



Dante's Inferno Guide

by [Samuel Claiborn](#)

Somewhat loosely based on Dante Alighieri's fourteenth-century epic, the Divine Comedy, Dante's Inferno adds a bit of modern butt-kicking to the poet's original masterwork about an odyssey into the lowest depths of Hell. On your journey into the abyss you'll pass through nine circles, each of them more dastardly than the first. But fear not! Cast aside your despair and let IGN be your guide to some of Hell's main attractions. Roadtrip!

Note: This guide covers material from a title rated Mature by the ESRB. Some of the content within the guide may not be suitable for minors.

Inside this Dante's Inferno guide...

- » [Game walkthrough and boss fight videos](#)

- » [Secrets, Relics, Silver Pieces, Damned and other collectibles](#)

- » [Achievements & Trophies tips](#)

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Dante's Inferno Walkthrough

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☰	Prologue	Acheron	Limbo	Lust	Gluttony	Greed	Anger	»			
									1	2	3

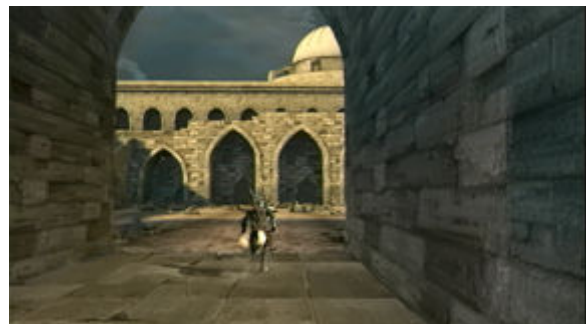
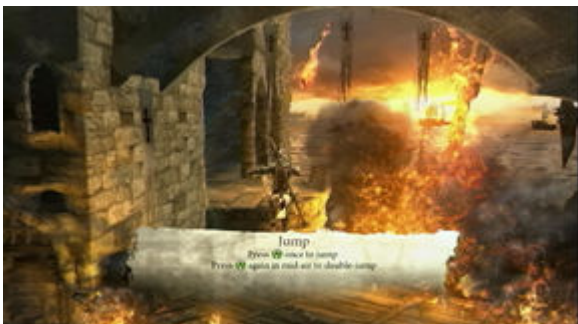
Prologue

A C R E

Dante's first encounter occurs in the crusade-torn town of Acre. In this scene, countless soldiers attack you. They present little threat. Use this time to get used to dodging, blocking and normal and strong attacks.



Try to keep a combo going by avoiding misses and dashing between clumps of soldiers. After a few dozen enemies you'll be able to use a crashed ship to cross the way to a nearby plaza.



After the long cutscene, you'll find yourself face-to-face with Death.

D E A T H

This battle is daunting at first, but you can win it if you employ a highly defensive strategy. You should keep your finger on the LEFT TRIGGER continually to block Death's attacks. Some attacks cannot be blocked, but the majority can.



Study Death's assault: most of his onslaughts feature three swipes, so don't stop blocking until he's finished! Stay close to him and, when you have a moment, hit him with a flurry of normal attacks, followed by a heavy attack if you can get one in.



This should knock Death around a bit. With a little bit of patience (this fight is lengthy due to Death's substantial health bar) you'll eventually knock the reaper around enough to force him into a grapple.



When the button prompt appears, mash the proper button as fast as possible to throw Death back and deal significant damage. If you don't press the button fast enough, you'll incur damage.



Return to your blocking strategy between these button-mashing events. Eventually, when Death's life bar drops very low, you'll get a different button prompt. Activate the buttons shown to defeat the hellion.



THE GRAVEYARD

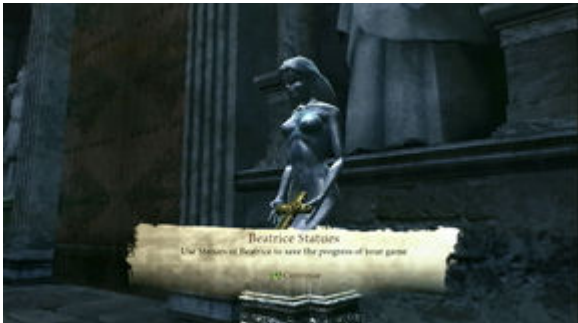
After another long cutscene, you'll find yourself accosted by a legion of zombies in a graveyard. Use the same attacks you used on the soldiers to dispose of them. As you do, you'll gain Souls. These Souls -- the white orbs absorbed from enemies -- can be spent on upgrades, like combos, boosts and new abilities.



Spend your Souls when prompted on the Unholy ability of your choice. To earn Holy Souls you'll need to use different powers. Head up the path to the churchyard.



Grab the health from the fountain and use the Beatrice Statue to save your game before entering the church.



THE CHURCH

After a short cutscene, a massive fissure splits the church. The first enemies that appear are winged. Take them out by using Holy Cross. You can hit this button to emit white crosses of damaging energy. Rapidly tap the button to unleash havoc on distant foes.



Throughout this fight you'll want to remain in the upper-right section of the floor, since all the other parts crumble away.



Practice your new attacks -- including grabs -- on the enemies that appear. When you grab an enemy you can Absolve or Punish it for Holy and Unholy Souls, respectively. While you perform this move you'll be invincible. Get in the habit of doing this often to fund your upgrades.



Eventually a large cross will fall, allowing you to cross to the right. You barely have any time to utilize this temporary platform, so move fast.

Grab the health from the fountain and use the button prompts to slide down the rope marked by the large, glowing sphere.



At the bottom, begin slashing at the undead forces. You'll need to be relatively quick since a large cylinder is slowly rolling down the incline to crush you. Kill all the enemies to bring down the gate ahead.



The next roadblock consists of a large pyre. Flaming enemies are spawned in the inferno. To damage them you need to use the Holy Cross attack. This will make them vulnerable. Kill a handful of these to weaken and destroy the roadblock.



Fight your way to the next Beatrice Statue and save before climbing down the rope. You'll be awarded your first Magic ability at the bottom of the rope. Use the nearby fountains to replenish Magic and Health. Destroy the Minions with regular attacks until something bigger arrives.



ASTERIAN BEAST

The Asterian Beast marauds around, pounding the ground at the behest of its master. The best way to deal with the beast for now is to jump into the air and attack its upper body and face. This will remove you from harm's way for the most part.



Dump all of your Magic meter into it with your new attack first and then finish it off with regular aerial slashes. Eventually you'll get a series of button prompts allowing you to take it down for good. Fail to execute these and you'll be damaged and forced to fight with the beast some more.



The button prompts are always the same, so if you screw up once, the second attempt shouldn't be as bad.



Defeated, you can now mount the beast. Pound the ground as the Minions appear about you to destroy them. When prompted, approach the large door and use the beast to open it.



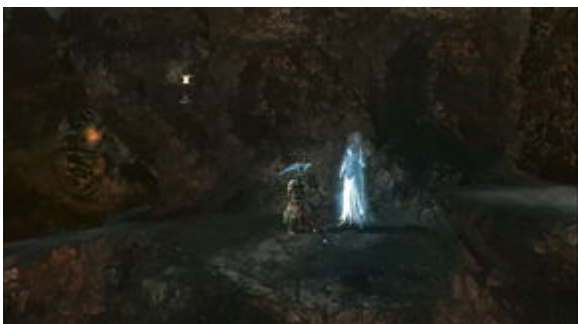
Save at the Beatrice Statue and then climb onto the wall and rappel down to the lower area. Continue left across the wailing souls. Search the first nook you come to for a fountain with some Souls inside. Cross the gap using a "gap jump" as instructed.

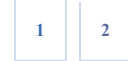


Just on the other side is a platform with another fountain. Inside is a **Silver Piece** (Silver Piece 1). You can collect five of these for a Soul bonus.



In this area is a blue spirit of **Virgil**, "The Poet." Each time you see him, talk to him until he disappears. This means you'll have to talk to him several times: this is crucial! Occasionally he'll give you a collectible but you have to keep talking to him until he disappears to ensure you obtain it. In this case, **Virgil** offers you the **Death Blade Relic** (Relic 1/31). Equip this right away to gain more Souls!





Acheron

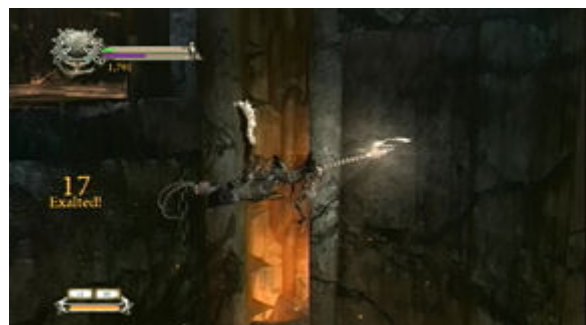
SHORES OF ACHERON



An initial wave of enemies prevents you from cross the retractable bridge. Take them out, then grab and dismember the flying pests before extending the bridge. Run across the bridge and jump to the far side.



A nearby fountain contains Souls. Head down the rope to continue. At the bottom is a Guardian Demon. This creature can be dealt with like the smaller Minions, but knocking it into the air (hold the HEAVY ATTACK button) and then hacking at it while it is stunned is a good technique.

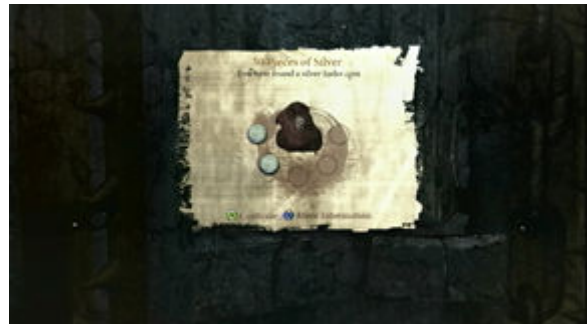
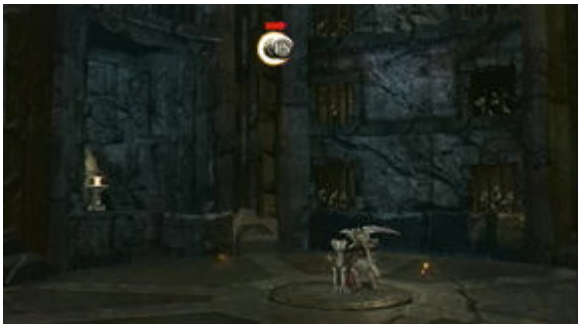


Eventually you'll get an instant kill prompt allowing you to Absolve or Punish the demon.

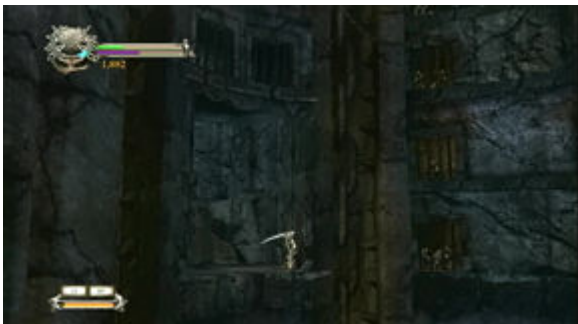
Alternately, you can just kill it with attacks. Another Guardian Demon appears following the first and it can be dealt with similarly. After this, crank the lever to raise the platform all the way to the top of the shaft, passing the breakable door.



At the top of the shaft you can jump to a nook on the left for a **Silver Piece** (Silver Piece 2).



Now, crank the lever once again and break through the door to proceed to the next area.



Talk to the Poet (**Virgil**) until he disappears and break the nearby containers for Souls. There are two well-hidden fountains on either side of the door, so check for those. Another fountain contains health -- which you'll probably be in need of right about now. Run down the hill and destroy the Guardian Demon and Minions.



At the bottom of the ramp you'll find **Pontius Pilate** (Damned 1), who you can Absolve or Punish for a huge boost in Souls. You may want to research which route you want to take at this point, based on the skills offered in the ability tree given in the pause menu.



Choosing to Absolve prompts a quick minigame in which you must hit the proper buttons as they appear from the edges of the screen. This will actually net you more Souls than just choosing "Punish." Of course there's always a price to pay: you'll have to suffer through the rather dull minigame for the extra Souls!



In the next room are three Guardian Demons. Use magic to soften them up and, like before, keep them airborne to minimize their counter attacks.



Behind the giant, crouching statue in the next area is a fountain with a **Silver Piece** (Silver Piece 3). Save your game before hopping on the rope.



Cross the gap and, after the short interaction with Charon, ignore the room above and carefully gap-jump across the wailing bodies to the far right. Here you'll find a strange body on a platform. Approach it to receive the **Charon's Oar Relic** (Relic 2/31).



Now, cross the walls back to the room you passed. Dash by pressing JUMP while hanging on the walls and stay high up to avoid the plumes of flame.



In the next room, move the crate across the area from its resting place and up the ramp. Place it in the small recess for now so it's out of the way of the moving platform.



Turn the crank to move the platform into a position alongside the crate. You can now push the crate onto the platform. Use the crank to move the platform with the crate towards the wall with the visible fountains above it.



Push the crate all the way to the left side of the room and you'll be able to reach a hidden ledge with a fountain containing a **Silver Piece** (Silver Piece 4).

Jump on the crate and then onto the high platform at the end of the room (above the jail cells). Here you can Absolve or Punish **Orpheus** (Damned 2) for Souls. Climb the wall behind Orpheus to reach the surface.

