia reaches this point





Alicia and the gang are totally exposed out here on the train tracks. Spot the Geist troops far along the track and start heading in their direction. You must clear the way for the civilians to reach the headquarters.

CAUTION

Don't jump off the train bridge or you will fall to your death.



THE GIGAS WILL SQUASH THE SLOWEST CIVILIAN IF YOU DON'T GET BACK THERE FAST ENOUGH TO FIGHT IT.

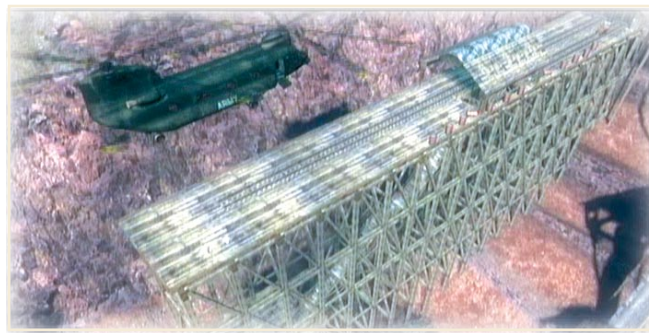
As Alicia fights her way along the bridge through several groups of Geist attacking the Resistance and civilians alike, she reaches the area marked on the map with the asterisk. From far behind the group a Gigas appears; it's stomping along in pursuit.

Kill any nearby Geist immediately so your people aren't left defenseless in battle, then run as fast as you can back in the direction of the Gigas. It will kill civilians if allowed to spray the area with gunfire.



DESPITE ITS ARMORED HEART, THIS GIGAS DOESN'T FARE WELL AGAINST MAGICAL FIRE.

Imbue Alicia's machine gun with Element Shot and aim for the giant's heart. The extra damage from the flames helps to kill it faster. Keep emptying clips into this demon until its heart bursts and it falls with a shocking explosion to the tracks below, most likely killing any of its nearby Geist support troops in the blast.



THE GEIST ARE ALREADY FLYING IN MORE TROOPS TO FORTIFY THE END OF THE VALLEY AHEAD.

Now run back to where you left the civilians and troops heading for the headquarters. Near the end of the bridge, listen for one of the Resistance troopers to say there are explosives wired to the bridge framework ahead. If they can detonate them, it will prevent the Geist from following. However, the remote for the explosives isn't working and Geist are landing even more troops on top of the bridge via Chinook helicopter.

Explosives



The many explosives boxes placed around the bridge site can either be a curse or a benefit. Stray Geist bullets can detonate the boxes and kill Alicia, Resistance troops, and civilians, but the reverse is also true, and that can work to your advantage. The entire site can be reduced to ashes by shooting the various explosives boxes. Plus, one massive detonation will occur if you shoot the gas tanker truck parked at the foot of the bridge. That's a surefire way to end the confrontation with the Geist very, very quickly.



KILLING THE GEIST COMMANDER REMOVES THE THREAT OF HIM CALLING DOWN A FOCUSED STRIKE AGAINST YOU.

This area can be cleared out in two ways: blitzkrieg or conservative. If you're feeling aggressive, rush forward and fire on the tanker truck. The resulting explosion kills most of the Geist in the area, leaving you free to mop up the survivors.

CAUTION

There are two Geist Snipers on or below the far bridge. Use Element Shot to access the extra sniper zoom on the Cannon and eliminate them safely from outside their range.



THE ENTIRE BRIDGE AREA AND ROCK CHUTE WILL GO UP IN FLAMES WITH ONLY ONE STRAY BULLET.

If you prefer the more conservative approach, you must lure the Geist away from the explosives so as not to cause an accidental firebomb. Keep all stray bullets away from the tanker truck or the entire place will come crashing down around you. This approach is much slower and more meticulous than just blowing up the entire area and then working your way to the top of the hill.



TIP

Shoot the rock buckets on the crane to get them to drop their loads on unsuspecting Geist below.



NOW FOR THE LONG HIKE UP THE HILL...

After the Geist at ground level have been dealt with, turn your focus to the switchbacks above. The civilians will have started moving up the hill, right into the sights of the waiting Geist on the hill. You must protect the civilians.



STAY AHEAD OF THE CIVILIANS AS THEY CLIMB AND CLEAR AWAY THE THREAT OF AMBUSHING GEIST INFANTRY.

Climb back and forth up the switchback trail, killing any Geist foolish enough to threaten you or the civilians. Watch carefully for anyone who needs healing before moving up another level. Try to stay ahead of the civilians to prevent them from being killed by ambushing Geist.

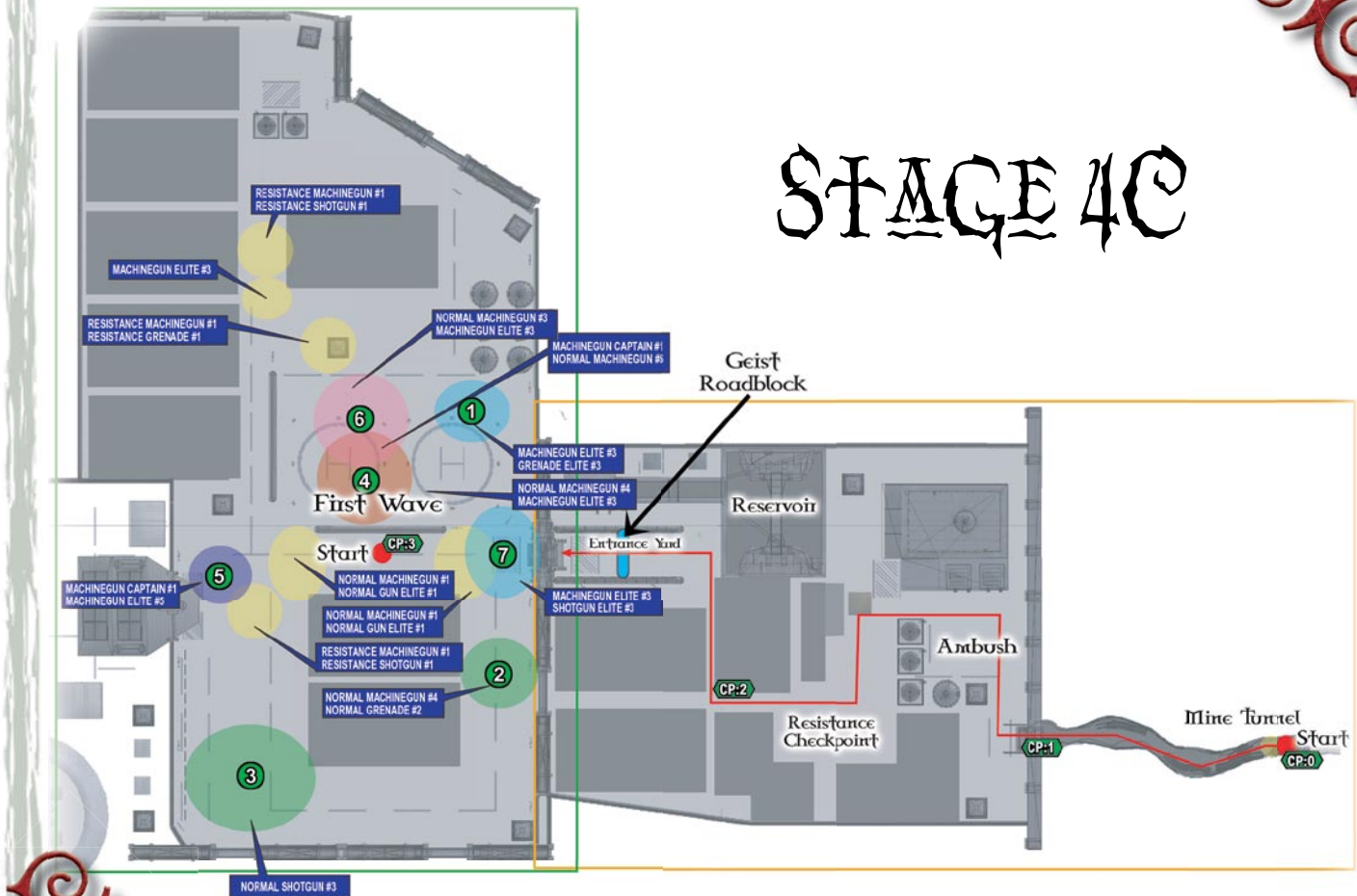


AFTER ASCENDING MANY LEVELS TRAVELING BACK AND FORTH, THE GROUP FINALLY ARRIVES AT THE MINE ENTRANCE AT THE TOP OF THE VALLEY.

