

# BloodRayne: Betrayal Walkthrough

## Chapter 1

1. After you are released from the coffin rocket, try out your various attacks to eliminate the first wave of vampires that appear. When they have all been defeated, move left and break open the statue to collect the large treasure and red skull.
2. Move along the level to the right to collect the small treasure ahead activate the blood fountain, then eliminate the next enemy and hop the ledges in front of you. Take out the worm enemy that emerges on the ledge below the archers, then continue forward.
3. Jump quickly past the sunlight lamp to avoid being burned and move underneath the stone ledge ahead. Run back out from underneath the overhang and follow the on-screen instructions to execute a skid, then jump midway through it to backflip onto the stone platform above.
4. Continue forward and pick up the small treasure, then jump past the sunlight lamp and vault over the next enemy to avoid being knocked into the beam during battle. Eliminate the worm enemy to your right first, then finish off the remaining enemy.
5. Move just underneath the small balcony currently above you and skid to the left. Execute a backflip and perform an air launcher to collect the red skull, then continue to the right.
6. When the enemies appear, move all the way to the right edge of the screen, destroying the ground lamp, and fend them off so that your more powerful attacks will launch them into the sunlight lamp. Watch for vampires at distance who pull out guns and shoot them before they do the same to you.
7. Continue right and eliminate the next two exploding worm enemies, then activate the blood fountain and take out a third worm enemy below the next platform. Use a backflip to land on top of the platform above, then jump and dash in mid-air to clear the gap to the right.
8. First destroy the ground lamp against the wall ahead, then take out the enemy on the platform and collect the medium treasure. Drop down off the platform and continue to the right, then backflip just before reaching the next two archers and use an air launcher to collect the small treasure.
9. Continue right and eliminate the worm enemy on the next ledge above, then collect the small treasure ahead and drop on to the second ledge below. Facing right, jump and fire your pistol to destroy the lamp above, then move forward and backflip onto the next platform.
10. Destroy the lamp in front of you and jump across the platform to the right, then destroy the next lamp ahead to safely reach the final landing. Pick up the medium treasure and drop off the platform, then continue right and pick up a small treasure.
11. Pass through the edge of the screen ahead to reach the next area, then continue right and eliminate the enemy ahead. Move to the edge of the light beam, then execute a backflip and air launch to destroy the lamp above and collect the red skull.
12. Jump up the ledges ahead and collect the small treasure, then detonate the box in front of you by striking it once to eliminate the next enemy. Collect another small treasure and continue to the right, then move between quickly between the two lamps ahead to face the next wave of enemies.
13. Detonate the nearby box when the first enemies arrive and jump to air lift away from the explosion, then hold your ground between the two lamps to avoid the light beams during combat. Switch the focus of your attacks from left to right by first stunning enemies on one side, then turn around to stun enemies behind you. Repeat this tactic to launch them into the beams on either side.
14. Afterwards, dash through the light beam ahead and activate the blood fountain. Eliminate the approaching enemy, then perform a back flip in front of the fountain and an air launcher to reach the ledge above on the right.
15. Detonate the box to take out the pair of worm enemies, then collect the two small treasures and drop down onto the next highest ledge to your right. Move forward and jump onto the ledge above, then quickly jump and fire your a few round from your pistol to destroy the next two lamps ahead.
16. Drop down off the ledge and continue to the right, then pick up the small treasure and eliminate the approaching enemy. Jump onto the next platform ahead and perform a backflip off the right edge, then use an air launcher to slide against the side of the next landing above.
17. Use a series of wall jumps to get on top of the platform, then sprint forward and use an air launcher to take out the lamp. Drop off the ledge to the right and continue forward into the shadowy area, then detonate the box when the first enemies in the next wave appear.

18. Move to the edge of the area and stay in front of the moonlit background to keep track of your character, then use a combination of gunfire and infection detonations to clear out the rapidly appearing vampire clusters.
19. Move right, then execute a series of wall jumps to climb up the opening overhead and reach the ledge above. Eliminate the approaching enemy, then back up to the edge of opening you just climbed and use a backflip/air launcher to collect the red skull against the wall above.
20. Continue to the right and activate the blood fountain, then detonate the three boxes one at a time to eliminate each new cluster of vampire that appears in the next wave you encounter. Afterwards, enter the coffin rocket to complete the chapter.