THE RIVER ACHERON

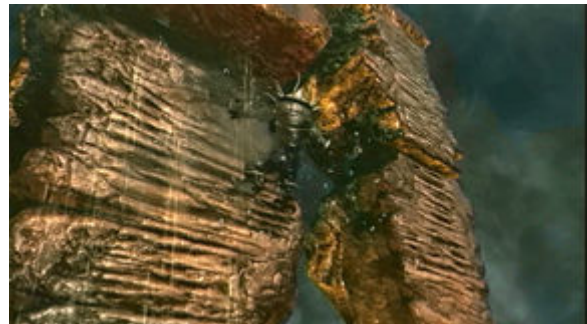
On Charon's Back you'll fight some familiar enemies, followed by an Asterian Beast. As soon as this appears, take a moment to collect health or magic and then tear into it with aerial attacks.



Once you gain control, walk it to the massive head of Charon and input the button commands shown. Climb the cliff with the Beast's body as your proxy. You can gap jump between the crumbling columns.



At the top you'll need to hit the proper buttons or face the climb once again. Run and jump towards the structure ahead once you reach the top and be sure to activate a prompt to grapple to the far ledge.



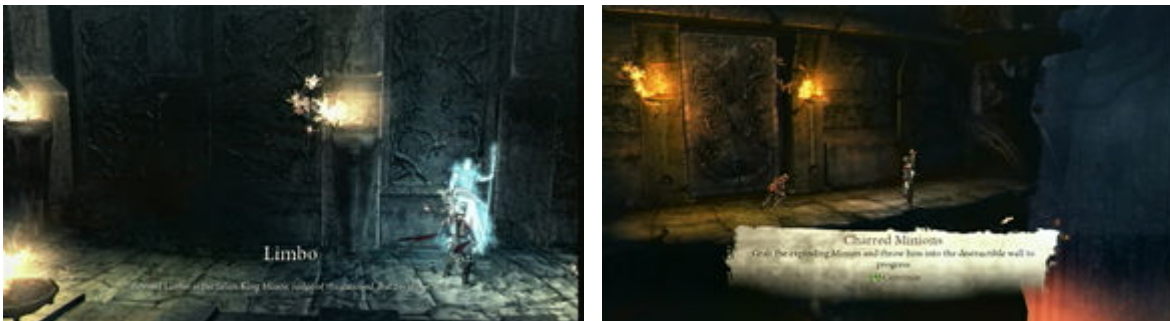
Save at the Beatrice Statue here and then slide down the wall covered in Damned to the right. You may spot a distant fountain below the save point but you can't reach it quite yet.



☰	Prologue	Acheron	Limbo	Lust	Gluttony	Greed	Anger	»	
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Descent into Limbo

talk to **Virgil**. Grab one of the Minions on the platform. As the grab animation plays, press towards the breakable door to smash through it.



Hang a left in the hallway and, at Charon's head, turn left to find a secret passage to a ledge with a Guardian Demon and a fountain. Kill the Guard and grab the **Silver Piece** (Silver Piece 5) from the fountain.



Return to the hallway and run under Charon's head to a dead end. Here you'll find a fountain with a inside. Collect three of these to skip the Absolve minigame (not necessarily a good thing -- you'll get less Souls).

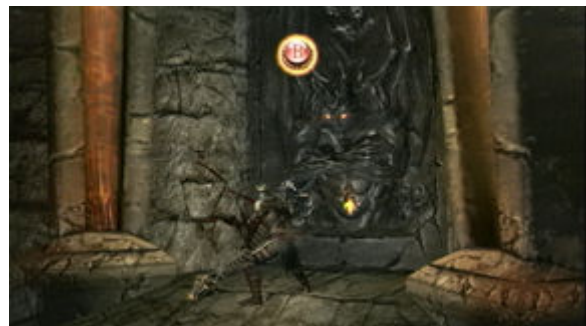


You'll also find the **Eyes of St. Lucia Relic** (Relic 3/31) here. Now, approach Charon's

head and activate the prompt you receive to score the Burning Eyes Achievement/Trophy!



Head through the demonic door to the right of Charon's previous resting place and you'll encounter a new enemy. The Unbaptized Children are much like the Minions, but a bit faster. They tend to crowd, so magic is useful in thwarting large groups. You can also instantly Absolve or Punish them.



After they are defeated, head into the adjacent hallway and talk to **Virgil** until he disappears. You'll receive the **Lord's Blessing Relic** (Relic 4/31) for doing so.



Enter the demonic door by Virgil and hop over the spike trap. Obtain the powerups in the fountains and continue through the next door. Out on a platform high above Hell is **Electra** (Damned 3). Absolve or Punish her for more Souls.



Go back to the interior hallway and take it up to another area. Note: The floor glitched out and did not appear for us in this area. Continue around the outer path until you find a door leading back into the tower.



Destroy the statues in this area and stock up on powerups. Talk to **Virgil** and then look for a high ledge on the left with a lever on it. You can double-jump to this from the left side of upper area (by the green health fountain). Reach this area and pull the lever to make the **Saladin's Mercy Relic** appear (Relic 5/31)



Throw the switch in the middle of the room at the top of the ramp. This will allow you to swing across the gap to Minos -- the first major boss you'll encounter.



MINOS

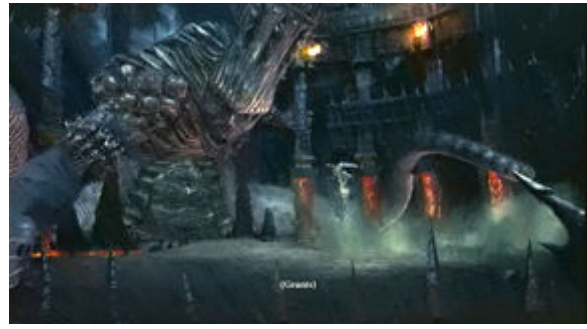
Don't be dissuaded by this difficult battle; Minos is probably the game's toughest boss. If you learn the demonic judge's tricks you'll be able to defeat him. Most of this battle is spent dodging his various attacks.



He'll start out with a flurry of tail attacks. You should get used to running in a wide oval from the left side of the screen to the right to avoid these jabs. You want to end up at one end of the area under the grapple points so you can quickly dodge his next attack.



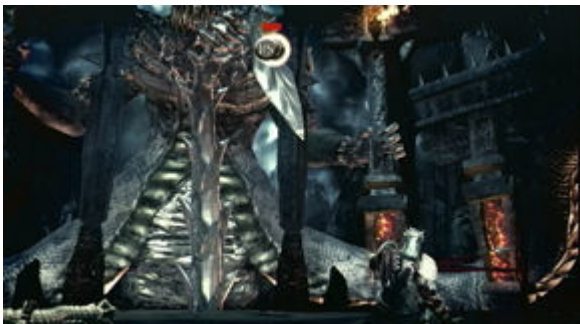
Following his tail attack, Minos will bring his head down and emit deadly breath. You'll be given the option to grapple out of the way of this, but you need to be on the side of the battle area to get the prompt.



After he breathes, drop down and attack his head. Use a few normal slashes, then hold **HEAVY SLASH**, which would normally launch an enemy into the air. If you do this you may avoid his tongue attack and deal some additional damage.



If you screw up, his tongue will pin you and you'll have to use the **LEFT STICK** to dodge his jabs while you are pinned.



If you wound his head enough after a breath, you'll cause Minos to reel backwards, exposing his red belly. This is where you can deal the most damage. Use magic and heavy attacks liberally.

After this, Minos will call enemies forth. These are initially just Minions, but eventually he'll call Guardian Demons and Unbaptized Children. He won't attack during these phases. Try to get some health out of the enemies by Absolving/Punishing them.

Minos will then enter his slamming attack phase, where he'll pound the area with his arms. While you can avoid his direct pounds by running and jumping, you'll have to double-jump over the arm sweeps to avoid them.



When he sets his arm down at the edge of the battle area, double jump towards the arm as it sweeps under you. After the slam attacks, Minos will occasionally perform an intense slam that you can avoid by grappling the side of the level. If you make it to the grapple point you'll be able to drop down and activate the prompt over the hand.



Follow the button prompts and you'll yank out one of Minos's eyes. You need to do this to both eyes. The long cycle of attacks will repeat itself, so getting to know the pattern outlined above is the only way to survive this lengthy battle.



After dealing damage to both eyes and felling Minos several times, he'll collapse with an Instant Kill prompt over his head. Follow the prompts to put an end to his gruesome reign.



For beating Minos you'll be awarded with the **Tail of Minos Relic** (Relic 6/31).



Run down the hallway and talk to **Virgil**. Stock up on health and then save.



Rappel down the rope and, at the very bottom, start swinging. When you near the rope on the right, double-jump over to it. Do not move on quite yet. Climb the second rope all the way to the top to score a **Silver Piece** (Silver Piece 6). It's in a fountain on a nook high above.



You'll eventually come to two of the thicker ropes made out of bodes. climb one of these to the top to find the **Francesca's Book Relic** (Relic 7/31) Swing across the ropes. You'll finally come to an impasse which you can destroy with your attacks. Sever this large chain and it will fall, clearing the way.



Deal with the enemies you encounter in a similar manner. At the end of the ropes, slide down to the ground. Punish or Absolve **Francesca da Polenta** (Damned 4) for Souls here. (Note: You can read up on the Damned VIPs in the Journal section of the pause menu).



Descent into Lust

The entrance of Lust is adorned with a long bridge. A purple bolt of energy runs the course of the bridge. It can be avoided by standing aside. Ignore it for now and head to the end of the bridge to consult with **Virgil**.



Now, look at the gold circles on the ground. Run back to the second circle from the tornado and search the left side of the bridge for a spot where you can drop below. Crawl across the Damned to the far side of this secret area to find a platform with a fountain. Inside is the **Filippo's Rage Relic** (Relic 8/31).



You can climb down to a similar area from the circle closest to the tornado. Search the area to the left of this circle and climb down and around to find a fountain with **Silver Piece** (Silver Piece 7).

Now, run to the third circle and look for a lever. You need to pull this lever as soon as the purple charge leaves the circle it originates on. Pulling the lever will reverse the purple charge so it fires at the tornado ahead.



This will create a temporary tunnel in the vortex. Dash after the purple charge quickly and then hop across the gap beyond the hole you made.



The Tempresses of Lust that you find beyond the vortex cannot be dispatched instantly with Absolve/Punish commands. You need to use combos to kill them -- fortunately they are not that difficult to kill. Try hoisting them into the air to deal damage to one at a time.



Now, crank the lever and raise the snake's mouth. Quickly destroy the teeth and then pull the lever again to reveal a step by which you can reach the next level. You can talk to **Virgil** here for the **Tristan's Desire Relic** (Relic 9/31), and search the peripheral platforms for Souls and magic.



Hop to the upper platform and pull the statue out into the center of the room. Drop down to the sides of the platform to score health and save your game. Throw the switch by the Beatrice Statue and the platform will raise -- the statue will stop it from raising all the way up, however.



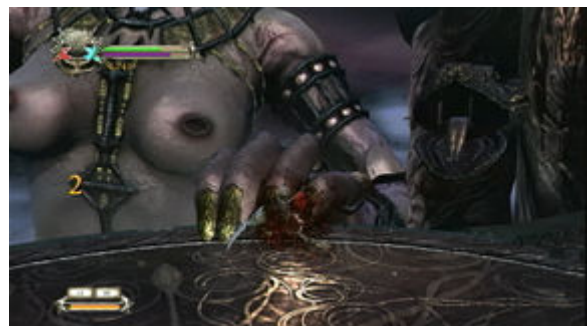
Climb up onto the raised platform and search the nook to the left for a fountain with a **Silver Piece** (Silver Piece 8) inside. Hop across the way and yank the lever on the far right.



Quickly jump onto the platform with the statue and it will start to rise. In the elevator shaft you will encounter familiar enemies. When Cleopatra attacks, grapple to the point glowing on the left, then jump back to safety when the platform flips.



When Cleopatra puts her hands on the platform and Unbaptized Children pour forth from her bosom, ignore the babies and attack the hand on the ground.



Dash to the left as the platform rises and jump up to the ledge with the lever.



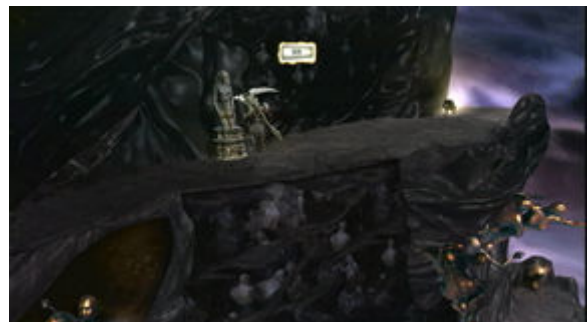
Pull the lever and attack the hand once more. When she pulls her hand up, go for the right lever. Pull it to bathe Cleopatra in fire and get the elevator moving again.



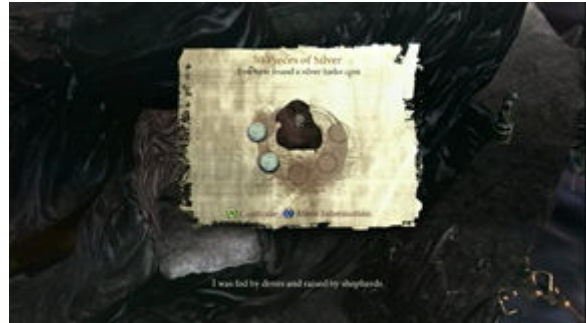
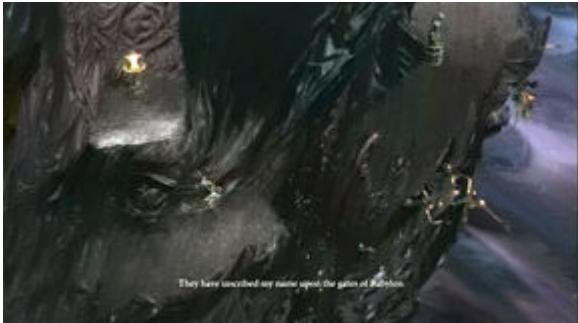
At the top, head right first to find a rope leading down to a platform with **Paolo Malatesta** (Damned 5) on it. Absolve or Punish him and head back up.



