

HOW TO USE THIS GUIDE

This *Dante's Inferno* eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for *Dante's Inferno* at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

Of course, you can also use the "page forward" and "return to beginning" icons to navigate through the eGuide.

For any other questions about your eGuide, check out the help button.

HOW TO USE THIS GUIDE ~ **BASICS** ~ ABILITIES ~ RELICS ~ MAGIC ~ CHARACTERS ~ BESTIARY ~ WALKTHROUGH ~ GATES OF HELL ~ ACHIEVEMENTS AND TROPHIES ~ EXTRAS

Health and Mana • Orbs • Souls • Fountains • Beatrice Statues • Evade • Holy and Unholy Abilities • Redemption • Cursed Wheel and Object Interaction • Breakable Objects • Passing Judgment: To Punish or Absolve • The Damned • Finishers • Collectibles • Relics • Magic Spells

BASICS

DEFAULT CONTROLLER CONFIGURATIONS

The controller configurations in *Dante's Inferno* cannot be adjusted and are identical for the PlayStation 3 and Xbox 360 controller layouts. In addition to the basic controls, on screen commands appear from time to time. Here are the default controller configurations:

XBOX 360 CONTROLLER CONFIGURATION	
Action	Notation
General movement	Left analog stick
Evade	Right analog stick
Light Attack	○
Heavy Attack	●
Holy Cross attack	○
Jump	○
Magic	○
Grab	○
Block/special combo modifier	○
Object interact	○
Systems menu	○
Options	○

PLAYSTATION 3 CONTROLLER CONFIGURATION	
Action	Notation
General movement	Left analog stick
Evade	Right analog stick
Light Attack	■
Heavy Attack	▲
Holy Cross attack	●
Jump	×
Magic	○
Grab	○
Block/special combo modifier	○
Object interact	○
Systems menu	○
Options	○

DIFFICULTY SETTINGS

There are four difficulty settings in *Dante's Inferno*: Classic (Easy), Zealot (Normal), Hellish (Hard), and Infernal (Very Hard). Classic, Zealot, and Hellish are available from the start, but Infernal is not available until the game has been completed on any difficulty setting. As the difficulty increases, Dante's Health, Mana, attack damage, enemy attack damage, and the amount of souls Dante gains with each enemy kill are directly affected.

DIFFICULTY SETTINGS CHART					
Difficulty	Dante's Health	Dante's Mana	Dante's Attack Damage	Enemy Attack Damage	Souls Gained
Classic	250 percent	200 percent	200 percent	50 percent	150 percent
Zealot	100 percent	100 percent	100 percent	100 percent	100 percent
Hellish	85 percent	85 percent	90 percent	350 percent	100 percent
Infernal	75 percent	75 percent	75 percent	700 percent	100 percent

The contents of this guide are based on the Hellish difficulty setting unless otherwise stated. On easier difficulties, enemies are easier to defeat and some of the more advanced strategies may not be necessary to succeed in certain situations.

NOTE



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DANTE'S INFERNO

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HOW TO USE THIS GUIDE

Dante's Inferno™ is loosely based on the first part of Dante Alighieri's well-known, influential literary work *The Divine Comedy*. Take control of Dante and guide him through the Nine Circles of Hell as he makes a desperate attempt to save his beloved, Beatrice, from the clutches of Lucifer.

GUIDE OVERVIEW

CHAPTER 2: BASICS



Here you'll find the most basic elements of *Dante's Inferno*. Those familiar with *The Inferno* from *The Divine Comedy* will know the general structure of the game, but they'll still need to learn all the basics of the gameplay engine and how Dante will survive the Nine Circles of Hell. This chapter covers all the basics, from attacking and defending to exploring the depths of Hell.

CHAPTER 3: ABILITIES



This chapter covers all of Dante's Holy and Unholy abilities in great detail. We provide a breakdown of each ability and how cost-effective it is to unlock, and we recommend a specific path for unlocking them to make sure you have the best abilities when you need them most.

CHAPTER 4: RELICS



Here we take an in-depth look at every relic Dante encounters while he burrows deep into Hell. By the end of Dante's long journey, he will have the ability to use four relics at a time; however, with over 30 relics to choose from, knowing which relic to use with every enemy encounter becomes an extremely important strategic element.

CHAPTER 5: MAGIC



This chapter covers all of the magic spells Dante has access to throughout the game. Dante's Mana is limited, meaning you must have proper knowledge of his magic spells if you wish to survive the onslaught of enemies encountered in the Nine Circles of Hell. Some magic spells work better in certain situations than others, and this chapter provides a detailed list of the positive and negative aspects of each spell.

CHAPTER 6: CHARACTERS



This chapter provides insightful information on every significant character in *Dante's Inferno*. We cover everyone from Dante to Beatrice to Virgil to Lucifer. Knowing various gameplay techniques and strategies for the characters is important, but it's always helpful to know the history behind the character you're playing and the people you'll encounter on your journey.

CHAPTER 7: BESTIARY



In this chapter, we cover every enemy Dante encounters as he traverses the Nine Circles of Hell. Everything you need to know to Punish and Absolve the creatures of Hell is covered in this chapter. Learn how many hit points each enemy has, and discover their strengths and weaknesses as well as which attacks work best to take them down with ease.

CHAPTER 8: WALKTHROUGH



This is the bulk of the strategy guide and provides a detailed walkthrough of the entire game. We include the locations of fountains, relics, and other various items and abilities; how to handle every enemy horde; and detailed boss strategies.

CHAPTER 9: GATES OF HELL ARENA



Here you'll find all the basic strategies needed to survive the Gates of Hell arena challenge mode that becomes available after completing the main story mode. Learn how to fend off wave after wave of demons, minions, and every other evil inhabitant of Hell.

CHAPTER 10: ACHIEVEMENTS AND TROPHIES



Here you'll find details on all the Xbox 360® Achievements and PlayStation®3 Trophies and how to earn them as you progress through the game.

CHAPTER 11: EXTRAS



This chapter includes all of the hidden unlockables, an art gallery, and much more. Check this out when you've had enough fun dismembering the creatures of Hell.

Health and Mana • Orbs • Souls • Fountains • Beatrice Statues • Evade • Holy and Unholy Abilities • Redemption • Cursed Wheel and Object Interaction
Breakable Objects • Passing Judgment: To Punish or Absolve? • The Damned • Finishers • Collectibles • Relics • Magic Spells



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BASICS

DEFAULT CONTROLLER CONFIGURATIONS

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XBOX 360 CONTROLLER CONFIGURATION	
Action	Notation
General movement	Left analog stick
Evade	Right analog stick
Light Attack	X
Heavy Attack	Y
Holy Cross attack	B
Jump	A
Magic	LB
Grab	RT
Block/special combo modifier	LT
Object interact	RB
Systems menu	START
Options	BACK

PLAYSTATION 3 CONTROLLER CONFIGURATION	
Action	Notation
General movement	Left analog stick
Evade	Right analog stick
Light Attack	■
Heavy Attack	▲
Holy Cross attack	●
Jump	X
Magic	L1
Grab	R2
Block/special combo modifier	L2
Object interact	R1
Systems menu	START
Options	SELECT

DIFFICULTY SETTINGS

There are four difficulty settings in *Dante's Inferno*: Classic (Easy), Zealot (Normal), Hellish (Hard), and Infernal (Very Hard). Classic, Zealot, and Hellish are available from the start, but Infernal is not available until the game has been completed on any difficulty setting. As the difficulty increases, Dante's Health, Mana, attack damage, enemy attack damage, and the amount of souls Dante gains with each enemy kill are directly affected.

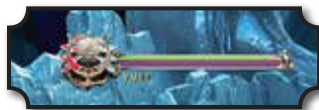
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NOTE

Health and Mana • Orbs • Souls • Fountains • Beatrice Statues • Evade • Holy and Unholy Abilities • Redemption • Cursed Wheel and Object Interaction
Breakable Objects • Passing Judgment: To Punish or Absolve? • The Damned • Finishers • Collectibles • Relics • Magic Spells

HEALTH AND MANA



There are two bars at the top of the screen, the Health bar and the Mana bar. The green bar represents Dante's Health. If it is completely depleted, Dante dies and the game starts over from the last save or checkpoint. The purple bar represents Dante's Mana, which controls how much magic he can use. Every time Dante uses a magic spell, the Mana bar is depleted accordingly. When the Mana bar is empty, Dante can no longer use magic.

ORBS



There are two types of orbs in *Dante's Inferno*: Health and Mana. Health Orbs restore a small portion of Dante's Health bar, while Mana Orbs restore a small portion of Dante's Mana bar. In the beginning of the game, you find Health and Mana Orbs only in Fountains or after defeating some bosses. However, as Dante progresses through Hell and obtains specific relics and abilities, Health and Mana Orbs appear more often.

SOULS



Every time Dante kills an enemy or comes across a Soul Fountain, he obtains a small amount of souls. Souls act like experience points and are used to purchase and upgrade Holy and Unholy abilities. Certain relics allow Dante to obtain more souls in specific situations.

There are many objects such as torches, lanterns, statues, and crates that Dante can break with his scythe. Occasionally, these breakable objects hide souls. Break every object you see to maximize the number of souls you can obtain.

TIP

FOUNTAINS



Health Fountain



Mana Fountain



Soul/Silver Fountain

There are four types of Fountains that Dante comes across as he adventures through Hell: Health, Mana, Silver, and Soul. Health Fountains contain Health Orbs and restore a large portion of Dante's Health bar. Mana Fountains contain Mana Orbs which restore a moderate portion of Dante's mana

Health and Mana • Orbs • Souls • Fountains • Beatrice Statues • Evade • Holy and Unholy Abilities • Redemption • Cursed Wheel and Object Interaction
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bar. Silver Fountains contain silver Judas Coins, one of the collectible items Dante finds on his path through Hell. Soul Fountains generally contain a small number of souls, but Soul Fountains occasionally change to contain whichever orb Dante needs the most. For example, if Dante is low on Health, a Soul Fountain may contain Health Orbs instead of souls.

Soul and Silver Fountains look identical.

NOTE

BEATRICE STATUES



Statues of Dante's deceased beloved, Beatrice, serve as save points throughout the game. Save your progress as much as possible in case you experience an untimely death. There are eight save slots if you have multiple people playing or wish to go back to previous save points. There is also a hidden checkpoint system that allows players to start from the most recent checkpoint if they die. Checkpoints occur more frequently than save points but are reset at the beginning of each play session.

EVADE



Press the right analog stick in any direction to use Dante's Evade. It is extremely useful for getting Dante out of tough situations, such as a crowd of enemies. You can also use it to avoid attacks. With the Calvacanti's Blade relic, Dante's Evade inflicts a small amount of damage and knocks enemies away.

HOLY AND UNHOLY ABILITIES



Punishing an enemy or damned soul grants Unholy points, while Absolving them grants Holy points. These points are used to level up in the Holy and Unholy charts. There are several levels in each chart, and you can unlock various abilities in each level. Some abilities are upgraded versions of previously unlocked abilities, while others give Dante completely new techniques or possibly increase his Health or Mana bars.

Earning Holy points does not deduct from Dante's Unholy points and vice versa. Both points are independent of one another.

For more information on abilities, refer to the Abilities chapter.

NOTE

REDEMPTION



Every attack Dante connects increases the Redemption meter in the bottom left corner of the screen. When the meter is full, Dante has the option to enter a state of Redemption in which he attacks faster and inflicts more damage. The meter remains full until you press **R1** and **L1** (PlayStation 3) or **RB** and **LB** (Xbox 360) to activate the power. Various relics and abilities increase the rate at which the meter builds and how long the power lasts. This includes adding up to two additional sections to the meter.

Health and Mana • Orbs • Souls • Fountains • Beatrice Statues • Evade • Holy and Unholy Abilities • Redemption • Cursed Wheel and Object Interaction
Breakable Objects • Passing Judgment: To Punish or Absolve? • The Damned • Finishers • Collectibles • Relics • Magic Spells

CURSED WHEEL AND OBJECT INTERACTION



Cursed Wheel



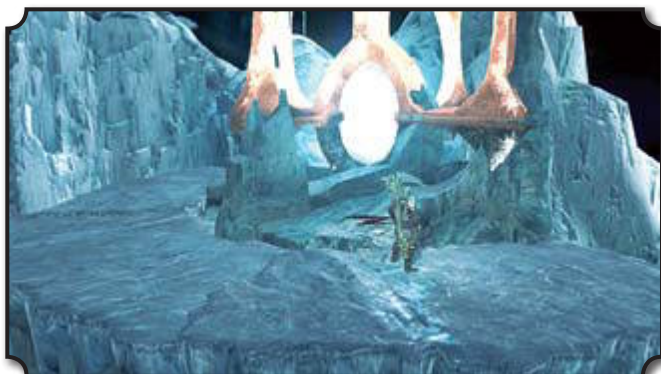
Door



Lever

Cursed Wheels indicate where Dante should go next. Some Cursed Wheels only lead Dante to a wall or a rope, while others allow Dante to swing from an overhead object or possibly escape an attack from a boss. There are also doors, levers, stone blocks, and other objects that Dante can interact with. Press **[R1]** (PlayStation 3) or **[RB]** (Xbox 360) to interact with various objects and Cursed Wheels.