## Chapter 2

1. Upon your arrival, move right and wait for the first hopping creature to come towards you, then strike the enemy repeatedly with a sweep attack until he's eliminated. Continue using the sweeping strike to fend off these enemies as they leap at you in pairs from either side of the screen.
2. After all remaining creatures are eliminated, continue forward and strike at the one on the ledge in front of you before he has a chance to emerge. Move across the series of ledges eliminating the hopping creatures and vampires as you go.
3. Approach the next stone structure and take out the parasites as they exit the sac. When you have the chance to do so safely, move underneath the sac and use a launcher strike to destroy it, then pick up the two small treasures ahead and repeat this attack on another colony of parasites.
4. Strike the barrel ahead to roll it over the vampires that approach, then continue forward and use backflips to scale the series of ledges above, while collecting the small treasures. Defeat the worm when you reach the grassy area and move back towards the edge on your left.
5. Execute a backflip/air launcher across the gap on your left to reach the section of wall above that's made of brick. Use a series of vertical wall jumps to land on the ledge, then eliminate the worm enemy and collect the skull to earn an upgrade of your choice.
6. Drop back to the grassy area below and face the far right wall, then use a backflip to land on the platform above. Drop past the ledge on your right to collect a small treasure and eliminate the hopping creature.
7. Stand with your back to the far right wall and execute a backflip into it, then perform a wall jump and maneuver yourself up onto the next ledge. Head to the right and crouch just before the last mound of grass on the right to fend off a wave of hopping enemies with your sweeping strikes.
8. When the wave of creatures is defeated, continue to the right and collect the small treasure on the ledge before dropping through the opening. Eliminate the enemy on the next ledge below as you land on it, then drop down again.
9. Eliminate another hopping creature and fend off the attacking parasites until you can safely drop to the ground below. Destroy the parasite sac and continue forward, then activate the blood fountain and eliminate the next creature ahead.
10. Jump onto the moving platform to reach the top of the stone structure and continue forward, then time your jump to land on the next moving platform and use your gun to eliminate the vampires and sunlight lamps in front of you.
11. Drop back to the ground and eliminate any remaining vampires, then approach the far right wall and use a series of quick head-hops to scale the vertical line of parasites. After reaching the ledge above, move right and use the red box provided to blow up the first pair of vampires.
12. Fend off the remainder of the surrounding wave by striking both the vampire and hopping creatures with a back-and-forth sweeping strike in each direction. Once the enemies are defeated, move right to approach the next stone entranceway and eliminate the parasites colonies and worms out front.
13. Move forward into the structure and activate the blood fountain, then head-hop onto the ledge above and wall jump into the overhead opening to the right. You can use the other opening on the left as well, but it's lined with poisonous gasses and sunlight lamps.
14. Upon reaching the next ledge above, move right and fight through the enemies occupying the tunnel, then activate the blood fountain and jump across the gap ahead. Position yourself against the right edge of the screen, then use melee attacks on the vampires that drop down beside you and fire your pistols at the ones on the other side of the gap.
15. After defeating the wave of vampires, continue to the right and pass through the edge of the screen to enter the next area. Move forward to approach the castle gates and activate a boss battle.

## **BOSS: CRAB PUNCHER**

1. Use your launcher strike to fend off the parasites swarming above during the descent.
2. If you happen to fall off Crab Puncher during battle, he will swallow you back up for a significant health loss.
3. Whenever Crab Puncher pauses during the descent, that's your cue to prepare for one of his attacks. If he lifts one of his legs, move to the opposite side of his head to avoid a saw blade strike. Both legs lifted means a double saw blade strike is coming, so move to the middle of his head for cover. When Crab Puncher strikes the walls of the tunnel, be prepared to dodge or dash out of the way of falling rocks from above.
4. Once the parasites are momentarily exterminated, choose a side of Crab Puncher to focus on first and begin striking the glowing joints of his legs relentlessly until you see them spurt green ooze. Use your pistols first for the quickest results. When avoiding the single saw blade attack, use the opportunity to strike any healthy joints that remain on the side you retreated towards.
5. Destroy all four of Crab Puncher's leg joints and he will fall down the tunnel shaft. After he splatters into the ground, you may exit off-stage to complete the chapter.

## **Chapter 3**

1. Move forward through the darkness when the chapter begins to encounter the mantis enemies as the lights flip on. Use a string of launcher attacks to keep these enemies juggled in the air and avoid any of the dash attacks that can occur on the ground.
2. Attack the purple sacs that drop from the ceiling as soon as they appear to start damaging the enemy immediately. When the first wave has been eliminated, move back to the left to collect the two small treasures on the ground and the one high up on the ceiling.
3. Move right and use a jumping dash to cross the spike pit, then eliminate the hive of parasites and continue forward. Allow the worm enemy to explode, avoiding the discharge afterwards, and dash beneath the moving bed of spikes.
4. Strike the barrel ahead to eliminate the mantis enemies and destroy the worm by the opposite wall of spikes. Execute a backflip to reach the ledge above and eliminate the worm enemy ahead, then continue forward down the ledges to activate the blood fountain.
5. Move right and jump dash across the pit of spikes, then eliminate the nearby mantis enemies while the ones on the other side damage themselves trying to get to you. After defeating this wave, continue forward and jump dash across the spiked pit to land on the next ledge.
6. Eliminate the vampire and continue to the right, then jump at the last second to avoid the spikes above and dash beneath the moving beds of spikes. Execute a small jump to cross between the ledges, then continue this tactic by adding in a dash to reach the other side of the spike pit.
7. Activate the blood fountain and continue forward, then dash beneath the bed of spikes and eliminate the next wave of mantis enemies by staying against the right edge of the screen. Move forward and wait until the bed of spikes closest to you has risen to the top of its ascent, then dash forward multiple times to reach safety before the spikes fall on you.
8. Collect the small treasure and eliminate the worm enemy, then move forward and dash beneath the bed of spikes. Fight off the next wave of enemies while staying at an even distance between the spike beds on either side.
9. Move beneath the spike bed to the right and eliminate the worm enemy, then drop down into the pit ahead. As soon as you land fire your pistol at the enemy to your right before she uses her fireballs, then continue forward and strike the next wave of vampires so that they fly into the grinder ahead until it disappears.
10. Collect the three small treasures above and continue forward, then eliminate the lady before she uses her fireballs and activate the blood fountain ahead. Upon entering the next area, use jumping gun fire to eliminate the ladies on the ledge above first, then focus your attention on the other threats. Continue this pattern until all waves have been dealt with in this room, then move to your right.
11. Use gunfire to eliminate the lady ahead, then use your combo attacks to throw the vampires into the grinder as you did before. Continue forward and activate the blood fountain, then move beneath the ledge ahead to eliminate the hopping enemies before using a lifting attack to take out the lady above.
12. Collect the the treasure hanging above and the one on the upper ledge, then move forward past the flock of ravens to encounter the next wave of enemies. Strike the box as soon as it appears to eliminate

the first few mantises that appear, then use a combination of lifting and dashing attacks to get through the remaining wave as quickly as possible.