Search the left area of the platform for a wall of damned you can climb down. Grab the magic and health from the fountains and continue across the Damned souls, avoiding the purple lighting.



Climb up to Beatrice Statue to save. Hop across the gap to the left to find a hidden nook with a fountain containing a **Silver Piece** (Silver Piece 9).



To the right of the Beatrice Statue is **Semiramis** (Damned 6) whom you can Absolve or Punish for souls. Drop below to a ledge with the **Arrow of Paris Relic** (Relic 10/31).



Now, climb the wall behind the Beatrice Statue to reach the top of the tower.



ANTONY (AND CLEOPATRA)

Antony is a vicious opponent, but your newer combos should help immensely in this battle. We used the jabbing scythe combo, Death's Pillar, quite a bit to break his blocks. The upgraded Holy Cross attacks keep him at arm's length as well.



You need to watch Antony's attacks carefully. Blocking isn't enough to avoid his attacks. One favored combo he uses consists of several swipes you can block followed by a flaming jab you can only roll away from.



Rolling around the arena and then starting a combo every once in a while seems to be a good strategy. If you implement Redemption you can deal a huge amount of damage without Antony countering. You can also use your magic attacks to break his combos.



When Cleopatra steps in to heal Antony, attack her hand quickly and he won't regain any life. She'll also summon attacks you must avoid. Towards the end of the fight, Antony will summon a magic spell that brings blades up from the ground. You must roll to avoid this. He'll also begin to counter attack with his shield -- if he plants his shield on the ground, cease your attacks.



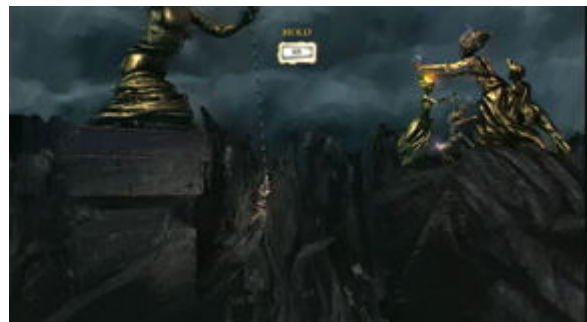
For defeating Antony you'll get the **Antony's Standard Relic** (Relic 11/31). Cleopatra will soon attack using a more direct manner. Follow the LEFT STICK motions to destroy her.



You'll now find yourself plummeting back down the elevator at the center of the tower. Use your new magic ability, Lust Storm, to easily dispatch the Minions and other enemies that appear.



At the bottom of the elevator shaft, hit the button prompted to swing to safety. Swing across the statues, avoiding the purple lighting if possible.





Stock up on supplies on the far side. Talk to **Virgil** and slide down the rope. This next series of swinging ropes is fairly straightforward, however, it is useful to apply the SWING button on the thicker vertical ropes to slide faster.



Using this technique you can slide past the bursts of flame. You can also dash across the horizontal ropes using this button. After breaking the chain link, you'll need to drop onto a horizontal rope. Do not proceed left, instead, go right to find a hidden area with the **Rain of Gluttony Relic** (Relic 12/31).



Heal up and save at the bottom. Talk to **Virgil** and continue down to fight Cerberus.



CERBERUS

The three-headed serpent Cerberus has a small arsenal of attacks. You can avoid its projectiles by dashing at the last second. You can't outrun them, but a well-timed dash should be able to keep you safe.



The only other attack the creature has is a slam attack in which one of the heads crashes into the ground. This can similarly be avoided by dashing at the last second. Run away from the head as it rears up and then dash as it crashes down.



Immediately after a slam attack there's a short lull in which you can approach one of the four lumps on the ground and tug at it. Hit the button prompts that show up on screen and the small pod will begin to emit a column of flame.



The next time a head bashes the ground, make sure you lead it into this flame. This will cause the head to go limp. Approach it and attack it.



After felling a head twice, a prompt will appear above it. If you complete the button presses successfully you'll eliminate that head.

Once you free the monster of the right and left heads, the middle head will become enraged. It can no longer be damaged by flame, so you'll have to get damage in on it after each of its slams.



Luckily, these slams become much more frequent at this point. You'll need to dash to avoid them still, but it's much more difficult to time a successful dash this time.

After attacking the head several times you'll get a final prompt to fell the beast. For destroying Cerberus you'll get the **Azrael's Apprentice Relic** (Relic 13/31).





Descent into Gluttony

Walk over the corpse of Cerberus and jump across the platforms. Beware of the bubbling ground -- a massive worm will attack you if you tread above it.



You can just avoid the worm for now. Grab the **Silver Piece** (Silver Piece 10) in the fountain and then stock up on health and magic ahead.



Drop down into the room below to confront dozens of Minions and four Gorgon Worms. You can escape the worms' mouths with a button prompt and block their swiping attacks. However, since this room is so crammed with danger, now is a good time to use Redemption to clear out the room quickly.



Magic attacks may help as well. The Minions will get the worms to emerge but will end up

getting in your way, so don't merely focus on the worms.



In the next room you can save. Absolve or Punish **Ciacco** (Damned 7) nearby.



Hop across the platforms into the giant mouth to find another denizen of Gluttony, **Clodia** (Damned 8).



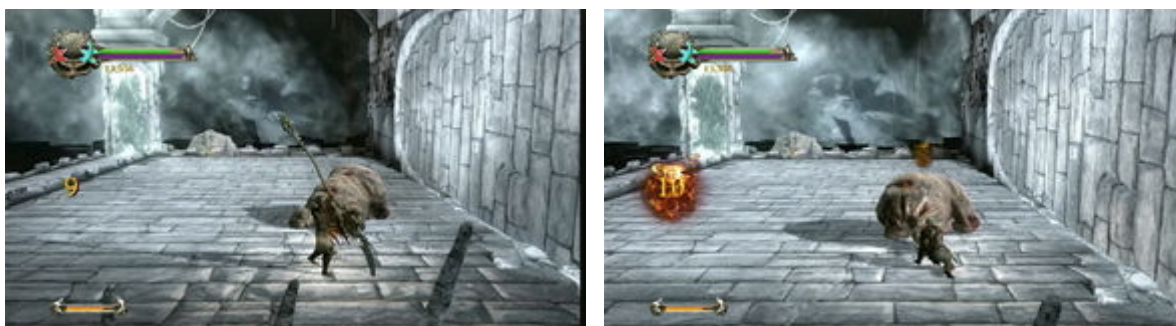
Cross the rope and enter the hallway ahead to talk to **Virgil**. He'll give you the **Ciacco's Bile Relic** (Relic 14/31). Sweet!



The ambush ahead is fairly intense. Be sure to avoid the worm unless you want to hit it with magic attacks. It's best to concentrate on the Guardian Demons first. Make sure you Punish or Absolve them for some life if you need it.

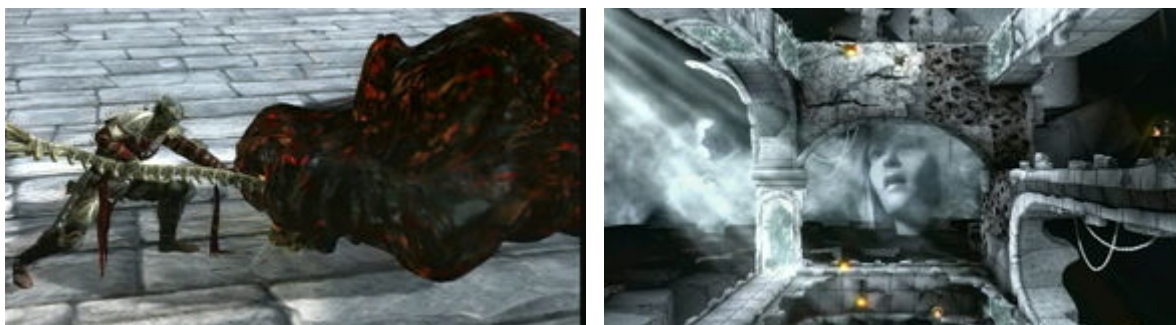


Take out the worm last. Gather the various powerups in the room and head into the white void. After the cutscene, a Glutton will appear. You can deal damage to this sluggish enemy safely by always staying behind its back -- unless it expels from the rear. Wait for it to vomit and then run behind it and attack. Repeat these steps until the Instant Kill prompt appears.



☰	Prologue	Acheron	Limbo	Lust	Gluttony	Greed	Anger	»
						1	2	3

Now you'll find yourself in a topsy-turvy world of portals. Enter the nearby portal and you'll appear high above at the far end of the area -- running on the side of the wall!



Flip the switch and head into the portal you just came through. Climb the damned on the wall to reach the platform on the right with a fountain. Access it for Souls. Climb up the rear wall for another fountain. This one contains a **Silver Piece** (Silver Piece 11).



To leave this area you'll need to pull the lever on the far side of the screen -- it's on the lower walkway. This brings a platform out of the haze in the background.



This platform, which looks like a wall, can be used to hop from the top of the screen to the bottom. Run into the portal on the left. You must now run downwards (vertically on the wall) and jump towards the bottom of the screen while this platform is in place.



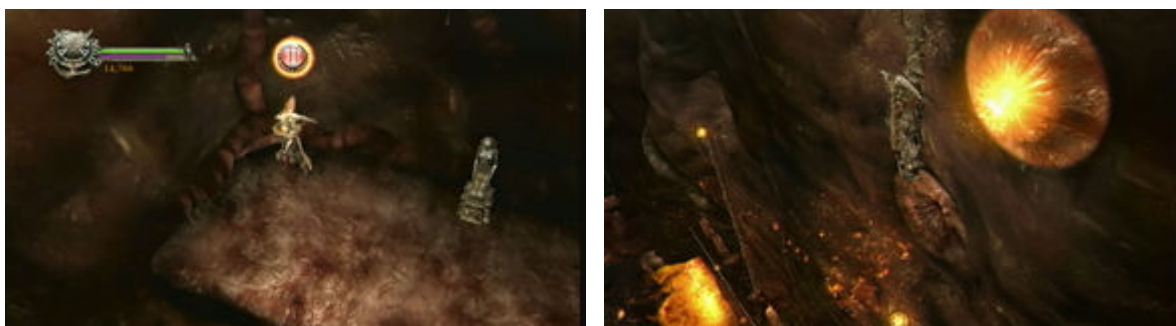
Open the fountain here for souls. Now, watch the moving platform. When it moves under the portal in the top left area, run into the portal nearby.



You'll fall onto the moving platform. While you can take this to the exit portal, instead you should double-jump to the right as it moves to the center of the room. You should just barely make it to the final fountain here. Inside is a **Beatrice Stone** (2/3).



The nearby portal drops you onto the moving platform. Wait for it to stop and head through. This will take you to the next area. Run along the gory walkway and save at the Beatrice Statue.



Drop down the thick rope and use the thin rope to swing to the left. Jump to the next rope and climb to the top to find a hidden area with a **Silver Piece** (Silver Piece 12) and the **Octavian's Gold Relic** (Relic 15/31).



Slide down past the fire spouts and drop off the rope when the fire blocks your way. A moveable object here can be used to temporarily douse the flame. The key to putting out all the flame at once is to grab the object, charge a punch (hold the HOLY CROSS button) and send it flying across all four spouts of flame.



This will ensure that they all are doused simultaneously. Quickly jump onto the rope above and swing across to the platform to the left. Attack the chain to clear it out of your way -- just what are these chains attached to, anyway?



Cross the rope carefully, timing your dashes to avoid the spouts of fire. Drop off the end and, when prompted, grapple to the distant glowing point to swing to safety.



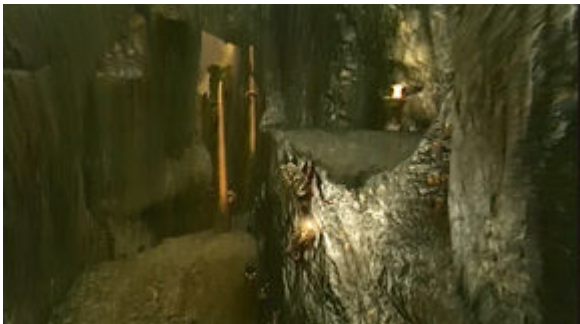
The rest of the descent involves more fire and rope swings, but you should be able to reach the bottom without too much trouble.



Run around the path and jump up to the first ledge you come to -- but don't pull yourself all the way up. Instead, slide along the ledge to the right to find a secret area. Here you can score the **Crown of Carthage Relic** (Relic 16/31).



Head back to the main passage and look for an area on the left with magic and health. If you look up and to the right (and left), you can barely make out another fountain on a high ledge. Double-jump up to the ledge on the right and grab the Souls from the fountain.



Jump across the way to find another fountain with a **Silver Piece** (Silver Piece 13) inside.



Down the passage a bit is another fountain on the left side. From the upper area, you'll need to double-jump out and around the wall that divides the two nooks. Stand on the side where you scored the Silver Piece and jump out towards the platform with the fountain. Aim your second jump at the ledge under the fountain and you should be able to grab it.