BREAKABLE OBJECTS



At specific points during the game, certain objects will glimmer. These items usually hide a lever or a door or impede Dante's progress. Use Scythe or Holy Cross attacks to destroy the object and gain access to the lever or door behind you or to clear Dante's path so he can continue on his journey.

PASSING JUDGMENT: TO PUNISH OR ABSOLVE?



Dante can pass judgment on most enemies he comes across. When Dante passes judgment, he can Punish or Absolve an enemy. Punishing an enemy gives Dante Unholy points, while Absolving them grants Holy points. These points can be used to level up Dante's access to Holy and Unholy abilities. Dante can grab lesser enemies, such as minions, and pass judgment on them immediately. Most greater enemies, such as demons, must be worn down with attacks before Dante can pass judgment on them.

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THE DAMNED



Damned Soul



Minigame



Do not capture the dark orbs!

While damned souls make up many of the ropes and walls throughout Hell, there are 27 damned souls that have historical significance and are scattered around the Nine Circles of Hell. When Dante encounters these souls, he must choose to Punish or Absolve them. When Absolved, a timing-based minigame appears in which you must capture the sins of the damned soul (represented by clear orbs) to gain a soul bonus. Press the corresponding button when the sin passes over it. If you press the wrong button or mistime the button press, you lose one captured sin. The total number of captured sins is multiplied by 30 to calculate the soul bonus. As Dante progresses farther into Hell, dark orbs begin to inhabit the minigame. Do not capture the dark orbs or the number of captured sins resets to 0.

The farther into Hell you are, the faster the sins move and the harder the minigame gets. You can capture sins as soon as they touch the onscreen button indicator, but if you press the button too early, it will not register the sin as being captured. In addition, some sins move faster than others, so pay close attention to the center of the screen instead of the sides where the sins originate.

TIP

FINISHERS



Boss Finisher



Guardian Demon Finisher



Punish or Absolve...

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Breakable Objects • Passing Judgment: To Punish or Absolve? • The Damned • Finishers • Collectibles • Relics • Magic Spells



...then follow the onscreen commands.

Against bosses and most greater enemies, Dante can use finishers, or Action Battle Sequences, to end a battle in grand fashion. When **R2** (PlayStation 3) or **RT** (Xbox 360) appears over an enemy's head, follow the onscreen commands (starting with **R2** or **RT**) to finish them off. Finishers on greater enemies almost always end in passing judgement. After **R2** or **RT** press **■** (PlayStation 3) or **X** (Xbox 360) to Punish or **●** (PlayStation 3) or **Ⓐ** (Xbox 360) to Absolve, then follow the onscreen commands to complete the judgment. When Punishing or Absolving a greater enemy, there are a few different onscreen commands that may appear, so pay close attention after choosing to Punish or Absolve.

COLLECTIBLES



Silver Judas Coin



Beatrice Stone



Auto-Absolve

There are two collectible items that you can find as Dante progresses through Hell: silver Judas Coins and Beatrice Stones. There are 30 silver Judas Coins, located in Silver Fountains. Every five coins you collect gives you a large payout of souls.

There are six Beatrice Stones, but you can only collect three. All other fountains that hold Beatrice Stones change to Soul Fountains after you collect the first three stones. Collect three Beatrice Stones to gain the option to Auto-Absolve damned souls. Using the Auto-Absolve feature, it is no longer necessary to complete the minigame, but you lose the ability to earn any kind of soul bonus.

SILVER JUDAS COINS BY ZONE	
Location	Number of Coins
Surface	4
Limbo	2
Lust	3
Gluttony	4
Greed	5
Anger	3
Heresy	4
Violence	5
Fraud	0
Treachery	0

BEATRICE STONES BY ZONE	
Stone Order	Location
1	Limbo
2	Lust
3	Gluttony
4	Gluttony (Teleporting Door Puzzle)
5	Anger (fourth Soul Fountain)
6	Heresy (third Soul Fountain)

It is best to manually Absolve almost every damned soul you come across. This provides a significant boost to Dante's Holy level and gives you a soul bonus.

TIP

Health and Mana • Orbs • Souls • Fountains • Beatrice Statues • Evade • Holy and Unholy Abilities • Redemption • Cursed Wheel and Object Interaction
Breakable Objects • Passing Judgment: To Punish or Absolve? • The Damned • Finishers • Collectibles • Relics • Magic Spells

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RELICS



There are 31 relics scattered throughout Hell. Many are hidden in remote places, while some can be obtained by defeating a boss or simply speaking with Virgil. At the beginning of the game, Dante can equip up to two relics at a time. However, you can obtain two more relic slots by unlocking specific Holy and Unholy abilities. Relics aid Dante in a variety of ways, from protecting him against specific enemy attacks, to increasing the damage of specific Scythe or Holy Cross attacks, to auto-breaking Fountains.

For more information on relics, refer to the
Relics chapter.

NOTE

MAGIC SPELLS



There are six magic spells that Dante can learn during his time in Hell. Hold **[L1]** (PlayStation 3) or **[LB]** (Xbox 360) to bring up the Spell Selection menu; then press the corresponding button to initiate the spell. Each time you use a spell, it consumes a portion of Dante's Mana bar. Spells should not be used as Dante's primary attack against most enemies. Instead, use them in specific situations such as against bosses or flying enemies.

For more information on magic spells, refer to the
Magic chapter.

NOTE



ABILITIES

BASICS

REQUIREMENTS

As Dante Punishes and Absolves enemies, he gains Unholy and Holy points. Punishing grants Unholy points and Absolving grants Holy points. This also pertains to damned souls, which grant considerably more points than the enemies Dante can pass judgment on. As Dante's Holy and Unholy levels rise, you can purchase new abilities. Both Holy and Unholy begin at Level 0 and go to Level 7.

Every ability that you can purchase has at least one requirement in addition to the souls required to buy the ability. All abilities, except for the ones Dante starts with, require that he is at least at the Holy or Unholy level of the ability. For example, Dante cannot purchase Holy Barrage until he reaches Holy Level 1. However, in addition to the level requirements, some abilities cannot be purchased until you have acquired a prerequisite ability. For instance, you cannot buy Diabolic Slash until Dante has reached Unholy Level 3 and has acquired Diabolic Hammer.

PRIORITY

All abilities have been labeled with a priority rating based on how important they are to Dante's success. A low priority rating means that while the ability may be helpful, there are other abilities that are more helpful and should be purchased before the low-priority ability.

A medium priority rating implies that the ability is important but that you should immediately purchase it only if you have plenty of extra souls, because there are a few other abilities that take precedence over it.

A high priority rating indicates that the ability is extremely helpful as Dante makes his way through the Nine Circles of Hell.

ABILITY COST-EFFECTIVENESS

If an ability is cost-effective, it means its cost is low for the level at which you must purchase it, or it is valuable enough to warrant the price. If an ability is not cost-effective, it means that either it is not worth the purchase price, or it's priced high for the level at which it becomes available. Take this into consideration when determining which abilities to purchase and when to purchase them.

DAMAGE MODIFIER

As Dante increases his Holy and Unholy levels, the abilities for each type inflict more damage to enemies. Level 0 and Level 1 do not apply a damage modifier to abilities, but every level above Level 1 adds a percentage of damage to each ability. For example, Holy Blast will inflict 40 percent more damage when Dante reaches Holy Level 5 compared to the damage it inflicted when Dante was at Holy Level 0.

ABILITY DAMAGE SCALE	
Level	Damage Modifier
0	No Bonus
1	No Bonus
2	5%
3	15%
4	25%
5	40%
6	55%
7	70%

RECOMMENDED ABILITY PROGRESSION

Playing through the game on Hellish can be difficult for some players. Our recommended ability progression will make the journey easier. Follow the numbered chart and purchase the abilities listed to give Dante the abilities needed to make the game as easy as possible. The recommendations are based on the Hellish difficulty, but they're still applicable to other difficulty settings as well. In some cases, specific alternative abilities are recommended if you're playing on other difficulties.

Punish Enemies, Absolve the Damned

The recommended ability progression list assumes that you are Punishing every enemy that can be Punished and Absolving all damned souls until you reach Holy Level 6. When you reach Holy Level 6, Punish any remaining damned souls. This strategy works well, because damned souls offer significantly more Holy and Unholy points than the enemies Dante encounters, and by manually Absolving damned souls, Dante earns a soul bonus that helps you purchase abilities as soon as they become available.



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Punishing or Absolving Guardian Demons, Throne Demons, and Gluttons grants Dante more Holy and Unholy points than Punishing or Absolving minions and other lesser enemies. It is very important you Punish these enemies in order to properly follow the recommended ability progression.

TIP

Ability Progression Chart

1. Start at Level 0 for Holy and Unholy.
2. Unholy reaches Level 1: Purchase Death's Reach if you have problems grabbing enemies; otherwise, wait to purchase this until later.
3. Holy reaches Level 1: Purchase Fortitude of Seneca (Holy) first, and when you have enough souls, purchase Sacred Judgment (Holy).
4. Holy reaches Level 2: Do not purchase any abilities.
5. Unholy reaches Level 2: Purchase Fortitude of Hector (Unholy) if you're playing on Hellish or Inferno difficulty. Purchase Vile Wind (Unholy), followed by Vile Tornado (Unholy) on a lower difficulty setting.
6. Purchase Vile Wind (Unholy) and Vile Tornado (Unholy) if you're playing on Hellish or Inferno difficulty. Purchase Fortitude of Hector (Unholy) if you're playing on a lower difficulty setting.
7. Purchase Wisdom of Camilla (Holy).
8. Purchase Sacred Quake (Holy) in order to reach Sacred Justice (Holy) when needed, but do not purchase Sacred Justice yet.
9. Holy reaches Level 3.
10. Purchase Repayment (Unholy), and if you have extra souls, purchase Impaler (Unholy). Both make the Marc Antony boss battle at the end of Lust easier, but Repayment is much more important for this battle than Impaler.
11. Unholy reaches Level 3.
12. Purchase Wisdom of Horace (Unholy) to give you an extra Mana boost for the Cerberus fight at the beginning of Gluttony.
13. Purchase Sacred Justice (Holy).
14. Purchase Death's Reach (Unholy) if you did not purchase it in step 2 and if you're focusing on Punishing all possible enemies instead of speeding through the game.
15. Holy reaches Level 4.
16. Purchase Retribution (Unholy).
17. Unholy reaches Level 4: Purchase Relic Slot (Unholy).
18. Purchase Magic: Divine Armor (Holy) and Magic: Divine Armor Level 2 (Holy) for use during the Alighiero boss battle at the end of Greed.
19. Holy reaches Level 5: Purchase Relic Slot (Holy), Fortitude of Brutus (Holy), and Wisdom of Galen (Holy).
20. Unholy reaches Level 5: Purchase Fortitude of Latinus (Unholy) and Wisdom of Lucan (Unholy).
21. Purchase Magic: Divine Armor Level 3 (Holy).
22. Purchase Divine Force (Holy) and Divine Force Level 2 (Holy). If you have a considerable amount of souls, purchase Divine Tempest (Holy) as well. All three work well against the Arch Demons found in Violence, but Divine Force is significantly more important than Divine Tempest.
23. Holy reaches Level 6: Purchase Blessed Spirit Tap (Holy).
24. Purchase Magic: Righteous Path Level 2 (Holy) and Magic: Righteous Path Level 3 (Holy) for use in Fraud.
25. Purchase Holy Protection Level 1 (Holy). If you have a lot of souls, purchase Holy Protection Level 2 (Holy) as well.
26. Unholy reaches Level 6: Purchase Mental Sap (Unholy).
27. Complete the game.

