



Introduction

Forget about the Devil—our job is to make sure you don't cry. Devil May Cry 4, like its predecessors, is among the most challenging games of its time, and simple button mashing and a lack of strategy will promptly get you killed. To make matters worse, Dante is out of the picture and you're left leading newbie Nero through Hell's perils. Nero presents new combo abilities and new challenges, things we've thoughtfully mastered and detailed inside our guide.



Our in-depth walkthrough to Devil May Cry 4 is packed with tips for fighting enemies, strategies for the game's many tough bosses, along with hints for completing the game's various secret missions. We've even sprinkled throughout the guide video clips to help you out, with video strategies for boss fights. So don't be hesitant—tackle the challenge head on. We've already shed the tears for you.

In this Devil May Cry 4 strategy guide, you'll find:

- **BASICS** // Combo tips and tricks for building up your style meter. Stylish fighting equals more upgrades!
- **WALKTHROUGH** // Our complete Devil May Cry 4 walkthrough for every mission in the game, with strategies for every boss.
- **SECRET MISSIONS** // Tips for completing the Devil May Cry 4's many secret missions.

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Devil May Cry 4 Basics

Combo Basics

Success in Devil May Cry 4 hinges on your ability to string together combos to both keep opponents indisposed and to build your style meter that earns you new skills. Unlike some other games, simply mashing buttons won't do you much good. It's important to thoughtfully string together attacks that build off each other.

Red Queen (sword)

The basic sword combos you execute on the ground (rapidly press the sword attack button) are generally a good way to start a combo, but don't rely on them entirely. Ground sword attacks have a large hit radius in front of you that's good for stopping opponents and setting them up for air combos. Tag an opponent with a couple of shots and move into a High Roller to start an air combo.

It's important to quickly move the combo from the ground to the air. While on the ground, you are very vulnerable to enemy attacks from behind and even from enemies you may think you're hitting. You *can* still be hit while in the air, but it's less likely. As well, you have a slight invulnerability at the moment you jump that's good for dodging attacks.



Devil Bringer (hand)

While the sword is good for starting combos, it's the unique Devil Bringer attacks that make for spectacular finishes and can even infinitely extend combos. After successfully stunning an opponent with a basic sword attack, you can usually attack with the hand. Simply tapping the Devil Bringer button will execute a slam attack that deals massive damage, making it a good way to end a combo as the slam will quite often deal enough damage to finally kill an enemy.

The grab has another use, however, and though it's not as straight-forward in its damage dealt it's arguably much more useful. While holding the lock-on button, press the Devil Bringer attack button and Nero will execute a grab that pulls enemies toward him. You can use this grab on the ground or in mid-air to extend combos after you've knocked opponents away from you. Note that some enemies will be resistant to the grab until after you've stunned them with a normal sword attack.

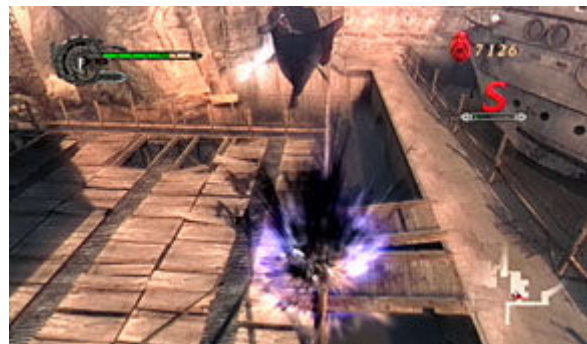


Stylish Fighting Tips

When you've understood the basics of combat, you need to focus on making your fighting more stylish. Stylish combos earn you more orbs and more chances to upgrade your skill set. Two main elements contribute to the stylish rating of your combo.

Combo Length — The most obvious factor in the stylish rating of your combo is the length of the combo. After starting a combo, note the meter that appears under the combo rating in the upper-right corner of the screen. As long as you continue to hit opponents, the meter will not deplete, keeping your combo active. If, however, you stop attacking, the meter will begin to deplete, threatening to break your combo and reset your stylish rating. When you kill an enemy, immediately move to another enemy to continue the combo. If the closest enemy is too far to attack, try using the Devil Bringer grab or stall the combo meter by unloading gun shots from a distance while you move in close.

Attack Variety — A long combo isn't itself enough to catapult your combo into the upper rankings of style. To achieve S rank for a combo, you need to tap into the depths of your arsenal and mix up your attacks to keep things fresh. Mix it up with air grabs and ground grabs, throw in a full ground chain combo followed by a shot from your guns, and keep it rolling. Successful comboing in Devil May Cry 4 requires a consummate knowledge of your repertoire so that you can plan your combos for length while simultaneously free forming the variety necessary for style.



Jump to Dodge

Getting hit sucks, *and* it can end your combo. But here's a trick: there's a brief invulnerability built into your jump animation. The moment Nero takes off from the ground, all enemy attacks will pass right through him. You can time the jump to successfully nullify enemy attacks, extending your combos and keeping your hide alive.

Devil May Cry 4 Walkthrough

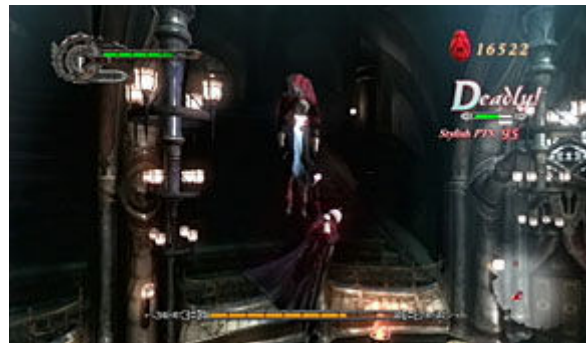


Birds of a Feather

The mission begins with a brief training session as you battle the man in red. Start by testing out your guns, then get ready to test out your jump. In order to progress this part of the training, you need to time your jump so that you leap over the man in red's spread of fire. Wait for the enemy to start shooting, usually starting from the left. Run from the right to the left and press jump before the guns are aimed at you. You should jump over the stream of bullets, successfully dodging the attack with a jump (this is easier to execute while close to the enemy).



After walking through a couple more basic controls, you'll get a chance to really fight the man in red (note that you both now have limited life bars). Try to move in close as quickly as possible and start your attack with a couple of sword strikes. Once you've got the man in red stunned from your hits, you can move into a High Roller and an air combo. The man in red will counter with jumping attacks and guns—you can avoid the jumping attack by backing away when he jumps, and you can avoid the guns by firing back with your own guns while walking toward the enemy.



Before long, you'll whittle away the man in red's health to trigger a final cut scene that wraps up the mission.



La Porte de L'Enfer

You're dropped right in the action with a couple of scarecrows to fight off. These guys are slow and infinitely comboable, but they can still pack a punch if you try fighting them all at once on the ground. Use air combos to clear the area, then move north to find a doorway that leads to the storehouse.



A tall stairway leads to an upper floor, but before climbing the stairs you can find a gold orb. On the wall left of the tall stairway is a short set of stairs that seems to lead to nothing but the wall. Jump against this wall and double jump off the wall to find a hidden alcove with the **gold orb**. Grab it, then continue up the tall stairway to the upper floor of the storehouse.



There are a few more scarecrows at the end of the upstairs hall. Peace 'em out to unlock the barrier and continue through the door. Once outside, look for another door that leads to the cathedral.



Move to the east end of the cathedral and interact with the glowing pillar against the far wall. You'll earn the Hell Bound technique, which you can try out on the blue launch pad nearby. Stand on the launch pad and hold the lock-on button. While locked onto the grapple point overhead, attack with Devil Bringer to pull Nero to the upper balcony. Continue along the balcony, using another Hell Bound grapple to span a gap in the platforms, to reach a new door to the northwest.



Before you leave the cathedral, though, you'll want to grab a vital star on the lower floor. Look along the south wall and you'll spot the prize behind bars, trapped in a cell. Use the newly earned Snatch attack (same as the Hell Bound grapple) to reach through the bars and grab the **vital star s**.



The door on the upper balcony leads to another section of the terrace where you once again need to use the Hell Bound grab to cross business courtyard below. As you make your way north through the hall you'll come to a pillar of sorts that represents a secret mission. Interact with the pillar to take on the secret mission if you choose.



Annihilation Secret Mission 01

The challenge here is pretty straight-forward but requires an unrelenting pace; defeat the enemies within the time limit. The time limit is pretty strict, too, so you'll need to be consistently earning kills in order to fulfill the quest. Move from one enemy to the next with the quickness, utilizing your new Snatch grapple to pull enemies toward you to continue combos. As soon as you kill an enemy, look for another to combo and don't stop 'til the stage ends. Your reward for completing this secret mission is a **blue orb fragment**.



Continue past the secret mission pillar to find another Hell Bound launch pad to fling across the open air to another balcony. Here you'll fight just a couple of scarecrows before continuing across one more grapple point to a larger landing. Expect a number of scarecrows to crop up here, giving you a good opportunity to build up your combo meter. When the enemies are dead, a door opens up to the residential district.



Drop down off the broken balcony to the streets below. You'll run into a few scarecrows as you move through the streets, but they're pretty spaced out so you shouldn't have to fight more than one at a time. When the nearest enemies are dead, look for a shallow alley from where you can jump onto the roof of an adjacent building. Follow the red orbs on the rooftop to a hidden alcove with a **blue orb fragment**.



Continue through the residential area and you'll find a door that leads to Port Caerula. To the east is a drawbridge stuck in the up position. For now, run down the dock to the west to find a Hell Bound launch pad. Cross the water to another dock and you'll find a doorway into the nearby customs house.



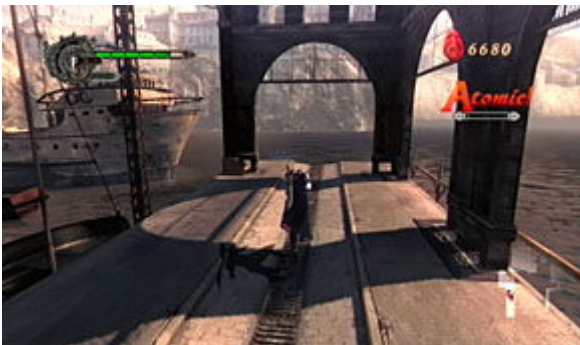
Expect a few scarecrows inside, these of the *leg* variety. You definitely want to make use of air combos to avoid the range of enemies you aren't busy killing. When the room's clear, look for a blue-glowing statue that you can lock onto. Attack it with sword combos to get rid of a barrier in the room.



With the barrier dropped, jump to the platforms above the blue-glowing statue to find a doorway that leads to a control panel for the drawbridge. Interact with the control panel and the drawbridge that previously blocked your progress will drop. Backtrack now back into the customs house and back out to the docks.



There are scarecrows waiting for you at the docks now, so be ready to fight. Use a Hell Bound launch to get back to the first set of docks where you'll find more leg scarecrows and, behind them, the lowered drawbridge. Clear the enemies, then move east away from the docks.



The next area is the first mining area, and just inside you'll need to use a pair of Hell Bound grapples to ascend to the upper walkway with a divinity statue. Left of the divinity statue, in the corner, is a glowing statue you can lock onto. Attack the statue and build your style combo to at least a B rank to be rewarded with a **blue orb fragment**.



Stock up on health and head through the next door to reach the Ferrum Hills area. It's here where you'll do battle with Berial, the stage's boss.



Berial starts the battle pretty calmly, slowly and carelessly moseying about while smashing into buildings. As the buildings collapse they leave behind copious health orbs, which is why you should try to keep Berial away from the buildings as much as possible. Keep the buildings standing for as long as possible so that, when you need health, you can lure Berial into the buildings later in the fight.

For now, you can just stand in a corner and unload with your gun. Berial will take a few swipes at you, but they're blatantly telegraphed, letting you time jumps so that Nero passes through the attacks with the invulnerability of his jump animation. Be patient, and once you've chipped away two blocks of Berial's health, the battle changes.



Initially, Berial drops to the ground, letting you run up to attack with (more powerful) sword strikes. Use the Hell Bound grapple to pull Nero to Berial's face and unload with the Red Queen. When it seems that Berial is about to stand up, execute a Devil Bringer grab (*not* a Hell Bound grapple) to pick up Berial and deal massive damage.



When Berial gets back up, he'll have a few more attacks for you and gets noticeably more aggressive. The best counter to his aggression is counter-aggression—mercilessly attack his head using the Hell Bound grapple and sword strikes in mid-air. Berial's new attacks include a series of lava spires that come up from the ground (run left to right to avoid them), some long-range dash attacks (avoid these by jumping), and an especially dangerous explosion of fire that spreads from Berial's body. When you see Berial starting to light up, quickly retreat and try to time a jump with the explosion so that Nero passes through the damaging blast.



As long as you're aggressive with the sword attacks and don't waste too much time with baby pistol shots, you should quickly drop Berial's health. If your own health suffers for the aggressiveness, lure Berial into destroying one of the buildings to drop more health orbs. You should easily outlast Berial to complete the stage.



<<	Mission 01	Mission 02	Mission 03	Mission 04	>>
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The White Wing

Move down the first mine tunnel, and when the camera angle suddenly changes, stop and turn west. Run *into* the camera and you'll find a quasi-hidden wall that you can break down to reveal a mound of orbs. Grab the orbs, then continue down the mine tunnels to the base of a waterfall.



There's a long series of Hell Bound grapple points overhead, and to ascend the tall grotto you'll need to rapidly swing from point to point. Simply mash on the grapple button and you'll find your way to the next level, but that's not all this tall grotto has to offer. Once you land, look for a set of platforms to the left and jump to them.



You'll find a second set of grapple points, at the end of which is a blue orb fragment. Grapple across the first two points and double jump off the far wall just after hitting the second grapple. The double jump will put you in range of the next grapple point overhead. Continue grappling across the next few points and hold LEFT on the control stick to land on the walkway at the top. You'll find the **blue orb fragment** on this walkway.



Drop down and make your way to the second level of the grotto we previously described. Continue north into the next part of the cave and expect a few scarecrow baddies. After dealing with them, find the small tunnel to the northeast that you can jump into. Look for an alcove along the left wall of the tunnel where you'll find a **vital star s**.