13. Continue forward and activate the blood fountain, then collect the treasure and eliminate the hopping enemies below. Use lifting attacks to get the vampires in the air, then execute an air throats to throw them into the grinder on the ledge above until it disappears.
14. Move forward and jump over the coffin to collect the item, then enter the coffin to complete the chapter.

## Chapter 4

1. Move to the right and allow the room to fill with blood so that the platform you're on begins rising upward. Eliminate the first wave of enemies that appears by using jumping off of their heads and attacks that have a wide striking distance.
2. When the saw blades begin appearing, avoid lifting attacks and use dashes at the last moment after drawing enemies beneath them. Make sure you are sucking blood from the vampires as often as possible to keep your health up.
3. When the rising platform comes to a stop, use a series of backflips to jump between each of the ledges above, while collecting the occasional treasure, until you reach the upper level. Backflip up to the parasites and bounce off of them to collect the treasures, then continue to the right.
4. Collect the next treasure above and continue through the opening ahead, then use thrusting strikes to throw the vampires that drop into the grinder until it disappears. Back flip up into the opening above to collect the skull, then continue forward to the next area.
5. Activate the blood fountain and move forward to jump up onto the ledge ahead. Watch the direction of the cannon fire and move to the right to eliminate the vampire and collect the treasure. Head back to the left, while avoiding cannon fire, to drop to the ground, then dash underneath the cannons and eliminate the vampires and worm ahead.
6. Jump onto the ledge above you to the left and collect the treasure, then jump over to the right and use your pistols to take out the lady ahead along with the worm. Drop back to the ground and move forward to activate the blood fountain, then continue ahead to jump on the next narrow ledge.
7. Wait until the rolling saw blade drops into the pit ahead of you, then use a dashing jump to clear it. Eliminate the ladies ahead by either using your pistols or dash attacks whenever the saw blades rise up, then take out the hopping enemy and dash under the diagonally moving blade.
8. Stay on the far right side of the screen and eliminate the enemies without using lift attacks to avoid the moving saw blade above. After they are defeated, continue forward to activate the blood fountain and dash under the missiles whenever they move in an upward motion.
9. Eliminate the lady on the narrow ledge and strike out at any missiles coming toward you, then backflip up and over the tall ledge ahead and dash through the narrow passage to avoid cannon fire.
10. Jump onto the first wooden ledge ahead and wait for the saw blade to roll down so you can jump over it. Continue up the ledges and jump to the level above when the saw blade moves away, then continue forward to dash beneath the missiles, while collecting the treasures above, and watch out for the rolling saw blade that can come from either side of you.
11. Jump to the level above when you reach the opposite wall and activate the blood fountain, then move forward between the first pair of moving saw blades and take out the lady ahead with your pistol or dash attack. Dash beneath the set of three saw blades and eliminate the lady in front of you, then jump over the coffin to pick up the treasure and enter the coffin to complete the chapter.

## Chapter 5

1. Move forward and take out the vampires and worm enemies ahead, while picking up the treasures, then jump across the gap to take on the first wave of enemies. Eliminate the ladies on the ledges above whenever they appear and suck blood from the vampires to refill your life consistently during the battle.
2. Afterwards, move right and jump across the gap to activate the blood fountain, then dash past the cannon and drop to the lower ledge to collect the treasure. Backflip onto the small stone platform above and dash jump across to the next ledge before it falls, then move forward and dash beneath the beds of spikes.

3. Eliminate the parasite nest and continue forward, then wait for the mantis to come to you before eliminating it and dash under the saw blades to take out the worm enemy. Continue ahead to eliminate worm enemies and mantises, then take out the next parasite nest you come to and pick up the treasure.
4. Use your pistol to eliminate the lady and wall jump up the wooden ledge above to collect the treasure, then dash under the saw blade and beds of spikes to take out another lady before picking up the treasure nearby.
5. Continue dashing beneath blades and spikes to eliminate enemies until you come to a dead end. Wait until the cannons above fire, then back flip towards the wooden section of the opening above and wall jump to the next ledge before the next cannonball comes at you.
6. Pick up the treasure in the nook to the left, then move forward to activate the blood fountain and dash between the two beds of spikes ahead. Jump onto the bed of spike to the right when it comes down and ride it up to the ledge above, then walk onto the next bed of spikes ahead to ride it down and move to the safe portion of ground in front of you.
7. Jump onto the bed of spikes ahead and ride it up to collect the skull, then move to the right and drop to ground when the bed comes back down. Move beneath the saw blades and cannon ahead to activate another wave of enemies, then eliminate the ladies with your gun or by throwing the vampires into them.
8. Afterwards, continue forward to duck the blades and cannons, then dash across the crumbling platform to reach the ledge opposite from you. Take out the enemies and pick up the skull, then return to the crumbling platforms and ride them down by using the sections that are not above saw blades.
9. On the last saw blade that covers the width of platform, ride down and touch the section below to make it drop, then jump straight up over the blade when it comes towards you and fall back through the hole to land on the wooden ledge.
10. Move forward and use dash jumps to reach each of the fallen platforms ahead, then land on the next ledge to enter the next area. Suck whatever blood you can from the vampires, then infect one of them near the far right wall to detonate an explosion that clears a path for you.
11. Continue forward, then wall jump to get up and over the next ledge above. Use a lifting attack and a forward thrust to get a vampire on the ledge ahead, then use an infected explosion to clear the path in front of you.
12. Drop down off the ledge ahead and activate the blood fountain, then run towards your coffin to start the boss battle.