Inside the fountain is the final **Beatrice Stone** (Beatrice Stone 3/3). If you've collected all three, you'll be able to use Auto Absolve to avoid the soul-raising minigame that appears when you absolve one of Hell's VIPs. You'll miss out on souls for doing this so we don't recommend it.



Descent into Greed

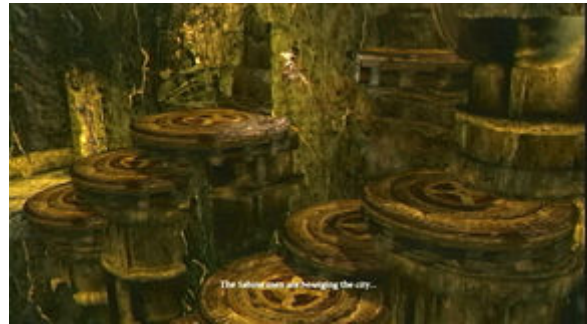
Talk to **Virgil** before hopping across the moving platforms towards the molten pool of gold. Continue to use the platforms to get to the top; the gold will kill you, so beware.



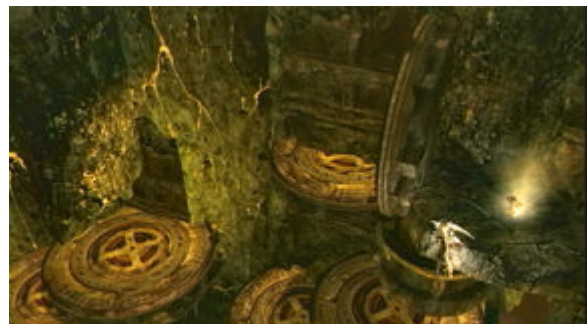
Pull the lever here and an ambush will occur. You need to deal with these enemies fast since the molten gold is rising beneath you. Use magic and instant kills abundantly. When the burning Minions appear, hit them with Holy Cross to douse them and then destroy them with your Scythe.



The lever should appear once the enemies are defeated. Pull it and cross the bridge to the save point. Above the spinning gears is a visible member of Hell's most infamous denizens. To reach her you'll need to employ some deft platforming skills.



Use the highest gear on the right to jump to the gear on the left. From here you can barely reach the gear recessed in the wall above. Between you and **Tarpeia** (Damned 9) is a vertical gear. You need to hop past this and then quickly double back in mid-air to reach the platform with Tarpeia on it. Absolve or, preferably, Punish her for making you perform this difficult maneuver.



It's probably a good idea to return to the save point after this. Cross the gears to the health and magic and stock up. Enter the demon door ahead.



The Hoarder-Wasters you encounter here are briefly invincible as they spin about the room. You can stop their spinning with the Righteous Path spell. However, you can also just avoid them by moving or by initiating instant-kills on nearby Minions. You'll be invincible during the Absolve/Punish animations.



You may want to use Redemption when things get rough in this room. After the battle, hop onto the ledge with the visible lever and grab the **Silver Piece** (Silver Piece 14) in the fountain.



Activate the lever on the ledge to create a path through some spikes above you and then quickly activate the lever in the room below.



Dash back to the ledge and climb up just before the guillotine platform comes smashing down. Get on top of it and take it up to the still-open spikes. Don't jump through the spikes yet, though! Double jump to the right to score the **Demon's Wing Relic** (Relic 17/31). Repeat the process with the two levers and this time jump through the spikes at the top before they close.



Take the elevator down. You'll come upon a large room with a spinning blade. Ignore the blade and hop to the floor below. Exterminate the enemies and then grab the Souls in the fountain. Another fountain contains a **Silver Piece** (Silver Piece 15).



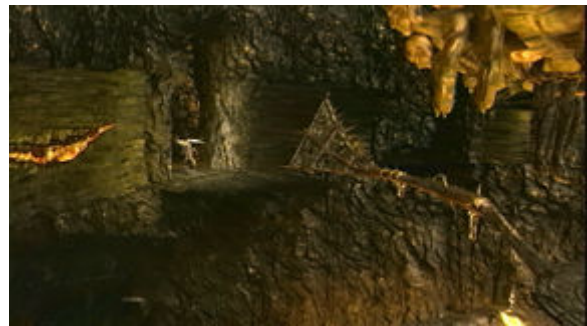
Now, climb up the damned to return to the upper area. You can move across the platforms in the room by jumping over the spinning blade carefully. Move in a clockwise direction and take advantage of the pauses the blade makes by jumping quickly across the platforms.

On the far side, open the demon door and pull the lever. This will stop the blade. Return to the blade room and hop to the platform on the right to Punish/Absolve **Gessius Florus**

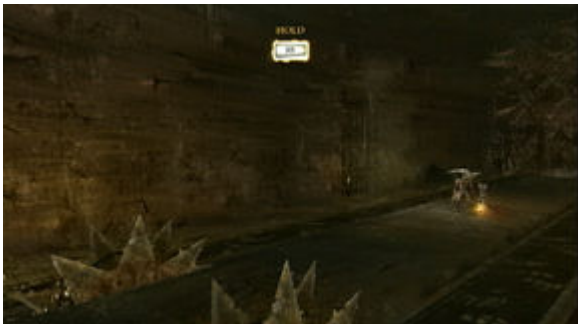
(Damned 10).



Jump onto the middle platform to obtain the **Wasted Gold Relic** (Relic 18/31). Save in the next area.



The hallway with the lever is a dangerous place. As soon as you pull the lever, the walls will slowly begin to close in. Additionally, blades will begin to spin about the edges of the room.



Your goal here is to turn the crank enough to allow access to the room on the right. As you turn the crank, a door will open. Get a head start on this before the Guardian Demons attack you. Try to knock the demons into the path of the blades and quickly return to the crank. The blades will eliminate the Guardian Demons immediately, so they are a great asset.

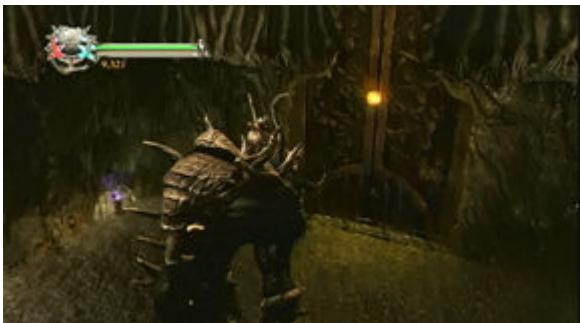


You can bring down the gate extremely fast if you keep the Demons away. Slip through it and you'll find yourself in a room with an Asterian Beast. Circle the room and grab the Souls from the fountains -- you won't get another chance to get these!



Run from one side of the room to the other and hopefully the Beast will keep itself occupied destroying the other enemies. You can toss the exploding Minions into the beast by grabbing them and then aiming them at it.

When you are ready to leave, hit the beast until the prompt appears above it. Capture the beast and kill the remaining enemies.

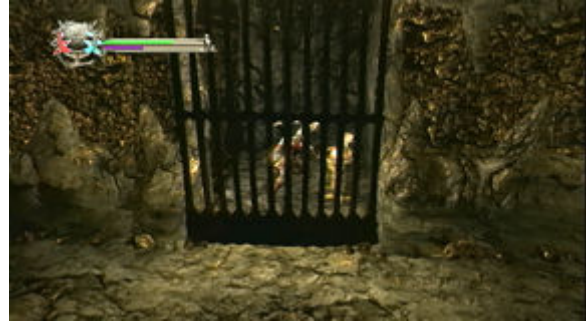


Now, approach the large doors and open them to continue. Run into the next room, leaving your steed behind.



Talk to **Virgil** and then climb the wall of the damned behind him. Instead of climbing up to the ledge, climb around the wall in a clockwise direction. You'll be able to drop down to a

secret area with the **Coin of Plutus Relic** (Relic 19/31)



In another secret area you can access via the same wall is a fountain containing a **Silver Piece** (Silver Piece 16). Climb up to the platform above where **Virgil** stood and walk to the edge. You can grapple a distant point from here.



Swing across to the rope stretching over the molten gold and jump over to it. It's kinda tough to grab the rope, and we were finally able to do it by double-jumping at the last possible moment, then falling onto the rope. It took a few tries; annoying!



On the other side, grab the health from the fountain and then confront the Throne Demon. This creature is little more than a Guardian Demon with more armor than usual. You can block its combos but you'll have to dodge the final thrust it makes.



Use magic if you need to. Eventually you'll be able to finish the Throne Demon off with a Punish/Absolve prompt. Search the fountain beyond the gate that opens for a **Silver Piece** (Silver Piece 17).



Pull the lever and return to the platform you fought the Demon on. It will begin to move as enemies appear about you. None of the foes you encounter will be new, so use familiar strategies to take them out. The Hoarder-Wasters can be stopped with a blast of the Righteous Path magic.



Jump to the adjacent platform when your platform starts to flip. After a few more enemies the platform will stop. Hop below to restock your health and mana meters. Jump onto the central platform and pull the lever. A fireball will clear the pile of bodies obscuring another lever. The latter lever turns the fireball-shooting platform. You'll need to use this is a moment, but for now you'll have to contend with several Throne Demons.



Since there is a pit of molten metal at the center of this area, you should try to use the

Righteous Path magic to push the Demons into it for an instant kill. This makes things quite easy. Otherwise you may need to use Redemption to get through this tough battle.



Use the lever on the ground to rotate the platform to the right and then hop onto it. Pull the lever on the platform to fire to the right. A large block will fall into the lava, giving you a boost up to a secret spot on the right.



Climb up here for a **Silver Piece** (Silver Piece 18). Now turn the fireball-spewing platform all the way to the left and fire it again. Climb up to the save point.

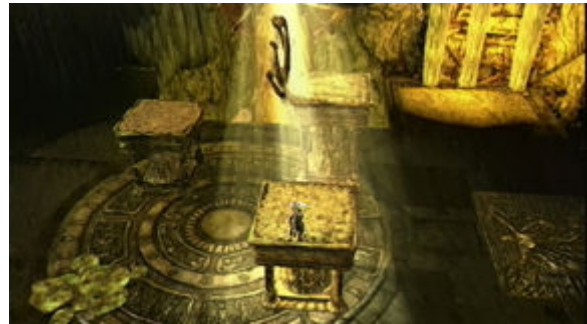


On the other side of the demon door, run down the pathway and talk to **Virgil**. Just past him is a large area under the watchful gaze of a colossal gold statue. Destroy the enemies here using now-familiar techniques and a lever will appear.

PLUTUS, GOD OF WEALTH



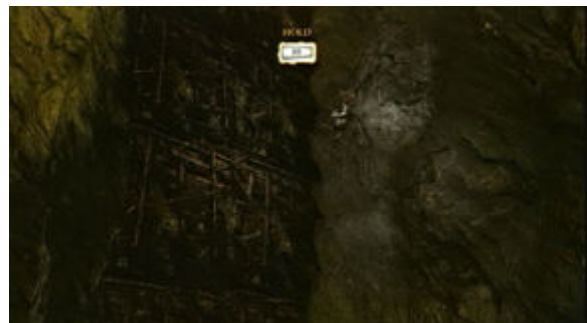
Pulling the lever makes a platform raise out of a rotating disc in the center of the room. You need to rotate this disc to the left. Doing so will inevitably make four platforms appear. The platforms are temporary, but you need to use them to reach a high platform on the statue.



One of the taller platforms has decorative limbs long its side preventing you from making the leap from it to where you need to be. You'll have to use the other of the two taller platforms. This means you'll be doing quite a bit of rotating.



With the platforms in place, hop up to the statue's platforms and save at the Beatrice Statue above. Enter the nearby door.

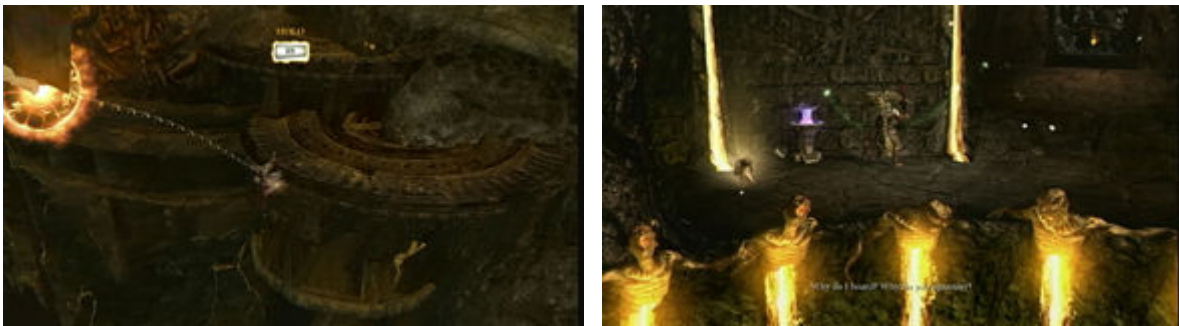


Cross the rope and talk to **Virgil** on the other side. Walk to the edge of the platform where you encounter Virgil and use the button prompt to grapple across the wide abyss. Climb the wall on the far side to the very top.



You'll soon come to a giant gold wheel. The enemies you encounter here range from Throne Demons to Seductresses of Lust. You'll probably want to use Redemption here since the fight seems to last for an eternity.

Ignore the Glutton and take out the faster enemies, leaving it on the opposite side of the level. After the battle, grab the Souls from the fountain on the left and leave via the passage to the right of the wheel.



Swing over to the gears using the prompt given. Dash under the first crushing pillar. Double jump to the left past the next pillar. Enter the door on the other side. Near the Beatrice Statue you can stock up on mana and health. Talk to **Fulvia** (Damned 11) and Absolve or Punish her.