Continue north through the cave and smash through a wood barrier to reach the Fortuna castle gate. After moving north a bit through the blizzard, a cut scene brings you down to the ground below where you'll face off against a pair of frost enemies. Frosts attack with both melee attacks *and* projectiles, so the best defense here is a constant offense. Attack and Snatch the enemies to combo 'em to oblivion. If you get low on health, attack one of the small pillars scattered throughout the area to reveal some health orbs.



With the area cleared, look for the larger pillars in the field and try to jump on top of them. Two of the pillars will give you a mass of red orbs if you can land on top. Continue north to enter the castle's grand hall.



There's nothing much to do in the grand hall just yet. For now, look for one of the doors that lead either east or west (they both lead to the same large hall). The long, large hall is filled with a number of scarecrows along with some puzzle pieces that you can't yet play with. You can bust open a mirror at the far southwest end of the hall to find some hidden orbs before continuing through the door to the west, entering the torture chamber.



Living up to its name, the torture chamber is packed with enemy scarecrows ready to pick you apart. Clear the room, then head south to a stairway that leads to the upper level of the torture chamber. There's a platform with a Hell Bound launch pad—activate Hell Bound to pull Nero across the room.



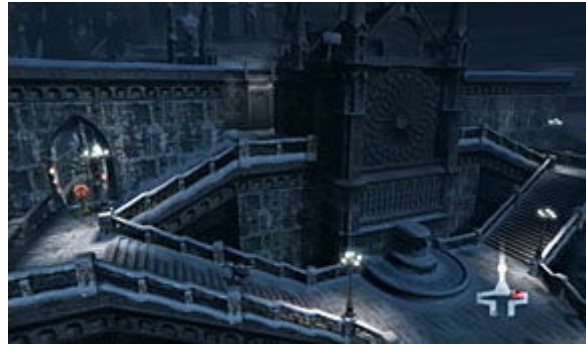
You need to use Hell Bound to cross back and forth between the room's upper level platforms. Grapple points will appear, disappear, and some will even move. You need to be patient and time your grabs so that you can move between grapple points to reach the room's exit. If you miss a grapple and drop back to the bottom floor, you'll have to take on more scarecrows before you can retry the Hell Bound leaps. The final grapple series leads to a hallway that brings you to the upper level of the grand hall.



There's still nothing to do in the grand hall, even though you're at another section of it. Just go north to find a doorway that leads out to the central courtyard. There's a pair of frosts on this long outdoor walkway, and camera angles can be tricky here. Move quickly between ground attacks and air combos, then back down again, and try to keep both enemies indisposed at all times.



A doorway ahead leads to the Foris Falls. There's a hidden vital star if you go north and can manage to jump on top of the odd pillar. Perform a short jump into the side of the pillar and then wall jump off—when you land on top, jump straight up to grab the **vital star s**. There's nothing else to do here, so continue to the eastern side of the walkway and through another door.



There's another pair of frosts on this stretch of the central courtyard, and again the camera angles can be tricky. However, if you push forward quickly, you can make it to a wide part of the walkway that makes for a better fighting spot. Deal with the frosts, then continue south to re-enter the grand hall. As you move right, look for a glow at the top of a balcony overlooking the walkway you're on. You can wall jump off the rounded wall and use a Snatch attack to grab the **holy water** item that almost seems out of reach.



Look for a blue-glowing statue that you can attack to break the barriers clogging up the grand hall. With the barriers down, go through a doorway to the east to enter the gallery. The gallery is soon packed with a few scarecrows, so be ready to fight. If you need health, you can bust open the standing armor suits for a few green orbs.



The door at the end of the hall leads to the library. Look for an open door to the main study and a cut scene will introduce you to a new enemy type. These bianco angelos use shields to guard against attacks from the front. However, you can easily get around the shield by using Hell Bound to pull Nero over the top of the knights. Land behind 'em, then start attack to launch into an air combo. More angelos will appear but they're pretty easy to defeat as long as you use the Hell Bound grapple. When the enemies are dead, activate the glowing pillar in the room to end the mission.



Cold Blooded

You've now got the power of the Anima Mercury, and while we've no idea what that means we do know that it lets you use the various gyro blades spaced throughout the castle. There's one such gyro blade in the library—activate it with the Devil Bringer, charge it up with the sword, and smack it into action with another punch from the Devil Bringer. The gyro blade will rocket across the room. Knock it into the barrier that blocks the door so you can backtrack through the library.



Continue into the next hall where you'll find more enemies to fight. This time, however, you've got scarecrows *and* frosts. While you can fight them normally, you can also try out the gyro blade at the back of the room. Charge it up and smack it into action to make it bounce around the room, killing the enemies it touches. Clear the room, then go to the grand hall and, from there, to the large hall.



At the far, southwest end of the large hall is a barrier that can be destroyed by a gyro blade, and low and behold, there's a pair of gyro blades at the northern end of the hall. Knock one of the gyro blades down the hall to smash open the barrier, revealing a third gyro blade. Naturally, the hall fills with scarecrow enemies as you unlock the new gyro blade. No matter—just charge up one of the gyro blades and send it flying down the hall to wipe out the lot in one swoop.



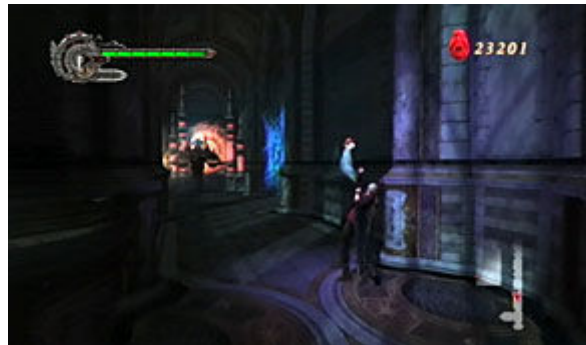
With the hall cleared of enemies, move both gyro blades to the northern end of the hall and place them over the purple pads on the ground. You now need just one more gyro blade to fill the pads. Go east down the hall and enter the first door you see to go to the dining room.



Expect a pair of bianco angelos in the dining room. Fight 'em as before, using the Hell Bound grapple to get behind them. If you need health, destroy the food on the table to knock out some green orbs. Go through the open door and activate the gyro blade in the hall. Knock it around the corner, into the path of the massive fireballs that are preventing you from going further down the hall.



Stand behind the gyro blade and knock it forward down the hall, closer and closer to the source of the fireballs. By knocking the gyro blade into the fireball shooter, you'll destroy it and take down the barrier that's blocking the dining room exit. As well, you'll reveal the entrance to another secret mission. Examine the wall where the fireball shooter was if you want to test the challenge.



Alley-Oop Secret Mission 02

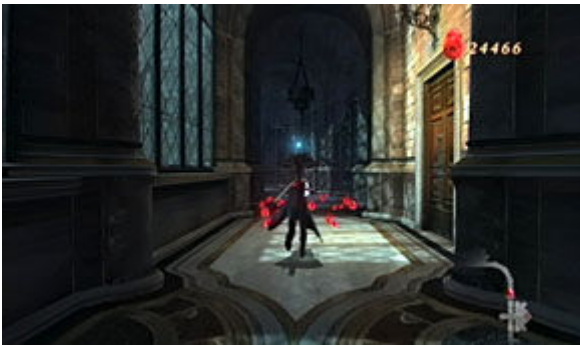
This mission is pretty easy, and there's no time limit so there's no real rush. Just jump, perform a Snatch grapple, and then execute a Buster grab (by releasing the lock-on and tapping the Devil Bringer attack button) to throw the enemy to the ground. *Immediately* after tossing the enemy, hold the lock-on and perform another Snatch to bring the enemy (or a different enemy) up to you so that you can throw again in mid-air. Repeat this process to get five consecutive air throws without touching the ground and you'll earn a **blue orb fragment**.



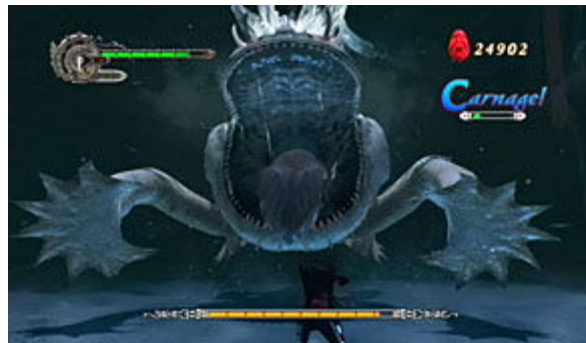
Go through the doorway that you opened by destroying the fireball and you'll find yourself in a gated portion of the large hall. A few scarecrows will show up, so take 'em out and then open the gated area by attacking the blue-glowing statue to the south. Before leaving the gated area, activate the nearby gyro blade and knock it into the hall beyond the gate.



There are more scarecrows down the hall, so charge up the gyro blade and smack it down the hall. Knock the gyro blade to the north end of the large hall where you can place it over the last purple pad. With all four purple pads covered, the barrier covering the northern door drops, letting you continue to the mission's boss.



The battle starts simple enough, just you against a pair of Rusalka feelers. You pretty much want to stick to ground attacks against these demons, relentlessly focusing on just one of the enemies. Nero's Streak attack is particularly useful as it stuns the enemy after every hit (well, usually) so you shouldn't have to worry about a counter attack. Eventually, the Rusalka feelers will retreat and Bael, the real boss, steps forward.



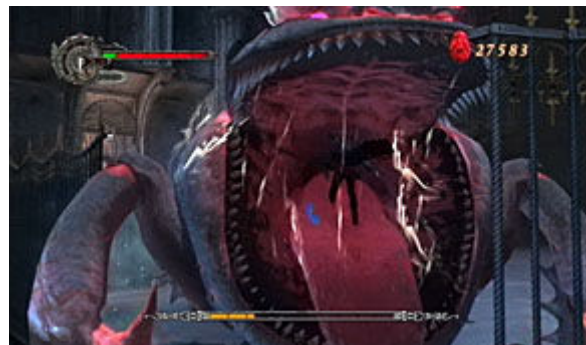
Take this advice to heart: if you're standing in front of Bael, you better not be anywhere close to him. Try to always strafe to his side to avoid his ice projectile attacks. The shower of icicles is pretty easy to dodge if you time a sideways jump just before the ice shards hit. However, the rapid rush of ice that Bael shoots along the ground is tough to dodge unless you're standing to the far side of him when he does the attack. Also, if you're standing far enough away, this particular attack may not have the range to hit you. Stand back as far as possible while strafing sideways and unloading your guns to chip away at Bael's health.



Projectiles aren't the only thing to worry about. Occasionally Bael will rush straight forward in an attempt to swallow Nero. This attack can be avoided by jumping just before you get hit, or simply by keeping your distance whenever you have to stand right in front of Bael. Another attack to watch for is Bael's leaping butt-stomp. When Bael leaps into the air, immediately stop firing your guns and watch the shadow on the ground. Just before Bael squashes you, jump sideways to avoid the attack.



When you're up close and personal with Bael, unload a flurry of sword strikes to deal some serious damage to the frog. As we've mentioned, you do *not* want to stand in front of Bael, especially when up close. Keep to one of Bael's sides and use the Hell Bound grapple to pull Nero up to the back of Bael's head.



At certain points in the fight, Bael will retreat and send the Rusalka feelers out to fight. Fight 'em off just as you did the first time, using Nero's Streak attack to keep 'em pinned to the ground. After damaging one of the feelers sufficiently, she'll crumble to the ground and won't fight back anymore. At this point you can execute a Buster grab to bring out Bael again, but we suggest pounding on the feelers longer as they're easier to damage.

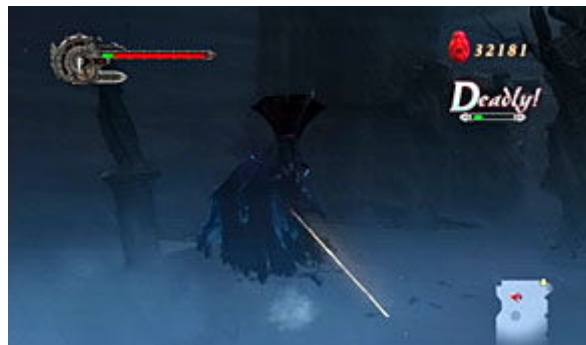


This is a battle of attrition, so you'll need to keep guard up at all time if you want to outlast Bael. Eventually he'll fall, leaving you with a cut scene and the end of the mission.



Trisagion

The mission begins in a graveyard with a pair of floating mephistos. Attacking the mephistos with your sword is, for now, useless. Stand back, lock on, and unload with your pistol while avoiding the mephisto attacks. They'll soon drop their black garb and become vulnerable to sword attacks. Move in and combo 'em for a quick kill.

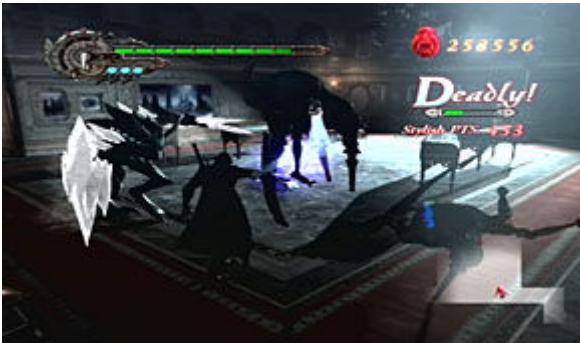


There's a fountain in the center of the graveyard with a secret. Jump on top of it and attack the tip of the statue to destroy it and reveal a mess of red and green orbs. The graveyard holds another secret in the form of a secret mission. Go to the south end of the graveyard and look for a passage that runs under the stars. You'll find the secret mission there.

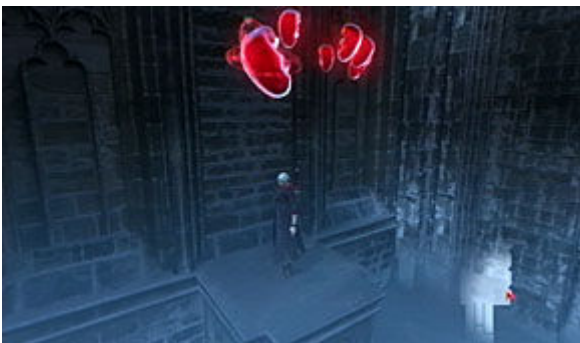


Nonviolent Resistance Secret Mission 03

You'll have a tough time completing this mission the first time you reach this stage, but go back with Nero once you've earned the Hold technique. Grab and *Hold* one of the scarecrows over your head, then retreat to a corner and wait for the frost to follow you. Keep the frost in front of you to absorb its attacks and build your style meter, all the while mashing on the taunt button to build the meter faster. Expect your scarecrow shield to die before reaching the style rank of C, so quickly grab the second scarecrow. A second frost will spawn in the room to replace the first scarecrow that died—keep both of the frosts in front of you and you shouldn't have a problem earning the **blue orb fragment**.