QUICK REFERENCE HOLY ABILITIES CHART					
Ability	Level	Requires	Cost	Cost-Effective	Priority
Holy Blast	N/A	N/A	N/A	N/A	N/A
Divine Force	Holy Level 0	Holy Level 0	1,000	Yes	High
Divine Force Level 2	Holy Level 0	Divine Force	1,500	Yes	High
Vindication	Holy Level 0	Holy Level 0	1,500	Yes	Low
Fortitude of Seneca	Holy Level 1	Holy Level 1	2,500	Yes	High
Holy Barrage	Holy Level 1	Holy Blast	2,000	Yes	Medium
Magic: Righteous Path Level 2	Holy Level 1	Righteous Path	2,500	Yes	Medium
Sacred Judgment	Holy Level 1	Holy Level 1	2,000	Yes	High
Wisdom of Camilla	Holy Level 1	Holy Level 1	2,500	Yes	Medium
Divine Tempest	Holy Level 2	Divine Force	2,500	Yes	Low
Holy Protection Level 1	Holy Level 2	Holy Level 2	3,000	No	Medium
Sacred Quake	Holy Level 2	Sacred Judgment	2,500	No	Medium
Sacred Quake Level 2	Holy Level 2	Sacred Quake	2,000	Yes	Low
Holy Devastation	Holy Level 3	Holy Barrage	3,000	No	Low
Holy Protection Level 2	Holy Level 3	Holy Protection Level 1	4,000	No	Medium
Magic: Divine Armor	Holy Level 3	Holy Level 3	2,500	Yes	High
Magic: Righteous Path Level 3	Holy Level 3	Magic: Righteous Path Level 2	5,000	No	Low
Redemption Cell	Holy Level 3	Holy Level 3	2,500	No	Low
Sacred Justice	Holy Level 3	Sacred Quake	3,000	Yes	High
Magic: Divine Armor Level 2	Holy Level 4	Divine Armor	4,000	Yes	High
Magic: Martyrdom	Holy Level 4	Holy Level 4	2,500	Yes	Low
Fortitude of Brutus	Holy Level 5	Holy Level 5	4,000	Yes	High
Magic: Divine Armor Level 3	Holy Level 5	Magic: Divine Armor Level 2	6,000	No	High
Magic: Martyrdom Level 2	Holy Level 5	Magic: Martyrdom	4,000	Yes	Low
Relic Slot	Holy Level 5	Holy Level 5	3,000	Yes	High
Wisdom of Galen	Holy Level 5	Holy Level 5	4,000	Yes	High
Blessed Spirit Tap	Holy Level 6	Holy Level 6	4,000	Yes	Medium
Magic: Martyrdom Level 3	Holy Level 6	Magic: Martyrdom Level 2	6,000	No	Low
Blessed Spirit Tap Level 2	Holy Level 7	Blessed Spirit Tap	4,000	Yes	Low



QUICK REFERENCE UNHOLY ABILITIES CHART

Ability	Level	Requires	Cost	Cost-Effective	Priority
Death's Grasp	N/A	Defeat Death	N/A	N/A	N/A
Diabolic Ascension	N/A	Defeat Death	N/A	N/A	N/A
Vile Flurry	N/A	Defeat Death	N/A	N/A	N/A
Diabolic Rupture	Unholy Level 0	Unholy Level 0	1,500	No	Low
Impaler	Unholy Level 0	Unholy Level 0	1,000	Yes	Medium
Repayment	Unholy Level 0	Unholy Level 0	1,500	No	High
Vile Wind	Unholy Level 0	Unholy Level 0	1,000	Yes	Low
Death's Pillar	Unholy Level 1	Impaler	1,500	Yes	Medium
Death's Reach	Unholy Level 1	Death's Grasp	2,000	No	High
Retribution	Unholy Level 1	Repayment	2,000	No	Low
Soul Stabber	Unholy Level 1	Unholy Level 1	2,000	No	Low
Vile Tornado	Unholy Level 1	Vile Wind	2,000	No	Medium
Diabolic Hammer	Unholy Level 2	Death's Pillar	2,000	Yes	Low
Fortitude of Hector	Unholy Level 2	Unholy Level 2	2,500	Yes	High
Magic: Lust Storm Level 2	Unholy Level 2	Lust Storm	2,500	No	Low
Soul Crusher	Unholy Level 2	Soul Stabber	2,500	No	Low
Vile Cyclone	Unholy Level 2	Vile Tornado	2,500	No	Low
Wisdom of Horace	Unholy Level 2	Unholy Level 2	2,500	Yes	Medium
Abominable Slam	Unholy Level 3	Diabolic Slash	2,500	Yes	Medium
Diabolic Slash	Unholy Level 3	Diabolic Hammer	2,500	Yes	Low
Magic: Lust Storm Level 3	Unholy Level 3	Magic: Lust Storm Level 2	5,000	No	Low
Redemption Cell	Unholy Level 3	Unholy Level 3	2,500	No	Low
Soul Shatter	Unholy Level 3	Soul Crusher	3,000	No	Low
Vile Hurricane	Unholy Level 3	Vile Cyclone	3,000	No	Medium
Diabolic Guillotine	Unholy Level 4	Diabolic Slash	3,000	Yes	Medium
Relic Slot	Unholy Level 4	Unholy Level 4	3,000	Yes	High
Magic: Sins of the Father Level 2	Unholy Level 4	Sins of the Father	2,500	Yes	Low
Fortitude of Latinus	Unholy Level 5	Unholy Level 5	4,000	Yes	High
Magic: Sins of the Father Level 3	Unholy Level 5	Magic: Sins of the Father Level 2	5,000	No	Low
Wisdom of Lucan	Unholy Level 5	Unholy Level 5	4,000	Yes	High
Magic: Suicide Fruit Level 2	Unholy Level 6	Suicide Fruit	2,500	Yes	Low
Mental Sap	Unholy Level 6	Unholy Level 6	4,000	Yes	High
Magic: Suicide Fruit Level 3	Unholy Level 7	Magic: Suicide Fruit Level 2	5,000	Yes	Medium
Mental Sap Level 2	Unholy Level 7	Mental Sap	6,000	Yes	High

HOLY ABILITIES

This ability is automatically unlocked early in the game and does not have a specific Holy level.

NOTE

Holy Blast

Description: Press ●● (PlayStation 3) or ⒺⒺ (Xbox 360) to unleash two waves of Divine energy.

Requires: N/A

Cost: N/A

Cost-Effective: N/A

Priority: N/A



Holy Blast is Dante's default projectile attack. It is the first Holy ability you learn, and you acquire it automatically when you begin your descent into Hell. This technique is best used to fight aerial opponents or to extend Dante's combo counter. It hits up to three times, executes quickly, and knocks enemies back if done in the air at close range. It's especially useful against Guardian Demons early in the game when Dante's Health bar is relatively small and only a few hits will kill him. An aerial Holy Blast knocks enemies back, giving Dante room to maneuver and keeping enemies out of attack range.

LEVEL 0

Divine Force

Description: Holding and releasing ● (PlayStation 3) or Ⓔ (Xbox 360) will release a concentrated, short-range burst of Holy energy, breaking enemy defenses.

Requires: Holy Level 0

Cost: 1,000

Cost-Effective: Yes

Priority: High



Divine Force releases a burst of Holy energy that knocks enemies back and inflicts a moderate amount of damage. At Level 1, it has a short charge time but a deceptively wide attack range. It attacks in a cone shape directly in front of Dante and can hit enemies at a relatively wide angle. It doesn't have the attack distance of Holy Blast, but in many cases, if an enemy is close enough to be visible onscreen, Divine Force can hit them. Use it against greater enemies, such as Demons or Hoarder-Wasters, to avoid their damaging attacks. Do not use it against faster, evasive enemies, such as the Seductress of Lust, because it is not a quick attack.

Divine Force Level 2

Description: Holding ● (PlayStation 3) or Ⓔ (Xbox 360) longer will increase the damage from Divine Force when released.

Requires: Divine Force

Cost: 1,500

Cost-Effective: Yes

Priority: High



Divine Force Level 2 is the best version of Divine Force because of the increased damage it inflicts upon enemies. While the attack is being charged, Dante's cross flashes to indicate that the Level 2 version will be unleashed upon



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release. Divine Force Level 2 can take out most enemies in one or two blasts. Line up your enemies and charge up to Divine Force Level 2, then unleash the attack to take out multiple enemies at once.

Vindication

Description: Press **○** (PlayStation 3) or **Ⓐ** (Xbox 360) after countering to initiate a critical attack that sends enemies flying.

Requires: Holy Level 0

Cost: 1,500

Cost-Effective: Yes

Priority: Low



Dante's counter, Repayment, is one of his best attacks. Several abilities add to Repayment, and Vindication is one of them. However, with all of Dante's powerful Holy abilities, Vindication can fall by the wayside. Use it to clear out a group of enemies around Dante, giving him room to get away to a safer area or focus on a single enemy. However, Sacred Judgment serves the same purpose by drawing enemies toward Dante and stunning them. The addition of Sacred Justice knocks them into the air after Sacred Judgment. Both abilities are far more effective than Vindication and do not need to be used after Repayment.

As a low-level Holy ability, it's fairly cost-effective, but Dante's Unholy post-Repayment abilities are more useful than Vindication. If you have a large amount of souls, feel free to purchase Vindication, but there are other Holy and Unholy abilities that should take precedence over it.

LEVEL 1

Fortitude of Seneca

Description: The Health bar increases in scale.

Requires: Holy Level 1

Cost: 2,500

Cost-Effective: Yes

Priority: High

The difficulty level you're playing on determines the importance of abilities that increase your Health bar. If you're playing on Hellish or Inferno, Fortitude abilities should take precedence over virtually any other ability. On lower difficulty settings, they're not as important, but they still have a high priority. The more Health Dante has, the longer he'll last against an onslaught of enemy attacks. The lower-level Fortitude abilities are even more important than the higher-level abilities, because they give Dante a significant Health boost in comparison to the damage inflicted by enemies early in the game. While the higher-level Fortitude abilities increase Dante's Health bar by the same amount, the enemies in the lower Circles of Hell inflict far more damage than enemies on the Surface and in the upper Circles of Hell.

Holy Barrage

Description: Pressing **●●●** (PlayStation 3) or **BBB** (Xbox 360) will unleash a three-part attack of divine energy.

Requires: Holy Blast

Cost: 2,000

Cost-Effective: Yes

Priority: Medium



Holy Barrage is essentially the second level of Holy Blast. Dante attacks with three waves of Holy Cross projectiles in quick succession. If you use Holy Blast regularly against enemies that do not take flight, then give Holy Barrage a high priority. Otherwise, you should wait to purchase Holy Barrage until later in the game, when attacking from a distance becomes more important because of the number of enemies you face and the amount of damage they inflict.

—— Magic: Righteous Path Level 2 ——

Description: Righteous Path deals more damage to enemies.

Requires: Righteous Path

Cost: 2,500

Cost-Effective: Yes

Priority: Medium



Righteous Path is useful in boss battles and against a wide range of enemies. However, it consumes Dante's Mana bar. Usually, upgrading Righteous Path to Level 2 should not be a high priority until you can easily replenish Dante's Mana bar by using the Ciacco's Bile relic or the Mental Sap ability. Until that time, the increased damage compared to the normal Righteous Path does not warrant spending souls upgrading it to Level 2.

—— Sacred Judgment ——

Description: Pressing **L2**+**●** (PlayStation 3) or **LT**+**Ⓐ** (Xbox 360) will initiate a two-part focus attack that violently pulls enemies toward Dante with divine might.

Requires: Holy Level 1

Cost: 2,000

Cost-Effective: Yes

Priority: High



Sacred Judgment is one of Dante's best Holy abilities. It draws in enemies within a wide radius and stuns them temporarily while inflicting moderate damage. The attack can be blocked, but if you repeat it endlessly, Dante is only vulnerable for a brief moment between each Sacred Judgment. It works well against all lesser and greater enemies with the exception of the Temptress and Seductress of Lust. If you use it against them, their evasive abilities and quick attacks allow them to hit Dante immediately after being drawn toward him with Sacred Judgment.

—— Wisdom of Camilla ——

Description: The Mana bar increases in scale.

Requires: Holy Level 1

Cost: 2,500

Cost-Effective: Yes

Priority: Medium

There are a total of four Wisdom abilities that increase Dante's Mana bar. Of the four, the lower-level Holy and Unholy Wisdom abilities are the least important. This is because Dante doesn't have many magic spells that use Mana early in the game. Righteous Path is acquired early in the game, but unless you have extra souls to purchase both low-level Wisdom abilities and upgrade Righteous Path to Level 2, the additional Mana isn't as important as some of Dante's other Holy and Unholy abilities. Later in the game, when Dante has more magic spells available, all four Wisdom abilities become very important.

LEVEL 2

—— Divine Tempest ——

Description: Holding and releasing **●** (PlayStation 3) or **Ⓑ** (Xbox 360) while in the air will launch enemies into the air with divine might.

Requires: Divine Force

Cost: 2,500

Cost-Effective: Yes

Priority: Low





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Divine Tempest is essentially an aerial version of Divine Force, aimed at the ground. It knocks enemies into the air, allowing Dante to follow up with an aerial attack. As a Holy Level 2 ability, it's fairly cost-effective, but rarely is it more important than almost any other Holy ability. In many cases, it's just as easy to use Dante's aerial heavy attack to knock enemies into the air. Divine Tempest inflicts more damage, but once an enemy is in the air, you can take your time killing them, so the amount of damage Divine Tempest inflicts does not make the attack any more important.