Headquarters



STAGE 4C



- = Checkpoints
- = Suggested Route
- = Helicopter locations





MAKE SURE THERE IS NO GUNFIRE AROUND THE RED BARRELS OR THE WEAKENED CEILINGS INSIDE THE MINE.

Inside the mine, reload fast and fire away. Geist are rushing through the tunnel to attack and you must kill them efficiently to prevent an explosion that could prove fatal to yourself or the civilians. Note the explosive red barrels alongside the mine tunnel walls: combine these with a weak ceiling to make this stretch of tunnel very dangerous.

CAUTION

Now look up. Note the sand falling from the weakened tunnel roof—a cave-in here could be the end of you all.



THE MINE SOON GIVES WAY TO THE BASE'S BACK DOOR. RIGHT OUTSIDE IS AN ENTIRE CONTINGENT OF GEIST INFANTRY.

The mine tunnel is quite short, but once you're outside, the firefight kicks up again. An entire host of Geist waits on the asphalt, protecting the base's back door. Look for a few explosive barrels placed here and there through the area. They may help turn the tide in your favor with some well-timed explosions that thin the Geist ranks.



AT THE RESISTANCE CHECKPOINT, NOTE THE EXPLOSIVES BARREL. MANY OF THESE ARE PLACED STRATEGICALLY AROUND THE BASE TO USE AGAINST THE ENEMY.

Follow the route through the base past the ambush site. At the Resistance checkpoint, look to the alley beyond for more attacking Geist.



CHECK ALL ROUTES IN THE ALLEY INTERSECTION BEFORE PROCEEDING TO THE MAIN GATE.

The intersection in the tight alleys is a dangerous choke point that you must clear quickly. The civilians are following you into the base, so make sure all three paths are clear before heading around the corner toward the HQ entrance yard and the Geist roadblock.



**WHEN THE BASE ENTRANCE AREA IS CLEAR,
PROCEED THROUGH THE GATE INTO THE
MAIN BASE.**



Protect the Base



Scene from game-based *Bullet Witch* comic where Alicia unleashes the fury of the Tornado upon her enemies.





WHEN THE GROUP REACHES HEADQUARTERS, THE GEIST ATTACK AGAIN.

As soon as the group finds seeming safety in the base's headquarters, the Geist launch a counteroffensive. Several Chinook helicopters arrive, each carrying its own squad of infantry.



ALICIA ISN'T HAVING A GOOD DAY—BUT WITH THE POWER TO SUMMON TORNADOS NOW AT HER COMMAND, THINGS JUST GOT A WHOLE LOT MORE INTERESTING.

It's chaos when the first wave of Geist attacks from all around Alicia in the main, open area of the base. When all the visible Geist are defeated, another Chinook flies in with reinforcements. Darkness has no choice: he grants Alicia the power of the Tornado.



WHEN SUMMONING TORNADOS, BE SURE TO BACK AWAY FROM YOUR TARGET A HUNDRED METERS OR SO. THIS GIVES THE WHIRLWIND TIME TO MOVE AROUND AND CAUSE GREATER DESTRUCTION AS IT MOVES TOWARD THE CASTING AREA.

If you're quick and have enough magic, wait for the Chinook to find its landing position and back up far enough from it to allow the Tornado to form. Once the whirlwinds begin whipping about, they mercilessly pick up debris, enemies, and vehicles and throw them hundreds of meters into the air.



LIGHTNING STRIKES AGAINST HELICOPTERS ARE BEST EXECUTED BEFORE THE GEIST TROOPS HAVE LOWERED THEIR RAPPELLING LINES TO ENSURE THAT ALL THE TROOPS INSIDE THE CHOPPER ARE FRIED.

This stage is very difficult if you don't pay attention to where and when the next attack is going to come from. Nearly all Geist troops are flown in via helicopter in specific locations. If you play well, you can destroy them quickly as they land and disperse by using Lightning strikes against the inbound helicopters or Tornado strikes against the helicopters and rappelling troops.



BE SURE TO ELIMINATE ALL REMAINING GEIST GROUND TROOPS.

After the first chopper and troops are dead, focus on the next inbound choppers (shown as H2 and H3 on the map) that fly in together. You can't get them both at the same time unless you summon a very well-positioned Tornado. However, we recommend that you kill the H2 troops conventionally (with your guns) to amass more magic points and keep a high-powered ability readily available for the upcoming battle.



ANOTHER GEIST CHOPPER IS ALREADY AT THE HELIPAD.

By the time H2 and H3 are eliminated, look for H4 to be flying over the base. Hit it with Lightning before the troops have their lines down to make the battle much easier. Clear up any lingering ground troops and prepare for the next wave of the assault.



EACH TIME MOST OF A GEIST HELI-SQUAD IS KILLED, ANOTHER CHOPPER FLIGHT IS TRIGGERED.

Chopper 5 may fly in on its own. Heal any Resistance fighters that are down and prepare to take on the Commander and his squad from this incoming Chinook. Immediately after they are defeated, turn toward the main, open area near the helipad to see the last two Chinooks. They may have already put their lines down.



THE LAST TWO CHOPPERS CAN BE DESTROYED AT ONCE WITH A TORNADO AIMED RIGHT BETWEEN THEM.





These last two choppers fly in fast, so be quick on your feet. If you didn't have enough magic to blast H4 with Lightning, you can finish the battle here by summoning a Tornado on the far side of H6 that sends it in a deadly straight line for H7. The Geist death squads won't know what hit them.

TIP

Using high-powered magic makes this fight so much easier than scrapping your way through it with lesser powers. Watch very carefully for the Magic gauge to be full and use Alicia's abilities effectively. The only lesser power you should be using is Sacrifice: heal the Resistance fighters when they are overtaken and wounded by the Geist attackers.



THE BASE IS QUIET, FOR NOW.



IT'S TIME TO TAKE THIS FIGHT TO THE DEMONS!



Stage 5: The Bound Soul



The helicopters carrying Alicia and the Resistance troops have been shot down and forced to make emergency landings on a long stretch of inhospitable land between these mountains and the demons' forest beyond. Find a route through Geist-infested cliffs and ravines, past the ghost village, and into the dark forest on the other side.

TIP

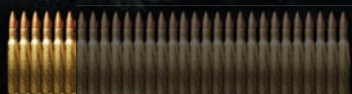
The first half of this stage is open plains, forest, and cliff tops. Spend some valuable skill points developing Alicia's cannon and Element Shot magic to be able to snipe enemies from long distances.

STAGE 5 ENEMIES

Opponent Name	Kill Points	Max. # Killed	Max. Points	Min. # Killed	Min. Points
Geist Soldier: Normal	270	59	15,930	—	—
Geist Soldier: Heavy-set	350	36	12,600	—	—
Geist Soldier: Thin	300	33	9,900	—	—
Gigas	1,000	1	1,000	—	—
Screamer	800	3	2,400	—	—
Worm Man	300	21	6,300	7	2,100
Tank	1,200	4	4,800	—	—
Total			52,930		2,100

STAGE 5 OBJECTIVES

Category	Importance	Objectives
Kill Points	***	Eliminate every enemy
Clear Time	*	Time is not important; remember that the number of enemies differs depending on your route
Survival Rates	**	Save whom you can, but don't focus too much on this objective



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STAGE 5 EVALUATION

KILL POINTS

Rank	Points
SS	47,500
S	40,000
A	35,000
B	30,000
C	20,000
D	10,000
E	0

CLEAR TIME

Rank	Time (Min)
SS	0-30
S	30-35
A	35-45
B	45-60
C	60-70
D	70-80
E	80-100

SURVIVAL RATE

Rank	Survival Rate
SS	90%
S	80%
A	70%
B	50%
C	30%
D	20%
E	0%



- = North Route
- = Alternate Routes
- = Dangerous Fireflights
- = Tank locations
- = Sniper locations

We're Going Down!



IT'S TOO QUIET HERE; RUN UP THE ROAD TO HELP MAXWELL AND THE TROOPS AT THE NEXT CRASH SITE.

The chopper you were riding in is nearly blown apart and makes a crash landing in a misty, temperate forest. Look far down the road. Near the top of the first rise is another crashed Resistance chopper. Run along the road and help the troops there against the attacking Geist.



FEND OFF THE GEIST AT THE SECOND CRASH SITE AND GATHER THE TROOPS.

At the top of the rise, Maxwell and several of his troops are pinned down by Geist infantry. Help them out and heal any troops that are hurt before you get there. When the Geist are dead, you must make a critical decision: take the high road or low road.