### **BOSS: CRAB PUNCHER M.K. 2**

1. With the exception of a couple of upgrades, Crab Puncher M.K. 2 has the same weakness and the same attacks as the first time around, except the strikes will occur in greater number and with more speed. Dodge the blades. dash around the falling rocks, eliminate the parasites and avoid falling off the edge as you did before to keep your life as full as possible when mounting your assaults.
2. The new additions to this boss stage are green acid that shoots from the peak of Crab Puncher's head, the presence of mantis enemies and the rock formations that guard his vulnerable joints. The acid is the only addition that is irrelevant to your offensive strategy, so stay in either the center of the boss's head or on the far sides when it begins to shoot up.
3. To break through the rocky exteriors of Crab Puncher's joints, wait until the mantises drop down and use a three-strike combination to knock them off guard. As you do this, be aware of where the alternating blades will strike next to avoid taking damage.
4. Once the mantises are sufficiently stunned, infect them and draw the enemies over to either side of Crab Puncher's head. You can now detonate the enemies to blast through the rock formations and expose the vulnerable joints. Infect both of them if time permits, but one enemy is more than enough.
5. Continue in this way until all four joints are exposed, then you can either use your combat maneuvers or continue detonating the mantises to destroy the glowing orbs. Once all four joints are eliminated, Crab Puncher will fall to the bottom of the pit and you can exit in your coffin rocket to complete the chapter.

## **Chapter 6**

6. Move forward and back flip onto the uppermost ledge to eliminate the lady and collect the treasure, then continue to the right and drop off the ledge ahead to activate a cut scene. Afterwards you will take control of the raven to fly it through the spiked corridor.
7. Use the raven's sonic caw to break through the ladies' attacks so that you can reach and defeat them. You can also use it to collect the treasure you see hanging from the ceiling.
8. Whenever you encounter a line of saw blades, wait for them to pass by, then dash through the momentary opening while keeping the bird afloat. You should also dash past the exploding worms to avoid being hit by shrapnel.
9. Continue through this dangerous passageway until you activate the blood fountain, then move beneath the tunnel under the floor and watch the scene above take place. Once the boss enemy has destroyed the vampires, continue forward and drop into the pit ahead.
10. Let the raven fall through the spaces in the floor when the saw blades have move to the opposite sides of the wall from them, then move through the next tunnel to your left. Wait until the saw blade ahead has past above you, then follow behind it closely without touching it to reach and enter the next tunnel in front of you. Repeat this process with the next pair of saw blades to activate the blood fountain on the other side.
11. Drop down over the ledge ahead and fly upwards when you are beneath the red skull to pass through the wooden structure and collect it. Continue forward and dash between the beds of spikes, then follow the last saw blade in the row as it passes above to reach the other side.
12. Fly above the hopping enemies and drop down at the next entranceway to dash underneath the bed of spikes and activate the blood fountain. Let the raven rest on the ground here and use the sonic caw to eliminate the enemies in the area.
13. Continue forward and fly above the next wave of hopping enemies, then stay afloat in the middle of the area as you dash between each of the spike beds in the first string of them ahead. When you reach the next string of spike beds, continue staying afloat at center-screen and move gently forward as the first pair opens in front of you.
14. Continue moving through the opening spike beds, while flying within the same area, until the last one has opened in front of you, then dash through the rest and back out into the open. Activate the next blood fountain and tap your flying button the minimum amount of times to maneuver over the columns ahead.
15. When you reach the next ledge, fly up through the opening to activate the cut scene. Afterwards use your pistols to eliminate the blob enemies as quickly as possible, then move to the left to collect the red skull.
16. Run forward and drop off the ledge to reach the next area, then move to the right and jump across the two ledge above to eliminate the enemies before they can throw their orbs. Continue forward and use your pistols, head-hopping maneuver and melee attacks to eliminate the waves of vampires and blob enemies.
17. Head forward to activate the blood fountain, then use jumping melee attacks to reach and eliminate the orb-throwers. Jump over the bed of spikes ahead when it falls and continue to the right, then take out the hopping enemy and lady before they have a chance to attack.
18. Move to the right to enter the silhouette area and detonate the barrel to eliminate the first enemies in the wave. Use a combination of head hopping and melee combinations on the next series of enemies that appear, then execute pistol and jumping attacks to take out the remaining blobs and vampires.
19. Afterwards, continue forward to activate the blood fountain and return to normal lighting, then eliminate the orb throwers on the top level and drop back down to the ledge on the left side of the grinder. As vampires appear, they will jump over the pit to attack you so use this opportunity to deliver one strike that will stop them in mid-air and cause them to fall into the grinder.
20. Continue dropping vampires into the grinder until it disappears, then fall into the pit and slide down along the various edges of the wooden structure to your left, while dashing across the spiked areas to reach the textured skull. Eliminate the vampire and activate the passageway to your right to exit the chamber, then continue forward to blood fountain below.
21. Move to the right and stick to one edge of the screen during the next wave of attacks. Use your melee combinations to eliminate blobs, vampires and mantises in the nearby vicinity and use your pistol on the remaining blob on the opposite side.
22. Afterwards, continue moving right and backflip up to the second ledge above when the saw blade is moving away from you, then eliminate the wave of vampires and collect the red skull overhead. Move through the passage that opens to your right and collect the treasures ahead, then use the uppermost ledge to reach the coffin rocket and complete the chapter.