Holy Protection Level 1

Description: Dante will take 5 percent less damage from enemies.

Requires: Holy Level 2

Cost: 3,000

Cost-Effective: No

Priority: Medium

Holy Protection is very similar to the four Fortitude abilities. Instead of increasing Dante's Health bar, it lowers the damage enemies inflict upon him. This is a very good ability, but at the cost of 3,000 souls, unless you have an overabundance of souls, there are other abilities that should take priority over Holy Protection Level 1. In the lower Circles of Hell, when stronger enemies inflict large amounts of damage, this ability is very important, but early on there are more important abilities.

Sacred Quake

Description: Pressing **L2**+**○** (PlayStation 3) or **LT**+**B** (Xbox 360) while in the air will crash Dante down in a focus attack that stuns nearby enemies.

Requires: Sacred Judgment

Cost: 2,500

Cost-Effective: No

Priority: Medium



Sacred Quake is the next evolution of Sacred Judgment. It comes in handy for stunning nearby enemies, but the main reason for purchasing this ability is to unlock Sacred Justice. Otherwise, this ability is best used to stun agile enemies such as the Temptress of Lust and Seductress of Lust. Stun them with Sacred Quake, then attack while they're stunned to avoid their counterattacks. It also works well when Dante is surrounded by enemies.

Sacred Quake Level 2

Description: Sacred Quake will do more damage and have a longer stun.

Requires: Sacred Quake

Cost: 2,000

Cost-Effective: Yes

Priority: Low



If you use Sacred Quake on a regular basis, upgrading it to Level 2 is well worth the 2,000 souls. The additional damage and longer stun offer a tremendous improvement over the normal Sacred Quake, but only if you use it regularly. In general, Sacred Quake is not an attack you should use much unless you're having problems dealing with crowds of enemies. Therefore, upgrading it to Level 2 isn't as beneficial, and the souls would be better used for something else, such as purchasing Sacred Justice when it becomes available.

LEVEL 3

Holy Devastation

Description: Pressing **●●●●** (PlayStation 3) or **BBBB** (Xbox 360) will unleash a devastating wave of holy energy.

Requires: Holy Barrage

Cost: 3,000

Cost-Effective: No

Priority: Low



Holy Devastation is the third and final version of Dante's Holy Blast projectile attack. It adds a fourth wave of cross projectiles to the attack, but there's a slight delay before the final wave. On the positive side, the final wave of projectiles has a relatively wide attack range, and in the rare instance that every projectile hits a single enemy, the damage is significant. If you frequently use Holy Barrage and have extra souls available when Dante reaches Holy Level 3, this is a good purchase. However, it's not as useful in the lower Circles of Hell, where enemies are faster and more agile and hitting them with Holy Devastation is more difficult.

———— Holy Protection Level 2 ————

Description: Dante will take 10 percent less damage from enemies.

Requires: Holy Protection Level 1

Cost: 4,000

Cost-Effective: No

Priority: Medium

The second level of Holy Protection grants Dante an additional 5 percent damage reduction for a total of 10 percent. It's very useful in the lower Circles of Hell, but at the steep cost of 4,000 souls for a Holy Level 3 ability, it should take a backseat to more important abilities, such as Divine Armor. When you have available souls later in the game, this is a very important purchase, but early on it's a bit too expensive for what you receive in return.

———— Magic: Divine Armor ————

Description: Instantly blinds surrounding enemies and provides protection to Dante for a short period of time.

Requires: Holy Level 3

Cost: 2,500

Cost-Effective: Yes

Priority: High



Divine Armor is one of Dante's best Holy abilities, but it's just the tip of the iceberg compared to Divine Armor Level 2 and Level 3. It blinds nearby enemies and makes Dante immune to virtually all attacks for a short time. While it's a high-priority ability, it's not necessary to purchase it as soon as Dante reaches Holy Level 3. Just make sure you have souls available to purchase this and Divine Armor Level 2 by the time Dante reaches Holy Level 4. It's also beneficial to have at least one Wisdom ability to give Dante more Mana, allowing you to use this technique more often.

———— Magic: Righteous Path Level 3 ————

Description: Righteous Path deals more damage to enemies.

Requires: Magic: Righteous Path Level 2

Cost: 5,000

Cost-Effective: No

Priority: Low



When comparing the Mana consumption, damage output, and soul cost of Righteous Path Level 3 and Divine Armor, Divine Armor wins every time. It costs 2,500 for Righteous Path Level 2 and an additional 5,000 for Level 3 for a total of 7,500, not including the two Wisdom abilities that increase Dante's Mana bar and allow you to use Righteous Path more often. Divine Armor costs only 2,500 souls and gives Dante temporary invincibility to almost all attacks. During this time, Dante can unleash hell upon his enemies with any attack. The amount of damage that can be inflicted

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is equal to or greater than the amount of damage inflicted by Righteous Path Level 3, depending on which offensive abilities you have purchased and the enemies you're fighting against. Any way you look at it, Righteous Path Level 3 should not be a priority.

However, if you purchased Righteous Path Level 2 and have a plethora of extra souls at your disposal, Righteous Path Level 3 is a decent purchase. The additional damage is substantial when compared to the original version of Righteous Path, but the lower Dante moves into Hell, the less effective the additional damage becomes due to the high amount of hit points some of the tougher enemies have. If you plan to purchase this ability, it is extremely helpful to have both Wisdom abilities available at this point. As the level of Righteous Path increases, so does the amount of Mana it consumes.

Redemption Cell

Description: A cell is added to Dante's Redemption meter, which extends its duration.

Requires: Holy Level 3

Cost: 2,500

Cost-Effective: No

Priority: Low



Dante's Redemption ability offers a huge boost to his attack power, and this ability increases the duration of that boost. However, even with both Redemption Cell abilities purchased, Dante's Redemption doesn't last longer than a single battle. It's best used during boss battles or against a horde of greater enemies, but there are other strategies that work very well in all situations without the need for Redemption. If you're an advanced player, do not bother purchasing either Redemption Cell ability, but if you're struggling with the first few Circles of Hell and you have plenty of souls available, this is a worthy purchase.

Sacred Justice

Description: Pressing **L2**+**●** (PlayStation 3) or **LT**+**B** (Xbox 360) during Sacred Judgment will launch and stun enemies in the air.

Requires: Sacred Quake

Cost: 3,000

Cost-Effective: Yes

Priority: High



Sacred Justice, Sacred Judgment, and Divine Force are Dante's best offensive Holy abilities. While it's not necessary to purchase Sacred Justice as soon as it's available and you have souls to burn, it is a very effective attack. Following Sacred Judgment, it knocks enemies into the air and leaves them there for a short time, stunned and awaiting Dante's next attack. It can be blocked and works better against lesser enemies than greater enemies, but when it's not blocked, it works well against almost any enemy. Like Sacred Judgment, it can be used repeatedly, giving enemies a very small window of opportunity to attack Dante. It also clears out a group of enemies better than most other abilities, because it knocks them into the air and gives you plenty of time to determine which enemy you want to attack and what your next attack will be.

LEVEL 4

Magic: Divine Armor Level 2

Description: Divine Armor will regenerate Dante's Health while active.

Requires: Divine Armor

Cost: 4,000

Cost-Effective: Yes

Priority: High



Divine Armor is Dante's best Holy ability, and Level 2 makes it that much better. At Level 2, Divine Armor slowly regenerates Dante's Health while it's active, and it makes him immune to almost all attacks, blinds nearby enemies, and inflicts moderate damage. Depending on the amount in Dante's Health bar, Divine Armor Level 2 has the ability to regenerate a significant portion of Dante's Health. It's extremely beneficial in the middle of a tough battle if your Health gets low. It's generally best to purchase Divine Armor and Divine Armor Level 2 at the same time and to have one or both Wisdom abilities to increase Dante's Mana bar.

Magic: Martyrdom

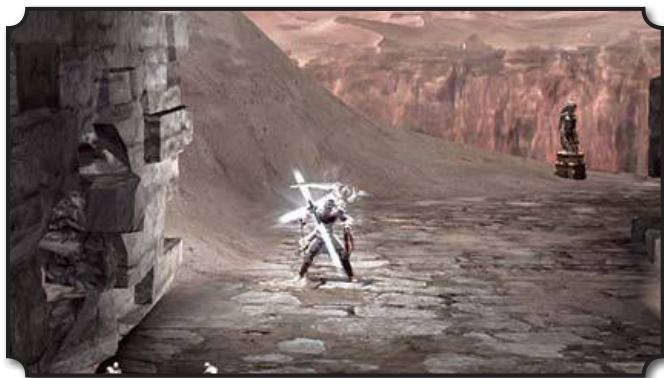
Description: Dante sacrifices Health and Mana to deal a heavy amount of damage to any surrounding enemies.

Requires: Holy Level 4

Cost: 2,500

Cost-Effective: Yes

Priority: Low



Martyrdom depletes some of Dante's Health and Mana to inflict damage to any nearby enemies. It works best if you have both low-level Fortitude abilities to increase Dante's Health bar. This greatly lessens the impact of the ability's Health sacrifice, while still inflicting just as much damage to surrounding enemies.

Spending 2,500 on a Holy Level 4 ability is a fairly good deal, but Martyrdom overall is not a significantly useful ability compared to many of Dante's other abilities. Sacred Judgment and Sacred Justice don't inflict as much damage to surrounding enemies, but they also don't use any Mana or sacrifice any Health. This works best in conjunction with both low-level Fortitude and Wisdom abilities and with Divine Armor Level 2 to give Dante the maximum Health and Mana available at lower levels and the ability to replenish any lost Health. That's a lot of work and a large number of souls just to make a single ability worthwhile.

LEVEL 5

Fortitude of Brutus

Description: The Health bar increases in scale.

Requires: Holy Level 5

Cost: 4,000

Cost-Effective: Yes

Priority: High

The lower-level Fortitude abilities are good, because they give Dante a significant amount of Health compared to the amount of damage enemies in the higher Circles of Hell inflict. The higher-level Fortitude abilities, including Fortitude of Brutus, are also important because enemies in the lower Circles of Hell inflict significantly more damage than those in the upper circles. Dante will need all the Health possible to give him an edge, especially if you're playing on Hellish or Inferno difficulty, where enemy damage is increased.

Magic: Divine Armor Level 3

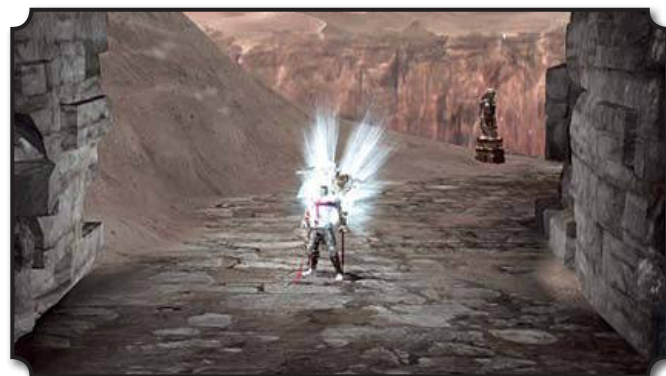
Description: Divine Armor will regenerate more of Dante's Health while active and will make him resistant to enemy attacks.

Requires: Magic: Divine Armor Level 2

Cost: 6,000

Cost-Effective: No

Priority: High



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Divine Armor Level 3 is the best version of Divine Armor. It has all of the features of Divine Armor and Divine Armor Level 2, but Dante can no longer be knocked back by enemy attacks, and the amount of Health he regenerates is increased. With all four Fortitude abilities, Divine Armor Level 3 regenerates almost half of Dante's Health bar. With several Wisdom abilities to increase Dante's Mana bar, you can use this ability multiple times in a single fight to stay alive against disheartening odds. The cost is a little steep, but it's well worth the souls.

Magic: Martyrdom Level 2

Description: Martyrdom inflicts more damage to surrounding enemies.

Requires: Magic: Martyrdom

Cost: 4,000

Cost-Effective: Yes

Priority: Low



If you purchased Martyrdom and use it regularly, Level 2 is a safe purchase. It's exactly the same as the original Martyrdom, except that it inflicts more damage. It also costs the same amount of Mana to use, despite the additional damage it inflicts. Like the original Martyrdom, there are better abilities to purchase, but like all Wisdom and Fortitude abilities, as well as Divine Armor Level 2 or 3, this ability can effectively get Dante out of a tough situation.

Relic Slot

Description: An additional relic slot is unlocked.

Requires: Holy Level 5

Cost: 3,000

Cost-Effective: Yes

Priority: High



Dante can purchase two additional relic slots—one Holy ability and one Unholy ability. These are arguably the most important abilities in Dante's arsenal. At the onset of the game, Dante only has two relic slots. As he journeys through Hell, he collects over 30 relics. Having two additional relic slots is a huge advantage. Purchase this as soon as it becomes available.