Note

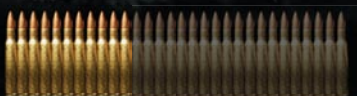
The two southern roads lead Alicia and the troops into the most dangerous firefights of this stage. Only take the southern routes if you're going for maximum points.

The northern route, on the other hand, leads high above the plains and is the easier path through the Geist-infested mountains; plus, you can snipe many of the enemies down below for points with an upgraded cannon.

Southern Routes

Should you decide to brave the Geist horde in the open southern areas, approach each major firefight area with great caution. The Geist are spread out and, in several positions, have snipers crouching in low bushes (this is true for some sections of the northern trail as well).

The primary threat on the southern roads is the exposure. You and the Resistance troops are out in the open most of the time with little cover against the spread-out Geist infantry and, later in the stage, several tanks.



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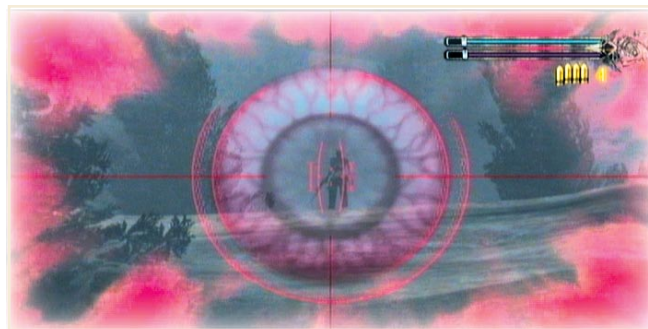
THE ROAD NARROWS HERE; USE THE LARGE TREES FOR COVER AGAINST GEIST GUNFIRE.

The best route to follow is the single northern trail that leads up into the mountains. Around the first bend in the trail, where the forest closes in more, you find a small band of Geist infantry mostly consisting of support troops with machine guns. Eliminate these demons using whatever cover you can find (trees work well) and continue toward the spot where the trail splits again.



YOU'RE TOO EXPOSED FIGHTING HERE. LURE ENEMIES BACK INTO THE NARROW ROAD FROM WHENCE YOU CAME.

Where the trail opens up at the plains again and splits, stay right to head up farther into the mountains. Another small group of Geist here is made up of Riflemen and support gunners that may be too spread out for you to deal with them effectively. Once you've gotten their attention and they come running, retreat into the narrow trail behind you to force the enemy to line up in your sights.



WATCH FOR THE TELLTALE LASER SIGHTS OF THE GEIST SNIPERS. WHEN THEY APPEAR, BACK OUT OF RANGE AND USE THE CANNON TO KILL THEM FROM A SAFE DISTANCE.

When the area is clear, stay right and follow the road leading up to the narrow cliff-top trail. There are intermittent Geist along this section; be prepared to quickly change your guns to the cannon as you move closer to the sniper position, as indicated on the map. You're very exposed on this high trail and that makes enemy attacks much more successful. Use Element Shot on the cannon to use the sniper zoom and outshoot the hiding Geist marksman.

TIP



Get up close and personal to force surrender from Geist Snipers.

They're specialist troops that are cowardly in close-quarters combat. They know they're in trouble when they're standing so close to Alicia, but don't be fooled by their behavior. As soon as they are at a safe distance, they'll try to get off another shot. Better to kill them outright and get the upper hand than chance a false surrender.



TAKING THE NORTHERN PATH DOESN'T MEAN BYPASSING TOO MANY KILLS. MOST OF THE GEIST FORTIFICATIONS CAN BE CLEARED OUT USING LONG-DISTANCE SHOTS WITH THE CANNON.

Proceed slowly along the exposed mountain trail and when your elevation is clear of enemies, take the time to snipe unfortunate and unwary Geist down below on the plains. With Element Shot cast on the cannon, you can accumulate many kills from safe distances and not give up too many points by avoiding troops at lower elevations.

TIP

When you reach the "Sniper Position" on the northern trail, take the time to kill every single Geist enemy you can spot from this highest point on the map. It will help you increase your points without confronting the Geist directly.



ELIMINATE THE GEIST COMMANDER AT THE NEARBY ROADBLOCK JUST AHEAD TO PREVENT HIM FROM GIVING THE WEAPONS-FREE ORDER TO HIS MINIONS.

Turn back toward the mountains after you complete your sniper activities overlooking the plains. Eliminate the enemies guarding the nearby roadblock. Snipe the Geist Commander first so he can't unleash his firing squads on you and your troops. However, all the enemies at the roadblock can be eliminated before you're within their range, regardless. A sniper hiding on the far side of the roadblock rarely sticks his head up; you may have to rush him and force a surrender.



SEVERAL GEIST INFANTRY WAIT IN AMBUSH ON THE OTHER SIDE OF THE RIVER GORGE CROSSING.



Continue across the narrow bridge that spans the river gorge. Several more Geist infantry attack you in this enclosed space before you can cross. The mountains rise high above on the right. As you work around them, the mountains slope steeply to the river below on the left. Kill any rushing Geist here and equip the cannon with Element Shot. A sniper waits immediately around the corner on the right side. He's well concealed and ready to make a head shot.



ALL THE NEARBY TROOP-SUPPORTED TANK POSITIONS CAN BE ATTACKED FROM THE SAFETY OF THE HIGH, SPLIT CLIFF TOPS AT THE END OF THE NORTHERN TRAIL.

This high plateau is split into two sections: northern and southern perches, with the main trail descending toward a Geist encampment that is home to a tank. When the sniper on the northern perch is dead, move out to the edge of the ledge and eliminate all the enemy infantry below. Don't worry about the tank: its guns can't reach all the way up here because the angle is far too steep. When the infantry are dead, call in a Lightning strike against the tank below.

TIP



Note the rock pile on the side of the southern perch. Shoot

the rocks to send them crashing down the hill toward the Geist roadblock and tank. With a strong Willpower blast, these boulders make deadly projectiles against the Geist fortification.



CONSERVE MAGIC POINTS FOR VALUABLE LIGHTNING STRIKES AGAINST GEIST HEAVY ARMOR.

Continue moving down the trail leading to the plains below. Watch your magic gauge to ensure you've got enough for at least one more Lightning strike against the Geist tank guarding the entrance to the village. Darkness confirms the position of the Geist origin is beyond this village, and you must go through it.



IT'S NOT WELL MARKED, BUT YOU MUST ACCESS THE UPPER VILLAGE THROUGH THE HOUSE NEAREST THE COLLAPSED BRIDGE.

A small group of Geist infantry attack just inside the village. When the area is clear, follow the trail up the hill, but at the collapsed bridge, backtrack to the nearby house. Pass through the front door; go up the stairs and out the second-story exit to reach the upper part of the village.



THE GHOST TOWN'S CEMETERY ISN'T A SAFE PLACE AT NIGHT, EVEN FOR A WITCH.

Back out in the open, more Geist attack along the trail leading to the cemetery. When the infantry outside are dead, listen for the telltale gibberish of Worm Men—they're close! Equip the shotgun and prepare to unload some shells as the possessed humans rush to attack after they burst out of the church door.



THIS CONGREGATION ISN'T WHAT IT SEEMS...

Kill the wretched Worm Men and proceed inside the church. A congregation, of sorts, has gathered and stands staring at the altar. Soon enough, the action begins as the entire crowd is spontaneously transformed into Worm Men before your eyes. Use the shotgun again to clear the room and prevent these horrid monsters from getting too close—their spines are deadly!



THE MYSTERY IS BEGINNING TO UNRAVEL.

When the unholy crowd is eliminated, continue forward toward the glowing objective marker to learn about the sacrifice that is allowing the demons into the world. When the scene ends, move to the next objective marker at the far door to enter the forest of the bound soul.