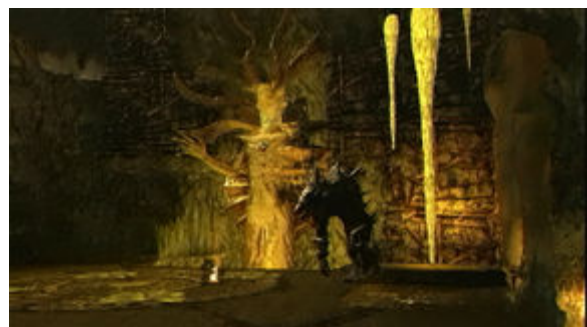
Save and take the elevator down. Pull the lever on the left once you reach the bottom. This will raise a nearby platform with an Asterian Beast on it. Nail it with attacks until it weakens and you can commandeer it. The upgraded Holy Cross is extremely useful for felling the Asterian Beasts. Just keep your distance and unleash Holy Crosses from safety.



As soon as you mount the Beast, a second rider will come down the elevator and attempt to hijack your ride. Immediately start mashing the correct button when you are prompted to shake the aggressor off. If you don't you'll have to fight your way back up!



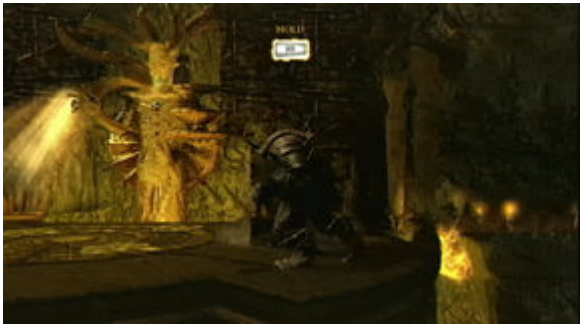
Once in control of the beast, approach the cube at the edge of the area and push it out of the way. Walk through the door and climb the wall.



Use the walls to get back to the giant gold statue room. Here you'll meet many more riders competing for your steed. Try to preempt their attacks with ground pounds and grabs. If they throw you off it's bad news, so be ready to mash that button when they begin to climb the Beast!



A large cube appears on the left side of the area once all the enemies are dispatched. Drag the cube to the right and look for a depression to set it on.



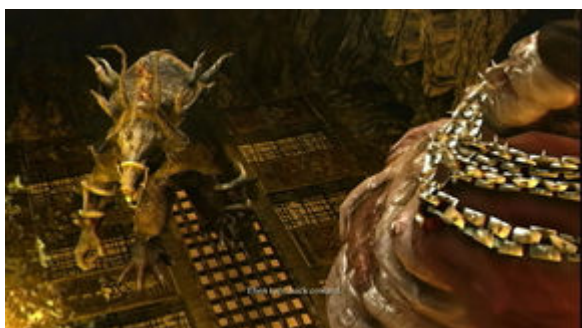
When you put it in place, the statue will lower. Climb the wall on the right and gap-jump across the top of the statue before it rises again.



Use the walls to return to the area with the giant wheel. Destroy all the enemies here -- you should know the drill by now -- and then approach the wheel and hit the button prompted.



ALIGHIERO



This battle is fairly tough, and only a mixture of Holy and Unholy attacks can help you get through unscathed. Alighiero's early attacks consist of unblockable jabs at close range and a cross he tosses like a boomerang. You can block the latter fairly effectively.



You want to get right up in Alighiero's face for the first portion of the fight. Use Scythe combos on him and dash away when he winds up to attack. You'll have to learn his animations and roll with his jabs to stay unscathed.



After you hit him a bit he'll kneel, stunned. Attack him with heavy combos until he rises. After this he'll begin to use a new, extremely annoying attack. Alighiero will plant a sword (or two!) in the ground. If you hit it with your attacks it will send out damaging rings. This means you'll be force to use ranged attacks.

Stay far away from Alighiero and send Holy Cross (hopefully upgraded!) at him repeatedly, staying clear of the planted sword. He'll still toss out his boomerang cross but with less frequency.

You should unleash magic on him now and even Redemption to make things really fast. Otherwise, keep your distance, dashing around and getting in Holy Cross shots when you can.



It's a slow process, but he'll soon be stunned again -- unfortunately a planted sword will thwart direct attacks so you'll have to continue your Holy Cross bombardment. For the last segment of the fight, Alighiero will use an extremely powerful close range attack that involves some sort of magic burst.



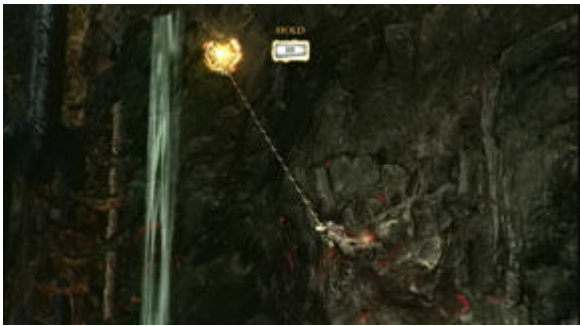
You can avoid this entirely by remaining at the perimeter of the battle area. Direct shots at him until he falls. You'll be rewarded with a new magic spell: Sins of The Father. You'll also receive the **Eye of Alighiero Relic** (Relic 20/31).



Head towards the health fountain and Beatrice Statue and, before saving, search for a secret area just to the left with the **Hoarder's Purse Relic** (Relic 21/31).



Enter the demon door and throw the switch on the circular platform. The flying enemies can be dealt with using instant kill attacks or Holy Cross. A few more enemies appear on the far side. After disposing of them, gather supplies from the fountains and pull the lever that appears in the middle of the area.



Slide down the rope and, at the bottom, drop and then quickly grapple the glowing point to the left. Swing and double-jump to the next rope and take the series of ropes ever downward. You'll need to break the link of another giant chain as you drop down.

☰	Prologue	Acheron	Limbo	Lust	Gluttony	Greed	Anger	»
							1	2
								3
								4

Descent into Anger



Grab the Souls in the fountain and that chat with **Virgil**. Use the rope to cross the river and save on the far side. Follow the path that runs to the right.



The annoying worms from Gluttony appear again here. Use Holy Cross and magic attacks to thin out the crowd of Minions before taking on the worms.



Continue down the narrow path until you come to a large, open area. Climb up to the middle platform and drag the block so you can reach the high ledge to the left. Up here is a fountain with a **Silver Piece** (Silver Piece 19).



Drag the block onto the nearby platform to make it sink. Follow the passage beyond it to find **Virgil** once again. This time he'll give you the **Medusa's Call Relic** (Relic 22/31).



Climb the wall of the damned past Virgil up and over to the right. Another ambush occurs here with Lustful Temptresses and burning Minions. Use Holy Cross to make the latter susceptible to damage.



After the battle concludes, search the area to the right of the circular area for **Boudica** (Damned 12) whom you can Absolve or Punish.



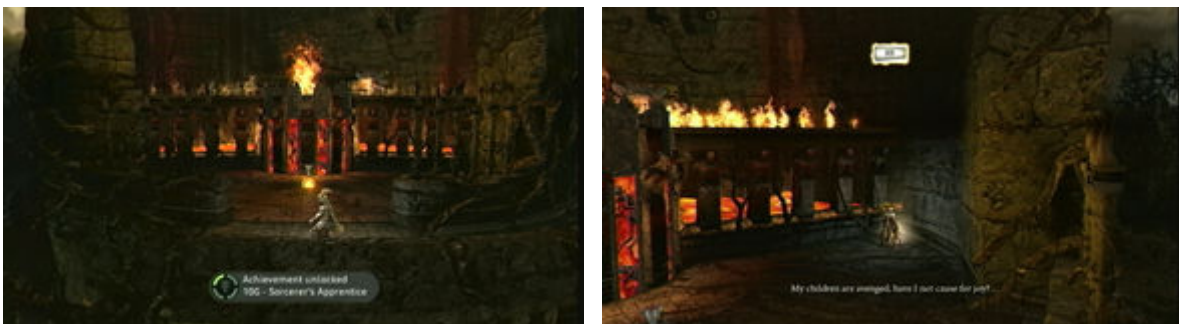
Continue down the path ahead and grab the amble powerups on either side of the rope you come to before dropping onto the circular platform.



The Demonic Guards are standard by now and so you shouldn't have any trouble with them. Be sure to try out some of your new moves and magic. Destroying the demons will allow the platform to raise. Jump onto the nearby ledge and collect the **Silver Piece** (Silver Piece 20) from the fountain.



Follow the path back and climb the damned at the dead end. At the top of your climb, stock up on mana and health and save your game. Around the corner you can Absolve/Punish **Hecuba** (Damned 13).



Pull the lever in the middle of the area and the fire will recede. Jump up onto the upper platform, an elevator operated by the moveable gear/lever on the wall. When the fire returns to its regular position, you will be instantly killed, so you need to work fast. Pull the second lever all the way to the left and the platform will rise.



Pull it all the way to the right on the next level. While you do so, a small amount of burning Minions will appear. Hit them quickly with Holy Cross followed by a scythe attack.



On the next level you'll have to break out a small obstruction in the gear's path. Let the explosive Minions close in on you and destroy them so their explosions will help take out the obstruction. You can also just attack it. Get the lever all the way to the left and the platform will rise again.



The next level is similar, but make sure you nudge the lever into the right place under the cleared obstruction to allow it to continue up.



On the next level there are multiple breakable obstructions. Place the gear under the left obstruction. Take out the Minions and the obstruction. Now, grab the lever and nudge it to find the "sweet spot" to let it rise again.

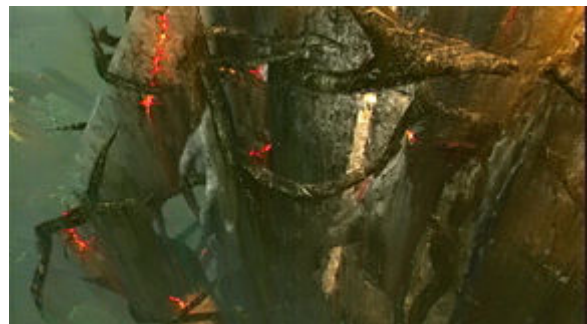
The rest of the sequence plays out similarly. You can often ignore the Minions as they explode around you. Use the lulls in their attacks to move the gear. At the top, pull the lever to the right and a lever will appear high above on the left.



Dash over to the wall and climb it to safety. Pull the lever at the top and several steps will fall allowing you to meet up with **Virgil**. Talk to him and then climb to the right to score a **Silver Piece** (Silver Piece 21) inside the fountain.



Climb up to another platform further to the right and you'll find the **Guiding Flame Relic** (Relic 23/31).



Climb down the rope near Virgil and drop far below. Absolve or Punish **Filippo Argenti** (Damned 14) and then save at the Beatrice Statue.

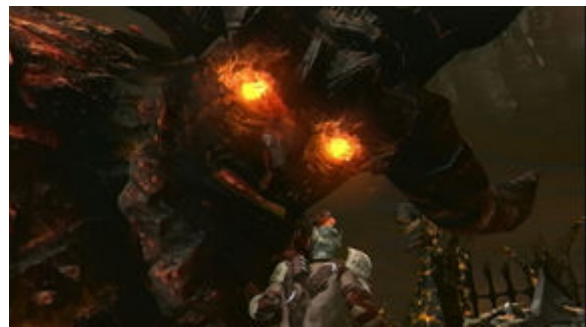
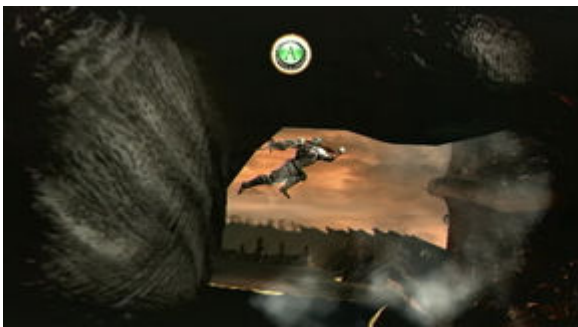


THE STYX MARSH

Hop onto the small platform in the water and it will begin to move. As it crosses the marsh, clumps of flying Pests will confront you. Constantly fire off rounds of holy Cross at them.



On the far side the platform will rise out of the water -- atop a stone colossus named Phlegyas. Use the button prompts shown to hop to safety. The next sequence involves this colossus pounding away at the platforms you are on while a seemingly endless supply of enemies attacks you.



The giant's attacks damage enemies which ends up helping quite a bit. On the first platform you'll encounter standard enemies like Minions and Guardian Demons.



After you swing across to the next platform, Gluttons appear. Try to keep them near the glowing spot where the giant pounds so they'll take damage from its attacks. You can avoid the pounds by jumping out of the way.



When the enemies are gone, the gate will open. You'll have to pull the nearby lever to extend the bridge across the way. Hurry across it before it retracts.



The final showdown under the colossus features nearly a dozen demons, two Gluttons and many other foes. Use Redemption and your magic to make things more manageable. If you have the Divine Armor magic it may come in handy in this marathon battle (it refills your health as you fight).



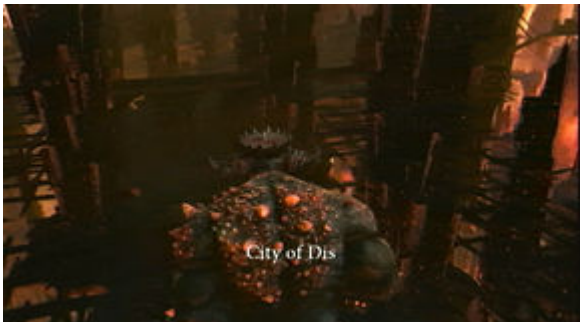
After the final enemy falls, you'll be able to reach a new switch. Hit it and a cutscene will ensue.