## Chapter 7

23. Kick open the coffin door as you land to eliminate the vampire, then move forward and watch the mechanics of the green laser to learn their timing. Dash beneath the one past the overhang ahead and the one past that was well, then stay towards the right side of the screen as you fight off the first wave of enemies.
24. Move forward, then infect a vampire so that you can detonate him and clear the blocked path ahead. Dash beneath the laser in front of you and quickly eliminate the mantis, then jump dash over the next laser and eliminate another mantis.
25. Before clearing the next obstacle, use your pistol to take out the blob enemy ahead, then dash past the lasers until you are stopped against the right side of the screen. Eliminate the mantises with head-hopping and melee combos, then take out the ladies across from you with the use of either pistols or thrusting strikes that throw enemies into them.
26. Continue to the right to activate the blood fountain, then move across the falling platforms ahead and use jumping melee attacks to eliminate the orb thrower above. Use a backflip to hop off of the parasite to reach the red skull, then continue up the falling platforms to take out the orb thrower on the next ledge.
27. Move left across the platforms and hop up the line of parasites or wall jump to reach the blood fountain above. Wall jump into the opening above and to the left of the fountain, then take out, collect the treasure and grab the red skull overhead.
28. Drop back to the ground and move right, then dash jump over the saw blade as it moves towards you and continue this maneuver until it has eliminated all the enemies that appear in the area. Afterwards, continue forward and jump onto the left edge of the next platform without setting off the laser, then dash jump underneath and over the saw as the blade comes towards you.
29. Repeat the previous tactic very quickly to make it over the next few pairings of lasers and saw blades, then move forward and use infection detonations on the vampires to eliminate all other enemies quickly. Continue to the right to enter the next area, then back flip onto the wall above the overhand and jump up it to strike the switch.
30. Once the small platform rises up ahead of you, use it to reach the next ledge ahead and enter the warmer setting within the castle. Dash past the green lasers and hit the switch after them to disengage the red ones, then continue in this way by using your pistol to deactivate the next two sets of red lasers.
31. Dash past the final string of laser pairs to activate the cut scene. Afterwards, use head-hopping to stay above the fray and eliminate the enemies with combination and ground-pounding melee attacks. Try not to allow any distance between you and any enemy in the vicinity to avoid their pistol or dashing assaults.
32. Save your pistol ammo for the blob enemies near the end of the wave and wipe out all remaining enemies to activate the boss battle.

### **BOSS: CRIMSON DEMON**

33. Use pistol or melee attacks on the Crimson Demon's disembodied heart to drain his health bar. As you execute these strikes, be sure to jump over the single blood blobs he hurls at you and between the three he fires at once.
34. After attacking the demon's heart for a few moments, he will drop into the blood around your feet. Watch for the direction his protruding head quickly shifts to, then move to the opposite side of the screen and jump dash over him as he rushes at you like a wave a few seconds later.
35. When the Crimson Demon appears in the background, use dashes and quick direction changes to get between the gaps in the falling blood blobs without taking damage. Watch for the blob with the heart concealed within and attack it as soon as begins floating along the ground upon impact.
36. If the demon's head is protruding from the ground and moving slowly back and forth, backflip over him and run to the opposite side of the area to avoid the spikes he will eventually shoot up beneath you.
37. Continue this assault strategy until the Crimson Demon's health is drained all the way to defeat him and complete the chapter.

## Chapter 8

38. When the level begins jump and dash to clear the pit of acid, then activate the blood fountain ahead. If you land in this green substance at any time, your entire health bar will be drained.
39. Continue forward and eliminate the orb throwers on the ledges above before dealing with the waves of mantises, then bounce up the line of parasites and continue bouncing across them to the left when you reach the top. Pick up the treasures and red skull before returning to the ground, then jump across the next gap when the geyser of acid falls back down.
40. Move across the gaps while evading the geysers, activating the blood fountain along the way, to reach the next ledge, then eliminate the ladies first before taking out the mantises and blob enemies. Detonate the barrel when surrounded by mantises to clear them out.
41. Continue to the right and make small jumps while dashing over the saw blades as they pass below you, then activate the blood fountain and move forward. Wait for the saw blade to come towards before hopping onto the ledge above, then jump over it and take out the worm enemy near the gap.
42. Wall jump through the opening above and activate the blood fountain, then continue forward and hop onto the moving platform. Turn around at any point while jumping across the moving platforms to fend off the torpedos, then jump across the falling platforms quickly, while ignoring the orb throwers above.
43. When you reach the moving platform before the geysers, take out any torpedos on your tail or hop over them to make your next jump as easy as possible. Use the dashing maneuver to reach each of the platforms ahead after the geysers drop back down until you're safely on the opposite edge. When dashing aim for just the column the platform is moving along for more accurate landings.
44. Move forward to enter the next area and activate the blood fountain, then collect the two treasures above the fountain and continue ahead. Eliminate the enemies that come out of the statues with your lifting attack, then activate the switch ahead and use the corpse to jump dash to the next ledge.
45. Use an air lift attack to reach the red skull above and drop the vampire into the acid, then use his corpse to jump dash to the next ledge. Use your thrusting strike to knock a vampire into the acid ahead, then lure the next vampire onto the corpse and ride the geyser up with them.
46. Knock the vampire into the grinder to the left, then move past it when it disappears and wall jump through the opening above to eliminate the orb thrower. Use your pistols to hit the switches and disengage the series of red lasers, then pick up the red skull and hit the nearby switch so that you can drop back to the ground below.
47. Eliminate the vampire and move forward to activate the blood fountain, then move quickly between eliminating each of enemies in the next wave without using head-hopping or air lifts due to the spikes above. Try to use ground pound maneuvers on the smaller enemies to launch them up into the path of the spikes.
48. Afterwards, continue to the right and jump up the wall ahead to activate the blood fountain, then drop to the ground below and activate the switch to deactivate the lasers, while also setting the large saw blade behind you in motion.
49. The trick to staying ahead of the saw blade is to be dashing forward at all times, even when you aren't clearing gaps. Upon reaching the spike beds, dash across to every third one in the row, then dash over every other pillar you encounter after that to enter the coffin rocket on the next ledge and complete the chapter.