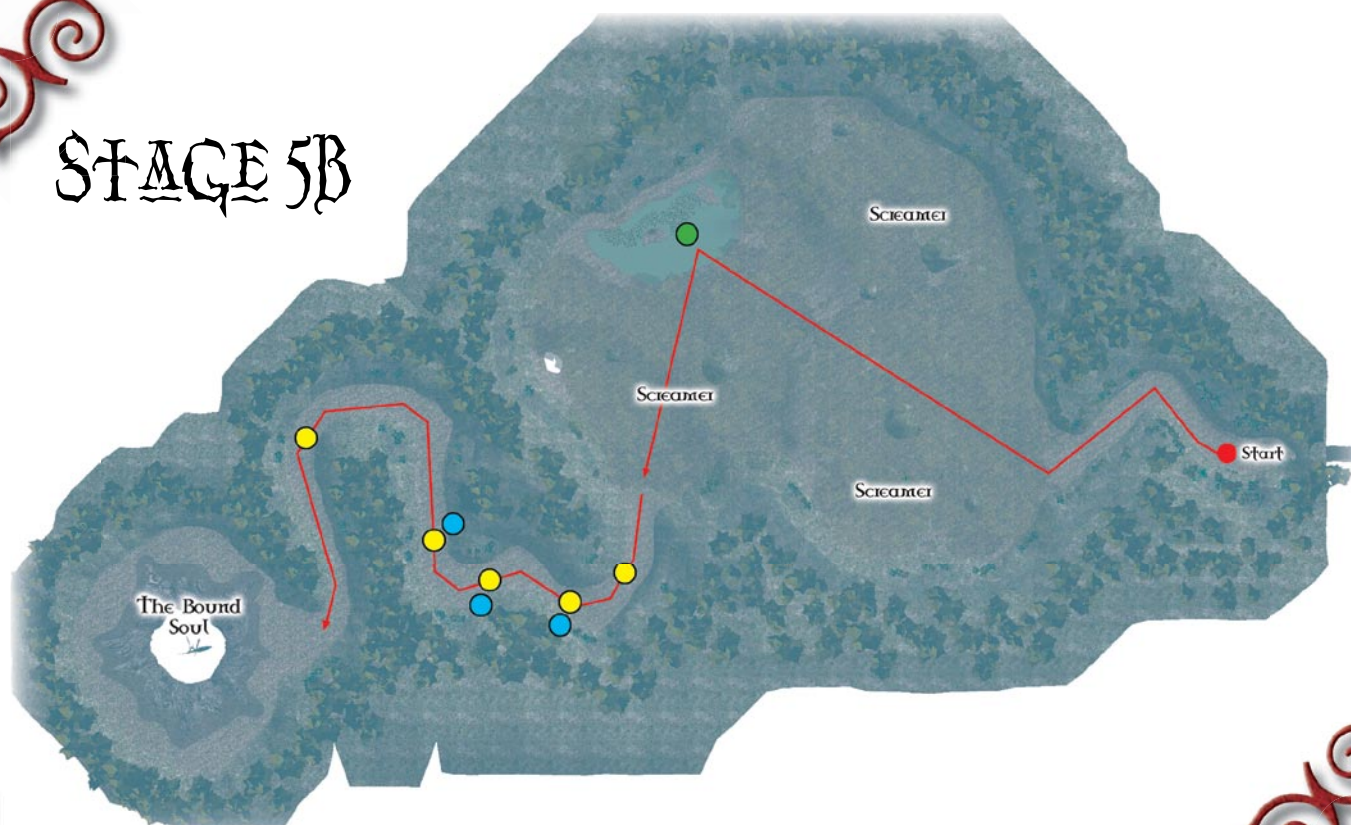




The Ties That Bind



STAGE 5B



→ = Suggested Route

● = Gigas

● = Roadblock locations

● = Rockpile locations



BE READY FOR WORM MEN TO ATTACK FROM ALL SIDES!

Leave the church and follow the cave until it exits out into the open forest. Continue along the narrow, winding path. Soon it brings you to the old-growth forest. Huge trees pepper the landscape ahead and the mist whispers through their branches. The silence is broken only by the insane gibbering of a massive horde of Worm Men standing between you and your objective.

Note

The Worm Men are just the tip of the iceberg here. With three Screamer and their innumerable Grudge Spirits, a Gigas, and many Geist roadblocks ahead, it's slow going. But persistence pays off.



WATCH THE GRUDGE SPIRITS; FOLLOW THEM TO THEIR ORIGIN AND ELIMINATE EACH SCREAMER.

Equip the shotgun and steel yourself for a mad dash. You must run and gun your way to the three Screamer in whichever order you choose. Until they're dead, their Grudge Spirits prevent you from clearing out this level in relative peace.



USE THE SHOTGUN FOR FAST, UP-CLOSE DAMAGE CONTROL.

Cast Raven's Panic in areas where the Worm Men are swarming and they're overwhelmed by the birds. Use this valuable distraction to gain precious seconds to track down the Screamer one by one. Go in the direction from which the nearest group of Grudge Spirits comes to find the first Screamer.



SCREAMERS ARE QUITE SUSCEPTIBLE TO FIRE DAMAGE.





Once the first Screamer is located, quickly switch to Alicia's machine gun and cast Element Shot on it. The unholy flames make quick work of Screammers once they combust in the chilly night air. Repeat the process for the next two Screammers—it's difficult to see in the misty night but the Grudge Spirits eventually lead you to all three Screammers.



NOW TURN YOUR ATTENTION TO THE ERRATIC WORM MEN STILL ROAMING THE FOREST.

When the Screammers are finally dead, you can focus on the remaining threats for enjoyment, points, or both. There are many Worm Men that must be put out of their misery; they're running around aimlessly through the forest spouting their insane gibberish. Track them down, and with the shotgun, cleanse the landscape of their foul presence.

CAUTION

Beware of the elite Worm Men who breathe out sustained flame bursts. They have an unexpectedly long range and can kill you if you're caught in their breath for several seconds.



THE GIGAS CAN'T SEE VERY WELL IN THE DARK FOREST, BUT IT CAN SENSE YOUR PRESENCE. DON'T GET TOO CLOSE OR YOU MAY GET SQUASHED LIKE A BUG.

When the Worm Men are eliminated, turn your attention to the Gigas guarding the misty grove. Keep to the trees on the outskirts of the grove for cover and don't get close to it. The Gigas can kill Alicia with one well-placed stomp, or even worse, with the flying butt splash, which sends out a shock wave that's deadly to anyone within range.



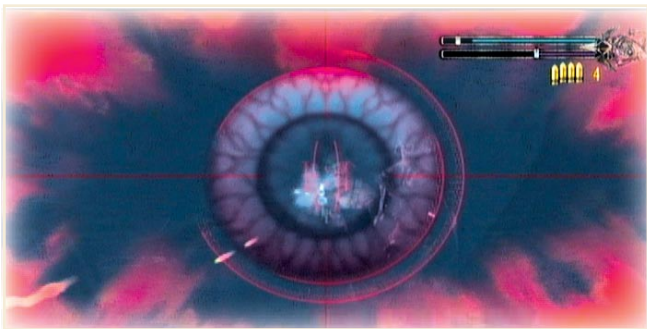
RAVEN'S PANIC AND ELEMENT SHOT ARE THE BEST COMBINATION OF MAGIC WHEN FACING A GIGAS ONE-ON-ONE.

Cast Raven's Panic near the Gigas to distract it, giving you ample time to duck out from the cover of the trees and destroy its heart armor with the machine gun. Imbue the gun with Element Shot to inflict even more damage on the horrible giant while hiding behind trees, avoiding the spraying gunfire from the Gigas' built-in Gatling gun. When the armor is destroyed, unload a few more shots into its weak, engorged heart to destroy the demon.



RAVEN'S PANIC BECOMES INCREDIBLY MORE POTENT AND USEFUL AS THE GAME PROGRESSES AND THE SPELL'S LEVEL INCREASES.

Proceed past the grove to the trail beyond. Not far along the hazy route is the first of many Geist roadblocks. A handful of support gunners mans the first roadblock. They have no Commander to unify their attacks. They can be eliminated easily with the cannon from long range, or in a more magical fashion by casting Raven's Panic or Rose Spear close up to cause all sorts of havoc among their ranks.



USE THE CANNON TO SAFELY ELIMINATE GEIST TROOPS MANNING THE MANY ROADBLOCKS.

The second roadblock is sparsely manned by more support troops, a few of whom may have jumped ranks and charged to attack rather than stay behind the safety of their fortification. Again, anything that serves as a distraction here helps you thin their ranks much more easily.



PROCEED SLOWLY AND WITH CAUTION ALONG THE ROAD—EVEN SLOW PROGRESS IS GOOD PROGRESS.

Stop on the safe side of the second roadblock after it's been cleared of Geist opposition. From this somewhat secure position, use the cannon and the Element Shot-accessible sniper zoom to kill the Geist squad at roadblock 3. The Commander there can call a strike that makes hastily approaching the roadblock a fool's errand. Snipe everyone you can before moving up to finish them off at close range.

Rock and Roll



See the rock piles adjacent to several of the Geist roadblocks? Shoot the rocks to send them crashing down through the Geist ranks; they may destroy part of the roadblock in the process.





WELL-SITUATED ROCK PILES ABOVE ROADBLOCKS ARE EFFECTIVE WEAPONS AND DISTRACTIONS TO SOW CHAOS AMONG THE GEIST RANKS.