Wisdom of Galen

Description: The Mana bar increases in scale.

Requires: Holy Level 5

Cost: 4,000

Cost-Effective: Yes

Priority: High

Wisdom of Galen, like all other Wisdom abilities, increases Dante's Mana bar. It is extremely important if you frequently use Divine Armor or any other magic spell. However, if you do not find yourself relying on magic spells, your souls are best used for other abilities.

LEVEL 6

Blessed Spirit Tap

Description: Enemies release Health when destroyed by Dante's cross.

Requires: Holy Level 6

Cost: 4,000

Cost-Effective: Yes

Priority: Medium



Once you've purchased Blessed Spirit Tap, whenever you kill enemies with a Holy Cross attack, they release Health Orbs that replenish Dante's Health. The significance of this ability relies solely on how often you kill enemies with Cross attacks. If you commonly use Dante's Cross attacks, this is a high-priority ability, but if you find yourself using Scythe attacks more often, this ability isn't as important. In most cases, by the time Dante reaches Holy Level 6, you'll be nearing the final Circle of Hell and there won't be many enemies left to kill.

———— Magic: Martyrdom Level 3 ————

Description: Martyrdom inflicts more damage to surrounding enemies and has an increased range of destruction.

Requires: Magic: Martyrdom Level 2

Cost: 6,000

Cost-Effective: No

Priority: Low



Martyrdom Level 3 inflicts more damage to enemies than Level 2 and has a wider range of attack. However, it is only beneficial if you've purchased Martyrdom Level 2 and use it regularly; otherwise, there's no need to worry about this ability.

LEVEL 7

———— Blessed Spirit Tap Level 2 ————

Description: Enemies release an increased amount of Health when destroyed by Dante's cross.

Requires: Blessed Spirit Tap

Cost: 4,000

Cost-Effective: Yes

Priority: Low

Damage: N/A



The second level of Blessed Spirit Tap causes enemies to release more Health Orbs when killed by Dante's Holy Cross attacks. If you purchased the original Blessed Spirit Tap and are defeating enemies with Cross attacks quite often, this ability is definitely worth 4,000 souls. However, if you kill more enemies with Dante's scythe, there's no need to purchase this ability.





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UNHOLY ABILITIES

Death's Grasp, Diabolic Ascension, and Vile Flurry are unlocked after defeating Death, and do not have a specific Unholy level.

NOTE

Death's Grasp

Description: Pull **R2** (PlayStation 3) or **RT** (Xbox 360) to grab an enemy with Dante's scythe.

Requires: Defeat Death

Cost: N/A

Cost-Effective: N/A

Priority: N/A



Death's Grasp is Dante's basic grab and the only way he can Punish or Absolve many lesser enemies. Most enemies that cannot be Punished or Absolved can usually be grabbed and thrown, which works especially well against Exploding Minions. You can extend the grab's range with Death's Reach.

Diabolic Ascension

Description: Press and hold **▲** (PlayStation 3) or **Y** (Xbox 360) to launch nearby enemies into the air.

Requires: Defeat Death

Cost: N/A

Cost-Effective: N/A

Priority: N/A



Diabolic Ascension knocks most enemies into the air, with Dante automatically following, but its range of effect is relatively small. There are other abilities that are better at knocking enemies into the air, such as Dante's aerial heavy attack, Divine Tempest, or Sacred Justice, but as a free ability it does the job.

Vile Flurry

Description: Press **■ ■ ■ ■** (PlayStation 3) or **× × × ×** (Xbox 360) to initiate a quick combo.

Requires: Defeat Death

Cost: N/A

Cost-Effective: N/A

Priority: N/A



Vile Flurry is Dante's basic light attack Scythe combo. It works well against almost all lesser enemies and some greater enemies and bosses. It's Dante's go-to attack for the first few Circles of Hell, until you can purchase more destructive attacks. Even in the lower Circles of Hell, Vile Flurry is still useful against enemies that do not frequently block Dante's attacks.

LEVEL 0

Diabolic Rupture

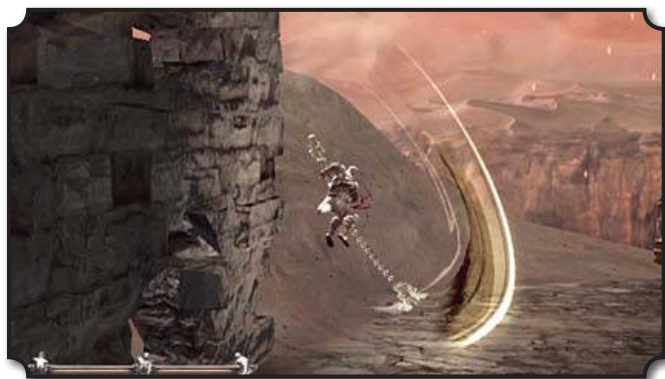
Description: Press **▲▲** (PlayStation 3) or **Y Y** (Xbox 360) while in the air to initiate a Fierce Attack and finishing move.

Requires: Unholy Level 0

Cost: 1,500

Cost-Effective: No

Priority: Low



Diabolic Rupture is fairly destructive for a Level 0 ability, but as an aerial attack, it's relatively hard to connect, especially against smaller enemies. It's also no more effective than Vile Flurry against most lesser enemies, which makes it far less cost-effective and relatively low priority.

Impaler

Description: Press **▲▲** (PlayStation 3) or **Y Y** (Xbox 360) to initiate a Fierce Attack that hits enemies multiple times.

Requires: Unholy Level 0

Cost: 1,000

Cost-Effective: Yes

Priority: Medium



Impaler is a very good heavy attack combo if you have extra souls with which to purchase it. While not necessary by any means, it works well against bosses and other enemies with a high number of hit points. It's more powerful than Vile Flurry and more effective against enemies that block Dante's attacks, but Vile Flurry is a good substitute if you do not have the extra souls to spare.

Repayment

Description: Press **L2** (PlayStation 3) or **LT** (Xbox 360) just before an enemy attack to counter. Press **■** (PlayStation 3) or **X** (Xbox 360) or **●** (PlayStation 3) or **Ⓐ** (Xbox 360) after countering to counterattack.

Requires: Unholy Level 0

Cost: 1,500

Cost-Effective: No

Priority: High



Repayment is Dante's counter. It can be followed by a basic light or heavy attack or by a few Holy or Unholy abilities. It is very useful against almost every enemy Dante encounters throughout the Nine Circles of Hell, and it is a must-have for bosses such as Marc Antony. However, when it first becomes available, the price is a little steep, so you may want to wait a bit before purchasing it. As long as you purchase it by the end of Lust, when Dante battles Marc Antony, you should be fine.

Vile Wind

Description: Hold **■** (PlayStation 3) or **X** (Xbox 360) to quickly dash backward and then dash forward with a sweeping attack.

Requires: Unholy Level 0

Cost: 1,000

Cost-Effective: Yes

Priority: Low

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Vile Wind works well against enemies that use unblockable attacks, but only if you have quick reflexes. It takes a moment for the attack to initiate, which means you need to use it preemptively to avoid an enemy attack. The damage it inflicts is moderate at best, and in most circumstances it's better to use Vile Flurry and evade when an enemy strikes. The best reason to purchase Vile Wind is to gain access to Vile Tornado.

LEVEL 1

Death's Pillar

Description: Press ▲▲▲▲ (PlayStation 3) or ▼▼▼▼ (Xbox 360) to initiate a Fierce Combo that knocks enemies to the ground and breaks their blocks.

Requires: Impaler

Cost: 1,500

Cost-Effective: Yes

Priority: Medium



Like many of Dante's heavy attack combos, Death's Pillar is moderately slow and isn't significantly better than Vile Flurry. It works well against enemies that block many of Dante's attacks, but these enemies also typically attack in groups with other enemies, which makes it difficult to use this attack effectively. If you have a few souls to burn, Death's Pillar can make some fights a little easier, but otherwise you can pass on this ability.

Death's Reach

Description: Dante's grab attack now reaches enemies at a greater distance.

Requires: Death's Grasp

Cost: 2,000

Cost-Effective: No

Priority: High



Death's Reach adds a tremendous amount of range to Death's Grasp, Dante's grab attack. With Death's Reach, Dante can grab enemies from a great distance and Punish, Absolve, or throw them. Enemies that cannot be grabbed are still immune to the attack, but they will take a small amount of damage, just like they would against Death's Grasp. It's not essential that you purchase this ability as soon as it becomes available, but it comes in handy around Greed and Gluttony, where the enemies become more evasive and harder to catch with Death's Grasp.

Retribution

Description: Press ■ (PlayStation 3) or ⊗ (Xbox 360) after countering a projectile to return the projectile back to the enemy.

Requires: Repayment

Cost: 2,000

Cost-Effective: No

Priority: Low



Retribution allows Dante to send a projectile attack back toward an enemy after a successful Repayment. Early in the game, it's primary use is against Pests because they're the main enemy that attacks with a projectile. This makes the priority of this attack somewhat debatable. Pests are easily dispatched with Holy Blast or an aerial grab, both of which are free attacks that Dante automatically obtains before running into any Pests. Retribution isn't really useful until you fight Alighiero at the end of Greed, so save your souls until then.

Soul Stabber

Description: Press **L2+X** (PlayStation 3) or **LT+A** (Xbox 360) to execute a high-frequency focus attack combo.

Requires: Unholy Level 1

Cost: 2,000

Cost-Effective: No

Priority: Low



Soul Stabber isn't a bad ability, but compared to Dante's other Unholy abilities, it's not a necessity. This aerial attack isn't as effective as Impaler or Death's Pillar, which are both cheaper than Soul Stabber. However, if you have extra souls to spend, it gives Dante a variety of Scythe attacks from which to choose.

Vile Tornado

Description: Pressing **L2+■** (PlayStation 3) or **LT+X** (Xbox 360) will execute a sweeping focus attack.

Requires: Vile Wind

Cost: 2,000

Cost-Effective: No

Priority: Medium



Vile Tornado can be considered Vile Flurry Level 2. It's an effective and damaging light attack and would be cost-effective by itself. However, because you must purchase Vile Wind before you gain access to Vile Tornado, it's no longer cost-effective. It's still a very good light Scythe attack, and you should purchase it early in the game to give Dante the upper hand against tougher enemies. Vile Tornado is also a wide-range attack that's helpful when you're surrounded on all sides.

LEVEL 2

Diabolic Hammer

Description: Pressing **L2+▲** (PlayStation 3) or **LT+Y** (Xbox 360) will initiate a deadly focus attack combo for massive damage.

Requires: Death's Pillar

Cost: 2,000

Cost-Effective: Yes

Priority: Low



Diabolic Hammer is a fairly damaging Scythe attack, but that doesn't make it a useful purchase. This is a heavy attack, so it executes a little slower than Dante's light Scythe attacks. The amount of damage it inflicts compensates for its slower speed, but there are other Unholy abilities that should take precedence over Diabolic Hammer, most notably Vile Tornado, Impaler, and Death's Pillar.



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Fortitude of Hector

Description: The Health bar increases in scale.

Requires: Unholy Level 2

Cost: 2,500

Cost-Effective: Yes

Priority: High

The first Fortitude in the Unholy section of Dante's abilities chart is a good purchase if you have the souls. It increases Dante's Health bar and allows him to survive a bit longer against a horde of enemies. It's more important in the higher Circles of Hell, because the enemies inflict less damage, making a Health boost more significant. However, by the time Dante reaches the last Circle of Hell, all four Fortitude abilities make a big difference.

Magic: Lust Storm Level 2

Description: The Lust Storm does more damage to enemies.

Requires: Lust Storm

Cost: 2,500

Cost-Effective: No

Priority: Low



Lust Storm is primarily a defensive magic spell that protects Dante from various enemy attacks. As a secondary effect, it inflicts a small amount of damage to any surrounding enemies. Lust Storm Level 2 increases the amount of damage the magic spell inflicts, but because it is not an offensive spell, increased damage is not very important. However, if you use Lust Storm on a regular basis, this upgrade will make it easier to take down enemies. Just be aware that it drains a significant amount of Mana.

Soul Crusher

Description: Pressing **L2**+**X** (PlayStation 3) or **L1**+**A** (Xbox 360) while in the air will thrust the scythe down on enemies with a critical attack.

Requires: Soul Stabber

Cost: 2,500

Cost-Effective: No

Priority: Low



There are very few enemies you must fight in the air, and the few that benefit from aerial combat, such as Pests, are easily defeated with a single aerial grab. This makes aerial attacks like Soul Crusher far less significant than Dante's other Unholy attacks. If you're fighting against a large number of lesser enemies and do not wish to Punish or Absolve them, Soul Crusher can take out multiple enemies at a time. It is more difficult to hit agile enemies, but if it fits your fighting style and you have the extra souls, it's not a bad purchase.