There are more secrets in this area. To the east are a few short pedestals that, if you stand on them, will give you red orbs. If you look overhead, you can spot one large red orb over the top of a flying buttress. To the north of that, further in the distance, you can spot a gold orb, as well. In order to get these orbs, you need to have purchased the following three moves: 1) Roulette Spin; 2) Air Hike; 3) Streak. Jump on top of the aforementioned fountain and face the center buttress. Jump toward the buttress and execute a Roulette Spin at the peak of your jump. This will give you a little extra air and some forward distance.



Immediately after executing the Roulette Spin, do an Air Hike double jump while holding forward and Nero should land on top of the buttress. From here you can use the Streak attack to launch either left or right off the buttress to grab the **gold orb** and red orb, respectively.



Eventually, you'll want to move south, up the stairs, and into the master's chamber. There you'll find a few bianco angelos that are, like the others, easily defeated when you can get behind them using the Hell Bound grapple. When the room's clear, look for a breakable mirror mounted over the fireplace. Behind it is another secret mission.



Puppet Master Secret Mission 10

There are five breakable items that you need to bust using the gyro blade. Quickly charge up the gyro and send it down the hall, moving it through the first object and toward the northern point of the hall. The second breakable object is in the northern area. Quickly break it and continue knocking the gyro blade east around the hall. The third and fourth items at the far end of the hall, one of them in a short branch that leads to a doorway. Destroy these two first before knocking the gyro blade into the gated area to the east where you'll find the fifth and final object. Your reward for breaking all objects within the time limit is a **blue orb fragment**.



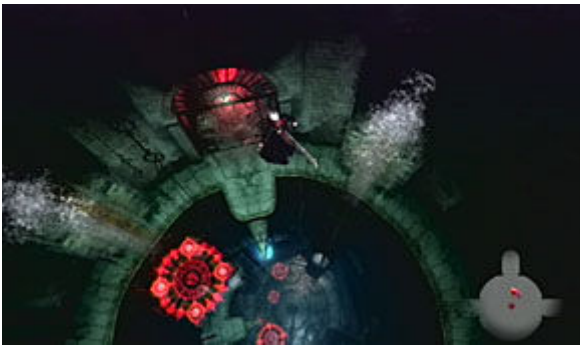
The door inside the master's chamber leads to another section of the previously explored torture room. Attack the blue-glowing statue to the right to open up a gate and lower the spiked ceiling to form a platform that spans the length of the room. You can now activate the nearby gyro blade and knock it across the room to break an object at the top of the stairway to the south. No need to worry about being careful—just smash the gyro blade down the hall to trigger a cut scene that leaves you in the spiral well.



You'll fight another pair of mephistos at the bottom of the spiral well. Again, start with gun fire to disrobe the enemies before attacking with sword strikes. When the enemies are defeated, grab the glowing talisman from the nearby pillar. The talisman activates a series of jump pads that lead back up the spiral well.



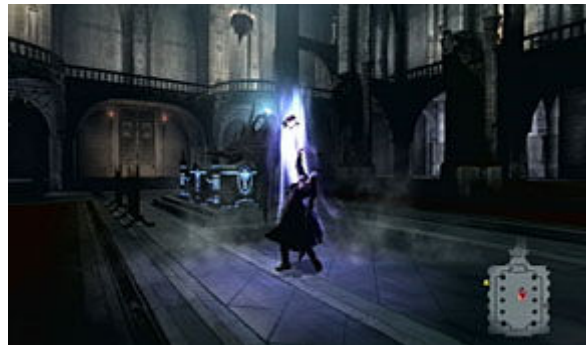
Step onto a jump pad to get catapulted upward to the next pad floating in mid-air. As you move up, look for solid platforms on the perimeter of the well. There are secrets to find on each of the three platforms; step into the alcove on the first level to find some secret red orbs, look for a red orb rock on the second level, and use the Snatch ability to reach through the bars on the third level to grab the **vital star s**. When you've collected the secrets, use the jump pads to exit the well through the top.



When you've returned to the torture chamber, ready yourself for a fight with a pack of scarecrows *and* a pair of mephistos. You'll have a chance to fight off the scarecrows alone for a while, so try to be quick about killing as many as you can before the mephistos show up. When the mephistos do appear, we suggest fighting them off first after luring them away from the pack of scarecrows.



Go north into the large hall to take on a trio of frosts (only two at a time, thankfully). From there you can go to the grand hall where there are no enemies to worry about. Instead, focus on the gyro blade at the north end of the bottom floor. Activate it and knock the gyro blade to the center of the room to destroy the big coffin, leaving in its place another jump pad. Use the jump pad to launch Nero up and onto the massive chandelier hanging over the room.



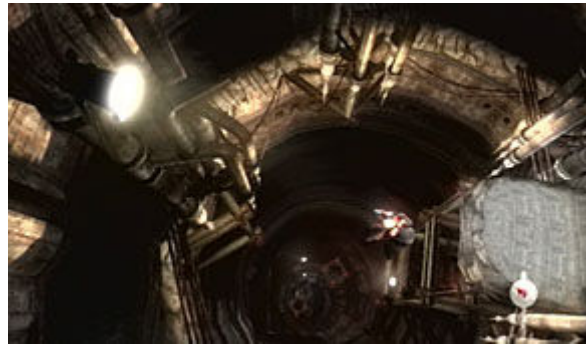
Attack the chain holding up the chandelier and it'll come undone, crashing into the massive portrait on the northern wall and revealing a hidden passage. Go down to the base of the stairway and use the Snatch attack to grab the **vital star s** from through the bars on the left before continuing to the underground laboratory. Move down the long hall to reach the end of the mission.



<<	Mission 05	Mission 06	Mission 07	Mission 08	>>
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Resurrection

Before dropping down the deep well, run along the outer walkway to find a **blue orb fragment** just off screen. After grabbing it, drop down the well. There's some health to grab, but you'll probably want to leave it here for later. For now, go to the next room.



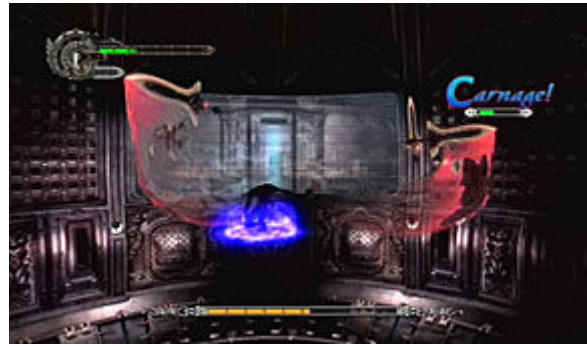
The R&D access hall introduces you to a new enemy type. These piranha-type enemies sort of swim around the tunnel, occasionally disappear and then quickly shoot out from the walls and floor to hit you. Strafe and fire your guns on one of the cutlass enemies and wait for it to surface. When it's surfaced, quickly unload some combos to keep it from going back into the floor and walls. If you see the enemies disappear into the walls and floors, run side to side to avoid their following attack. When they're defeated, go east around the hall and into the game room.



The game room poses an interesting challenge. Target and shoot the large die in the center of the room to effectively roll it. Your avatar moves on the board according to the number you roll—if it lands on a white dot, nothing happens, if it lands on a blue dot, you get orbs, if it lands on a yellow dot, it skips to the next yellow dot (sometimes going backwards), and if you land on a red dot you get a batch of enemies to fight. The enemies you fight are random and include scarecrows, mephistos and frosts. You may even get a pair of lasers that chase you around the room for a set amount of time. To defeat these, just run around the perimeter of the room (no jumping!) and wait for the time to expire.



When you eventually move your avatar to the final spot on the board, a new door will open up. Head north into the containment room and get ready for a boss fight with Agnus. You'll be trapped inside the containment room while Agnus siccs buzzing gladius blades on you in infinite numbers. To drop Agnus's life bar, you need to attack the glass pane at the north end of the room. Jump up and attack with sword attacks while vigilantly watching the gladii around you.



The gladii will go between different states, usually floating still and periodically glowing orange and taking aim. When you see a gladius glowing orange, know that it'll die to a single sword strike. However, if there are multiple orange gladii it's usually best to run side to side in order to avoid their inevitable attack. However, you *can* use these swords against Agnus.



Jump close to a gladius and use the Buster grab attack to snatch the blade from the air (or ground). Nero will automatically toss the blade at Agnus's glass, dealing a significant chunk of damage. The key to defeating Agnus without wasting your own health is to use his gladii against him. Always be looking for a chance to toss the swords at Agnus when you're not avoiding attacks.



On that subject, there's another attack you need to watch for. Agnus will periodically charge the room and you'll see the walls start glowing while a timer beeps in the background. Perform a jump just before the room's floor and walls charge with electricity in order to avoid the attack. You can prolong your jump by firing your guns in mid-air and executing an Air Hike if you've purchased the move (we recommend it). Also note that you should *not* attack the glass pane when the room is being charged. Hitting any wall, including the glass wall, will send the electric charge right into Nero.



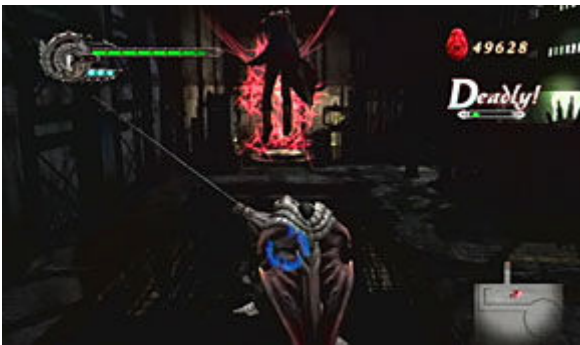
As long as you're quick to react to the gladii changes and consistently grab and toss 'em at Agnus, you should get through this battle okay. When Agnus's defeated, go north through the newly-opened door. Look for a blue-glowing statue near Foris Falls and attack it to create a bridge in a nearby part of the stage.



Climb the stairs to the east and, before going through the door up top, stand on the chain-link platform overlooking the landing below. The camera will point north, highlighting a blue orb fragment that's floating in the air. To grab the fragment, execute a Streak attack off the edge of the platform to send Nero flying forward. Before dropping, execute a Roulette Spin attack and quickly follow with an Air Hike while holding UP on the controls. You should grab the **blue orb fragment** before falling. After getting it, continue south through the door at the top of the stairs.



A trio of bianco angelos greet you in the angel creation room. Take 'em out, then look in the northeast corner of the area for a set of three capsules encasing what appear to be people. They're really of no consequence, but between the two left capsules is a secret mission you can trigger.

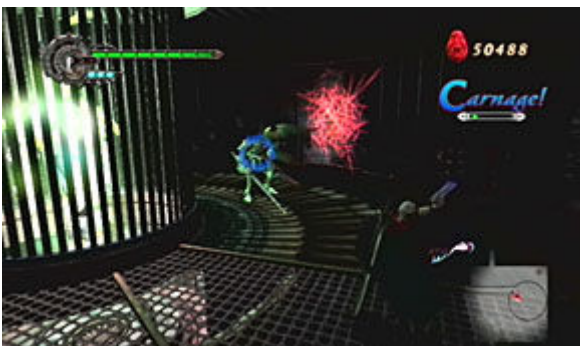


Tracking Treasure Down Secret Mission 04

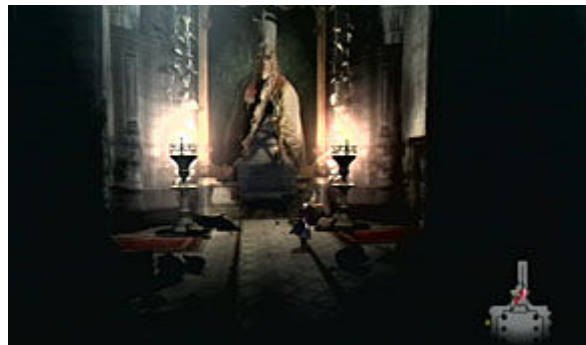
To find all orbs you'll need to find the three stashes hidden in the area. These stashes will appear when you stand still for a second on the correct spots which, unfortunately, are randomly chosen each time you try the mission. Watch Nero's glowing hand to pinpoint the location of the secret standing spots. Here are some of the most common locations: 1) stand on the landing just in front of the southern door; 2) move the gyro blade and stand on the pedestal where it once was; 3) wall jump on top of one of the buttresses on either the east or west side of the grand hall; 4) stand on the main floor, on a point between two of the east/west pillars and the fallen chandelier; 5) stand in the far northeast corner of the lower floor; 6) stand in front of the blue-glowing statue on the upper floor. Find three stashes within the time limit to earn a **blue orb fragment**.



Follow the stairs to the northwest and you'll be funneled into a small enclosure where you fight a pair of bianco angelos. When they're dead, continue south to a more open area with yet more angelos—this time, you'll fight them three at a time. Clear 'em out, then head south to the underground laboratory.



To open the gate in front of you, just interact with the wall on the right. Use the jump pads in the tall well to reach the top, and then continue south to return to the grand hall. Ascend the stairs to the main hall area and go through either the left or right doorways near the large, busted painting of the priest.



You'll move to the central courtyard halls where you'll fight off a few frosts before reaching the Foris Falls area. Go north here to cross the bridge you revealed earlier in the stage. Walk down the forest entrance a bit until you hit the end of the mission.



The She-Viper

Right off the bat, you can find the entrance to another secret mission under the small dome just ahead. However, you cannot complete this mission as Nero. If you mistakenly enter the mission, just look for a door inside the mission to open and automatically fail the mission. There's another secret to find, this one just left of the dome. Step inside the large, hollow log and jump through the small hole along the top of the inside to get a **vital star m**.