Try using the rock pile above roadblock 4 to disrupt the Geist ranks there. Cast Raven's Panic to distract them, and then shoot the rock pile to send the rocks rolling down into the confused enemy. The rocks can kill Geist outright, but the chaos they cause makes shooting the panicking Geist like shooting fish in a barrel.



THE COMMANDER AT THE LAST ROADBLOCK APPARENTLY ISN'T VERY FOND OF BIRDS.

At the last roadblock there are no rocks to use against the Geist. Instead, cast Raven's Panic again. This time, it's invaluable, as there are several elite Grenadiers here whose rocket-propelled grenades are far too dangerous not to take seriously. If there are any rocks scattered around from the previous roadblock, blast them using Willpower and you might just take out numerous Geist before engaging them directly.



THE ANSWERS AWAIT....

When the last of the Geist roadblocks is clear, continue farther down the path as it winds through the last stretch of forest. Soon, Alicia arrives at the bound soul and another piece of the puzzle.



Stage 6: The End of Chaos



STAGE 6 EVALUATION

KILL POINTS

Rank	Points
SS	47,500
S	40,000
A	35,000
B	30,000
C	20,000
D	10,000
E	0

CLEAR TIME

Rank	Time (Min)
SS	0-35
S	35-40
A	40-50
B	50-60
C	60-70
D	70-90
E	90-120

SURVIVAL RATE

Rank	Survival Rate
SS	80%
S	65%
A	50%
B	40%
C	30%
D	20%
E	0%

Alicia, Maxwell, and the rest of the troops meet up in the City of Screams, but Alicia isn't talking. After her grave experience with the bound soul in the forest, her demeanor is darker than ever.

STAGE 2 ENEMIES

Opponent Name	Kill Points	Max. # Killed	Max. Points	Min. # Killed	Min. Points
Geist Soldier: Normal	360	47	16,920	4	1,440
Geist Soldier: Heavy-set	500	22	11,000	0	0
Geist Soldier: Thin	540	16	8,640	0	0
Gigas	1,000	3	3,000	0	0
Walnut Head	90	4	360	4	360
Tank	1,200	6	7,200	0	0
Helicopter	1,500	2	3,000	0	0
Total			50,120		1,800

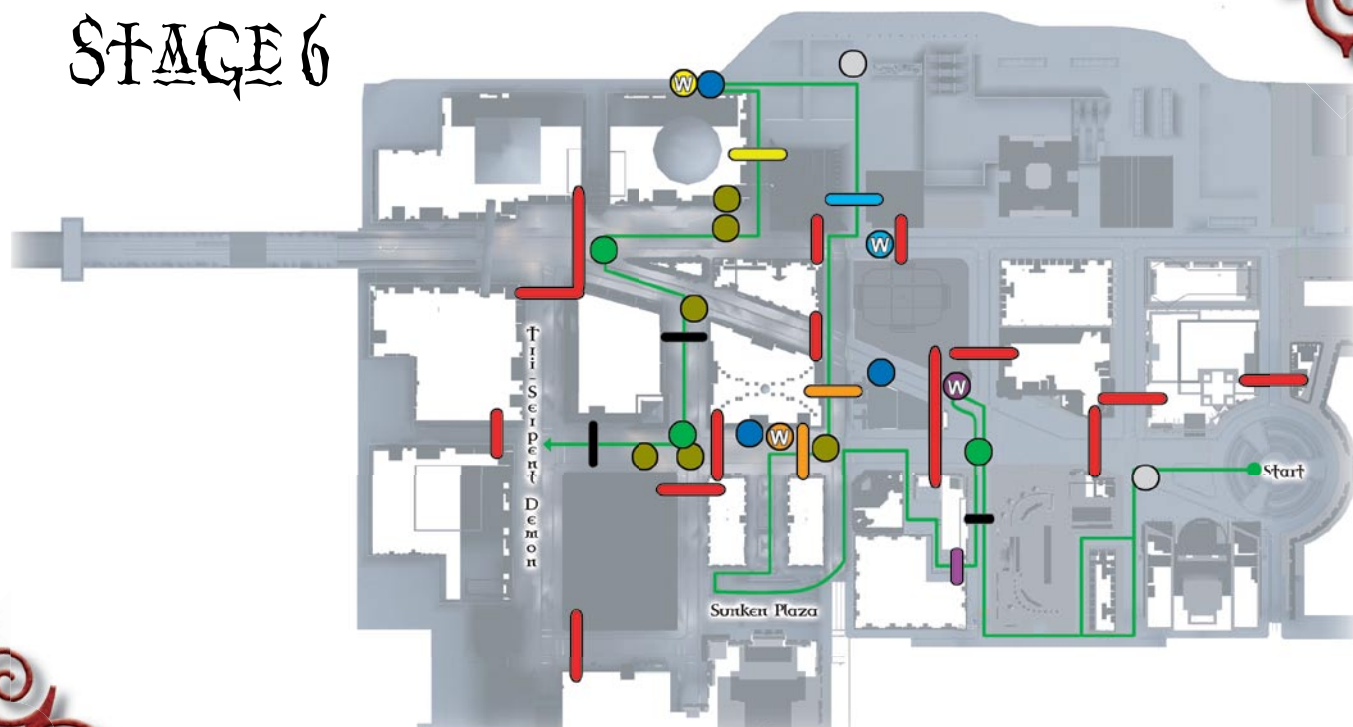
STAGE 6 OBJECTIVES

Category	Importance	Objectives
Kill Points	***	Wipe out all discovered enemies
Clear Time	**	Defeat all enemies quickly for the best score
Survival Rate	*	Save allies when you can, but don't focus on this, especially during the final boss battle



Return to the City of Screams

STAGE 6



- | | | | | | |
|--|-------------------|--|------------------------|--|---------------|
| | = Suggested Route | | = Walnut Head Location | | = Snipers |
| | = Roadblocks | | = Walnut Head Location | | = Helicopters |
| | = Force Barrier | | = Walnut Head Location | | = Gigas |
| | = Force Barrier | | = Walnut Head Location | | = Tanks |
| | = Force Barrier | | | | |
| | = Force Barrier | | | | |
| | = Force Barrier | | | | |



THE GEIST DON'T WASTE ANY TIME FLYING TROOPS INTO THE CITY.

The action starts fast as a Geist Chinook is fast-roping infantry to ground level within shooting distance of Alicia. You likely don't have enough magic for a Lightning strike right away, so run and gun with the machine gun and start earning those valuable magic points.



BOTH FORKS IN THE ROAD ARE POPULATED WITH A FEW GEIST.

When the enemy infantry are dead, continue toward the tall skyscraper with the blown-out top section. Pass by the huge crater in the middle of the intersection and turn left down the street here. Refer to the map: this is where the route splits in two and either way is similar. There are two small groups of Geist on each route, but if you're interested in earning points, clear both groups of the inhuman troops.



THE DARK ROAD AHEAD CONTAINS A FEW INHUMAN SURPRISES: LOCK AND LOAD!

Where the route turns into the back alley, there is a dark doorway open on the corner of the adjacent building. Inside the shadowed hall, you find a hidden Geist attacking a Resistance soldier in the back room. Clearing this Geist and saving the Resistance fighter helps get you perfect points. Proceed back into the alley and continue toward the nearby corner.



LOOK ABOVE THE STREET TO THE SECOND STORY AHEAD. IN THE WRECKAGE OF THE BUILDING IS A GEIST RIFLEMAN WITH A HEIGHT ADVANTAGE AND A CLEAR SHOT DOWN THE ALLEY. ELIMINATE HIM FIRST BEFORE GOING AROUND THE CORNER.





REMEMBER THE LOCATION OF THIS PURPLE SHIELD BEFORE MOVING ON.

Approach the corner slowly. A host of demon infantry is around the other side, plus a heavily fortified roadblock waits a half block down the next street. Use all the debris and vehicles as cover while systematically killing any nearby opposition. Before going any farther, note the nearby purple force shield on the street's left side (when facing the Gigas). This is where you must return after you kill the purple shimmering Walnut Head a few blocks farther up.



IF YOU CAN LURE THE GIGAS TOWARD THE GEIST ROADBLOCK WITH INTERMITTENT GUNFIRE JUST INSIDE ITS RANGE, IT MAY DESTROY THE ROADBLOCK FOR YOU WITH ITS ABSENTMINDED STOMPING ABOUT.

Use a Willpower blast to slam debris and cars into the roadblock ahead while the Resistance troops help by distracting the enemy. You should be able to clean them out fairly quickly. Then it's time to turn your attention to the Gigas looming in the intersection dead ahead.