Vile Cyclone

Description: Pressing **L2**+**■** (PlayStation 3) or **L1**+**X** (Xbox 360) while in the air will slice enemies in the air with a focus attack.

Requires: Vile Tornado

Cost: 2,500

Cost-Effective: No

Priority: Low



Another aerial attack, Vile Cyclone is primarily useful after you've knocked a group of enemies into the air with one of your other attacks. It inflicts a moderate amount of damage in a wide radius, all while keeping Dante in the air and out of range of most enemies. It's still hard to justify purchasing Vile Cyclone, because it's generally not necessary to inflict significant damage to multiple enemies while in the air. You need Vile Cyclone if you wish to purchase Vile Hurricane, but otherwise there are better abilities on which to spend your souls.

Wisdom of Horace

Description: The Mana bar increases in scale.

Requires: Unholy Level 2

Cost: 2,500

Cost-Effective: Yes

Priority: Medium

The first Unholy Mana boost is important if you're using a lot of magic spells. It becomes more important later in the game when Divine Armor becomes essential, but early on, this is an optional purchase. It increases Dante's Mana bar, but with four total Wisdom abilities between Holy and Unholy, you do not have to purchase them all as soon as they become available.

LEVEL 3

Abominable Slam

Description: Holding **▲** (PlayStation 3) or **Y** (Xbox 360) while in the air will break enemy defenses from above with a critical attack.

Requires: Diabolic Slash

Cost: 2,500

Cost-Effective: Yes

Priority: Medium



Abominable Slam is an aerial attack that's good against enemies that frequently block your attacks. It breaks their defense and allows you to follow it with other attacks that would normally be blocked. This is especially effective against Throne and Arch Demons. If you have trouble with enemies that block most attacks, this is a good purchase. If you do not have this problem, your souls are better saved for other abilities, especially when you consider that you must purchase Diabolic Slash before this ability becomes available.

Diabolic Slash

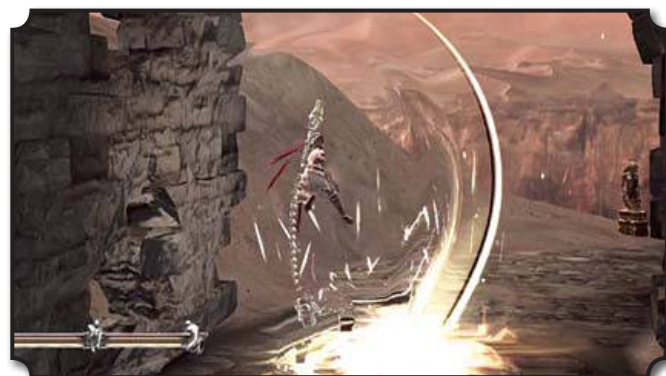
Description: Pressing **L2+▲** (PlayStation 3) or **LT+Y** (Xbox 360) while in the air will scar the ground with a fierce attack.

Requires: Diabolic Hammer

Cost: 2,500

Cost-Effective: Yes

Priority: Low



Diabolic Slash is only useful if you are not Punishing and Absolving as many enemies as possible. While in the air, Dante attacks the ground with a powerful attack. If you can line up the enemies, Diabolic Slash will clear out several lesser foes with one or two attacks. However, if you're Punishing and Absolving as many enemies as you can, this attack is far less important.

Magic: Lust Storm Level 3

Description: Lust Storm has an increased range and blocks ranged attacks from enemies.

Requires: Magic: Lust Storm Level 2

Cost: 5,000

Cost-Effective: No

Priority: Low

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The third level of Lust Storm increases its range of effect and adds the ability to protect Dante from ranged attacks. However, Lust Storm is already one of the most Mana-consuming magic spells, because it drains Mana the entire time it's active. This ability is also not nearly as important or valuable as Divine Armor, because it does not restore any of Dante's Health and does not make Dante immune to all attacks like Divine Armor does. If you purchased Lust Storm Level 2 and use it frequently but get hit by ranged attacks, this is a good purchase. If not, skip this one and save your souls for more important abilities.

Redemption Cell

Description: A cell is added to Dante's Redemption meter, which extends its duration.

Requires: Unholy Level 3

Cost: 2,500

Cost-Effective: No

Priority: Low



The priority of this Redemption Cell depends on whether or not you purchased the Holy Redemption Cell. One Redemption Cell doubles the duration Dante is enhanced by Redemption. A second Redemption Cell adds one more cell to the Redemption meter, increasing the duration by 33 percent, which is much less important than a single Redemption Cell. If you're having trouble working through

the Nine Circles of Hell, Redemption can help you escape tough situations. However, if you're not having significant difficulties, only one Redemption Cell is needed at the most, and in some cases you may not need either Redemption Cell.

Soul Shatter

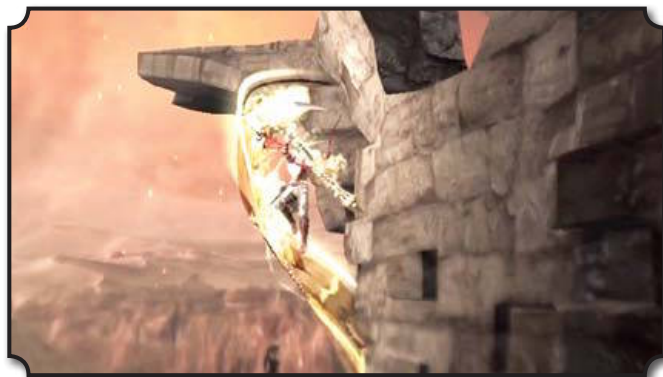
Description: Pressing **L2+X** (PlayStation 3) or **LT+A** (Xbox 360) during Soul Stabber will launch enemies into the air with a forceful finishing move.

Requires: Soul Crusher

Cost: 3,000

Cost-Effective: No

Priority: Low



Soul Shatter is limited by two important details. First and foremost, you can purchase it only if you already have Soul Crusher and can use it only during Soul Stabber. Secondly, while it knocks enemies into the air, it does not leave Dante in the air, which makes it difficult to fully capitalize on the newly airborne enemies. Soul Crusher isn't an important ability, which means it adds an unnecessary cost to Soul Shatter. The fact that every other attack that knocks enemies into the air gives Dante more time to take advantage of the situation makes this ability very low priority.

Vile Hurricane

Description: Pressing **L2+■** (PlayStation 3) or **LT+X** (Xbox 360) during Vile Tornado will send enemies flying with a critical attack.

Requires: Vile Cyclone

Cost: 3,000

Cost-Effective: No

Priority: Medium



Vile Hurricane is the final evolution of Vile Flurry. It would be cost-effective if you did not need to purchase Vile Cyclone in order to gain access to it. Unfortunately, this adds a significant cost for an ability that isn't nearly as effective as Vile Hurricane. However, if you have extra souls to use, Vile Hurricane is a worthy ability to purchase. It inflicts a decent amount of damage and knocks enemies back, but it can be blocked, which partially limits its use. It works especially well alongside Impaler and Death's Pillar, which you can use against enemies that block many of Dante's attacks.

LEVEL 4

Diabolic Guillotine

Description: Mashing **L2**+**▲** (PlayStation 3) or **LT**+**▼** (Xbox 360) during Diabolic Hammer will unleash a fury of critical attacks with a damaging finish.

Requires: Diabolic Slash

Cost: 3,000

Cost-Effective: Yes

Priority: Medium



Diabolic Guillotine by itself is not a bad attack. However, because you can execute it only during Diabolic Hammer, it's rare to unleash the entire attack on an unsuspecting enemy. By the time you hit an enemy with Diabolic Hammer and Diabolic Guillotine begins, most lesser enemies have

already been knocked to the ground or defeated, and many greater enemies and bosses are out of reach. However, when the full attack connects, it inflicts a significant amount of damage, especially when coupled with the damage of Diabolic Hammer. That said, Dante is vulnerable to attack during Diabolic Guillotine, which makes other attacks, such as Sacred Justice or even Vile Flurry, a less damaging but superior option.

Relic Slot

Description: An additional relic slot is unlocked.

Requires: Unholy Level 4

Cost: 3,000

Cost-Effective: Yes

Priority: High



Dante starts his descent into Hell with two relic slots, but he can purchase two additional relic slots, one for a Holy ability and one for an Unholy ability. For the most part, these are the most important abilities Dante has access to. You should purchase both Relic Slot abilities as soon as they become available.

Magic: Sins of the Father Level 2

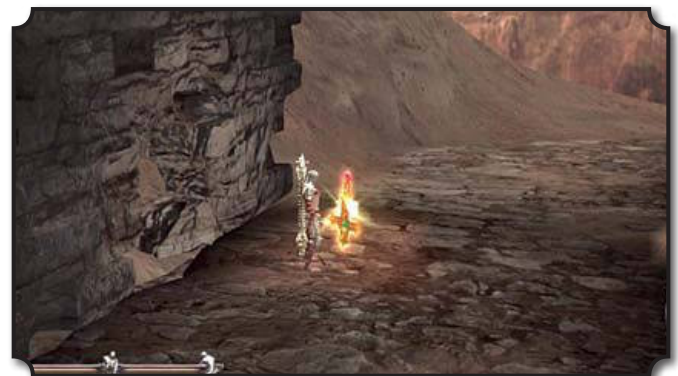
Description: Sins of the Father travels an increased distance.

Requires: Sins of the Father

Cost: 2,500

Cost-Effective: Yes

Priority: Low





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Sins of the Father Level 2 is primarily a stepping stone to Sins of the Father Level 3. Sins of the Father Level 2 merely increases the ability's range. Normally this would be a significant benefit, but because Holy Blast already has a longer range than the original Sins of the Father and the Level 2 upgrade, there isn't a big advantage to this ability. Even if you use Sins of the Father frequently, wait until you can purchase Sins of the Father Level 3, then pick up both abilities at the same time.

LEVEL 5

Fortitude of Latinus

Description: The Health bar increases in scale.

Requires: Sins of the Father

Cost: 4,000

Cost-Effective: Yes

Priority: High

The second Unholy Fortitude ability combines with the other three Fortitude abilities to create four abilities that are extremely important to have in the lower Circles of Hell. The more Health Dante has as he nears the final battle with Lucifer, the better. If you reach Unholy Level 5 relatively early in the game, you can wait on this ability, but having all four by the last few Circles of Hell is very beneficial.

Magic: Sins of the Father Level 3

Description: Sins of the Father projects three blades at once instead of one.

Requires: Magic: Sins of the Father Level 2

Cost: 5,000

Cost-Effective: No

Priority: Low



Sins of the Father Level 3 allows Dante to throw three blades instead of one. This increases the total damage of Sins of the Father, making it a useful secondary projectile attack toward the end of the game. However, the ability's high cost, in conjunction with the necessary cost of Sins of the Father Level 2, make this one an expensive purchase. If you have a lot of extra souls available, pick this up alongside Level 2 to give Dante a powerful projectile attack; otherwise, stick to Holy Blast, Holy Barrage, and Holy Devastation.

Wisdom of Lucan

Description: The Mana bar increases in scale.

Requires: Unholy Level 5

Cost: 4,000

Cost-Effective: Yes

Priority: High

Damage: N/A

The second Unholy Wisdom Mana bar boost is very important as Dante gains the ability to use more magic spells. After you purchase Divine Armor, this becomes even more important. By the time you near the end of the game, all four Wisdom abilities will be nearly mandatory so you can use magic more freely.

LEVEL 6

Magic: Suicide Fruit Level 2

Description: Suicide Fruit has an increased area of destruction.

Requires: Suicide Fruit

Cost: 2,500

Cost-Effective: Yes

Priority: Low



Suicide Fruit can be difficult to aim, because Dante throws it quite a distance in front of him. The increased area of effect gained by purchasing Suicide Fruit Level 2 helps to improve this magic spell, but it's still not effective enough to be truly useful until you upgrade it to Level 3. The fact that this ability doesn't become available until late in the game doesn't make it any more significant, because there are more important abilities to purchase and upgrade late in the game and far fewer enemies to battle against.

Mental Sap

Description: Enemies release Mana when destroyed by Dante's scythe.

Requires: Unholy Level 6

Cost: 4,000

Cost-Effective: Yes

Priority: High



Mental Sap causes enemies to release Mana Orbs when Dante kills them with his scythe. It's an important ability if you use a lot of magic and kill enemies with Scythe attacks. If you do, make Mental Sap a high priority; if you don't, save your souls to purchase Blessed Spirit Tap instead.

LEVEL 7

Magic: Suicide Fruit Level 3

Description: Suicide Fruit has an increased area of destruction.