Go east to the windswept valley and approach the ledge ahead. Before dropping down to fight the enemies below, look to the left for a narrow path that leads to a **holy water**. After grabbing the item, drop down to fight the relatively innocuous chimera seeds at the base of the hill. Stay airborne as much as possible to avoid their rushing attacks.



There are two large gates in this area but there's nothing you can do with them now. Just go east into a small courtyard and go through the door and into the ruined church. The chimera seeds from before join forces with the standard scarecrows to form a quasi-new enemy type—they're not too dangerous, but you'll want to stay away from them while their tentacles are flailing about (that includes abstaining from using Snatch to pull them close—they'll still hit you).



With the enemies defeated, you can knock down the glass wall to the west to find a bunch of pods filled with red orbs. Go upstairs to an upper walkway and attack the blue-glowing statue. A series of platforms will appear (and disappear), spanning the gap across the room. Quickly run across the platforms before they disappear to reach the doorway on the other side of the room.



Move between the grapple points in the ruined valley area to reach another blue-glowing statue. Attack it to spawn another series of platforms that appear and disappear with time. You'll also summon a pair of mephisto enemies—we suggest sticking to the solid landing instead of fighting them while traversing the flickering platforms.



With the mephistos defeated, restart the cycle of the platforms to cross the chasm. Look overhead for a floating blue light—when the platforms appear directly under it, you can use an Air Hike to grab the **blue orb fragment**. Finish crossing the platforms to reach the Lapis River.



The river area is pretty open, though a "strange tree" blocks your path to the southeast. If you go to the southeast and jump up to an upper walkway, you can find the entrance to another secret mission.



Sky Scraper Secret Mission 05

The key to getting to the top of this well is to only move the controls east and west. Step on the first jump pad and don't change position at all, just wait until the peak of the jump to use the two grapple points which should drop you onto the second jump pad. After hitting the second jump pad, hold west on the controls to move halfway across the screen as Nero goes up. You'll get within reach of another pair of grapple points that should move you onto the third jump pad. Stay straight on this jump and attack the fencing surrounding the next highest jump pad. Drop back down to the third jump pad and hit it again to launch up to the fourth pad. Use this pad to launch Nero onto a landing along the north side of the well. From this landing, use a grapple to hit the last jump pad to launch to the top level with the **blue orb fragment**.



There's not much else to do here for now, so go to the northwest passage and continue to the ancient plaza. There you'll find more scarecrows and chimera seeds enemies that threaten to join up if you don't kill 'em off fast enough. If you've got the Charge Shot, we suggest using that to knock down the chimera seeds from afar so that you can move in quickly and finish 'em off. When the area's clear, go southwest to the windswept valley.



Activate the nearby gyro blade and blast it through the large gate that blocks your way. There are a few more chimeras in the area beyond the gate, so take 'em out before using the same gyro blade to destroy the second large gate in the area. With the gates destroyed, go through the southeast passage.



Run along the ruined valley path and you'll soon be chased by the flying she-viper. Ignore the bustable pods (just jump over 'em) as you move as quickly as possible down the walkway. When you reach the end of the walkway, the serpent disappears, letting you continue to the forgotten ruins.



In the next area, look for a statue you can attack to build a combo. Hit rank A with your stylish meter to bust the statue and receive a mass of red orbs and a **blue orb fragment**. Continue east to fight some scarecrows and chimera seeds (and combinations of the two) before continuing on to the next area for the mission's boss fight.



Echidna shows up again and this time you've got to take her out. Immediately watch for a spinning tail whip that you can jump over, then quickly move in close. Use the Hell Bound grapple to pull Nero to Echidna's face and unload with air combos (we prefer the Roulette Spin). Watch Echidna's hair while in her face—it'll occasionally glow pink just before she whips it as an attack.



The enemy will eventually take full viper form before flying around wild and circling the arena. If you've got the Charge Shot upgrade, charge it now. The viper will eventually swing around and make a bee-line for Nero. When she opens her mouth, let loose the charged pistol to knock her away.



Echidna usually follows by going into her most vulnerable stance. She floats in the air with her tentacles stuck in the ground while exposing her tender egg sack. Lock onto the egg sack and use Hell Bound to pull Nero up to it, and then unload with air combos while ignoring the chimera seeds that drop out. Try to deal as much damage as possible before Echidna abandons this position, then quickly kill off any leftover chimera seeds with a quick Buster grab.



Another pattern of Echidna's sees her sticking most of her body into the ground and summoning her tentacles in various patterns of attack. The tentacles shoot out from the ground and whip around, making it difficult for you to mount an offense. In fact, we suggest not attacking at all during this pattern. Just run circles around Echidna (from far away) and wait for her to change attack patterns.



As the fight wears on, be on the lookout for a couple of things. Echidna will occasionally get dizzied and you can see her stop attacking and sort of sway back and forth a bit. Quickly run up to her face and execute a Buster grab for a devastating grapple attack. Also late in the fight, Echidna will emit a golden blast as her entire body changes colors. She becomes much more aggressive in this stage of the fight and releases a number of destroyable pod projectiles. Be sure to jump around a lot when you're not sure what she's doing (you'll dodge most attacks) and wait for an opening. This is a good time to use your Devil Trigger—Echidna's not calming down any time soon.



If you get low on health, look for the few pods around the perimeter of the arena and destroy 'em for some green orbs. When Echidna's defeated, approach the large plant growth and one end of the arena to end the mission.



Profession of Faith

Go north into a short tunnel and jump to hit the pod that's clinging on the tunnel ceiling. By jumping to the ceiling, you'll collect a hidden **blue orb fragment**. Continue north to engage a few chimeras and chimera seeds before reaching another plant blocking your way.



Simply interact with the growth and it'll disappear under the influence of your new power. You'll return to the river area where you were previously. Again, go to the northwestern corner of the area and continue to the ancient plaza where you'll encounter a new enemy type. These assault lizards are most dangerous because of their projectile attacks they fire from long range. Try to keep 'em all tied up with Snatch grabs so that they don't get a chance to fire from afar.



Go west to the next area and continue southwest, into the ruined church. A brief cut scene will show another odd tree that'll react to your new power, but to get to it you'll need to fight through a pack of scarecrows and assaults. Stay in the first little area where you start and you can lure enemies to you. Pull enemies, one by one, into the small alcove to take 'em out without having to worry about enemy projectiles.



When the church is clear, look for an opening under the stairway that leads to the strange tree. Interact with the tree to make it go away, then go to the lost woods to the south. the lost woods form a maze of sorts. If you go down the wrong path, you'll enter a hidden pit with chimera enemies. It's worth going into a hidden pit at least once to grab the **blue orb fragment** there—just Air Hike in the middle of the pit to find it floating.



In order to progress through the maze, you need to pay attention to the shadow cast by the statue in the middle of the lost woods area. You always want to go the opposite direction the shadow is pointing—if the shadow points south, go north—in order to progress to the next portion of the maze. You'll seem to return to the same area over and over, but eventually you'll reach the forgotten ruins.



As you move south through another doorway, expect a batch of enemies on the walkway including scarecrows and a pair of assault lizards. Focus first on the assaults and try to keep 'em constantly disposed before bothering with the lesser scarecrows. Move south when you can to reach the Gran Album Bridge and a battle with Credo.



This battle with Credo isn't too tough, but you'll have to be very methodical about your button presses. Weather his first storm of attacks by jumping to dodge, then target Credo and execute a Streak attack. If Credo doesn't block, continue with another streak until Credo interrupts by using his shield. Using the Streak attack instead of normal attacks makes it less likely for you to accidentally enter another attack command after Credo pulls up his shield.



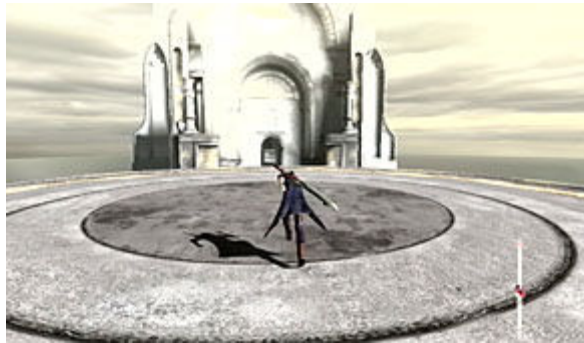
Credo will follow his block in one of a number of ways. Usually, he'll attack with a variety of strikes that can all be dodged by jumping backwards before they hit. Sometimes Credo will teleport across the arena and unload a projectile that you can dodge with a sideways jump just before the flying spear hits you.



Even better, sometimes Credo does nothing but stand there with his shield. When he does this, you can quickly execute a Buster grab to break his guard and send him' flying. Whatever Credo does, immediately following with more Streak attacks to keep up the pattern. Eventually, you'll knock Credo woozy and his shield will lose its glow. At this time, run up to him and unload a quick combo before grabbing him for a longer, more powerful Buster attack.



That's really all there is to Credo. The key is to quickly judge the enemy's action just after he pulls up his shield and blocks your Streak. If you can do that consistently, you can handily win the fight. With Credo taken care of, head south to end the mission.



<<	Mission 09	Mission 10	Mission 11	Mission 12	>>
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For You

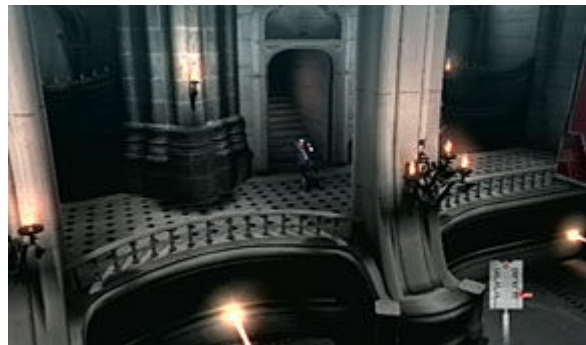
Go south to fight a pair of bianco angelos and a powered up version, the alto angelo. Like the originals, the alto angelo is vulnerable to attacks from behind, though you'll need to be extra careful when comboing as this new angelo often charges with devastating attacks. We suggest killing off the lesser angelos first (they're blue) with air combos and air throws before moving onto the alto angelo. The alto will frequently fly around, which is your cue to grapple to him and knock him out of the air. As soon as he hits the ground, execute a High Roller launcher to start a combo—ground combos will be quickly blocked, but air combos are effective. When the enemies are dead, go into the next grand hall. Just inside the hall, around the corner to the right is a **devil star s**.



On the other side of the grand hall is a statue that you can combo to earn another secret. Build your stylish meter up to S rank and you'll be rewarded with a **blue orb fragment**. Go to the south end of the grand hall and interact with the red pedestal for a brief cut scene that shows the inaccessible bridge.



Go back inside the grand hall to find a newly opened door to the east and a whole bunch of lasers lining the floor. You can try to hop between the lasers, or use Streak to leap off the edge of the elevated platform and Air Hike onto the outer walkway of the grand hall that's not affected by the lasers.



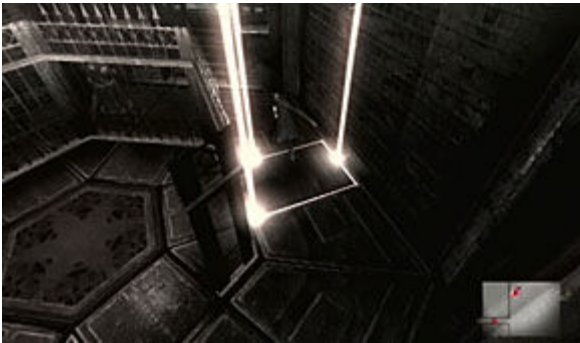
In the next room you'll fight more bianco angelos with a single alto angelo. As before, the key to fighting these guys is to be very mobile and move between angelos quickly so as to not get caught from behind by a neglected enemy. When the area's clear, activate the purple pillar in the room to get a new ability. The key of chronos allows you to slow time when in the presence of a chrono slicer. Use the Buster button near the Slicer (middle of the room) to slow time temporarily, letting you move through the lasers and the door to the west.



Hit the blue-glowing statue at the far end of the room to summon a large elevator platform. Step onto the platform and it'll lock you in, pitting you against a measly pack of scarecrows. Take 'em out and the elevator will automatically rise to the next level.



There's another chronos slicer in the upstairs hall. Trigger it and use the slowed-down time to pass through the spinning lasers to another elevator enclosure. Here you'll fight three frosts (two at a time) before the elevator rises again and opens its doors. Note that there are *two* open doors now. One leads to the next hall with lasers, and another leads to a drop. Drop down to the platform below to find a **blue orb fragment**.



Go back to the base floor of the room and ride the elevators back up (you don't have to fight the enemies again). There's another hall with a chronos slicer that you'll activate in order to pass the pair of laser walls. As you step into a third elevator enclosure, prepare to fight a number of assault lizards. We suggest using your new Hold technique to hold one of the assaults over your head as a shield while fighting off the others. It can be tricky to hold down the Devil Bringer button while fighting, but it'll make the fight a lot easier. When the enemies are dead, the elevator goes to the next level.



The hall at the top of the elevator leads to another battle with Agnus. The very moment the battle starts, quickly perform a jump to avoid Agnus's initial cheap shot. Agnus spends pretty much the entire fight floating in the air, so you'll want to either jump or use Hell Bringer grapples to pull Nero up to Agnus's face for air combos. Attack Agnus mercilessly until he starts with one of his projectile attacks.



Agnus usually starts by summoning a set of gladius blades behind him. Dodge blades as they fire out at you, then rotate the camera to look at the blades (often behind you). Lock onto a gladius and Snatch it toward you, then grab the blade with Buster to toss it back at Agnus. Agnus will usually be trying some other attacks while the gladii circle around you, but hitting him with his own flying swords usually disrupts him and forces him to restart whatever he's doing.



Watch Agnus closely as he'll go between various charge states that signal different attacks. Most of the charges you can interrupt with heavy attacks (like Streak), though you'll have to be very quick to hit Agnus out of the charge. If Agnus completes his charge, he may rush toward Nero and grab him, leeching your health into his own—this attack is very difficult to dodge unless you're far away. Following a green-glowing charge, Agnus will release the charge into the room, hitting you no matter where you are and forfeiting your health to the enemy. When you see Agnus start to charge, immediately try to stop him.