## Chapter 9

50. After the short cut scene, activate the nearby switch and jump on the bed of spike to wall jump onto the ledge above, then move left and backflip onto the ledge above that. Activate the switch and jump to one of the moving pillars above, then activate the next switch overhead and drop back to the ground below to pick up the sun gun.
51. Move forward beneath the red switch on the ceiling and fire the sun gun up into it to open the door ahead, then activate the blood fountain and jump to the next ledge above. Fire the sun gun through the opening and into the switch across from you to open the door below, then drop back down to collect the treasure.
52. Eliminate the first wave of enemies with combo attacks and your sun gun, starting with the orb throwers first, then continue to the right and fire your sun gun through the opening ahead to push the enemies through the rock formation and activate the switch.
53. Move through the door that opened above and jump up the ledges to reach the next level overhead, then collect the treasures hanging from the ceiling and wait for the purple enemy to move closer to the

silver platform. Once the enemy is on the silver platform, jump over him to be on his right side and use the stun gun to blast him through the rock wall to the left.

54. Go through the opening you just created, then collect the treasures and red skull. Move back towards the right and shoot the four switches above you to open the next door, then continue forward and activate the blood fountain.
55. Eliminate the waves of enemies and activate the switch ahead with the sun gun, then move back to the left and wall jump through the opening above. Take out the purple enemies with the sun gun and the lady with a combo strike, then stand on the higher of the ledges to activate the switch on the right wall.
56. Drop back to the ground and move through the open door in the floor ahead, then eliminate the next wave of enemies and back flip onto the wall above you to the left. Wall jump to the ceiling then jump dash to the right and execute an air lift to reach the red skull.
57. Return to the ground and move right to reach the next area, then activate the blood fountain and take out the next wave of enemies ahead by staying beneath the open area to avoid the spikes above. Afterwards, backflip onto the left wall of the opening above and wall jump vertically to reach the moving platform, then activate the four switches with the sun gun and return to the ground.
58. Move right and jump dash over the saw blade below, then drop before hitting the saw blade in the ceiling and jump dash over the two smaller ones ahead. Backflip above the next large saw blade and dash over it to reach the ledge, then activate the blood fountain and backflip into the wall to your right.
59. Wall jump to just below the large saw blade above, then jump and dash to move up the next wall. Continue this pattern until you reach the ledge above, then eliminate the vampire and air lift into the opening above to wall jump onto the next level overhead.
60. Use a charged strike to throw the vampire into the grinder, then pick up the red skull to your left and return in the direction to your right. Jump across the top of the spike beds, while avoiding the acid geyser and continue right when you reach the next ledge.
61. Eliminate the wave of vampires, then activate the two switches above and the blood fountain to the right. Drop through the door in the floor that opens and slide down the wall to your right until you reach the large saw blades, then jump and dash to slide down the opposite wall.
62. Just as you pass beneath the saw blade, while sliding down the left wall, dash jump out to the right and use an air lift to pick up the red skull. Then fall through the darkened opening below and stay towards the middle to avoid the saw blades.
63. Take out the wave of enemies by primarily relying on your sun gun, then continue to the right and enter the rocket coffin to complete the chapter.

## Chapter 10

64. Dash beneath the lasers in front of you and use the sun gun to take out the enemy in your path, then activate the two switches on the walls and backflip up into the opening above the left one.
65. Wall jump up to the opening between the saws and dash between it to pick up the red skull, then return to the ground and move right to take out the wave of enemies. Continue forward and dash beneath the lasers, then use lifting strikes to get the vampires on the upper platforms and execute infection detonations to clear away the rock walls on either side.
66. Activate the switches you've uncovered and move forward through the opened door, then use the sir lifts and infected detonations to uncover the switches before activating all three. Move through the door above and activate the blood fountain, then eliminate the wave ahead and activate another blood fountain.
67. Dash across the gap and activate the switch above to drop the vampire into the acid ahead, then jump on his corpse and activate the switch to the left. Use the sun gun to propel the corpse across the pit as you ride along on top of it, then jump onto the spike bed as it's moving up and then onto the next one just before you fall into acid.
68. Jump onto the ledge and clear out the enemies in the area, then use short bursts from the sun gun to maneuver between each of the spike beds before backflipping onto the next ledge above. Activate the blood fountain and move onto the platforms ahead, then use head-hopping attacks on the blob enemies to avoid falling through the floor.
69. Use the ledge on your right to reach the next area and activate the blood fountain, then continue forward and eliminate the next wave of enemies with the sun gun and head-hopping strike, starting with the ladies on the ledges first. Afterwards, move to your right and jump across the the falling platforms, then backflip onto the ledge to your left and wall jump or bounce up the parasites through the opening above.

70. Dash under the laser to the right and drop back and forth between the falling platform to reach the ground below. Move forward and use your sun gun to eliminate the wave of enemies, then continue to the right and bounce across the parasites to pick up the red skull.
71. Drop back to the ground and move forward through the enemies to face the last wave, then stand at one side of the screen and use your sun gun to take out any threats that appear. Afterwards, move right and enter the coffin rocket to complete the chapter.