Atop Phlegyas you'll be able to wreak some serious havoc. For now, walk along the thin path towards the City of Dis.



CITY OF DIS



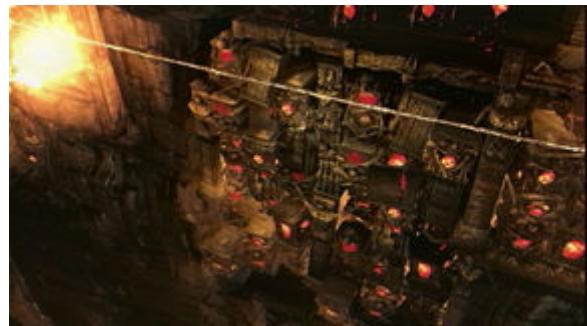
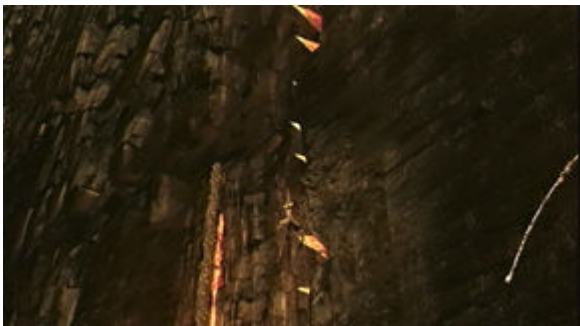
Use Phlegyas's fire breath to topple buildings about you for souls. Tromp forwards through the city, leaving it in burning ruins.



At the edge of the city, the path will fall away leaving you stranded. Use your stomp attack a few times and the ground beneath Phlegyas's feet will give way.



You'll find yourself on a rope far below. Swing across the ropes until you come to an impasse. Swing towards the debris and hit it with attacks. Climb the rope to the top to find a save point and a lever.



When you approach the lever a small party of Minions will attack. Use instant Absolve/Punish attacks on them and then activate the switch. This will cause a row of spikes to retract below. Quickly slide down the rope and swing across the retracted spikes.



A fairly standard series of ropes follows. Be careful when lining up your drops to ropes below. At the bottom, a ray of light will shine out from the wall. Drop straight down to the platform below.



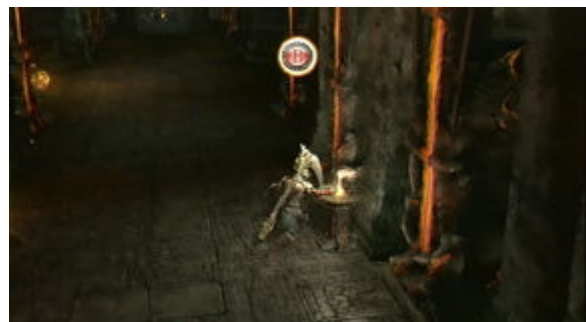
Descent into Heresy



Talk to **Virgil** and obtain the **Rage of Farinata Relic** (Relic 24/31). Enter the demon door.



Throw the switch to clear the fire in the hallway and you'll find yourself amidst several Throne Demons and flaming Minions. Use Holy Cross to attack the invisible Minions and deal damage to the Demons as well.

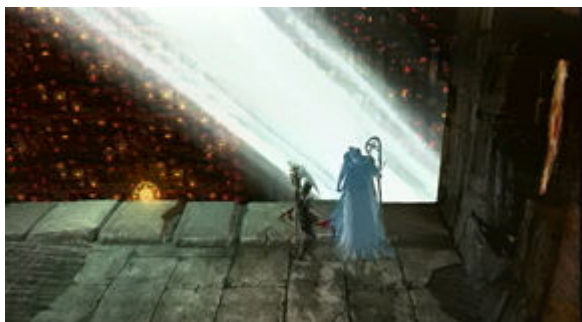


Take a left at the end of the hall once the enemies are cleared and hop onto the wall. Climb out and around to the adjacent hallway. Another Throne Demon appears here and throws a

switch. Quickly dash forward to avoid the flames. Fight off the Demon and Minions in the small area between the flames. You can use Holy Cross to push them into the flames for quick kills.



Now, throw the switch and back track once the fire dissipates. Search the fountain on the right for a **Silver Piece** (Silver Piece 22). As you try to leave, another Demon appears to throw the fire switch. Destroy it and deactivate the fire once more.



Talk to **Virgil** on the other side of the demon door. Look for a pillar/thick rope on your left and climb it to reach a secret area with the **Calvalcanti's Blade Relic** (Relic 25/31) and some Souls. Return to the area where Virgil was and slide down the thick rope. Drop onto the horizontal rope below. Cross the large chamber and collect the health and mana on the opposite side. **Emperor Frederick II** (Damned 15) is here as well, so Absolve or Punish him.



In the next room you'll encounter a new type of enemy: Heretics. The Heretics are immune to Holy Cross attacks and so scythe attacks are the only method for damaging them. They are susceptible to grab attacks, however, which seem to be an effective way to keep their attacks at bay.



The Minions that appear with a purple icon over their head are also immune to Holy Cross. You can easily take them out with an Absolve/Punish attack.



When the door opens, use the wall to cross the next area. Time your jumps to avoid the firebursts and save on the far side.



The following battle is tricky since you need to use Holy Cross to expose the invisible Minions, but the Heretics protect them. This means you'll have to target the Heretics first with scythe attacks and grabs.



Activate the switch on the opposite side of the room and enter the doorway that opens (you can't get to the fountains you can see here beyond the gate just yet). Follow the path over the walls and be sure to talk to **Virgil** and grab supplies out of the fountains on your way. Enter the demon door to the left of Virgil.



Drag the block from the left side of the room out into the middle of the area so it depresses the switch. Now, push it forward to the wall and use it to climb up. Destroy the enemies and pull the switch at the top of the area to douse the flames.



Exit to the left Absolve or Punish **Cavalcante de' Cavalcanti** (Damned 16). After this, clamber along the wall to the left. You can hop over the lava flows between the fireballs.



In the next area, ignore the lever and search the fountain for a **Silver Piece** (Silver Piece 23). A large stone block lies beside this fountain at the far end of the room. Pull it all the way to the lever near the entrance. Pull the lever and molten metal will tilt a vessel, causing molten metal to flow and, in turn, raising a massive statue into the beam of light high above.



Quickly push the block to the left of the lever so it prevents the tilted vessel from falling back into place. You now need to return to the area with the Beatrice Statue below. Cross the walls avoiding the flame and run back through the large room with the switched-off fire. Fight off the Pests here and continue on.



Drop below and fight the Heretics and flaming Minions to lower the gates on either side. You can save here at the Beatrice statue on the left, then go to the right side of the room and collect mana and health from the fountains.



Climb the wall to the right of these fountains. Hop across the gaps avoiding the fire spouts and you'll eventually come to a demon door. Follow the hallway on the other side to the circular chamber. Use Holy Cross to eliminate the Pests as you wait for the moving platforms to line up.



The platforms will touch each other after several cycles, so you'll just have to wait for the fire to reside before jumping to the far platform. On the way up, look for a ledge on the right. Double jump over to this as you pass it to score a **Silver Piece** (Silver Piece 24) and the **Seal of Epicurus Relic** (Relic 26/31).



Get back on the rising platform and look for a similar nook on the left side. Jump to this to find **Farinata** (Damned 17) whom you can Punish or Absolve. Use the platforms to reach the top of the chute and pull the lever to quell the flames behind you.



Follow the path back to the main hall and cross the rope to the left. Pull the lever to raise

the statue into the beam of light and then grab the Souls in the fountain before using the broken statue to reach the light-filled platform.



Save at the Beatrice Statue and enter the demon door ahead. On the other side, clamber onto the left wall and cross the abyss. On the far side, grab the Souls in the fountains and then look for a column/rope you can slide down at your feet.



Slide down this to find not only a **Silver Piece** (Silver Piece 25) but the **Frederick's Ring Relic** (Relic 27/31) as well! Climb back up the rop and head down the hall.



The next area requires some quick responses. As the stalactites fall, your path is clear: stay on the portions of the walkway *not* crumbling into the void. When you run out of options, double jump forward and a prompt will appear allowing you to grapple ahead. Double jump over to the wall that is revealed and climb up.



Run down the ramp and jump to the left side and, on the second-to-last crumbling piece of ground, turn right and double jump across the gap. Make it to the wall at the far end and you can climb to safety.



Run down the narrow hallway and talk to your old pal Virgil in the next area. He'll talk your ear off this time. Save at the Beatrice Statue and head down the pillar of damned.



Descent into Violence

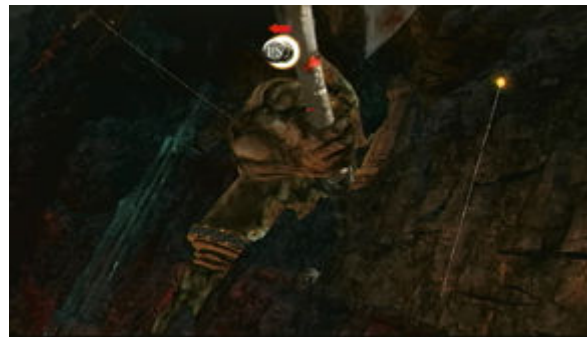
Drop onto the horizontal rope and move right. Drop onto the second rope but do not drop any further. Take it all the way to the end to find a mess of goodies. You can score a **Silver Piece** (Silver Piece 26) here, the **Shoe of Nessus Relic** (Relic 28/31) and , whom you can Punish or Absolve.



Take the thin rope back and drop to the rope below. Look for a hint of shadow on the rope below so you don't miss it when you let go. Climb to the far end and drop down, quickly hitting the button prompt to grapple to safety.



When you make it to the wall, drop to the ground. Destroy the glowing pile of rocks and activate the switch. You can use this to crank the large statue all the way back and then release it so it chops the wall with its axe.



Do this a total of three times and the chain blocking your path will be severed. Swing and grapple to the right.



THE PHLEGETHON RIVER OF BOILING BLOOD

Approach **Virgil** for a chat and then continue along the river bank. Jump up to the platform ahead and you'll be confronted by a new opponent: the Arch Demon. This Demon must be brought down from the sky with a few Holy Cross attacks before you can deal some real damage with your scythe.



Halfway through the battle you'll get a prompt to remove the Demon's wings, thus making it more manageable. Finish it off and continue along the bank. Climb up to platform when the fire recedes from the furnace and quickly run across it. Line up with the grapple point in the air and swing across.



You can fight the Demons that show up here briefly, but soon the ground will be bathed in fire and you'll have to cross back to the first platform to avoid taking damage.



When you do this, start sending Holy Cross attack at the Demons as they cross the gap. If you can knock them down, they'll instantly perish! When they are gone, cross back to the second platform but don't slide down the pillar of damned just yet.



Search the corner of the furnace platform for a hard-to-spot wall of the damned you can climb down. Don't head straight down just yet. Immediately press LEFT and you'll follow the wall around to a secret area with especially awesome **Attila's Armor Relic** (Damned 18) (Relic 29/31).



Take the wall back out and now take it down to a secluded platform below with a fountain. Inside is a **Silver Piece** (Silver Piece 27). From here you can hop to the adjacent platform to continue.

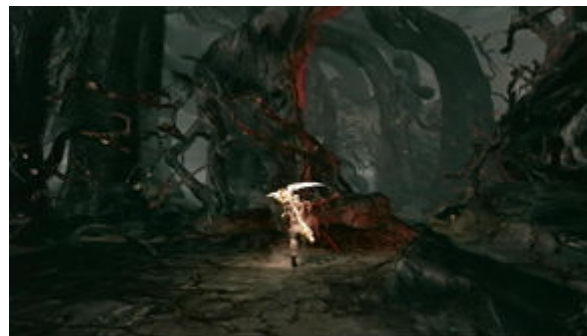
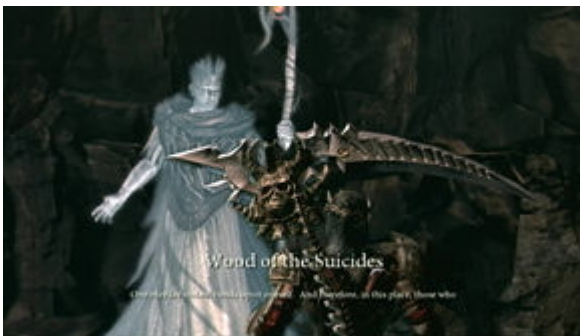


Stand on the platforms in the pool of blood to raise further platforms to safety. Cross them and hop up onto the ledge on the far side and get the **Silver Piece** (Silver Piece 28). Save at the Beatrice Statue.



WOOD OF THE SUICIDES

In the woods you'll come across hanging fruits that produce a dangerous substance below them. You can usually attack a nearby glowing growth to drain them of their power.



Eventually you'll come to a Heretic and a line of Pests in the sky. You need to take out the Heretic quickly to make the Pests vulnerable to Holy Cross. Hit the Heretic hard and then send multiple volleys of Holy Cross up at the Pests.



Once clear, head down the narrow forest path until you come to **Pietro della Vigna** (Damned 19). Absolve or Punish him and move on. Slide down the ramp and collect the powerups from the various fountains.



Grab the stone cube and move it across the area to the ramp on the far side. Hold GRAB and then release it to send the cube flying up the ramp. Quickly double-jump onto it and up to the high ledge.