Later in the fight, Agnus will start summoning rounds of fireballs that are usually easily dodged (stick to jumps instead of rolls). He'll also summon cutlass piranha enemies, though they fortunately go away after just a couple of attack attempts. When you see the cutlasses come out, jump around to dodge their attacks before turning your attention back to Agnus. Also watch for Agnus to get dizzy. He'll quickly recover, but you can re-dizzy him with a Charged Shot while you make your way to him. Quickly execute a Buster grab for a devastating attack.



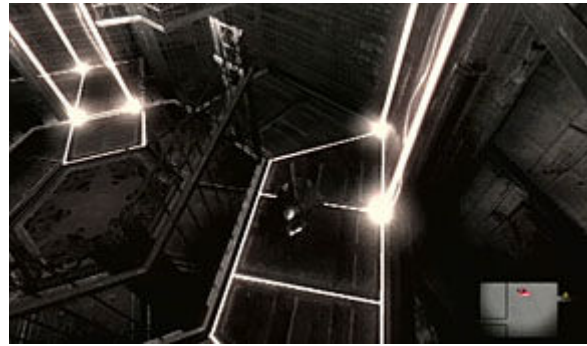
<<	Mission 09	Mission 10	Mission 11	Mission 12	>>
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Wrapped in Glory

Backtrack into the gauntlet area and bypass the floating health orb for now—you'll probably need it in a bit. As you step into the elevator, a trio of mephistos appear, one of which is a faust. We suggest focusing first on the familiar baddies, defeating them before moving onto the faust. The faust has some new melee attacks you need to watch for, but they're fairly easy to dodge by hopping to the side. Frequently the faust attacks with two hits at a time, so be ready to follow your first dodge with another right away.



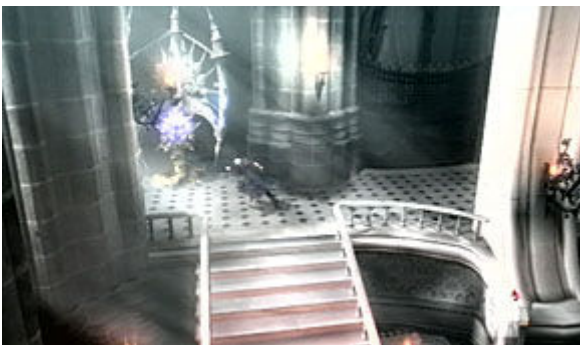
If you lost health, you can go get the green orb you passed earlier before stepping through the elevator enclosure to reach another hall with lasers. Activate the chrono slicer and carefully step through the two sets of lasers to reach another enclosure with a blue-glowing statue. Attack the statue to drop a barrier in the previous hall. There's another chrono slicer that's sort of obstructed by the fence in the hall. Activate it and step through the two laser sets to hop through the missing wall behind the second set of beams.



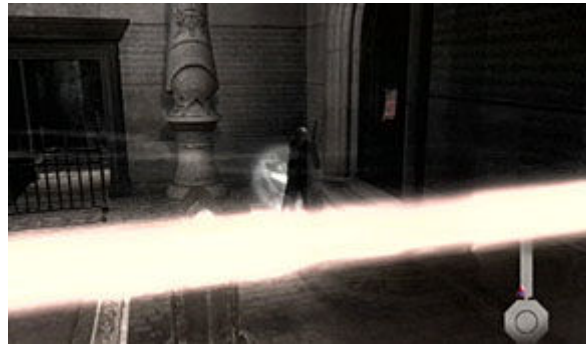
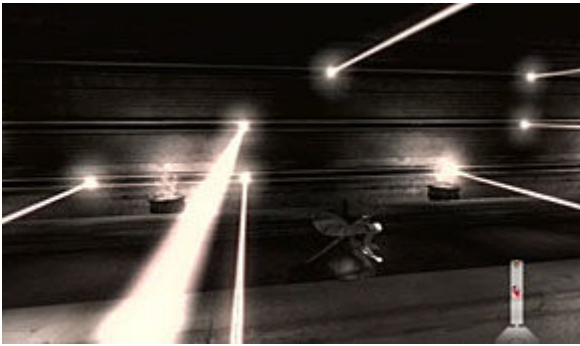
You'll drop down to the base floor of the gauntlet. Go back to the next room to return to the room where you first got the key of chrono. Again, you'll have to fight bianco angelos and a single alto angelo, but this time there are *three* biancos. We still suggest fighting off the bianco angelos first before turning your focus to the alto. When the room's clear, activate the chrono slicer and go downstairs to the east.



The lasers scouring the floor are still on in the grand hall, and the comboable statue at the northeast corner is back again if you want to earn some extra red orbs. It's easiest to hop over the lasers when you can see them from straight-on, so go to the north end of the room and start from there. There are areas between the lasers that are safe zones—basically any area between the pews is safe to stand in. When you reach the south end of the room, go outside and cross the bridge.



Inside the security corridor, you'll run into another dodge-the-lasers challenge, but this one's much more elaborate than the past hurdles. Trigger the chrono slicer at your end of the hall so you can slow time and jump through the lasers. The chrono slicer does last a limited amount of time, but that time is very long—there's zero need to rush yourself. When you see the lasers up high, just walk forward, and when you see the lasers down low just perform a quick jump without too much forward movement (you might jump into the next set of lasers). You can even double jump over the highest lasers, which is the best way to get by the sets of lasers that look almost impossible to snake through. At the end of the hall, in the southwest corner, is the entrance to another secret mission.



Vermifuge Secret Mission 06

The scarecrow you're supposed to protect spawns in the middle the chimera seed enemies and is almost immediately under attack. As soon as the scarecrow appears, execute a Buster and *hold down the button*. You'll grab the scarecrow and hold onto it as a shield. However, you won't want to rely on it for projection. Immediately jump away, heading for a passage to the southwest. Double jumps will get you away faster than walking, and if you're lucky the chimera seeds won't follow you. From the safety of the southwest passage, hold onto the scarecrow and fire on the chimera seeds in the open. It'll take a while (Charge Shots will help) but you can take out all of the seeds without bringing much harm to the scarecrow. When you succeed, you're rewarded with a **blue orb fragment**.



South past the lasers is a large room with massive spinning blades. Drop down to the base of the room (don't touch the blades!) and you'll fight off a pair of mephistos before a faust shows up. Defeat the last enemy and then look for the chronos slicer in the room—interact with it to slow down time, then hop onto the platform just below the spinning blades.



With the blades slowed down, hop onto the tops of the blades and use 'em like steps, progressively going higher until you reach the top-most blade. Wait for the blade to swing around so that you can jump onto the *south* platform. If you miss your jump and fall, go back to the base of the blades and wait for the chronos slicer to reset before trying to make the run again.



Through that southern door is the experiment disposal area. You'll fight four bianco angelos in the area, two at a time. Clear 'em out, then continue south through the enclosure and eventually to an elevator platform that brings you to the upper level.



Continue south to the meeting room where you'll face off against a pair of alto angelos at the same time. Try to focus on just one and kill it off before bothering with the other. Go right into High Roller launchers, attack with a couple of air strikes and finish with a Buster grab in the air. Lots of jumping is also a good idea. With the enemies killed, go south and you can clearly spot another secret mission entrance on the left.



Free Running Secret Mission 07

There's a hard and an easy way to do this mission. The hard way is pretty clear—hop across the appearing platforms while dodging the mephisto attacks until you can safely make it to the alcove at the end of the path. But that's not fun—in order to do this mission the easy way, you need the Streak attack as well as the Calibur attack. Attack the blue-glowing statue to make the statues start appearing. *Do not go out on the platforms right away.* Hang back and the mephistos will not appear, letting you wait for the perfect time to pounce. While you're waiting, charge up your sword at least twice for the maximum effect. When the correct panel appears (it takes about a minute and matches against the far-right mountain wall—pictured below), perform a Streak off the edge of the landing. The camera will switch, but don't let go of the lock-on button or your direction. After the Streak ends, perform a double jump while still holding the original direction. Now release the original direction and quickly perform the Calibur attack. It should give you plenty of length and will land you on the platform, letting you immediately run to the **blue orb fragment** at the end.



Continue south to the next room and you'll trigger a fight with the man in red, Dante. Dante relies mostly on the same attacks you saw when you fought him at the beginning of the game, but he's much more aggressive and will, eventually, show you some new attacks. Your gun is almost entirely impotent as Dante will counter virtually every bullet by firing with his own guns (the bullets cancel each other out). However, holding fire on Dante is a good way to stall the fight and hold Dante in place, letting you move in for more effective attacks.



There aren't many attacks that you should be doing as Dante will counter most of them with his superior speed. We stuck to just three main attacks: 1) Streak, 2) Buster, 3) Calibur. Use gunfire to move in close to Dante and, when you're within range, quickly hit him with a Streak attack to knock him on his back. When you're in closer, the Buster attack is a great way to slip in an attack between gunshots—it's quicker than many of Dante's attacks and deals more damage than any of your other attacks.



When in close to Dante, watch out for counter attacks that come out wicked fast. Very frequently, Dante will jump and immediately come smashing down with an attack from the air. When you see Dante jump and you're nearby, immediately jump backwards to avoid his following attack. It's in this instance that we suggest the Calibur move—jump back and execute Calibur to immediately move back in. Sometimes Dante won't execute the slamming attack and will instead get hit by your counter. More often, your counter will whiff but you'll be back in position to stall Dante with gunfire and hit him with a Streak or Buster grab.



When Dante's health gets low, he starts breaking out some new attacks and defenses. Generally, he just gets more aggressive with his counter attacks, forcing you to be even more ready to quickly jump away. In fact, we suggest sticking to the air more when Dante gets upset. Use the Calibur attack to mount your offense and chip away at Dante's health. If you've got Devil Trigger, we suggest using it now.



<<	Mission 09	Mission 10	Mission 11	Mission 12	>>
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The Ninth Circle

Go up the stairs to the right and you'll soon find another comboable statue that'll net you a **blue orb fragment** if you can build your combo rating to SSS. At the top of the stairway is a blue-glowing statue you need to hit in order to summon a series of grapple points. Quickly use the grapple points to reach the next level of the room before they disappear.



You'll run into a pair of mephistos on the upper level before you can reach the elevator beyond them. When the mephistos are dead, a faust appears to pick up where they left off. We encountered some new attacks from this faust, namely a wide array of floating daggers that stabbed at us at the same time. Ready a jump to utilize your temporary invincibility in order to avoid this attack. When the phantoms are dead, activate the post ahead to call an elevator and ride it to the third level.



To the right is a locked doorway and a couple of scarecrows on the other side. The door won't open right away, as a nearby sign reads something about not being able to pass alone—simple enough. Stand on the pressure plate near the gate and use Snatch to pull one of the scarecrows onto the pressure plate on the other side of the gate. The gate should open, letting you past to fight off the pair of baddies.



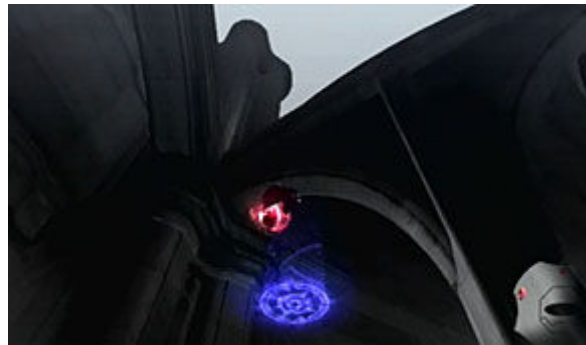
Follow the hall pathway to a more open area and continue right until you reach a pair of grapple points. Drop down to find a big red orb and, from below, grapple straight up to fling Nero into the red orbs floating over the grapple points. You get past the wall to the right, jump back to the top of the platform on the left. Grapple horizontally across the pair of points and perform a wall jump against the wall to the right to hike over the top.



Next up is another pit-like area with grapple points. Again, drop down to the pit below and you'll fight a trio of bianco angelos before clearing the area. Look to the right of the pit for a **devil star s**. When you've collected the goods, use the grapple points and a well-timed wall jump or Air Hike to get over the next wall to the right.



More bianco angelos await you on the other side of the wall. When they're defeated, an alto angelo appears. There's a health orb around the corner to the right that's accessible only when all the enemies are defeated. As well, you can reach a quasi-hidden red orb (a biggun') by wall jumping against the wall to the far right. To continue past this area, activate the blue-glowing statue back where the angelos were.



Quickly activate the series of grapple points to reach the top level of the advent chamber. Interact with the red post on the large platform and a pair of bianco angelos will spawn alongside an alto angelo. As before, we suggest fighting off the biancos before tackling the alto. As well, stick to air combos as much as possible. If you need health, look for a green orb at the bottom-left corner. When the enemies are cleared, an elevator platform appears at a previous portion of the room.



Drop down off the left side of the platform you're on now and continue backtracking to the left until you reach the landing with the elevator you just summoned. A few scarecrows meet you near the elevator and soon a pair of alto angelos spawn, as well. You can fight 'em off if you want, or just run to the elevator and take it up to an encounter with the mission's boss.



His Highness, Sanctus, appears and summons a pair of projectiles that float in front of him. To move in on Sanctus, jump and use Hell Bringer to pull Nero up close. Try to stay in the air as much as possible during this fight as most of Sanctus's attacks affect the ground. Thankfully, the projectiles that float in front of Sanctus making staying airborne fairly easy—just keep pulling yourself forward.



Sanctus does a fair bit of scootin' around the arena, occasionally stopping to unload one of a few attacks. As we said, most of them affect the ground, so as long as you're in the air you should be fine. However, watch for Sanctus to stop and start charging up. When he fully charges, he'll emit a burst that hits in all directions. If you're far it won't hit you, and if you're quick you can hit Sanctus with a couple of air attacks to knock him out of the charge. We suggest pulling up to Sanctus and using the Roulette Spin combo to deal quick damage. The Calibur charge will also help you deal damage and keep up with the fleeing highness.



When Sanctus's health gets low (to about one-third health) he retreats a bit and summons the help of a massive statue in the background. Lock onto the statue and wait for it to punch. A simple jump or sideways dodge just before the statue's hand hits will effectively evade the attack. After just one missed attack, Sanctus will come back out for more.