Note

For an entertaining twist, you can let the Gigas destroy the Geist roadblock on the street under its feet. The huge monstrosity's thunderous footsteps send shockwaves through its own troops' fortification. If the Gigas is allowed to continue taking its giant steps in a circle, the shockwaves will kill the nearby Geist and destroy most of the roadblock, allowing you and the Resistance troops to pass by easily.



ELEMENT SHOT CAST ON THE MACHINE GUN ALWAYS MAKES QUICK WORK OF GIGAS GIANTS.

When the roadblock is dealt with, use the nearby debris or building walls as cover while you fire thousands of lead bullets into the Gigas's weak heart. When the Gigas finally falls, don't be anywhere near it or you'll be crushed by the lethal shockwave when it hits the ground.



THIS IS THE FIRST OF FOUR BARRIER-CASTING WALNUT HEADS.

Just past the Gigas, you find the first of this stage's four Walnut Heads—a poorly defended chap levitating above the side street all on his own. If you get to him quickly, he won't have time to pick up any of the nearby cars or debris to hurl at you.



HELP THE RESISTANCE FIGHTER BATTLE THE GEIST INFANTRY IN THE DARK ALLEY.

When the purple shield is lowered, backtrack to its former location. You can now pass through, unfettered by potent Walnut Head magic. In the narrow passage beyond is another Resistance soldier battling a Geist infantry unit. Around the next corner is the rest of the squad, including a Geist Commander.



USE THE LARGE BROKEN PIECES OF BUILDING AS WEAPONS FOR WILLPOWER BLASTS.

Continue into the passage opening and immediately spot the large concrete debris between you and the enemy. Use a Willpower blast to send it flying into most of the Geist here. If you're quick, the blast may kill the entire group and eliminate the need to battle them directly.



HEAL DOWNED RESISTANCE FIGHTERS QUICKLY; THEIR ACTIVE PRESENCE IN A FIGHT MAKES ALICIA LESS OF A TARGET.





Out in the next open street section, a squad of Geist has downed several Resistance troops with the help of a tank. Use the cover along the side of the street, as well as the large shock-rippled asphalt, to avoid gunfire. Be quick and heal the Resistance fighters, who then assist you in the battle against any remaining demon infantry. Remember, however, that they're ineffective against the tank.

TIP

Geist tanks aren't dangerous at close distance. Rush a tank and get up next to it, or even on top of it, to avoid its fire completely. This also serves to keep its attention on you and not on any of your accompanying Resistance soldiers.



TANKS HAVE NO CLOSE-RANGE ATTACKS—YOU'RE COMPLETELY SAFE WHILE STANDING ON THEM.

The tank can be dealt with easily in two ways: Lightning-strike it if you've got the magic stored up, or dodge your way down the street, avoiding its fire, and ignore it altogether. It's a very brief jump-and-sprint from the tank down to the adjacent street section, but as soon as you hit the ground running, be on the watch straight ahead for two Elite Grenadiers who are waiting for some human target practice.



MAXWELL AND THE TROOPS CATCH UP AT THE SUNKEN PLAZA.

Just past the Grenadiers is one of the sunken plazas, which you might recognize from before the city was ruined. Jump down several stories into the plaza and help the Resistance troops that are pinned down by a Geist squadron there. After the area is cleared, climb either side of the nearby staircase to the ruined double fountain pools, where you can accept the final achievement in Alicia's magical repertoire.



KILL THE GEIST SNIPER BEFORE GETTING TOO CLOSE TO THE BUILDING OPPOSITE THE EXIT STAIRS FROM THE SUNKEN PLAZA.

Just out of the stairway, Darkness makes his presence known again. He says it's time you unleashed your full power and he grants you the devastating ability to summon a Meteor storm from the heavens. This is not something to take lightly; the destruction it wreaks is massive! Kill the Geist infantry rushing to attack, but proceed only far enough to collect the magic points necessary to fill the gauge.

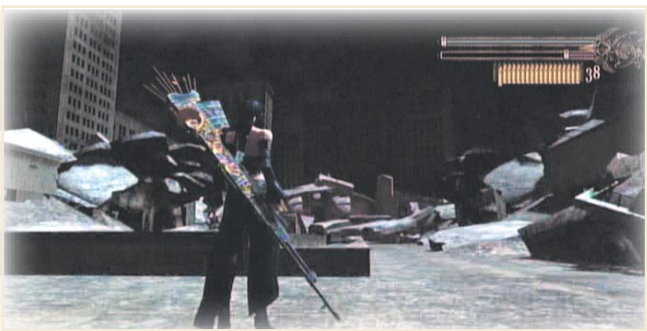


RETURN TO THE EARTH AS ASH.

Locate the Geist Sniper and Walnut Head at the foot of the tall building straight ahead. Test out your new power and summon Meteors from the dark skies to bombard the building ahead, then sit back to watch the carnage! The entire building is reduced to rubble and most enemies below are obliterated completely.

CAUTION

When a Meteor strike is summoned, you must get out of there fast. Alicia isn't immune to the immense damage incurred by flying debris from buildings or vehicles.



THERE IS LITTLE LEFT STANDING IN THE AFTERMATH OF A METEOR STORM.

It may take a few blasts using Willpower to clear a path through the wreckage afterward, but the sheer power of the Meteor strike is enough to make any witch or warlock proud. Darkness, in a rare moment of dark humor, muses about who is more destructive: you or the demons destroying the planet?

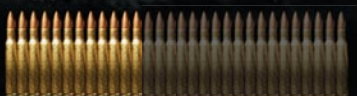


IF HE'S STILL ALIVE, THE WALNUT HEAD IS ON THE RIGHT, ON THE FRONT SIDE OF THE PREVIOUSLY STANDING BUILDING.

Locate the Walnut Head if he survived the fiery Meteor storm and eliminate him quickly. There is far too much debris lying around now. Don't let him use it against you. Don't just use normal bullets against him; instead, imbue the machine gun with Element Shot and fry that floating brain!

Note

A well-placed Meteor storm cast close enough to the building should kill the Walnut Head. Just watch for the telltale sign of his shield coming down to be sure.





THESE TWO UNFORTUNATE GEIST SNIPERS WERE CAUGHT IN A FLAMING ROSE SPEAR.

Now that the green force shield is down, move past this war zone into the street beyond. Pass the crater in the intersection to find a large squad of Geist milling about between here and the next intersection. Their Commander is quick to order the attack, but don't rush in there. Take it slow and kill them gradually as you approach their central location. There are Grenadiers and two Snipers around the corner on the right supporting this team and you must not face them all at once. Eliminate the main body of Support Gunners first, then the Commander, then deal with the Grenadiers who run in to attack. Stay on this side of the intersection until they're all dead, then run around the corner and confront the Snipers directly. They will surrender immediately once you're inside their minimum firing distance.



SOMETIMES RETREAT IS THE BEST STRATEGY. BAIT THE LARGE GROUP OF GEIST TO COME AFTER YOU IN ORDER TO DEAL WITH LESSER NUMBERS OF INFANTRY AT ONCE.

Keep moving down this street toward the blue force shield in the distance. This route is taking you toward the waterfront plaza. At the intersection before the shield, stop at the corner of the right building and take a stealthy look around. The blue Walnut Head is there with debris and vehicles ready as weapons, plus a full host of Geist infantry to support it. Cast Element Shot on the machine gun and get to the Walnut Head fast. If you can light him up before or while he's collecting weapons, the flames will finish him off before he can attack. Dodge Geist gunfire long enough to get the job done, then retreat back the way you came. Get enough room to begin killing the Geist in the area one by one.



EVEN THE GEIST TREMBLE AT THE SIGHT OF THIS KIND OF POWER.

With the blue shield down, you can now proceed into the waterfront plaza. For a spectacular show of magical superiority, cast Meteor when you're deep in the center of the plaza. Ignore the gunshots from the surrounding Geist; they'll be preoccupied in a few moments. The Chinook chopper that's dropping reinforcements into the plaza retreats quickly once its troops hit the ground: it may be taken out by the meteors, or it may not. Once the fiery death-orbs start streaking in from the midnight sky, find yourself a nice spot to view the carnage and watch the demon bodies fly. It's easy enough to pick off enemies with the machine gun as they scramble for safety or run in circles from the repeated blasts.



LIGHT UP THE WALNUT HEAD BEFORE HE'S GOT A CHANCE TO HURL CONCRETE AT YOU.