Save your game and then destroy the red growth near the Beatrice Statue to disarm a dangerous blossom down the road. Continue down the path and hange a left once you drop down. Soon flames will block your path.



A smattering of the dangerous fruits hang overhead, while a red "heart" hangs conspicuously in the middle of the area. Attacking this will make it retract.



Several waves of enemies will appear while this strange heart lowers every few minutes to fill the area with dangerous fluid. If it touches you you'll need to rapidly hit the button shown to escape it. You shouldn't let this happen, though. Whenever the heart drops, jump towards it and slash at it until it retracts.



You'll have to fight Minions and several Throne Demons before you're done here. After a brief cutscene you'll receive a new Magic attack, the **Suicide Fruit**. You can use this to fight off the additional enemies that now appear.



When the fire recedes, climb the wall beyond it and talk to **Virgil**. Save at the Beatrice Statue.



ABOMINABLE SANDS

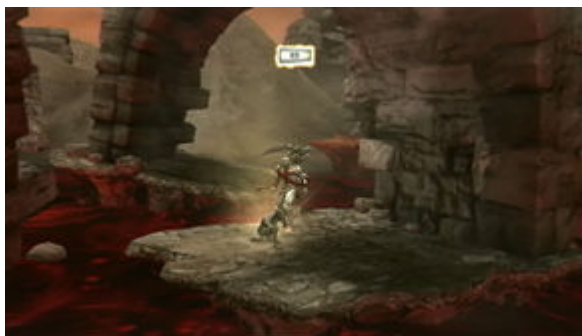
Follow the path back into the desert, using Holy Cross to dispatch the Minions before they explode near you. Soon you'll come to a platform on the right you can jump up to find a fountain with a **Silver Piece** (Silver Piece 29) and **Brunetto Latini** (Damned 20), whom you can Absolve or Punish.



Down the path a bit you'll encounter a Heretic and several exploding Minions. Use strong scythe combos on the Heretic until it bites the dust and then use Holy Cross to wipe out the Minions. After that, another Heretic will appear protecting a throne Demon. You can attack either enemy here, since the Heretic's spell won't protect the Demon from scythe attacks, your best offense against it anyway.



After this scene you'll be able to move on down the linear route through the wasteland. The path splits briefly when you come upon **Guido Guerra** (Damned 21). Absolve or Punish him and then collect the final **Silver Piece** (Silver Piece 30) on the fork along the path to the right.



A cutscene will occur down the road. Defeat the Damned Crusaders as they appear with your regular attacks. After several waves you'll be able to move on.



Jump up to the high platforms over the pool of blood and get the Souls and the **Memory of Acre Relic** (Relic 30/31). This relic is extremely useful since it allows you to endlessly use Holy Cross without interruption.



Soon you'll come to a siege weapon that can be operated by a lever. You can use this lever to coax the siege weapon up the long ramp. Your goal is to get it near to the far wall. The Suicide Fruit spell can come in handy here since it stuns all the nearby enemies. You cannot stop the endless stream of Throne Demons and Minions, so stunning a wave of them and pushing the weapon as far as you can in the brief lull is an effective strategy.



This part of the game is fairly irritating, but be patient and try to use the Suicide Fruit to get an edge. At the top of the ramp, look on the left side of the area. You can use a series of platforms to climb to the surface of the siege weapon and then double-jump to safety ahead.



Climb down the wall, talk to **Virgil** and save.



FRANCESCO



Francesco is well-protected by his shield, but his powerful sword attacks can be turned against him rather easily to break his defenses.



Circle Francesco when he bears his shield and watch for his sword-tossing attack. Dodge out of the way and then approach the sword stuck in the ground. A prompt will appear, allowing you to chuck the sword right back at him.

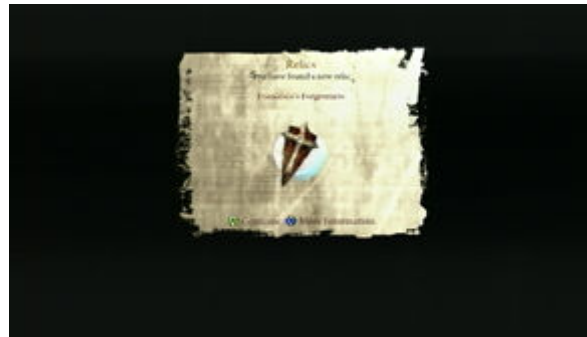


You need to hit him twice with discarded swords to break through his shield. When you do, attack him quickly. Relics like Attila's Armor that allow you to perform combos uninterrupted are very helpful in this battle (and all battles, for that matter!). Just attack him with your preferred powerful combos until he re-summons his shield.

You must remove his shield by sending his swords back at him again to deal subsequent damage. Later in the fight Francesco will summon Crusaders which you can attack with Holy Cross while running in a wide circle around the boss. His sword attacks will sometimes fly off the platform as well, making it harder to return them.



You can partially ignore the Crusaders, but hitting them with ranged attacks while looking for a sword to throw at Francesco is a good strategy. Francesco's life bar will plummet to zero soon enough and you'll get the **Francesco's Forgiveness Relic** (Relic 31/31). This should be your final Relic!

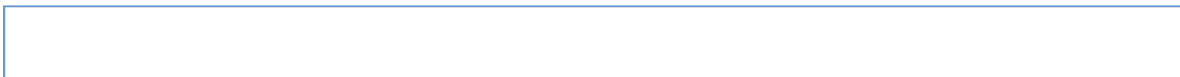


GERYON'S BACK

On the plummeting elevator you'll first encounter Crusaders followed by Arch Demons -- all protected by Heretics. Concentrate on destroying the Heretics first so you can send Holy Cross attacks at the Arch Demons to knock them out of the sky.



Save at the bottom and stock up on health and mana.



Fraud

Beatrice will sick the flaming beast Malacoda on you at the gates to Fraud. Since it's bathed in flames you'll need to keep your distance and fire off Holy Cross attacks to disarm it. Once you quell the flames you may move in with regular attacks, albeit briefly.



It may be easiest to just continue to use Holy Cross until you're able to Absolve/Punish the creature.



Follow the cave back until you come to a ledge with **Thais the Harlot** (Damned 22) on it. Absolve or Punish her before heading through the door. Take the elevator down and grab the health and mana before entering the next demon door.



MALEBOLGE 1 // PANDERERS AND SEDUCERS

Infinite Magic: Fraud features ten "arena-like" battles in which you take on familiar enemies with certain requirements and/or handicaps. You can rack up quite a few Achievements/Trophies in this one room, including one that requires you get a 666 hit

combo called Poetry In Motion.



To get your combo-related Achievements/Trophies, you'll want to play on a harder mode (come back when you beat the game unlock Infernal Mode, just reload the last save before this point and switch the difficulty), since the enemies will take more hits. Basically you just endlessly activate Sins of the Father and you'll get endless hits while the enemies are paralyzed by the attack.



When the bridge falls, climb down the wall to the bottom of the pit and save. Open the demon door and swing across the gap while the blossom above is open.

MALEBOLGE 2 // FLATTERERS

100 Combo: Just stand in the middle of the arena and use your Holy Cross attacks for this one. You can throw in a few Sins of the Father if you'd like, but constantly firing Holy Cross in every direction is an easy way to rack up a high combo.

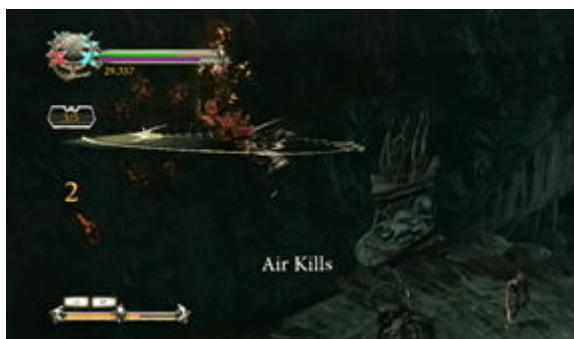
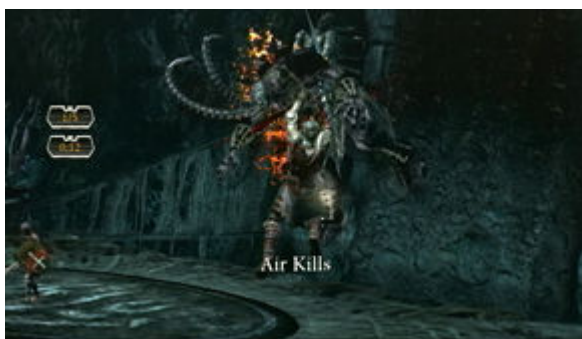


The round will end immediately after you make your 100th hit. Hit the switch on the elevator and get ready to jump off to the right as it plummets downward. Save and open the

next door. Time your leaps across the platforms carefully to get to the next arena.

MALEBOLGE 3 // SIMONISTS

Air Kills: There are two ways to get Air Kills here. You can damage the Demons until they have an Absolve/Punish prompt overhead, punish them and hope you get the mid-air ripping-in-twain finisher; or you can hit the Crusaders with Holy Cross a few times, launch them in the air by holding the HEAVY SCYTHE ATTACK button, and then slash at them until they die.

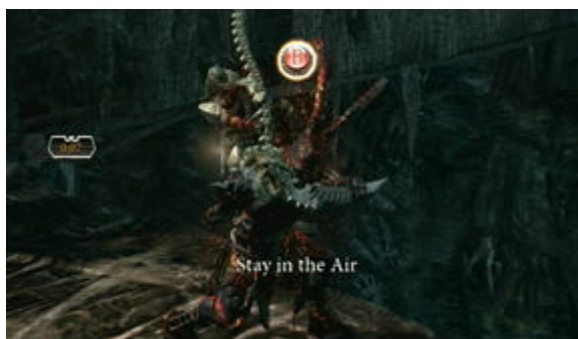


Take the ropes down and Absolve or Punish **Tiresias** (Damned 23) at the bottom. Save and continue through the next demon door. Hop across the moving platforms towards the next battle.



MALEBOLGE 4 // SORCERERS

Stay in the Air: 8 seconds may seem like an awfully long time to stay airborne, but you can actually exploit the Punish/Absolve system to make this challenge extremely easy. Weaken a Demon and then choose Punish at the prompt. You need the button-mashing Punish, so keep trying until you get it. While button mashing to decapitate the demon, you'll be racking up "air time!"



We suppose this is because you are technically off the ground, on the Demon's back... Anyway, tap slowly and let the Demon resist until you meet the requirement. To complete the secondary challenge here -- killing two demons in the air -- you could weaken two Demons identically, launch them skyward with the Diabolic Ascension attack, then use Vile Cyclone and many scythe attacks to finish them off in the air. We prefer the easy method -- who cares about a few souls?



Break off the crust on the elevator switch and activate it. Again you'll need to dismount to the right as it plummets. Stock up, save and press on. Crank the switch to bring the bridge around to the platform and then jump to it.



MALEBOLGE 5 // POLITICIANS

Protect Innocent: This is one irritating (and lengthy) challenge. Waves of exploding Minions will amble from the top of the screen towards the innocents at the bottom. The key to this is Holy Cross. Aim at the corners where the Minions spawn and continually blast them. If they get near the middle of the area, grab them and toss them at the corners to destroy more Minions.



It's pretty tough to keep both people alive, and it gets much easier once one is dead. You'll have to destroy about 50 Minions before the round ends!



Drop down the ropes to the mana, health and Beatrice Statue below. Swing across the gap when the blossom allows you to.

MALEBOLGE 6 // HYPOCRITES

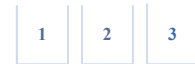
No Magic: Use Holy Cross to kill all the Minions and weaken the Demon. Once the Demon is gone, a Heretic will appear so you'll have to switch to Scythe attacks. Once you defeat him, the party will suddenly be crashed by an Asterian Beast.



You know what to do: use Holy Cross (and magic, which you can now use) to bring the beast down. Mount it and follow the button commands.

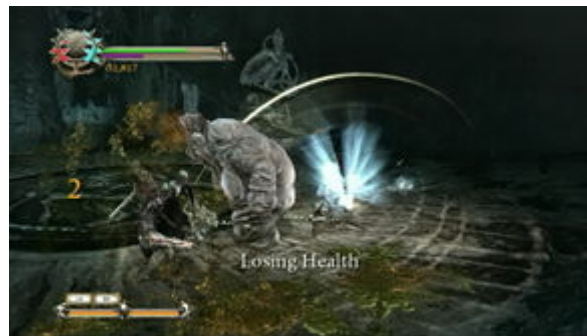


Double jump off of it as the pillar breaks and get ready to activate your Scythe to swing to safety as you fall. Drop down and save. Take the moving platforms to the next challenge.



MALEBOLGE 7 // THIEVES

Losing Health: You can use health-regaining Relics or spells here, like Divine Armor, so don't panic. Just avoid taking any extra damage and use Holy Cross to weaken and destroy all the threats.



Jump onto the wall by the elevator and slide down it quickly. Jump/dash to the left while on the wall and then drop below to find a familiar sight: a Beatrice Statue and fountains. Just beyond the demon door, get on the platform and double-jump over the line of fire.



MALEBOLGE 8 // EVIL COUNSELORS

No Block: This isn't much of a handicap. Use Holy Cross on everything but the spinning Hoarder-Wasters. Use strong Scythe attacks on them to keep them from spinning.



Once completed, head forward and drop off the rope to the wall on the right side. Climb up to save.