While smack Sanctus around, watch for him to lose his aura and drop to the ground. At this time you can unload a quick combo on his defenseless old body without fear of a counter attack. Before Sanctus comes to, grab him with Buster to unload an especially powerful combo. After the Buster grab, Sanctus will resume his floating.



You also need to watch for some new attacks from Sanctus after he's enlisted the help of his giant statue. Sanctus gets more aggressive with projectiles, so expect to run into a few as you charge forward with Hell Bringer grapples. He also unloads a laser attack that fires straight down, covering the area around Sanctus with fire. Jump away when you see the lasers appear overhead, then quickly move back in to finish the attack. Remember that grapples, the Roulette Spin air combo and the Calibur air attack are the keys to winning the fight. If you can stay airborne with repeated grapples, you should be fine to end the battle.



<<	Mission 09	Mission 10	Mission 11	Mission 12	>>
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A New Beginning

You take control of Dante now, and he is very different from Nero. Take time to check out the Skill List on the pause menu to acquaint yourself with Dante's abilities—there are many. Fortunately, you get a pack of scarecrows to test your new skills against. Clear the room, then head south to backtrack on Nero's previously blazed trails.



As you move south through the experiment disposal area, you'll run into a new enemy type in a large, open hall. These mega scarecrows are fairly docile and easily comboable. Clear 'em out, and then continue south to a glowing purple column. Interact with it to get the wing talisman and ride the elevator platform down..



At the base of the elevator you'll get a prompt that says you have ten minutes to escape. Go south and drop into the large pit below to find a **gold orb**. At the other end of the pit is a blue-glowing statue you need to hit to summon an elevator platform. Step into the elevator and fight off the frosts that appear inside, then ride up and continue north to the security corridor.



Upon entering the tall room with the giant spinning blades, Dante drops to the bottom floor and a pair of mephistos appear. Take 'em out (we suggest using the Gun Slinger style to bring 'em to their true, bug-like forms), then activate the small red column in the room to acquire the key of chronos. The large spinning blades stop spinning, letting you use 'em as platforms to reach the exit at the top. Keep north.



You once again need to pass through the long hall filled with moving lasers. Activate the chronos slicer with the same button you used as Nero and use the same technique to pass through the hall of lasers. The laser patterns are different this time and require more double jumping than before. Be very careful as you land from double jumps—it's easy to jump too far and hit the next set of lasers—and you should be fine through the hall.



Back at the grand hall, you'll have to fight off a trio of bianco angelos and an alto angelo that shows up in the middle of the fight. This is without a doubt the toughest part of this stage. If you're already used to the Royal Guard style from the last Devil May Cry game, now's a good time to break out your skills. Otherwise, we suggest using the Sword Master style to make the most of your air combos. Change elevation quickly and often to avoid the angelos' thrusts, and watch out especially for the alto angelo.



Use Dante's Helm Breaker smash attack from the air (just do a normal attack after a jump) to break the angelos' guards and immediately go into an air combo if you want to get out alive. When the enemies die, leave the building and continuing north to the end of the stage.



The Devil Returns

Going through any passage that leads into a purple cloud will send you to strange parts of the map that have no correlation to where you start, and often send you on an infinite loop that leads nowhere. For now, go north along the walkway to a regular doorway that brings you to the forgotten ruins. From there, look for a small set of stairs and a platform on the eastern side of the walkway. Step onto the platform and you can jump down to the land below.



Expect a few scarecrows and chimera seeds as you touch ground. Take them out, then go southeast, *into* one of the purple clouds. You'll be transported to the windswept valley where you expect to fight some chimera-infected assault lizards. These guys are a pain in the butt and frequently burrow underground only to come up from below you and immediately attack. Make lots of side-to-side movement in order to avoid these cheap shots and clear the area. We found the Gun Slinger style combined with the Coyote shotgun work well.



When the area's clear, go up the stairs to the northeast and through another purple cloud to reach the ancient plaza. More assaults show up, but they're fortunately of the non-chimera-infected type. Clear the area with Helm Breaker and the shotgun, then head north to the Lapis River.



You'll run into a pair of mephisto enemies on the river. Take 'em out with the pistols and Gun Slinger style and combo their defenseless bug forms with Sword Master air combos. To continue, move into the purple cloud that's under the bridge. You'll be transported back to another portion of the windswept valley. Go into the church door to the right.



Just inside the ruined church, look for a comboable statue to the right (it's behind glass if you didn't destroy it already). Dante can combo this statue that Nero couldn't—bring your stylish ranking up to A and you'll be rewarded with another **blue orb fragment**. When you're done here, look for the passage under the stairway to the southeast.



You'll meet another pair of chimera-infected assaults in the lost woods. Try to pin 'em down with Gun Slinger shotgun blasts before proceeding to the wood maze ahead. Solve the maze like you did earlier with Nero—note the shadow cast by the statue at the center of the wood and run in the opposite direction of the shadow. When you've got through a number of identical screens, you'll return to the forgotten ruins. Keep straight up the stairs.



What you get here is another battle with Echidna. The she-viper sticks to exactly the same attack patterns as before, but this time you've got different tools for fighting her. Generally, we suggest using the Sword Master style to hit her in the face. Jump up to meet Echidna face-to-face and unload with the Sword Master air combo to chop away her health.



You'll need to watch for the same attacks as before, including a quick tail whip attack that you can jump through and a hair whip attack that's best avoided by running away. When the she-viper transforms into the serpent and flies away, charge up your gun to catch her as she finally bears down on you—a Charged Shot will knock her away.



When Echidna sticks her tentacles into the ground and hovers off the floor while spittin' out chimera seeds, just jump up and unload Sword Master air combos while ignoring the chimera seed. Don't sweat killing of the chimera seed until after Echidna gives up her stance, as this is by far your best opportunity to deal damage to her.



We again suggest simply running around Echidna when she buries her lower half in the dirt and summons her tentacles from under your feet. Don't bother trying to hurt her here unless you're especially proficient with Royal Guard. Eventually, Echidna will burst out and start glowing yellow, at which point she begins releasing projectiles every time she buzzes around. Be prepared to jump and dodge these attacks.



Just as with the last time you fought Echidna, there are pods around the perimeter of the arena that'll give you green health orbs when destroyed. Echidna gets pretty aggressive once she glows yellow, and makes herself vulnerable less and less. Because of this, we suggest using the devil trigger near the end of the battle to finish the fight and the mission.



Forest of Ruin

Look out for the floor faults that open up under your feet and threaten to drag you to the hidden pit. These faults can be quickly destroyed with a flying kick using the Gilgamesh weapon, and the destroyed faults always relinquish a green health orb. Keep this in mind throughout the stage. Go south past a couple faults and you'll run into a few scarecrows and chimera seeds—nothing tough. Keep going until you reach the Lapis River.



Once again, there are mephistos in this area and faults that appear randomly under your feet. When you kill off the mephistos, a faust appears. The floor faults continue to spawn almost indefinitely, so use them as a source of health as you battle away the floating baddies. When the area's clear, go to the northwest passage.



The ancient plaza is again filled with assault lizards, and now also is home to floor faults that crop up occasionally. Stay at one end of the area and kill the faults that appear (they stick to zones, so if you kill the two in your immediate zone you won't be bothered while you fight the assaults). With the area cleared, go southwest to reach the windswept valley.



There are chimera-infected scarecrows *and* assaults in this area, and while you're fighting 'em off you'll be attacked from below by the burgeoning faults. Because of these rapidly appearing faults and the volatile nature of the enemies you're facing, we suggest using the Full House mid-air kick with Gilgamesh, smashing down for quick attacks and then immediately jumping away to avoid any retribution. When you've cleared the area, jump up the mountain to the northwest to go to the forest entrance.



There's a red orb mound in the area that you can break apart for some free orbs (we suggest the sword using the Sword Master special attack). A special mission entrance can also be found under the small hut-link structure at the center of the area. You couldn't complete this mission as Nero, but Dante *does* have the skills you need to take care of it.



Royal Blocker Secret Mission 08

You need to execute Royal Guard (by pressing the guard button *just* before an enemy attack hits you) five times consecutively in order to complete this challenge. There are two mephistos in the small room with you, but the challenge is much easier with just one. Take out one of the mephistos before you start trying to time your Royal Guards, then focus on the lone enemy. If you get hit or even miss-time a guard and perform just a normal block, the counter resets and you have to start over. The mephisto has three main attacks, including a quick swipe, a laser and a longer swipe that it executes from afar. We found the first two attacks much easier to time than the third—if you see the third attack coming, we suggest dodging it entirely to avoid resetting your counter. Your reward for completing this secret mission is a **blue orb fragment**.



When you're done with the secret mission, continue through the tunnel to the west. Once you reach Foris Falls, the stage ends.



Fortuna Castle

Go down the left path to the south to run into a comboable statue that only Dante can use. Bring your stylish meter up to SS and you'll unlock a **blue orb fragment** to add to your collection. Continue south to the next area and you'll run into a new enemy, the blitz. While the blitz teleports wildly around, jump around and unload shotgun blasts to slow it down. Do not bother trying to attack the enemy with melee strikes until the blitz loses its electric aura and stops teleporting. When

the blitz is in its weakened state, unload your strongest ground combos without fear of a counter attack. When you see the blitz begin to regain its electric shield, back far away and restart the pattern.



Keep south until you reach the upper level of the grand hall. The lower level is frozen over, but there's a doorway to the east that leads to the gallery. Move through the gallery and to the library where you'll find an assortment of angelo enemies including many biancos and a couple of altos. Stick mostly to sword strikes to clear out the bianco angelos before moving on to the more deadly altos. When the library is clear, look for a door to the south and drop down the tall stairway in the center of the room. At the base of the stairs is the entrance to another secret mission.



Unbreakable Secret Mission 09

Start by first singling out the three chimera seeds, at least to the best of your ability. If you can take them out you can avoid having to fight chimera-infected assaults. Jump around a lot and use the shotgun to knock back the assaults. When you defeat the first batch of baddies, a second set of three assaults appears. Unfortunately, they come pre-infected by the chimera, so you'll have to deal with them as they come. Stick to shotgun blasts and air attacks with the Gilgamesh weapon to fend 'em off. Keep your distance and you'll be rewarded with a **blue orb fragment**.



Go through the door at the base of the stairs to go to the large hall of the castle. There's only one open door that's not blocked by ice and it leads you into the dining room. After moving through the first couple of long halls, expect a pack of scarecrows—including mega scarecrows—around the dining room table. Clear 'em out, then go through the next door, back to the large hall.



Follow the hall west to the only other open door and continue into the torture chamber. Here you'll fight four frosts, two at a time, that we suggest taking out with big sword combos. When the room's clear, drop into the spiral well to the south.



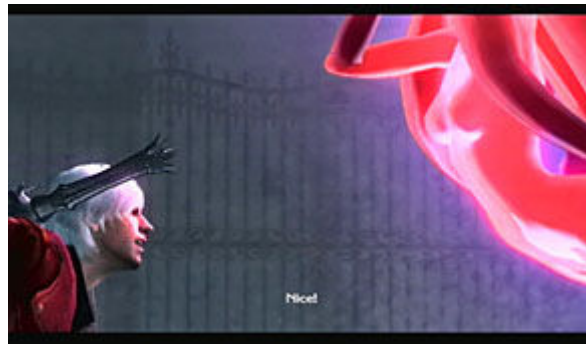
Activate the blue-glowing statue at the base of the well and it'll create a blue jump pad. Step onto the jump pad to launch back up the well and onto the second floor landing of the torture chamber. Run north along the upper walkway and continue into the master's chamber.



Here you'll fight a few scarecrows and one monster blitz. Try to avoid the scarecrows and jump around with shotgun blasts to peg the blitz while it blitz warps around the room. The blitz will occasionally attack the scarecrows, letting you focus your efforts on shooting rather than dodging for a bit. Use the same strategy outlined earlier to defeat the deadly blitz—drop its shield with shotgun blasts and then unlock unanswered sword combos to quickly drop its health. When the room's clear, go outside to the soldier's graveyard.



There are no enemies here to worry about and you can destroy the various graves and other standing objects to rebuild your health. Through the door at the other end of the graveyard is the arena where you'll fight a boss that's exactly like Bael.



Your tactics against Dagon will be almost the exact same as Nero's strategies against Bael, except you'll need to make adjustments to make up for Dante's lack of a the Devil Bringer arm. Fire on Dagon from afar while he wastes time with his projectiles attacks and be sure to jump just before the flying shards of ice land on your head.



When Dagon jumps high in the air, watch the shadow on the ground and jump out of the way just as Dagon lands. Run up to Dagon and execute quick ground combos with your sword—we found the Prop and Shredder Sword Master attacks to be especially effective. If Dagon gets dizzied, unload your most powerful combos as quickly as possible to capitalize on the situation before Dagon comes to and retreats for another attack.



As with your battle with Bael, Dagon will occasionally send out his feelers to fight for him. Focus on one feeler and repeatedly execute Stringer strikes to drive the feeler to the ground. When one feeler is passed out on the ground, target the other and repeat the Stinger attack until the lovely feelers retreat and Dagon comes back out. Continue these patterns of attack until Dagon finally dies. When you regain control of Dante after the cut scene, simply drop down to end the mission.



<<	Mission 13	Mission 14	Mission 15	Mission 16	>>
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Inferno

The area is filled with poisonous gas, meaning you can't move along at your own pace—you need to be quick. However, we suggest attacking the nearby combo statue and building your stylish ranking to S in order to earn a **blue orb fragment**. There are some green orbs nearby that you can use to refill the health you lose while working your combo. When you're done, go out to the next hall.



You'll find some cutlass piranha enemies in the R&D access hall, along with a few scattered green orbs that lead around the long hallway. Use the shotgun to blast the cutlasses until they float up to the surface, then attack with air combos to quickly kill 'em off. The cutlasses leave behind even larger green orbs, so you should be able to get through the room at to the end of the hall with full or near-full health.



Luckily, you won't have to play the dice rolling game in the game room, just fend off a flock of gladius swords that swoop around the room. Quickly toggle between targets and fire with the shotgun to knock the blades out of the air, then move up and unleash quick sword strikes to break 'em down. When the room's clear, go north to the containment room.