## Chapter 11

72. Move forward at the beginning of the level and take out the first wave of enemies, then jump across the falling platforms to activate the blood fountain and backflip into the next wall above you. Jump up the wall to move across the next line of falling platforms, then ride the last one down to run across another row of platforms.
73. Use an air lift to reach the wall opposite of the saw blades and jump up it move back and forth between the blades to reach the ledge on the right. Eliminate the worm enemy behind you and dash jump over the large saw blade to the left, then jump up wall to collect the red skull and bounce off of the parasite to clear the spikes.
74. Dash beneath the pair of lasers, activating the blood fountain as you go, and move across the line of corpses. Eliminate the wave of enemies, standing still when the geysers erupt, and propel yourself to the ledge to the left when the battle is over.
75. Activate the blood fountain and continue to the left, then use the sun gun to propel the next corpse in the acid forward and execute an air lift strike to collect the skull next to the overhang. Move the corpse on top of the geyser and ride it up to the peak of its ascent, then wall jump to the next ledge above and continue to the right.
76. Eliminate the wave of enemies with a combination of head-hopping, melee attacks and the sun gun, then move right and activate the blood fountain. Continue forward into the next room to initiate the boss battle.

## BOSS: KAGAN

77. You'll first have to avoid the waves of enemies and electrified portals that appear before getting to the point where Kagan will be vulnerable.
78. Stick to one side of the screen for as long as possible and hold off enemies with melee combos that keep you close to the ground and the sun gun. Suck the blood of any vampires you encounter whenever you can to keep your life as full as possible for the second part of the battle.
79. As soon as a new section of electrified portals appear, dash to an opening between them if you're not already in one and strike out at any enemies in your vicinity. Try to choose the areas least populated by enemies so that they'll fry themselves in their attempts to reach you.
80. The sooner the waves of enemies are defeated the sooner the main boss battle will begin. The longer your fight with the lesser enemies goes on the more elaborate the positioning of the electrified portal will become over time.
81. When the main boss battle starts, immediately begin striking the armored enemy to defeat him as quickly as possible.
82. Use air lift attack combos to weaken Kagan's health as he flies about the level. If he flies exceptionally high above, use the backflip maneuver to reach him.
83. Avoid the blue pulse ball by either drawing into the ground or into a wall as you dash out of the way at the last moment. Use the opportunity before and after these attacks to assault Kagan as much as possible.
84. Avoid Kagan's string of blood orbs by dashing through the thinner sections when they come your way. Watch the pattern in which they move to predict where the safe areas of the level will be next and follow the flow for as long as possible before having to dash through it.

## Chapter 12

85. After the cut scene, use your new ability to transform into a raven and fly through the opening ahead. Move across the gap and activate the blood fountain, then continue forward and move above and below the series of saw blades ahead.

86. Fly towards the next area and make a move to the right after each round of cannon fire to keep track of the trajectories and avoid taking damage. Try to stay out of the path of the direction the cannons are pointed at all times and float in place just before the next shot to dodge the balls preemptively.
87. Pick up the red skull at the bottom of the ledge ahead and activate the next blood fountain, then fly between the available gaps in the series of saw blades in front of you. Activate another blood fountain and continue across the gap, then move back and forth between in enemy in the wave you encounter to take them out one at a time.
88. Fly to the right and stay towards the top of the screen to avoid the cannon fire in same way as before, then continue forward and position yourself in the middle of each of the rotating saw blade areas to dash accurately through the spiked openings. When you reach the next ledge ahead, you'll exit raven form to cross over into the next area.
89. Turn back into a raven when you reach the wall ahead and fly upwards into the level above, then eliminate the enemies while in raven form to dodge the cannon fire more effectively. You can also take out the enemies that appear by bouncing off their heads continuously , which will also keep you above the cannon fire.
90. Afterwards, fly up through the opening to the right and plan your path through the spiked pit by watching the direction in which the cannons are aimed. Stay back towards the edge of the spiked ledge to let the saw blade roll down in from of you, then continue upwards and dash past the laser to reach the blood fountain on the right.
91. Dash to the left past the two lasers and move upwards to eliminate the armored enemy with your caw, then fly up through the spikes until you reach a bare ceiling. Float in place in this section of the passageway and use your caw to take out the larger swarms of the parasites, then continue down through the next section before they regroup.
92. Take out the hive and the remaining parasites, then continue up through the passageway and activate the blood fountain on the left. Fly upward to the next level and use your caw to eliminate the waves of armored enemies and vampires to avoid hitting the saw blades above.
93. Afterwards, fly between the saw blades to enter the opening above to the left, then continue through the saw blades by finding the gaps across multiple lines to easily pass between the rows. Continue flying upwards until you hit the ceiling above, then move left along the ceiling to avoid the blades and into the next opening above.
94. Move right and drop into the opening below, then dash between the spikes to the left and collect the red skull. Make sure all three switches in the area are red to safely pass through the opening above to the left, then fly up between the gaps the trains of saw blades.
95. Fly around each of the enemies on the ledges and use your caw to blast them off their perches so that they land on the blades. Continue moving upward until you reach the coffin rocket to complete the chapter.