When the plaza is clear, look for the yellow Walnut Head nearby: he's on the partially destroyed narrow walkway. You can't get close to him, and he's supported by a single Sniper, but if you can destroy the grotesque floating brain while he's collecting weapons, he may just drop them on the Geist Sniper's head and squash him like a demonic bug. Either way, after these two are destroyed, the yellow force shield comes down and the next section of city is accessible.



A WELL-PLACED LIGHTNING STRIKE CAN DESTROY BOTH GEIST TANKS AT ONCE. THE BOLT MUST TARGET THE CENTER AREA BETWEEN THE TWO TANKS, RATHER THAN ONE TANK OR THE OTHER.

Continue around the corner of the next intersection to find two Geist tanks and a small squad of supporting troops waiting for you. Stay quick on your feet, dodging gunfire, and position Alicia in a straight line with the front end of the tank on the left. Cast Lightning on the left tank. From this position, the strike has a good chance of frying both tanks with the final bolt. You can quickly mop up any remaining enemy soldiers in the area after the devastating electric discharge.



AGAINST THE POWER OF A METEOR STORM, THIS GIGAS WON'T KNOW WHAT HIT IT.

Just down the street, where the route turns back on itself nearly 180 degrees, a Gigas stomps out from the far avenue. Save your magic for this incredibly dramatic scene. Of course, you could slay the Gigas the conventional way, through firepower alone. However, the magical method may be more in tune with the unearthly power Alicia commands. Dodge the Geist gunfire, run up to the Gigas, and cast Meteor. As soon as the spell is cast, run! Head back down the street you came from and watch the show. The Gigas is caught in massive chunks of falling debris and eventually is killed by either the Meteor explosion or debris damage. This could be the best show of force yet for the witch in black.





GEIST ROADBLOCKS DON'T STAND UP TO LARGE DEBRIS BLASTS OF WILLPOWER MAGIC.

If you were close enough to the Gigas when the Meteor spell was cast, the fiery projectiles most likely destroyed the Geist roadblock just around the corner. If not, use Willpower to blast the massive pieces of building debris into the roadblock to tear it apart.



JUMP ONTO THE TANK TO GET A BETTER VIEW OF THE ROADBLOCK AHEAD AND ELIMINATE THE TROOPS THERE.

Just past this roadblock is another, even more fortified, Geist roadblock—it is one supported by a tank and Geist in the near distance. Dodge the heavy fire from the tank until you're close enough to jump on its front end. The tank is helpless at this point and stops moving altogether. Concentrate on eliminating the Geist behind the roadblock, but keep an eye on the Gigas nearby, who may begin firing with its Gatling gun. The Gigas doesn't care what it's playing alive with the millions of rounds it fires. It slays Geist and explodes vehicles without a thought. Stand on the tank until it has taken many hits from the Gigas's Gatling gun, but be ready to jump at the first sign of fire. It happens fast. However, the Gigas can successfully destroy the tank and many of the Geist at the roadblock for you without you even having to pull the trigger. Fire your Gunrod at the Gigas from the relative safety of the tank's hood. By the time the roadblock and tank are destroyed, the Gigas isn't far behind.

CAUTION

Playing tank or Gigas against a tank that you're standing on is a risky venture, but it works. Just be ready to jump away when the killing shot is inbound.



PITTING TWO TANKS AGAINST EACH OTHER IS A DANGEROUS GAME, BUT NO RISK, NO REWARD.

Move past the fallen mass of Gigas flesh. Behind it, in the next intersection, is another Geist tank. Around the corner is yet another tank on the opposite side of the street. Again, play the tanks against each other: tank machine-gun fire is slower to cause a tank to explode, but all it takes is one perfect hit (or two direct hits from the TOW missile) and the tank is history. Use the first tank as cover to slay the few nearby Geist infantry, then cast one quick Lightning strike to turn the second tank into scrap metal.

TIP

If you're ever lacking in magic and can't cast a Lightning strike on a tank, you still have options for getting past it. Use its proximity weakness to prevent the tank from firing on you: jump onto the tank, then jump away to safety. Alternately, crouch behind a large chunk of building debris or a blown-up vehicle husk with a slight angle and use Willpower to blast the wreck toward a tank—the impact may be severe enough to tip the tank over and cause it to explode.



FROM THE TOP OF THE SECOND TANK YOU CAN EASILY CLEAR OUT THE ROADBLOCK BEYOND.

Now there's only this pesky Geist roadblock between you and a six-story-tall, serpent-armed, magically-shielded, Grudge Spirit-spewing, foot-stomping, flame-breathing demon. The roadblock doesn't seem like much trouble now, does it? Cast a simple Raven's Panic spell to distract the Geist there, and make quick and efficient use of the Gunrod's shotgun fire for close-range clean-up. Now it's time for Alicia to get some payback on the hellishly big Tri-Serpent Demon.

Excerpt from the *Bullet Witch* comic, which is based on the game.





Boss Battle: The Tri-Serpent Demon



During this epic boss battle, you must progress through many stages to achieve victory. It takes everything you've got to endure long enough to finally crush this otherworldly demon. The stages themselves are indicated only by commands given to Alicia by her demon consort Darkness; pay close attention to his orders to know which stage of the fight you're in and to follow along the battle in the following section.

The boxes below outline the entire boss fight. Use the information contained therein to familiarize yourself with all aspects of this epic battle and finish your quest.

TIP

Turn on subtitles in the Options menu to read the tips Darkness gives you during the battle. Often, the constant din of the war drowns out his speech commands indicating the next stage in the boss fight.

TRI-SERPENT ATTACKS

- **Fire & Brimstone:** Opens a flaming fissure in the street that causes searing heat damage to anyone caught nearby. Run or jump away from the steaming fissure as soon as it opens and before it ignites.
- **Shock & Awe:** Its massive foot stomp causes fatal damage to all who are nearby. Time your jump so that you're in the air when the Tri-Serpent's foot hits the ground to avoid suffering damage from the shock.
- **Meteor Storm:** Similar to Alicia's Meteor magic, but the Meteor Storm comes down on a more horizontal trajectory with fewer fireballs. Find cover fast.
- **Grudge Spirits:** These can possess Resistance troops and turn them into Worm Men. Watch for them, or listen for their gibberish. They are a double threat; they try to swallow your soul, so avoid them at all costs by jumping and dodging away from them at the last minute as they approach.
- **Serpent Heads—Fire Breath & Bite:** It's best to stay out of range of these serpents. You should never be close enough for them to bite you, but when they start spitting fire, move away quickly as their range is surprisingly long.

TRI-SERPENT DEFENSES

- **Magic Shield:** Powered by a generator on its spine, the shield is powerful enough to block all physical and magical attacks until it's brought down temporarily by the attacking Resistance. Watch for the shield to break several times; when it's down, the demon is exposed to damage.
- **Flight:** When the battle progress from stage to stage, the demon levitates, then flies far to the other end of the street. You must chase it down to continue the onslaught.

TRI-SERPENT DEMON'S WEAK POINTS

- Power generator fused into its spine
- Three serpent heads
- Head

DESTROY THE SHIELD



THE TRI-SERPENT DEMON DOESN'T JUST BEAT ITS ENEMIES; IT EATS THEM—ALICIA INTERRUPTS ITS MIDDAY SNACK.



THE BIG GUY IS OBVIOUSLY READY FOR AN EPIC SCRAP.



...AND SO SHOULD YOU BE.

Alicia finally squares off against her most fearsome nemesis—the Tri-Serpent Demon. This monster was far too powerful earlier, but with the help of Maxwell and the Resistance troops, things may be different this time.



MAXWELL AND THE RESISTANCE SAVE ALICIA FROM A GRUESOME END.



Maxwell and the troops kick off the final battle with all of their available firepower. While they distract the demon, move around it on the left side until you're directly behind it and looking at its spine. Don't get too close or you run the risk of being trampled. The demon's magic shield is too powerful for any of your physical or magical attacks; you must wait until it comes down before launching any offensive at this point.



ALWAYS MOVE AROUND THE LEFT SIDE OF THE DEMON. CIRCLING TO THE RIGHT TAKES YOU FAR TOO CLOSE TO THE SERPENT HEADS.



THE TEMPORARY DESTRUCTION OF THE DEMON'S SHIELD IS UNMISTAKABLE.



EXPOSURE TO FLAMING FISSURES IS LETHAL WITHIN SEVERAL SECONDS. AVOID THEM AT ALL COSTS.



THE MANY GRUDGE SPIRITS ARE A CONSTANT THREAT THROUGHOUT THE BATTLE.

Be patient, and dodge the Grudge Spirits and flaming fissures the demon raises until its shield is lowered. Watch for the large, charged red globe around it to shatter like glass and then strike quickly. Empty as many clips of ammo as possible into the demon's back before it raises another shield.