The containment room quickly seals off and you're stuck fighting a pair of bianco angelos and a flock of flying gladii. You can take this fight however you wish—with no alto angelos to speak of, you shouldn't have trouble taking out the biancos or the gladii first. When the room's clear, you can jump through the broken window and go north to the outdoor Foris Falls.



Run up the stairs and go back inside to the angel creation area. Here you'll fight a pair of bianco angelos before you can continue to the southern end of the room. At the southern end of the room are more angelos, this time including alto angelos. Here we suggest killing off the first alto angelos you see before bothering with the biancos—if you kill off the biancos first, you'll have to fight *two* alto angelos at the same time.



With the room cleared, go through the southern door and use the jump pads to reach the top of the tall well. From the top of the well, go south to the grand hall. Make your way to the main grand hall room and exit through the southern door to reach the outside of Fortuna castle.



The basilisk hell hounds you run into outside Fortuna castle aren't as bad as they look. Attack with shotguns from afar and move in quickly with the Stinger attack. These hounds are fully comboable, so launch 'em into the air and unload attacks to your heart's desire. When the area's clear, stock up on health by breaking apart the narrow pillars in the area, then look to the south end of the snow field for a series of platforms that let you jump up the side of the mountain.



Point of Impact Secret Mission 11

On your way up the mountain platforms, look for a trio of red orbs overhead. From the stairway slope to the left, jump right, perform a Trickster air dash right, and then Air Hike while holding right and attacking with Lucifer to reach the hidden platform with the secret mission. There are two statues you need to destroy, and the only way you can do it is with the PF398: Revenge shot, which you need to purchase. Run into the hall and down the short stair set to the south and line up your aim perfectly straight before executing the Revenge shot. Then quickly run north and all the way to the base of the long stairway to execute another Revenge shot, again perfectly straight. You don't have time to afford missing more than one shot. Destroy both statues and you'll earn a **blue orb fragment**.



There are a few more basilisk hounds on the upper part of the snowfield. Clear 'em out and continue south to the second mining area. You can blaze through the mining area without fear of attack. As you near the southern exit, look for the red orb mound hidden in the same alcove as before. Fill up on orbs and move out to Ferrum Hills to engage a familiar enemy.



Berial shows up again and he doesn't have any new attacks to speak of. However, your toolset is different so the fight isn't entirely the same as the earlier battle using Nero. Circle-strafe Berial with your shotgun and move in close. Wait for Berial to attempt an attack and jump just before it hits to pass through it.



Immediately after Berial's whiffed his attack, unload sword combos from up close while watching out for Berial's kicks. You might want to launch an assault from the air to avoid these counters from Berial, but beware that dodging Berial's sword strikes will be tougher if you take to the air. Watch for Berial to unload another large sword swipe and dodge accordingly.



You'll need to watch for Berial to explode in light again, an attack that, as before, hits in every direction but has a limited range. Jump away when you see Berial start to glow yellow in order to avoid the attack. While you're beating on the beast, watch for him to lose his flames. Quickly unload powerful attacks to crumple Berial, letting you combo him without fear of a counter.

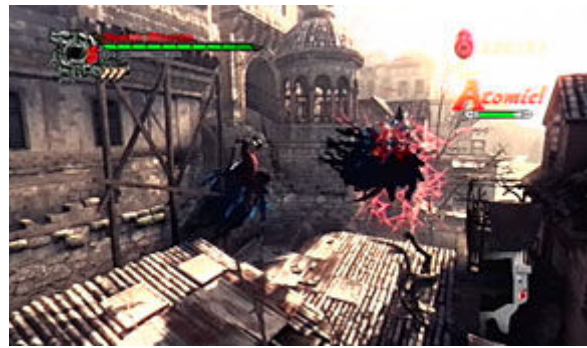


Adagio for Strings

Drop down to the level below and go east through the tunnel to reach Port Caerula. Out on the main dock you'll encounter first a pack of scarecrows that are quickly followed by bianco angelos with one alto angelo leader. The dock is nice and open, making it easy to execute the battle however you wish. Clear the area, then go east to the residential district.



Here you'll encounter a number of assault lizards and two floating mephistos. Take on the assaults first, trying to avoid the mephistos as much as possible. With the aggressive assaults defeated, move on to the mephistos and reduce them to bugs with gunfire and then unload with sword combos. Extract the orbs from the red orb mound in the area before leaving the residential district.



In the business district you'll find a *lot* of scarecrows of differing variety, including the mega scarecrows of before. Go after the mega scarecrows first to clear 'em out before the basilisk hounds appear. When the hounds appear, focus first on them as they're the only enemies in the area that have projectiles.



Clear the area and look for an awning on the east side of the road with a red orb on it. You can jump onto this awning and, from there, wall jump (tricky timing, we swear it works) to the balcony above to collect a **blue orb fragment** before continuing south. Just inside the opera house plaza, look west for a trash can you can destroy to reveal the entrance to a secret mission.



Steeplechase Secret Mission 12

You need to get to the end of the hall without touching the lasers. You've done this before, right? But there's a catch: the chronos slicer doesn't work, so you can't slow down time. The best way we've found to get through this mission is to use the Trickster style. With the Trickster style leveled up, you can perform an air dash that is vital to completing this mission. Double jump straight up and air dash to the right to dodge over the top of the lasers. Drop down straight and immediately jump again. If you make your jumps straight up instead of at forward angles, you can move forward in increments that pretty well match the spacing of the lasers. Repeatedly jump and perform the Trickster air dash to get to the **blue orb fragment** at the end of the hall.



As you enter the main plaza with the now-busted fountain in the center, enemies spawn around you. The fight starts against just a pair of mephisto baddies, but quickly escalates with alto angelos (two of 'em) and finally ends with a battle against a faust. Try to take out the first mephistos as quickly as possible so you shouldn't have to deal with them long while the alto angelos are running amok.



With the plaza cleared, continue south and into the opera house. It's here where you'll once again face off with Agnus in his bug-like form. Right away, Agnus summons a batch of enemies to help him, either a group of gladius swords or a pack of basilisk hounds—hope you get the hounds. We found that the basilisks are almost entirely ignorable, while the gladii will occasionally knock you out of the air if you're not careful. What you can do to nullify the gladii, however, is jump up and attack Agnus in the face while the swords are being summoned—you can often destroy them before they get a chance to shoot off.



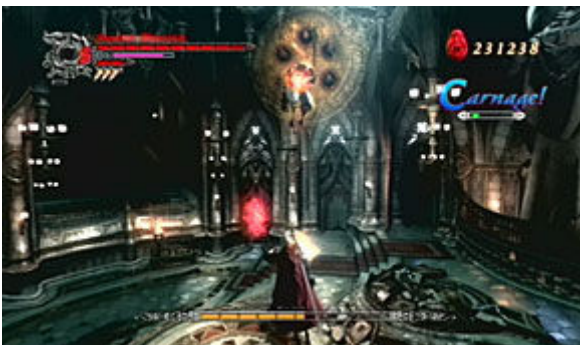
To mount your offense, we suggest the sword, shotgun and the Sword Master style. If Agnus is floating close to the ground, you can simply unload normal ground combos to chip away his health. If Agnus is too high off the ground, jump and unload Sword Master combos for quick damage. An aggressive offense will also double as an effective defense against a number of Agnus's attacks—Agnus frequently stops to charge up, and hitting him quickly will knock him out of the charge and prevent the devastating grab attack he otherwise follows with.



While in Agnus's face with attacks, watch out for him to pull out his sword. The sword strikes come pretty quickly, but if you get used to recognizing the animation beforehand you can cancel your attacks and quickly jump away to easily avoid getting hit. Agnus will also occasionally fly to the center of the room and start charging an especially nasty attack to watch for. Hit him out of it to prevent the attack entirely.



As Agnus's health gets low, he'll start summoning an array of projectiles from behind him. Back away and you can quite easily dodge the projectiles by running side to side, relative to Agnus. He also begins summoning cutlass piranhas, often using them as swords and often sending them into the ground for a single attack that sends them flying upwards from the floor. When you see the cutlasses come out, just jump away as fast as you can—the attacks only last a couple of seconds and it's not worth trying to fight Agnus while he's got the fishies out.



<<	Mission 17	Mission 18	Mission 19	Mission 20	>>
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The Destroyer

This entire stage is a boss battle of sorts that goes through two main stages. In the first stage of the battle, the target does not have a health bar. Instead, your goal here is to simply destroy the myriad blue gems set in The Savior's body. Before you can attack the gems, however, you'll need to do a fair bit of dodging before The Savior makes himself vulnerable. When you see the enemy launch an array of blue spheres your way, you can quickly target them and fire with your pistols to knock 'em out of the air, or simply hop onto a nearby jump pad to launch to another platform. The Savior has a second projectile type that takes much longer to charge up—when you see this coming, just run. There's no way to counter it with bullets.



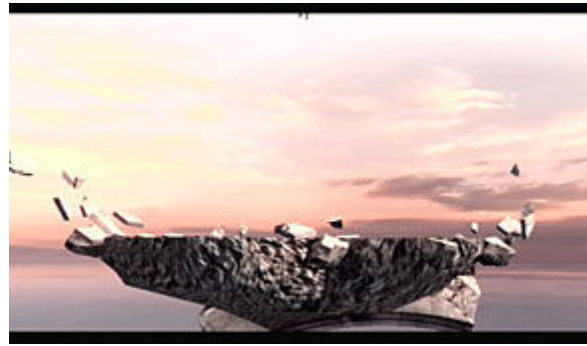
The entire stage is comprised of a bunch of floating platforms with jump pads between them. Some of these platforms have blue-glowing statues and accompanying machines that have one of two effects. Two of these machines simply charge up and glow blue, and if The Savior slams his hand into it his hand will be stunned. The second machine fires a series of large projectiles into The Savior's face that usually knock him down.



Both of these mechanisms represent an opportunity to attack The Savior's blue gems. When The Savior slams down one of his hands, you can quickly hop onto the back of his hand and run up his arm to attack the blue gems. Stunning The Savior's hand with one of the aforementioned machines will make it a bit easier to get onto the hand, but it's not necessary. When you reach one of the blue gems, attack it ferociously until it breaks *and then keep on attacking*. The gems have two stages of being busted, and you want to make sure you fully bust a gem before moving onto the next. You'll know a gem is fully destroyed when you can no longer lock onto it. There are two blue gems on each arm that need to be destroyed.



To get to the gems on The Savior's back and on his legs you need to knock him down, and the best (only?) way to do that is with the massive cannon machine that's on one of the platforms. Hop between platforms until you reach the cannon, then quickly charge it up. The cannon will fire a couple of shots, knocking The Savior temporarily unconscious. If The Savior happens to destroy the platform with the cannon, wait for him to perform a canned animation that signals the resetting of the platforms.



With The Savior knocked down, use one of the two jump pads in front of you to launch Dante nearer the enemy. Attack The Savior's leg gems and make sure they're destroyed before moving onto the next jump and other gems. While The Savior is in this downed position, you can attack both of his legs, his right arm (which is more difficult to normally attack than his left) and his back.



The last gem to destroy is the one on his head (the chest gem will have to wait until the second phase of the fight). You can lock onto the gem on The Savior's head while standing on one of his arms. Unload gunfire to break it apart. With all gems destroyed, the fight goes into the second phase. For now, simply run *right* along the jump pads to reach the final platform, triggering a brief cut scene that elevates you to another set of platforms.



In this second stage of the fight, you need to damage The Savior enough that he falls down again. You can target The Savior at any time and unload bullets from afar, but watch for his projectile attacks. After moving up close to you and then retreating, The Savior charges a massive beam attack that you can dodge by stepping onto a nearby jump pad and making your way to another platform. Keep hopping around platforms until you reach the highest platform of them all—it's flat and perfectly square with the screen and The Savior.



Usually, The Savior will follow his beam attack by floating very close to the upper platform *as long as you're standing there*. While The Savior is up close and personal, unload sword (Rebellion or Yamato—we prefer Yamato) combos to his head and chest to inflict as much damage as possible in the short time he's near you. This is your best chance to damage him and you can usually knock The Savior down at this point. When he's knocked down, quickly hop onto the jump pad in front of you.



You now have an opportunity to directly attack the gem in the center of The Savior's chest. For this, we suggest Gilgamesh and the Sword Master style. When close to the gem, execute the Real Impact uppercut attack to deal massive damage to The Savior's health bar. When the attack launches you into air, execute the Full House dive kick to quickly get back to the ground so you can again execute the Real Impact attack. Repeat this as many times as possible before The Savior comes back around.



This is really all there is to the fight. Continually hop between platforms to avoid The Savior's melee attacks in this second phase and use every opportunity to damage the enemy so you can knock him down and attack his chest gem. The entire battle is a bit confusing, but these strategies are all you need to know. Repeat them and The Savior will quickly go down, ending the mission.



The Successor

Move down the initial hall and you'll enter the core of this stage, a multi-tiered version of the game room from earlier in your missions. As before, you need to hit the die to roll it. The number you get represents the number of spots your piece moves counter-clockwise on the board. Blue spots still give you orbs, white spots still do nothing, and red spots still spawn enemies for you to fight. The yellow dots, however, now transport your board piece directly to the purple spot on the board, which advances the stage to a battle. Win the battle and you move to the next game board.



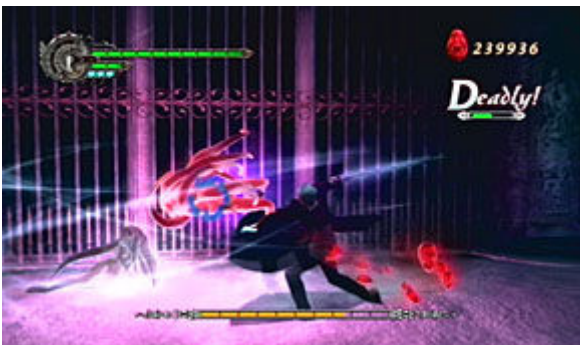
When you complete the first board, you're warped to an open arena with a handful of angelos, mostly of the bianco variety with one alto angelo. The arena's large, so there's lots of room to do whatever you want. We suggest holding back while the angelos get in formation, then wait for them all to charge at you. Jump around to dodge the charge attacks, then quickly start comboing one of the nearby bianco angelos.