Requires: Magic: Suicide Fruit Level 2

Cost: 5,000

Cost-Effective: Yes

Priority: Medium



Suicide Fruit Level 3 gives the magic spell a large enough area of effect to make it useful when Dante is surrounded by enemies with few options to defeat them all. However, the cost of getting Suicide Fruit to Level 3 is relatively high. If you use Suicide Fruit regularly or need to stun a group of enemies to give yourself some breathing room, purchase Level 2 and Level 3 at the same time. Otherwise, use your souls for other abilities.

Mental Sap Level 2

Description: Enemies release an increased amount of Mana when destroyed by Dante's scythe.

Requires: Mental Sap

Cost: 6,000

Cost-Effective: Yes

Priority: High



Mental Sap Level 2 causes enemies to release a decent amount of Mana Orbs when Dante kills them with his scythe. If you have the original Mental Sap and kill many enemies with Dante's scythe, and you reach Unholy Level 7 before the lowest level of Hell, Mental Sap Level 2 is a good purchase. If not, stick to Blessed Spirit Tap instead.



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RELICS

BASICS

LOCATION



Relics are scattered throughout the Nine Circles of Hell. You obtain certain relics by defeating specific bosses or by speaking with Virgil (you may need to speak with Virgil two or three times before you obtain the relic). Some are easier to find than others, but we provide their locations here to help you narrow down your search.

For exact details on how to find each relic, please refer to the Walkthrough chapter.

NOTE

LEVEL REQUIREMENTS

In a similar fashion to abilities, some relics have specific Holy and Unholy level requirements before they can be equipped. If a relic states that Dante must be Holy Level 5, that means the relic cannot be equipped or upgraded until Dante reaches Holy Level 5. Pay close attention to the relics you wish to equip and upgrade so that when Dante reaches the appropriate level you can immediately begin using and upgrading the relic.

RELIC LEVELS



All relics start at Level 1, but when it comes to upgrading or leveling up a relic, there are essentially two types of relics.

The first is the most common, which are relics that you can upgrade to Level 3. You level up these relics by collecting souls while the relic is equipped. If a relic is not equipped, it will not increase in level. The benefits of these relics are generally increased as they move from Level 1 to Level 3.

The other type of relics is far less common and cannot be upgraded. These relics remain the same as when you first obtain them no matter how many souls you collect while they're equipped.

When Dante kills an enemy, breaks a Soul Fountain, or manually Absolves a damned soul, it takes a moment for the souls to fly into the air and absorb into Dante. If there are specific relics that you wish to level up but not have equipped at all times, you can equip them just before Dante absorbs the souls. For example, you can use the Charon's Oar relic to receive the Holy points bonus from manually Absolving a damned soul; then, before the souls reach Dante, swap Charon's Oar for a different relic that you're trying to upgrade, and the souls will go toward the new relic instead of Charon's Oar.

TIP

BEST EQUIPPED

Dante can have a maximum of four relic slots, but there are over 30 relics available. This means that you must switch out relics frequently, depending on the situation at hand. You can access the System menu midbattle and change the relics you have equipped in order to be as effective as possible. For example, in a boss battle, you may want to equip Death Blade for additional Scythe damage, Tristan's Desire to increase Dante's magic damage, and Eye of Alighiero and Francesco's Forgiveness to reduce the enemy's damage. But if Dante takes heavy damage and you use Divine Armor Level 3, you should replace one of these relics with Ciacco's Bile so that Dante's Mana bar is regenerating in case you need to use Divine Armor several more times.

RELIC DETAILS

RELIC QUICK REFERENCE CHART			
Relic	Location	Requires	Description
Antony's Standard	Lust (defeat Marc Antony)	None	Increases the rate at which Dante stores Redemption energy by 10%, 20%, and eventually 30%.
Arrow of Paris	Lust	Unholy Level 1	Grab attack damage is increased by 25%, 50%, and eventually 100%.
Attila's Armor	Violence	None	Dante's attacks will not be interrupted if an enemy blocks them.
Azrael's Apprentice	Gluttony (defeat Cerberus)	Unholy Level 1	Any successful block on an enemy now has a 10%, a 15%, and eventually a 25% chance to stun them.
Calvacanti's Blade	Heresy	None	Turns Dante's evade into an attack, knocking enemies back and dealing a small amount of damage.
Charon's Oar	Limbo	Holy Level 3	Absolving enemies and the damned grants an additional 10%, 20%, and 30% Holy boost.
Ciacco's Bile	Gluttony (Virgil)	Holy Level 5	Grants Dante persistent Mana regeneration. Leveling up this relic will increase the speed of Mana regeneration.
Coin of Plutus	Greed	None	Increases the combo window that allows Dante to acquire style points and increment the hit counter by 1 second, 2 seconds, and eventually 3 seconds.
Crown of Carthage	Greed	Holy Level 5	Dante is protected from ranged enemy attack damage by an additional, 10%, 15%, and eventually 20%.
Death Blade	Limbo (Virgil)	Unholy Level 1	Increases the damage of all Scythe attacks and abilities by 10%, 15%, and eventually 20%.
Demon's Wing	Greed	Unholy Level 5	Dante's aerial attack damage is increased by 10%, 15%, and 20%.
Eye of Alighiero	Greed (defeat Alighiero)	Holy Level 3	Dante is able to absorb a certain amount of damage when attacked. Leveling up this relic increases the damage Dante can absorb.
Eyes of St. Lucia	Limbo	None	Dante has a 10%, 15%, and eventually 20% chance to deflect an incoming attack, negating the damage and pushing the enemy away.
Filippo's Rage	Anger	Unholy Level 5	Dante can block previously unblockable demon attacks. Higher levels unlock auto-countering the attacks and increases the damage returned.
Francesca's Book	Lust	Unholy Level 3	Every 50 kills from the scythe, Dante gains 100, 150, and eventually 200 Unholy points.
Francesco's Forgiveness	Violence (defeat Francesco)	None	Dante is protected from all enemy damage by 5%, 10%, and eventually 15%.
Frederick's Ring	Heresy	Holy Level 5	When Dante is low on Health, there is a 10%, a 15%, and eventually a 20% chance to execute Divine Intervention, which both stuns enemies and heals Dante.
Guiding Flame	Anger	Holy Level 5	Dante is immune to excrement attacks such as the Glutton's ranged attacks.
Hoarder's Purse	Greed	Unholy Level 3	Increases the time window for a counterattack to be executed by 30%, 60%, and eventually 100%.



RELIC QUICK REFERENCE CHART (continued)

Relic	Location	Requires	Description
Lord's Blessing	Limbo (Virgil)	Holy Level 1	Increases the damage of all Cross attacks and abilities by 10%, 15%, and eventually 20%.
Medusa's Call	Anger (Virgil)	Holy Level 5	Dante's ranged attack and projectile damage is increased by 10%, 15%, and eventually 20%.
Memory of Acre	Violence	Holy Level 5	Dante can no longer be interrupted while executing Cross attacks.
Octavian's Gold	Greed	Holy Level 3	Grants the ability to preform a Holy Special Recovery attack whenever the player is knocked down.
Rage of Farinata	Heresy (Virgil)	None	All Fountains are immediately broken upon use.
Rain of Gluttony	Gluttony	Holy Level 3	Absolutions stun surrounding enemies for 5 seconds, 10 seconds, and eventually 15 seconds after completion.
Saladin's Mercy	Limbo	Holy Level 4	A successful Absolution grants the player 5%, 10%, and eventually 15% more Health Orbs.
Seal of Epicurus	Heresy	Unholy Level 1	There is a 10%, a 15%, and eventually a 20% higher chance to perform a critical strike on any attack. Damage from the attack increases by 15%, and enemies are knocked down when a critical strike is landed.
Shoe of Nessus	Violence	Unholy Level 5	All of Dante's light Scythe attacks can no longer be evaded by enemies.
Tail of Minos	Limbo (defeat King Minos)	Unholy Level 3	Punishing enemies and the damned grants an additional 10%, 20%, and eventually 30% Unholy boost.
Tristan's Desire	Lust (Virgil)	None	Increases the damage of all magic attacks by 10%, 15%, and eventually 20%.
Wasted Gold	Greed	None	Every successful attack increases the boost fill rate by 10%, 20%, and eventually 30%.

ANTONY'S STANDARD

Description: Increases the rate at which Dante stores Redemption energy by 10%, 20%, and eventually 30%.

Level 1: 10% increase

Level 2: 20% increase

Level 3: 30% increase

Location: Lust (defeat Marc Antony)

Requires: None

Best Equipped: In conjunction with the Wasted Gold relic, just before and during boss battles

Dante's Redemption ability can be extremely useful, especially during most boss battles. However, it is difficult to determine when to use Redemption. Some players prefer to save it until a boss battle, while others use it as soon as it becomes available. Consider using it during boss battles,



because that's when it's most valuable, but in the lower Circles of Hell, it can save Dante from a horde of fearsome enemies.

If you use Redemption regularly, level this relic to its maximum and keep it equipped any time the Redemption meter is not full. If you only use Redemption against bosses, equip this relic a few enemy encounters before the boss battle and leave it equipped during the fight to allow Dante to use Redemption as much as possible during the fight. Whenever you use this relic, it's helpful to also equip the Wasted Gold relic, because it also increases the Redemption fill rate. If you rarely use Redemption, do not bother equipping this relic.

ARROW OF PARIS

Description: Grab attack damage is increased by 25%, 50%, and eventually 100%.

Level 1: 25% increase

Level 2: 50% increase

Level 3: 100% increase

Location: Lust

Requires: Unholy Level 1

Best Equipped: When using grabs to damage enemies instead of passing judgment

The Arrow of Paris relic is extremely useful in conjunction with the aerial grab technique or if you use Dante's grab against enemies that cannot be Punished or Absolved. Without the relic, Dante's grab does not inflict much damage; however, with the relic, when the Arrow of Paris reaches Level 3, Dante's grab inflicts twice as much damage. If you primarily use grabs to pass judgment instead of inflicting damage, don't worry about this relic.



The Azrael's Apprentice relic can be useful on occasion, but only after it reaches Level 3; under most circumstances, it's not worth the effort. A skilled player should not have to block very often. It's generally better to use an attack that leaves Dante immune to other attacks, such as a grab, or to evade any incoming attacks. Blocking an attack is unavoidable at times, especially during boss battles, but it's not something you should do frequently. However, if you are blocking frequently, equip this relic and upgrade it as much as possible to increase the chance of stunning an enemy.

CALVACANTI'S BLADE

Description: Turns Dante's evade into an attack, knocking enemies back and dealing a small amount of damage.

Level 1: Relic is active.

Level 2: N/A

Level 3: N/A

Location: Heresy

Requires: None

Best Equipped: When fighting against enemies that require Dante's evade



There are many situations throughout the Nine Circles of Hell that require Dante to evade enemy attacks. It is especially helpful in battles against the Beast Tamer when other enemies are around. When Dante evades the Beast Tamer's attacks, there's a good chance he will hit one of the surrounding enemies, inflicting a small amount of damage and knocking them back. This technique is also effective if you fight at close range against demons and agile enemies such as the Seductress of Lust.

CHARON'S OAR

Description: Absolving enemies and the damned grants an additional 10%, 20%, and eventually 30% Holy boost.

Level 1: 10% boost

Level 2: 20% boost

Level 3: 30% boost

Location: Limbo

Requires: Holy Level 3

Best Equipped: When Absolving the damned or any enemies

Charon's Oar should be used any time you're Absolving any enemies or damned souls. Change one relic slot to Charon's Oar, pass judgment, then switch right back. The additional Holy boost received from Charon's Oar adds up over the course of the game and allows Dante to reach Holy Level 6 and 7 without focusing exclusively on Absolving everything.



ATTILA'S ARMOR

Description: Dante's attacks will not be interrupted if an enemy blocks them.

Level 1: Relic is active.

Level 2: N/A

Level 3: N/A

Location: Violence

Requires: None

Best Equipped: Against enemies that parry or block attacks

The Attila's Armor relic works well against enemies that parry or block Dante's attacks, such as demons. Because it has only one level, you don't have to worry about upgrading it. If you fight demons and other similar enemies at close range with Scythe attacks and find that they're parrying and blocking your attacks, equip this relic to overcome the problem.



AZRAEL'S APPRENTICE

Description: Any successful block on an enemy now has a 10%, a 15%, and eventually a 25% chance to stun them.

Level 1: 10% chance to stun

Level 2: 15% chance to stun

Level 3: 25% chance to stun

Location: Gluttony (defeat Cerberus)

Requires: Unholy Level 1

Best Equipped: When fighting against a group of enemies



CIACCO'S BILE

Description: Grants Dante persistent Mana regeneration. Leveling up this relic will increase the speed of Mana regeneration.