WHEN A NEW SHIELD IS RAISED, YOUR ATTACKS ARE AGAIN RENDERED INEFFECTIVE.

Note



Your attacks are inflicting damage when the demon throws its head back in pain and the arms go wide to its sides.

The shield must be destroyed several times; the demon has enough power to regenerate its shield repeatedly but for a finite number of times. Be patient while at least two or three of its shields have come and gone. Stay behind the demon so you're ready to shoot at a moment's notice. Use the machine gun to target the metal parts on its spine and left arm (from behind). When the demon takes too much damage, it starts to levitate and becomes harder to hit, but keep the pressure on. You're making progress when he retreats to the opposite end of the street.

WEAKEN THE DEMON



THE DEMON LEVITATES AND RETREATS TO THE OPPOSITE END OF THE STREET. EACH TIME HE RETREATS, YOU'RE CLOSER TO VICTORY.



SHOOTING THE DEMON IN THE BACK IS ALWAYS THE SAFEST PATH TO DESTROYING IT.



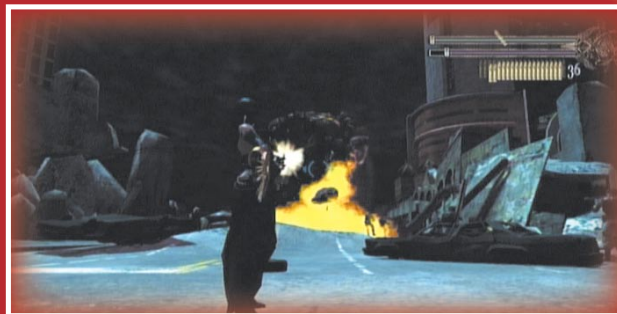
Run to the opposite end of the street to catch up to the retreating demon, but don't let up your attacks. Ignore the fallen Resistance fighters during this battle too as they can't all be saved, regardless of your efforts. Get behind the demon again. Its shield is now completely destroyed, so focus again on its weak spot along the spine and metallic arm parts. The Tri-Serpent focuses its attacks on Maxwell and the Resistance fighters, so you should have a fairly easy time staying behind it and whittling its strength down.



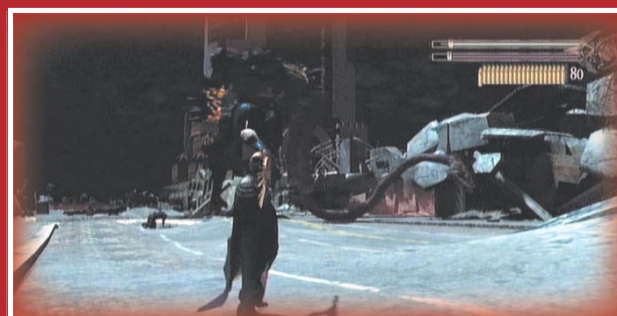
WHEN IT TAKES ENOUGH ACCURATE SHOTS, THE DEMON RETREATS TO THE FAR END OF THE STREET YET AGAIN.



THE DEMON RETREATS AGAIN...



...AND AGAIN...



...AND AGAIN.

Darkness finally interjects that you must shoot the demon while its back is turned to hit its weakest parts. Several more well-placed clips emptied into its back should force the demon to retreat again. This time it flies back to the far end of the street where the fight began. Its shield may be down, but the Tri-Serpent is by no means easier to harm or any less dangerous. Offensively, it becomes more aggressive, unleashing deadly foot stomps and trampling other foes underneath its massive, taloned feet as it walks the length of the street.

From middle distance, fiery fissures, Grudge Spirits, and flame breath from the three serpents' heads cause plenty of chaos among the Resistance ranks. At long range, reserved for right after the demon retreats to the other end of the street, it summons Meteors to burn the life from its enemies. After the demon walks a few lengths of the street, sowing doom everywhere, Darkness gives a new command: fry the snake heads.

Note

Anywhere you shoot the demon that causes a lightning-type spark along its body does it damage; however, shooting it from the front around the head and mouth area doesn't cause as much damage as shooting the demon in its weakest area from the back.

DESTROY THE THREE SERPENT HEADS



KEEP YOUR DISTANCE FROM THE SERPENT HEADS WHEN THEY'RE BREATHING FLAMES.

The next objective is destroying the three massive, flame-breathing serpent heads. It can be very easy or very difficult depending on your approach—either way, patience is key. Direct hits on the serpents' heads are indicated by the same telltale magical shock flashing when they take damage. Target one head at a time to be efficient, and use the machine gun, cannon, or Gatling gun to fill each head with lead.



MORE GRUDGE SPIRITS GIVE CHASE AS THE FIGHT PROGRESSES. AS THE DEMON IS WEAKENED, IT RELIES MORE AND MORE UPON THIS SPIRITUAL ATTACK.

The easiest way to destroy the serpent heads is to stay in front of the demon, always facing it, and then backing up if it's walking toward you. Keep your sights trained on the serpents and keep the rounds firing. You can shoot the snakes from the back, but it's much harder to hit the right target areas. Stay in front as much as possible and slowly you'll see each head take enough damage and explode in a large mess all over the street. The demon slows noticeably as it is consistently weakened from your assault. As each serpent head is destroyed, the fire breath attacks dwindle away to nothingness. When the three heads are destroyed, the demon is visibly weakened. But don't relax yet; it's still a major threat.

TIP

Keep an eye on your magic gauge, as it's difficult to earn magic during this fight with only one enemy. However, you can earn precious magic by forcing the demon to retreat. Each time he backs off, you see a slight boost in your magic. Save it for when you most need it.



FINISH THE FIGHT



THE LAST WEAK SPOT TO FOCUS ON IS THE DEMON'S HEAD—DON'T LET UP!

After another possible retreat, you can see the demon is slowing down even more. The Grudge Spirits, flame fissures, and Meteor storms are still just as lethal, but physically, the demon relies on only the occasional foot stomp if you get too close.

Listen for Darkness to command one final spell. This is the time to use all of your magic to strike down the foul fiend. Summon the power of the storm and call down a Lightning strike on the demon—the power surge is something it has never experienced before! The charged bolt blasts through its body from head to taloned toe and discharges through the ground, dissipating into nothingness.



THE END IS NEAR WHEN THE DEMON IS FINALLY BROUGHT TO ITS KNEES.



WHEN THE TIME IS RIGHT, DARKNESS CALLS FOR ONE LAST SPELL.



THE DEMON IS DOWN. BUT YOU'RE NOT FINISHED JUST YET.

Note

If you don't have enough magic for one final major spell, you can still blast the demon back to hell the good old-fashioned way—with your Gunrod! Watch for the demon to fall to its knees. Once it does, keep firing with everything you've got at its back and head. Soon the demon is nothing more than a protoplasmic mess on the asphalt.



THERE'S JUST ONE MORE THING TO TAKE CARE OF.



THIS CITY MAY BE CLEAR, BUT THE LEGIONS OF GEIST AWAIT ELSEWHERE.



THIS CHAPTER MAY BE OVER, BUT THIS IS JUST THE BEGINNING FOR OUR FAVORITE WITCH.



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Appendix I: Xbox Live Achievements

ACHIEVEMENTS LIST

Name	Points Awarded
Easy Difficulty Mode Cleared	50
Normal Difficulty Mode Cleared	100
Hard Difficulty Mode Cleared	150
Stage 1 Cleared	10
Stage 2 Cleared	10
Stage 3 Cleared	10
Stage 4 Cleared	10
Stage 5 Cleared	10
Stage 6 Cleared	10
All Stages Cleared	140
Chaos Difficulty Mode Cleared	250
Hell Difficulty Mode Cleared	1
Over 15 Hours Play Time	99
All Power Ups Purchased	150

Appendix II: Downloadable Content

Watch Xbox Live Marketplace over the course of the next few months as new costumes for Alicia are made available for download. Also, many new concept missions will be bundled with each download package, so you'll see many sides of *Bullet Witch* you never expected.

The first download set is scheduled to be available around game release. The subsequent sets are scheduled for release approximately every two weeks after game release.



DOWNLOAD SET 1

- Schoolgirl Costume
- ~3 New Missions

DOWNLOAD SET 2

- White Witch Costume
- ~4 New Missions



DOWNLOAD SET 3

- Secretary Costume
- ~3 New Missions

DOWNLOAD SET 4

- Mummy Costume
- ~3 New Missions



DOWNLOAD SET 5

- Pixie Costume
- ~4 New Missions