MALEBOLGE 9 // SOWERS OF DISCORD

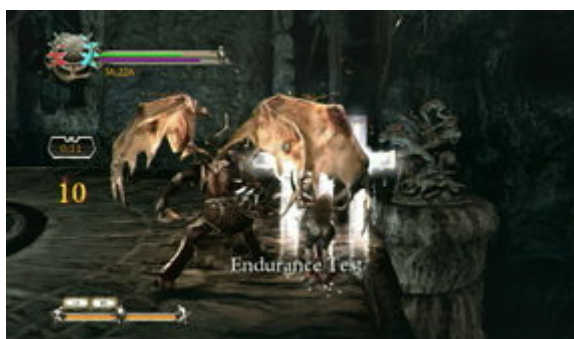
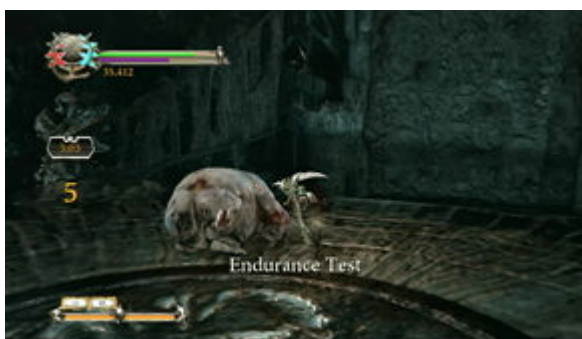
Single Combo: Use the Coin of Plutus Relic if you have it for this to extend the time allowed between attacks in a combo. Block-breaking Relics like Atilla's Armor and Memory of Acre also come in handy. We were able to simply use Holy Cross for this entire fight. Keeping your distance from the Demons is a good idea.

Hit the switch on the elevator and jump off to the left. At the bottom you'll find **Myrrha** (Damned 24) whom you can Absolve/Punish.



MALEBOLGE 10 // FALSIFIERS

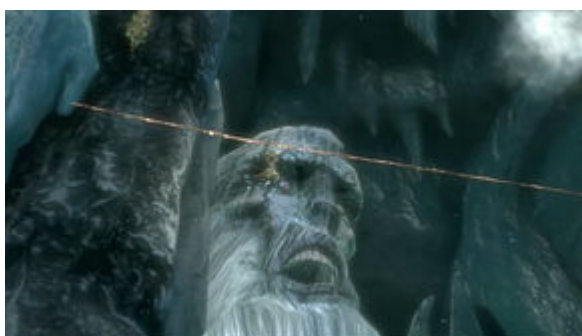
Endurance Test: This is a fairly straightforward fight, if extremely long. You'll fight nearly every type of enemy you've encountered thus far in this battle, and really the only thing you can do to speed things up is to avoid Absolve/Punish and use Redemption and magic attacks on large enemies. Otherwise: Holy Cross, and lots of it!



Talk to **Virgil** and then head to the end of the area to Absolve/Punish **Fra Alberigo** (Damned 25). Save and head down the rope.



Cross to the right and drop down to a platform far below. Beware: a giant face occasionally will send gusts of wind across the platform, pushing you off the edge. Stay in the visibly darkened semicircle in the back along the wall under the face or risk an instant death.



this part can be extremely irritating, so concentrate on staying on solid ground, using Holy Cross to attack the distant Pests and Throne Demons. Use Redemption if need be. Once the area is cleared, a grapple point will appear to the right.



Swing over to the rope just before the obstruction and use it to destroy the ice blockage. Swing to the right and jump to thick pillar of the damned. Take it to the top to find a pair of Soul-filled fountains and **Mordred** (Damned 26), whom you can Absolve or Punish.



Swing through the grapple points, avoiding the gust of wind from the large face. Slide down the ropes until you can drop onto solid ground below.



Treachery



Talk to **Virgil** for the last time and proceed down the frozen path. You'll move slowly across the brittle walkway. Each time you touch a fragile portion of the ground, it will rumble and fall away. You can avoid these dangerous spots by simply testing out a path and stepping back the way you came when the ground reacts.



If you are playing in a high resolution you should be able to make out the edges of the breakaway blocks and the thin strip of path across the bridge. Regardless, this is all about trial and error. Don't make a break for it if the ground gives way -- just turn back!



At the end you can save, stock up and Absolve or Punish the final member of the Hell's Damned celebrities: **Count Ugolino** (Damned 27). Break the obstruction and prepare for the final fight.



«

Heresy

Violence

Fraud

Treachery

1

2

Lucifer

The game's final battle takes place in three distinct parts. Your health and mana will be refilled between each segment, so don't worry about rationing. In the first third of the battle Lucifer takes the form of a towering giant. He'll smash the ground, causing shockwaves which you can easily jump. You can only do real harm to him when he's stunned, and there's two ways to stun him.



By sending Holy Cross attacks at Lucifer's head you'll eventually stun him, but this can make it difficult to avoid his attacks. Alternately, you can wait until a beam of light shows in the center of the stage and then hit button prompted on screen to grapple up to his head.



When you get near his face, slash at him with your scythe until he slumps back, stunned. Fall to the ground, dash towards him and send as many Holy Cross attacks as you can get in.



When he awakens he'll send a gust of wind that will blow you away from him. As you recover he'll send a few tornados around the area. You can simply run to avoid these, but his fist-pounding shockwaves will make this a bit tricky.

If you get caught up in a tornado, quickly press the button prompted to escape with less damage. Lucifer will now return to pounding the ground. Soon enough another beam of light will appear and you'll be able to repeat the above steps to damage him. You do NOT need to run into the light to activate the prompt, you can actually activate it from pretty far away.



For the last leg of the fight you'll need to stun Lucifer with Holy Cross since the beams of light will cease to appear. Deplete his health fully and a cutscene will occur.



The second round of the battle with Lucifer pits Dante against a smaller, but not necessarily weaker, form. The key to this fight is to stay as close as possible to Lucifer. If you stray, he'll use a nearly unavoidable projectile attack that will sap nearly all of your life.



Use heavy scythe attacks exclusively here: Diabolic Hammer and Death's Pillar are the very best attacks in your arsenal. The attacks break Lucifer's combos and stun him most of the time, while slowly chipping away at his extensive health bar.



Occasionally he'll attack with a sword slash that can be blocked and countered, but otherwise you should be able to keep him busy with an all-out scythe offensive. He'll only take so much damage before changing up his strategy, however. When he flies into the air, jump to avoid the shockwave, but stay close to him so he won't begin his devastating projectile attack.



Sometimes he'll teleport to a nearby spot and prepare an attack. You should evade towards him quickly to stop him. If you keep in his face you'll be much safer! Each time you tick off about an eighth of his health meter you'll be rewarded with health and mana.

Divine Armor is an essential tool in this fight -- use it to restore health when you get low and avoid using other magic attacks so you can refill your health bar repeatedly. Use Redemption if you have any to make the fight much faster. There's no need to save it up at this point, so you may as well use it.



The shockwaves Lucifer sends will become much more frequent as the fight goes on. Use single jumps to avoid the first few, followed by a double-jump and mid-air attacks to avoid the crescendo. When Lucifer's health drops to about a third another cutscene will occur.



Lucifer will now take to the air permanently. You'll need to use a button prompt to grapple up to him and swipe with your scythe. This battle doesn't take much strategy; just constantly use the prompt to get in his face.



You'll need to use Divine Armor to refill your life in this battle, making other magic attacks a waste -- although Sins of the Father will stun Lucifer quite effectively. You can use it if you miss the button prompt to cancel his attacks.



Otherwise, just keep grappling up to him and slashing away. When you eliminate the last segment of Lucifer's health bar, several grapple points will appear. Getting up to the first two can be a bit wonky, but you need to just follow the prompts and grapple up to each successive point. Eventually you'll find yourself on Lucifer.



Follow the final prompts (push LEFT STICK to the right, push LEFT STICK to the left, press SCYTHE ATTACK, and then rapidly press HOLY CROSS ATTACK) to finish the fight. Congratulations, you've completed Dante's Inferno! But don't celebrate yet; we smell a sequel...



Dante's Inferno Achievements / Trophies

Dante's Inferno Achievements / Trophies...

» **Abandon All Hope**

15G / BRONZE

Break through the Gates of Hell

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» **Bad Nanny**

10G / BRONZE

Kill 20 Unbaptized Babies

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» **Betrayed with a Kiss**

10G / BRONZE

Find 20 pieces of silver

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» **Bitter Sweet**

50G / SILVER

Save Beatrice

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» **Brotherhood**

40G / SILVER

Defeat Francesco

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» **Burning Eyes**

10G / BRONZE

Send Charon back into the abyss

To achieve Burning Eyes, shortly after you throw Charons head from the boat you enter Limbo. There's a save point, Virgil, and just a pathway to follow. You reach the end of the path and start climbing down a wall of bodies. Once down from the small ledge you have to throw a charred minion into the door to open it. Travel through the door and you'll reach a three point intersection where you should see Charons head. Go up to Charons head and slowly move around to the side of it and the button RB should appear; activate it and you'll achieve Burning Eyes.

by **Michael Wokaty**

» **Confessional**

10G / BRONZE

Kill 5 Heretics

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» **Countermeasures**

10G / BRONZE

Kill 20 enemies using a counter move

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» **Dark Relics**

20G / SILVER

Find all Unholy relics

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» **Death's Apprentice**

30G / BRONZE

Reach Unholy Level 7

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» **Demon Slayer**

10G / BRONZE

Kill 30 Demons

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Footsteps of a Traitor

10G / BRONZE

Find 10 pieces of silver

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Forbidden Love

20G / SILVER

Find and absolve both Francesca de Polenta and Paolo Malatesta

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Gates of Dis

35G / BRONZE

Enter the lower circles of The Inferno

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Gates of Hell

60G / GOLD

Defeat all enemy waves in the Gates of Hell Arena

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Give Me Strength

10G / BRONZE

Open 20 Health fountains

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Holy Man

30G / SILVER

Max out the Holy path

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Holy Warrior

10G / BRONZE

Kill 30 Minions

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Indigestion

10G / BRONZE

Kill 5 Gluttons

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Light in the Dark

30G / BRONZE

Reach Holy Level 7

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Light Relics

20G / SILVER

Find all Holy relics

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Like Father Like Son

25G / BRONZE

Defeat Alighiero

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Lovers Torn Asunder

25G / BRONZE

Defeat Marc Antony

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Lucifer's Match

100G / GOLD

Defeat the Emperor of the Woeful Realm

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Man of Evil

30G / SILVER

Max out the Unholy path

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Masterpiece

10G / SILVER

Perform a 200 hit combo

For the 200 hit combo Achievement you can just repeatedly hit SCYTHE ATTACK on the first level.

by **Jordan**

» Old Friend

20G / BRONZE

Find and absolve Brunetto Latini

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Poetry in Motion

20G / GOLD

Perform a 666 hit combo

Just before the first of the final challenge circles in Fraud, make a save at the Beatrice Statue. Beat the game to unlock Infernal Difficulty and then return to the save you made. You have infinite mana in this room, so take advantage of it. Switch the difficulty to Inferno and enter the very first challenge room. Use the Sins of the Father cross-throwing magic attack on the enemies (who won't die due to the cranked up difficulty) repeatedly to achieve a 700+ combo.

by **Jack DeVries**

» Power of the Cross20G / SILVER

Find all 3 Beatrice stones

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Precious10G / BRONZE

Find a Beatrice stone

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Relic Hunter10G / BRONZE

Find a relic

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Sentence the Judge25G / BRONZE

Defeat King Minos

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Slaughter at Acre5G / BRONZE

Fight against the prisoner at Acre

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Sorcerer's Apprentice10G / BRONZE

Open 20 Mana fountains

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Soul Reaper50G / SILVER

Collect 60,000 Souls

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Superstition10G / BRONZE

Kill 20 enemies using magic

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» The Damned50G / SILVER

Punish or absolve all 27 shades of The Inferno

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» The Great Worm25G / BRONZE

Defeat Cerberus

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» The Guide40G / SILVER

Collect all Virgil commentaries

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» The Harrowing35G / BRONZE

Escape Heresy

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

» Warming Up10G / BRONZE

Perform a 50 hit combo

Just hit ATTACK a bunch on the first level.

by **Easypeasy**

» Well Done, Judas20G / SILVER

Find all 30 pieces of silver

Got a tip for this Achievement / Trophy? [Drop us a line with your tip](#) and we'll post it with your name!

Dante's Inferno Q & A

You've got questions, we've got answers. If you need help with something you didn't find in our guide, we can still help you. We publish the best and most common questions we get here—take a look to see if your question has already been answered. If your problem isn't addressed, feel free to shoot us an e-mail via the link at the bottom of this page.

Common questions...**» What are the best relics to level?**

In the earlier parts of the game we recommend leveling Charon's Oar and Tail of Minos for their respective Unholy and Holy Soul gaining boosts. Later on, level up the Memory of Acre and Attila's Armor relics (or just keep them equipped -- they won't level up) to keep your Holy Cross and scythe combos from being interrupted.

» How many Gates of Hell are there?

50.

» What's that weird Left Stick prompt that appears when fighting Cleopatra?

If you look closely, you'll see that the prompt has a red arrow on it showing you to rotate the Left Stick counter-clockwise (Left, Up, Right).

» Should I be Holy or Unholy?

It pays to be Holy in Dante's Inferno since you'll gain extra Souls for playing the

minigame when you absolve the Damned. However, leveling up a mixture of both types of ability is probably most level-headed, although you'll miss out on the Achievement/Trophy you can get for maxing out your Holy/Unholy abilities (Light in the Dark/Death's Apprentice).

» **Can I start a new game with my skills, items and experience?**

Yep.