### Chapter 13

96. Turn into a raven up entering the level and move left, then use your caw to blast the vampire into the acid ahead and fly above his corpse when it appears. Turn back into a human to drop onto the corpse and use the sun gun to propel your self across the acid safely, then jump over the saw blade when you reach the opposite ledge and collect the red skull.
97. Use the same method to propel yourself to the previous ledge, then continue towards the right as a human to activate the blood fountain. Use air lifts to reach each of the parasites ahead so that you can bounce off of them, then dash onto the next ledge while in mid-air.
98. Eliminate the wave of mantises ahead quickly to avoid taking too much damage from the torpedos, then activate the blood fountain in front of you and wait for the saw blade ahead of you to move upwards so that when you bounce off the parasite it'll already be moving below you as you use an air lift strike to complete the clearance.
99. Use the previous timing method to bounce over each of the saw blades ahead, bouncing off of both parasite below if necessary so that the timing works out. When you reach the opposite, ledge, jump dash over the saw blades that roll towards you and continue to the right.
100. Eliminate the wave of enemies ahead, using the ray gun on the purple ones to cause devastating explosions, then activate the blood fountain to the right and bounce across the parasites to start the next wave of enemies. Use an air lift strike as soon as the enemy on the right appears, then bounce off the parasites below to use the same maneuver in taking out the other enemy and land on the falling platform.

101. Repeat the tactic above to take out the second wave of enemies, then bounce across the parasites to the right to reach the next ledge ahead. Move forward and take out the armored and orb throwing enemies with combo attacks and the sun gun, then continue to the right and backflip through the wall to the left of the red skull to reach it.
102. Move forward to enter the next area, then turn into the raven and fly over the ledge ahead. Drop down and move left to pass through the wall below, then continue flying in that direction to collect the red skull.
103. Move back to the right and dash past the lasers when there's an opening in the saw blades, then activate the blood fountain and save the detonating barrels ahead for the combination of armored and blob enemies that appear in the next wave.
104. Turn into a raven and activate the next switch ahead, then dash through the openings to escape the giant saw blade. Eliminate the waves of armored enemies, then fly up through the section of the ceiling that's to the left of the red skull in order to reach it.
105. Drop back to the ground and return to human form, then move right and enter the rocket coffin to complete the chapter.

## Chapter 14

106. Move right and wait for the room to fill with blood so that the platform your standing on begins to rise. Draw your opponents underneath the saw blades and spikes to squish them and try to eliminate the enemies with attacks that will knock you off the edge first by saving reserving your gunfire for them specifically.
107. When you reach the chamber with saw blades on both sides, resort to head-bouncing maneuvers on the large enemies to stay out of the path of their attacks. Wall jump into one of the narrow openings to the left or right when you come to the saw that covers the entire platform.
108. Use a head bouncing strike when you see the falling platform above to reach it, then jump across the series of platforms to land on the next level overhead. Backflip onto the ledge to your right and continue forward to enter the next area.
109. Move right to activate the cut scene and the boss battle.

## BOSS: ZETA GAMMA

110. This boss has a variety of attacks that need to be evaded in their own way, but once they are successfully dodged, you can attack his intestines with a series of 3-hit combo attacks to drain Zeta Gamma's health.
111. Dash through the laser beams that shoot from Zeta Gamma's eyes, whether they be red or purple. The red ones will blink for a few seconds before they have the power to harm you.
112. Find a gap that has the most distance between the red orbs Zeta Gamma emits to avoid the energy that will suddenly surround them. Stay away from the area where the boss' life bar sits as red orbs can tend to hid behind this.
113. When Zeta Gamma throws up two fingers and nods his head, he's preparing to dash off screen, so jump into the air and dash in his direction to avoid the damage this can cause you.
114. After the boss breaks away the background to reveal a galaxy setting, he will use an attacks that slashes a series of light beams across the screen that mark the oncoming arrival of a burst of harmful energy. When this occurs, turn into a raven and fly between these light beams before the energy blast comes to evade the damage.
115. When Zeta Gamma smashes the ground to make rocks fall from above, dash back and forth as quickly as you can across the screen to evade as many of these boulders as you can.
116. Use backflips to reach heights above the boss' intestines so that you can get in the maximum number of combo strikes. Continue this assault, in between Gamma Zeta's attacks, to drain his life energy and complete the chapter.

## Chapter 15

117. Move left and turn into a raven to dash across the next gap as the geysers fall in front of you, then turn back into a human when you reach the next ledge. Jump onto the corpse in the lava ahead of you and propel yourself a few feet forward with the sun gun.

118. Jump to the next corpse before the geyser rises beneath you, then propel yourself forward again when you are lowered back down. Hop across the next couple of corpses in this manner to reach the next ledge and activate the blood fountain, then backflip onto the wall above and jump up it to dash right through the saw blades.
119. Use air lifts and dashes to make it through the spaces and collect the red skull, then use the same method to return to the ground and continue to the left. Wait for the cannon to fire before jumping across the gaps, then eliminate the enemy wave ahead and activate the blood fountain.
120. Turn into a raven and fly through the spaces ahead, waiting either at the top of the screen or between the columns each time the geysers rise, then activate the blood fountain and return to human form.
121. Bounce across the parasites and dash beneath the lasers after each one to reach the ledge ahead, then eliminate the enemy wave and continue to the left. Bounce across the parasites and dash to the next ledge in mid-air, then air lift to grab the red skull above and continue to the left.
122. Jump onto the corpse to rise into the next area, then back flip up the ledges to the left and take out the wave of enemies. Backflip up the ledges to the right and turn into a raven, then fly to the left and take out the parasite hive.
123. Fly up through the spiked corridor, while eliminating the parasite hives, and activate the blood fountain on the next level above. Move through the opening above to the right and change back into a human, then jump back and forth between the falling platform overhead.
124. Jump up through the floor beneath the red skull to collect it, then return to the falling platforms to reach the ledge above. Eliminate the wave of enemies and turn back into a raven, then fly up through the opening to the left and continue to the ledge above to complete the game.
125. **Achievement / Trophy Unlocked:** Survived to Sunrise (Silver): Complete the game.