Upon completion of the second game board, you'll go into a fight with Berial. The fight plays out pretty much identical to the first fight you had with him, but this time he's a bit more aggressive and you don't have health orbs around you. Stay up close to Berial to avoid his rushing dash attack. Wait for him to swing his sword, dodge, and then quickly attack him from the side. When Berial falls down, unload a quick combo and go into a Buster grab for a huge chunk of damage.



The challenge at the end of the third game board is a battle against Bael, which we personally find quite easy. Keep your distance and fire with guns if you're in front of Bael, or attack him with sword combos from the side. When Bael sends his feelers to attack you, simply use Streak over and over to drive them into submission. The most devastating attack Bael has is a quick lunge that puts Nero inside his belly—as long as you can avoid this by keeping your distance or staying to his side, you should be good to reach the fourth game board.



Completing the fourth game board brings you to another battle with Echidna, which plays out exactly like your earlier fight. Attack her face and be ready to dodge her whipping attacks—both tail and hair. When Echidna hovers over the ground with her tentacles shoved in the heart, jump and attack her exposed egg sack for massive damage. When the fight's over, make sure to stock up on health via the four pods surrounding the battle arena before stepping into the warp pad and moving on to the fifth and final game board.



The boss at the end of the fifth game board is the insect form of Agnus, who fights exactly like he did the first time you fought him. Get in his face with sword combos and Buster grab the gladius swords that Agnus summons to toss 'em back at Agnus for huge damage. You can be pretty aggressive the entire fight, but be careful near the end of the battle when Agnus starts summoning cutlass fish. When he does, we suggest high-tailing it as quickly as possible to avoid getting hit.



After completing the fifth stage, you'll reach the top of the tower. Run up the stairs and break through the red wall to complete the mission.



La Vita Nuova

The stage starts with a battle against Sanctus. Similar to your first fight with Sanctus, His Highness floats above the ground with two shields-of-sorts in front of him. At the beginning of his pattern, Sanctus charges up and generates a shield around him. Stay away from Sanctus while he charges up and wait for the shield to appear. Immediately after, grapple up to Sanctus and attack with an air combo to break the shield. We usually used the Roulette Spin and, if that didn't destroy the shield, followed with the Calibur mid-air dash attack and a couple more hits.



It's important to destroy the shield quickly because Sanctus will execute a variety of projectiles attacks that'll keep you at bay if you're not fast enough. Sanctus charges up for the projectiles and quick fires one of three shots—one shot runs along the ground and is avoidable in the air, another sends a series of fireballs that're best dodged by darting side to side, and a third that summons a shower of lasers that fire vertically around Sanctus, an attack best avoided by simply running away.



After destroy the shield, you need to quickly knock Sanctus out of the air before he summons another shield. Use grapples to pull Nero close to Sanctus and attack him in the air. If Sanctus floats out of range, execute a Calibur attack to quickly catch up. Sanctus will sometimes simply take the hits and then fall from the air, though sometimes he'll start blocking your attacks, resulting in a loud metallic *clang*. If Sanctus guards against your attacks, stall him with gun fire until you can get close and execute a Buster grab to break his defense. It won't result in an actual grab, but you will see Sanctus drop his guard. When his guard is down, attack Sanctus to knock him out of the air.



When you've got Sanctus on the ground, it's time to deal some serious damage. Unload a quick air or ground combo to chip away at his health and then end the attack string with a Buster grab. The Buster does *massive* damage to Sanctus but also resets his attack patterns, which is why it's best to get in some early combos before triggering the Buster.



When Sanctus recovers from the Buster grab, he'll call up his shield again, so stand back to avoid the blast as the shield appears. Restart the attack pattern to again bring down his shield and then knock him out of the air. When Sanctus gears near a quarter health or less, expect the fight to change slightly.



Near death, Sanctus follows the same shielding pattern. However, when you knock off his shield, expect a new pattern. Sanctus warps to the ground and is swarmed in a red glow as he powers up for an attack. The power up process pushes Nero away, though you can perform Calibur in the air to fly in and get a quick shot on Sanctus before he unloads his attack. Be ready to dodge as Sanctus charges toward you, not once but twice. After the second charge, get close to Sanctus as quickly as possible and attack him as much as possible before he calls up his shield again. Repeat this pattern until Sanctus finally dies.



After a cut scene that seems to end the game, you're left fighting against The Savior once again. Don't sweat it, though—this fight will be quick. Wait for The Savior to smash down his right hand (on *your* left) and jump just before it hits to avoid the hit. Before The Savior pulls away his hand, hit it with a Buster grab. The grab doesn't really connect, but it does push away the right arm.



When The Savior's right arm is knocked away, he'll attack with the left (on *your* right). As the punch comes at you, jump into the path of the punch and connect with another Buster grab, intercepting the attack. The Buster grab will similarly knock away the arm, bringing The Savior down to his knees. Jump up to The Savior's head and execute a third Buster grab to complete the mission and the game.



Devil May Cry 4 Secret Missions

<<	Secret Missions 01 + 02 + 03	Secret Missions 04 + 05 + 06	Secret Missions 07 + 08 + 09	Secret Missions 10 + 11 + 12	>>
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Annihilation Secret Mission 01

The challenge here is pretty straight-forward but requires an unrelenting pace; defeat the enemies within the time limit. The time limit is pretty strict, too, so you'll need to be consistently earning kills in order to fulfill the quest. Move from one enemy to the next with the quickness, utilizing your new Snatch grapple to pull enemies toward you to continue combos. As soon as you kill an enemy, look for another to combo and don't stop 'til the stage ends. Your reward for completing this secret mission is a **blue orb fragment**.



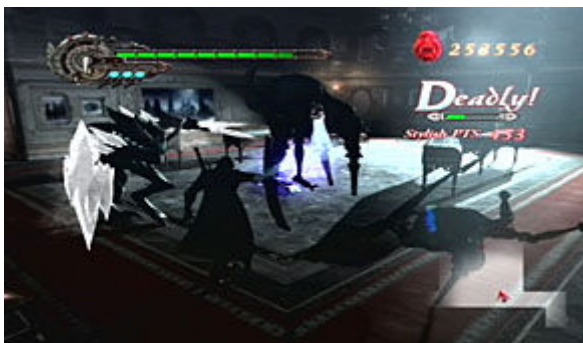
Alley-Oop Secret Mission 02

This mission is pretty easy, and there's no time limit so there's no real rush. Just jump, perform a Snatch grapple, and then execute a Buster grab (by releasing the lock-on and tapping the Devil Bringer attack button) to throw the enemy to the ground. *Immediately* after tossing the enemy, hold the lock-on and perform another Snatch to bring the enemy (or a different enemy) up to you so that you can throw again in mid-air. Repeat this process to get five consecutive air throws without touching the ground and you'll earn a **blue orb fragment**.



Nonviolent Resistance Secret Mission 03

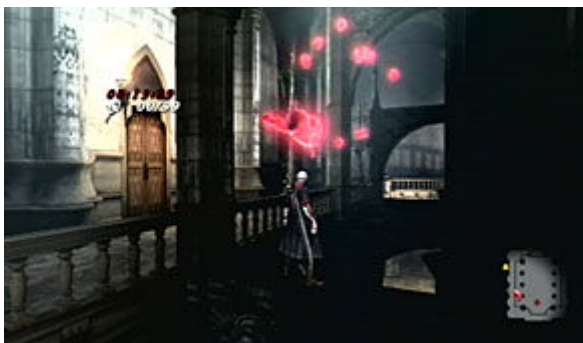
You'll have a tough time completing this mission the first time you reach this stage, but go back with Nero once you've earned the Hold technique. Grab and *Hold* one of the scarecrows over your head, then retreat to a corner and wait for the frost to follow you. Keep the frost in front of you to absorb its attacks and build your style meter, all the while mashing on the taunt button to build the meter faster. Expect your scarecrow shield to die before reaching the style rank of C, so quickly grab the second scarecrow. A second frost will spawn in the room to replace the first scarecrow that died—keep both of the frosts in front of you and you shouldn't have a problem earning the **blue orb fragment**.



<<	Secret Missions 01 + 02 + 03	Secret Missions 04 + 05 + 06	Secret Missions 07 + 08 + 09	Secret Missions 10 + 11 + 12	>>
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Tracking Treasure Down Secret Mission 04

To find all orbs you'll need to find the three stashes hidden in the area. These stashes will appear when you stand still for a second on the correct spots which, unfortunately, are randomly chosen each time you try the mission. Watch Nero's glowing hand to pinpoint the location of the secret standing spots. Here are some of the most common locations: 1) stand on the landing just in front of the southern door; 2) move the gyro blade and stand on the pedestal where it once was; 3) wall jump on top of one of the buttresses on either the east or west side of the grand hall; 4) stand on the main floor, on a point between two of the east/west pillars and the fallen chandelier; 5) stand in the far northeast corner of the lower floor; 6) stand in front of the blue-glowing statue on the upper floor. Find three stashes within the time limit to earn a **blue orb fragment**.



Sky Scraper Secret Mission 05

The key to getting to the top of this well is to only move the controls east and west. Step on the first jump pad and don't change position at all, just wait until the peak of the jump to use the two grapple points which should drop you onto the second jump pad. After hitting the second jump pad, hold west on the controls to move halfway across the screen as Nero goes up. You'll get within reach of another pair of grapple points that should move you onto the third jump pad. Stay straight on this jump and attack the fencing surrounding the next highest jump pad. Drop back down to the third jump pad and hit it again to launch up to the fourth pad. Use this pad to launch Nero onto a landing along the north side of the well. From this landing, use a grapple to hit the last jump pad to launch to the top level with the **blue orb fragment**.



Vermifuge Secret Mission 06

The scarecrow you're supposed to protect spawns in the middle the chimera seed enemies and is almost immediately under attack. As soon as the scarecrow appears, execute a Buster and *hold down the button*. You'll grab the scarecrow and hold onto it as a shield. However, you won't want to rely on it for projection. Immediately jump away, heading for a passage to the southwest. Double jumps will get you away faster than walking, and if you're lucky the chimera seeds won't follow you. From the safety of the southwest passage, hold onto the scarecrow and fire on the chimera seeds in the open. It'll take a while (Charge Shots will help) but you can take out all of the seeds without bringing much harm to the scarecrow. When you succeed, you're rewarded with a **blue orb fragment**.



<<	Secret Missions 01 + 02 + 03	Secret Missions 04 + 05 + 06	Secret Missions 07 + 08 + 09	Secret Missions 10 + 11 + 12	>>
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Free Running Secret Mission 07

There's a hard and an easy way to do this mission. The hard way is pretty clear—hop across the appearing platforms while dodging the mephisto attacks until you can safely make it to the alcove at the end of the path. But that's not fun—in order to do this mission the easy way, you need the Streak attack as well as the Calibur attack. Attack the blue-glowing statue to make the statues start appearing. *Do not go out on the platforms right away*. Hang back and the mephistos will not appear, letting you wait for the perfect time to pounce. While you're waiting, charge up your sword at least twice for the maximum effect. When the correct panel appears (it takes about a minute and matches against the far-right mountain wall—pictured below), perform a Streak off the edge of the landing. The camera will switch, but don't let go of the lock-on button *or* your direction. After the Streak ends, perform a double jump while still holding the original direction. Now release the original direction and quickly perform the Calibur attack. It should give you plenty of length and will land you on the platform, letting you immediately run to the **blue orb fragment** at the end.



Royal Blocker Secret Mission 08

You need to execute Royal Guard (by pressing the guard button *just* before an enemy attack hits you) five times consecutively in order to complete this challenge. There are two mephistos in the small room with you, but the challenge is much easier with just one. Take out one of the mephistos before you start trying to time your Royal Guards, then focus on the lone enemy. If you get hit or even miss-time a guard and perform just a normal block, the counter resets and you have to start over. The mephisto has three main attacks, including a quick swipe, a laser and a longer swipe that it executes from afar. We found the first two attacks much easier to time than the third—if you see the third attack coming, we suggest dodging it entirely to avoid resetting your counter. Your reward for completing this secret mission is a **blue orb fragment**.



Unbreakable Secret Mission 09

Start by first singling out the three chimera seeds, at least to the best of your ability. If you can take them out you can avoid having to fight chimera-infected assaults. Jump around a lot and use the shotgun to knock back the assaults. When you defeat the first batch of baddies, a second set of three assaults appears. Unfortunately, they come pre-infected by the chimera, so you'll have to deal with them as they come. Stick to shotgun blasts and air attacks with the Gilgamesh weapon to fend 'em off. Keep your distance and you'll be rewarded with a **blue orb fragment**.



Puppet Master Secret Mission 10

There are five breakable items that you need to bust using the gyro blade. Quickly charge up the gyro and send it down the hall, moving it through the first object and toward the northern point of the hall. The second breakable object is in the northern area. Quickly break it and continue knocking the gyro blade east around the hall. The third and fourth items at the far end of the hall, one of them in a short branch that leads to a doorway. Destroy these two first before knocking the gyro blade into the gated area to the east where you'll find the fifth and final object. Your reward for breaking all objects within the time limit is a **blue orb fragment**.



Point of Impact Secret Mission 11

On your way up the mountain platforms, look for a trio of red orbs overhead. From the stairway slope to the left, jump right, perform a Trickster air dash right, and then Air Hike while holding right and attacking with Lucifer to reach the hidden platform with the secret mission. There are two statues you need to destroy, and the only way you can do it is with the PF398: Revenge shot, which you need to purchase. Run into the hall and down the short stair set to the south and line up your aim perfectly straight before executing the Revenge shot. Then quickly run north and all the way to the base of the long stairway to execute another Revenge shot, again perfectly straight. You don't have time to afford missing more than one shot. Destroy both statues and you'll earn a **blue orb fragment**.



Steeplechase Secret Mission 12

You need to get to the end of the hall without touching the lasers. You've done this before, right? But there's a catch: the chronos slicer doesn't work, so you can't slow down time. The best way we've found to get through this mission is to use the Trickster style. With the Trickster style leveled up, you can perform an air dash that is vital to completing this mission. Double jump straight up and air dash to the right to dodge over the top of the lasers. Drop down straight and immediately jump again. If you make your jumps straight up instead of at forward angles, you can move forward in increments that pretty well match the spacing of the lasers. Repeatedly jump and perform the Trickster air dash to get to the **blue orb fragment** at the end of the hall.