Level 1: Regenerates 0.4 Mana points per second

Level 2: Regenerates 0.8 Mana points per second

Level 3: Regenerates 1.6 Mana points per second

Location: Gluttony (Virgil)

Requires: Holy Level 5

Best Equipped: Any time magic is in use

If you regularly use Divine Armor, the Ciacco's Bile relic is arguably the best one in the game. The same can be said if you use any magic spells on a regular basis, but Divine Armor helps to keep Dante alive in times of danger, which affects the battle more than most other magic spells. If you use magic regularly, equip this relic and get it to Level 3 as soon as possible. If you're traversing through a difficult portion of the game, use Divine Armor between battles to regain Dante's Health, and use this relic to regain Mana. If you're having significant problems, remain stationary until Dante's Health and Mana are full, then unequip Ciacco's Bile and proceed forward.



COIN OF PLUTUS

Description: Increases the combo window that allows Dante to acquire style points and increment the hit counter by 1 second, 2 seconds, and eventually 3 seconds.

Level 1: 1-second increase

Level 2: 2-second increase

Level 3: 3-second increase

Location: Greed

Requires: None

Best Equipped: During the Flatterers and Sowers of Discord challenges in Fraud

While increasing the amount of time Dante can wait between hits to continue a combo is helpful for building up the Redemption meter, it's not enough to warrant equipping this relic during normal battles. If you're focusing heavily on the Redemption meter, equip this relic alongside Antony's Standard and Wasted Gold to maximize the Redemption meter. Otherwise, limit using this relic to the Flatterers and Sowers of Discord challenges in Fraud, or if you're attempting to unlock the Warming Up or Masterpiece combo Achievements or Trophies.



CROWN OF CARTHAGE

Description: Dante is protected from ranged enemy attack damage by an additional, 10%, 15%, and eventually 20%.

Level 1: 10% ranged damage protection

Level 2: 15% ranged damage protection

Level 3: 20% ranged damage protection

Location: Greed

Requires: Holy Level 5

Best Equipped: When fighting Pests and Fiends

Under most circumstances, you won't have to worry about the Crown of Carthage relic. It reduces the damage Dante takes from ranged enemy attacks such as the projectile attacks from Pests and Fiends. While some powerful enemies, such as Arch Demons, use ranged attacks, they're almost always easily avoidable by jumping, evading, or simply blocking the attack. It should be rare for a ranged attack to hit, and the few times this happens, the damage should be minimal. If this is not the case for you, equip this relic and upgrade it to Level 3 as quickly as possible, then equip it when battling Pests, Fiends, or any other enemies with ranged attacks.



DEATH BLADE

Description: Increases the damage of all Scythe attacks and abilities by 10%, 15%, and eventually 20%.

Level 1: 10% increase

Level 2: 15% increase

Level 3: 20% increase

Location: Limbo (Virgil)

Requires: Unholy Level 1

Best Equipped: When attacking with Scythe combos

Death Blade is one of the first relics you obtain, and it's also one of the best. It increases the damage of all Scythe attacks and abilities, and because you obtain it so early in the game, it's very easy to level up to Level 3 in order to get a full 20 percent increase in Scythe damage. The only time you should not use this relic is if you're trying to level up other relics or if you're fighting exclusively with magic spells or Holy Cross attacks and abilities.



DEMON'S WING

Description: Dante's aerial attack damage is increased by 10%, 15%, and 20%.

Level 1: 10% increase

Level 2: 15% increase

Level 3: 20% increase

Location: Greed

Requires: Unholy Level 5

Best Equipped: When fighting aerial enemies or using the aerial grab technique

The Demon's Wing relic increases Dante's attack damage any time he's in the air. This is extremely useful if you use the aerial grab technique or in battles against Arch Demons and other airborne enemies. It also works well if you use an aerial Holy Blast to knock enemies back when fighting against a crowd. This relic is not useful against Pests and Fiends, because a single aerial grab easily defeats them. Equip this relic as often as possible until it reaches Level 3, then equip it only when battling in the air.



EYE OF ALIGHIERO

Description: Dante is able to absorb a certain amount of damage when attacked. Leveling up this relic increases the damage Dante can absorb.

Level 1: 5% damage absorbed

Level 2: 8% damage absorbed

Level 3: 12% damage absorbed

Location: Greed (defeat Alighiero)

Requires: Holy Level 3

Best Equipped: At all times

The difficulty setting you're playing on determines this relic's importance. It allows Dante to absorb a specific percentage of damage based on the relic's level. It becomes active as soon as Dante takes a hit but has a 45-second cooldown after becoming active. This makes it important during boss fights and when playing on the Hellish or Infernal difficulty settings. On Classic and Zealot, enemy damage isn't nearly as high, making this relic not as useful.



Every time Dante is hit while the Eye of Alighiero relic is equipped, it takes 45 seconds before the relic's damage protection becomes active again.

NOTE

EYES OF ST. LUCIA

Description: Dante has a 10%, a 15%, and eventually a 20% chance to deflect an incoming attack, negating the damage and pushing the enemy away.

Level 1: 10% chance

Level 2: 15% chance

Level 3: 20% chance

Location: Limbo

Requires: None

Best Equipped: Any time a group of enemies attack, especially agile enemies such as the Seductress of Lust. The Eyes of St. Lucia relic should not become a mainstay in Dante's relic slots until it reaches Level 3. When it has a 20 percent activation rate, it deflects enemy attacks at fairly regular intervals. It is especially useful when Dante is being attacked by a large group of enemies. It's even more helpful when agile enemies, such as the Temptress of Lust or Seductress of Lust, are in the group of attackers. If they attack while you're focused on another enemy, the relic may activate, deflecting the attack and knocking the enemy back to a safe distance.



FILIPPO'S RAGE

Description: Dante can block previously unblockable demon attacks. Higher levels unlock auto-countering the attacks and increases the damage returned.

Level 1: Dante can block previously unblockable Demon attacks.

Level 2: Dante autocounters the newly blockable attacks.

Level 3: The damage from the autocounter is increased.

Location: Anger

Requires: Unholy Level 5

Best Equipped: When fighting demons

Filippo's Rage is a useful relic when fighting against demons. All three demons have specific attacks that Dante cannot block without this relic. Before acquiring Filippo's Rage, it is best to evade these attacks, but with the relic equipped, Dante can simply block the previously unblockable attack. At Level 2, after successfully blocking an attack, Dante will automatically counter the previously unblockable attacks, and at Level 3 the damage inflicted by the counter increases. Keep in mind that this relic does not allow Dante to block the Arch Demon's freeze projectile attack. It only allows Dante to block the glowing sword attacks from each demon.



If you're having trouble battling against demons, this relic is extremely helpful. However, if you're not having problems with demons, don't worry about using or leveling up this relic.

TIP



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FRANCESCA'S BOOK

Description: Every 50 kills from the scythe, Dante gains 100, 150, and eventually 200 Unholy points.

Level 1: Dante gains 100 Unholy points.

Level 2: Dante gains 150 Unholy points.

Level 3: Dante gains 200 Unholy points.

Location: Lust

Requires: Unholy Level 3

Best Equipped: At all times until Dante reaches Unholy Level 7

Francesca's Book is extremely useful if you want to get Dante to Unholy Level 7 by the end of the game, without focusing exclusively on Punishing. However, it's only effective if you kill most enemies with Dante's scythe. Every 50 kills with Dante's scythe grants an Unholy bonus of up to 200 points, depending on the relic's level. That's a significant Unholy boost, even at higher levels when it takes quite a bit more Unholy points to level up. If you find that most of your kills come from Dante's Cross or if you're not worried about Dante's Unholy Level, don't worry about Francesca's Book. Otherwise, equip it as soon as possible and leave it equipped until Dante reaches Unholy Level 7.



FRANCESCO'S FORGIVENESS

Description: Dante is protected from all enemy damage by 5%, 10%, and eventually 15%.

Level 1: 5% damage protection

Level 2: 10% damage protection

Level 3: 15% damage protection

Location: Violence (defeat Francesco)

Requires: None

Best Equipped: At all times

The Francesco's Forgiveness relic is one of the best relics in the game, especially if you're playing on the Hellish or Infernal difficulty setting. As soon as you obtain the relic, equip it and upgrade it to Level 3. At the relic's maximum level, all enemy damage is reduced by 15 percent. This could easily mean the difference between life and death in the lower Circles of Hell and in most boss battles. Once the relic reaches Level 3, you don't have to have it equipped at all times, but if you're fighting against enemies that deal significant amounts of damage, such as demons, equip this relic to potentially save Dante from an untimely death.



FREDERICK'S RING

Description: When Dante is low on Health, there is a 10%, a 15%, and eventually a 20% chance to execute Divine Intervention, which both stuns enemies and heals Dante.

Level 1: 10% chance of Divine Intervention

Level 2: 15% chance of Divine Intervention

Level 3: 20% chance of Divine Intervention

Location: Heresy

Requires: Holy Level 5

Best Equipped: When Dante has less than 40% health
When Dante's Health is below 40 percent, the Frederick's Ring relic has a chance to replenish a portion of Dante's Health and stun enemies in close proximity. This is a useful relic, but it can be overshadowed by superior relics, depending on your battle strategies. By the time Dante reaches Holy Level 5 and can equip this relic, Divine Armor Level 3 and the Ciacco's Bile relic are available. Divine Armor Levels 2 and 3 are far superior than the Frederick's Ring relic when it comes to replenishing Dante's Health. Unless you're low on Mana, Divine Armor Level 3 will always replenish a significant amount of Dante's Health, while the Frederick's Ring relic has only a 20 percent chance to replace a moderate amount of Health at best. In most cases, by the time Dante reaches Holy Level 5, there are damage-reduction relics available, such as Francesco's Forgiveness, or Mana regeneration relics, such as Ciacco's Bile. Equipping Frederick's Ring will waste a relic slot that could be filled by a much more beneficial relic.



GUIDING FLAME

Description: Dante is immune to excrement attacks such as the Glutton's ranged attacks.

Level 1: Relic is active.

Level 2: N/A

Level 3: N/A

Location: Anger

Requires: Holy Level 5

Best Equipped: When fighting a Glutton

The Guiding Flame relic makes any battle against a Glutton significantly easier. It has only one level, so you do not need to focus on upgrading it. Instead, equip it only when a Glutton appears, and attack it relentlessly with Dante's Scythe and Holy attacks. With this relic equipped, Dante does not take any damage from the Glutton's vomit projectile attack. The attack has absolutely no effect on Dante, meaning you can stay at close range and prevent the Glutton from using any other attacks. This relic essentially makes the Glutton completely harmless.



HOARDER'S PURSE

Description: Increases the time window to execute a counterattack by 30%, 60%, and 100%.

Level 1: Counter window increases by 0.048 secs.

Level 2: Counter window increases by 0.096 secs.

Level 3: Counter window increases by 0.160 secs.

Location: Greed

Requires: Unholy Level 3

Best Equipped: When fighting Marc Antony or Alighiero Dante's Repayment counter window is normally 0.16 seconds, which means you must block and attack within 0.16 seconds of it hitting Dante to execute a Repayment counter. When the Hoarder's Purse relic reaches Level 3, it increases that window by 100 percent to 0.32 seconds. Unfortunately, the only time Dante's Repayment counter is overly effective is during the Marc Antony (Lust) and Alighiero (Greed) boss battles. Unless you're playing through the game a second time, you won't have this relic when you battle Marc Antony. In addition, although the counter window has strict timing, it's certainly not overly difficult. If you're having problems with the Alighiero boss battle, equip this relic; otherwise, leave your limited relic slots to more important relics.



LORD'S BLESSING

Description: Increases the damage of all Cross attacks and abilities by 10%, 15%, and eventually 20%.

Level 1: 10% increase

Level 2: 15% increase

Level 3: 20% increase

Location: Limbo (Virgil)

Requires: Holy Level 1

Best Equipped: When attacking with Cross combos and abilities

Lord's Blessing is essentially the Holy version of Death Blade. It increases the damage of all Cross attacks and abilities, and because you obtain it fairly early in the game, it's very easy to level up to Level 3 in order to get a full 20 percent increase in Cross damage. The only time you should not use this relic is if you're trying to level up other relics or if you're fighting exclusively with magic spells or Scythe attacks and abilities.



MEDUSA'S CALL

Description: Dante's ranged attack and projectile damage is increased by 10%, 15%, and 20%.

Level 1: 10% damage increase

Level 2: 15% damage increase

Level 3: 20% damage increase



Location: Anger (Virgil)

Requires: Holy Level 5

Best Equipped: When using ranged and projectile attacks Medusa's Call is the only relic that increases all of Dante's ranged and projectile attack damage. Use this primarily to increase the damage of Holy Blast, Divine Force, Divine Tempest, and their various upgrades, as well as Sins of the Father. If you frequently use any of these attacks, level this relic up as quickly as possible and use other relics to bolster the damage even further. Use Demon's Wing when attacking in the air; use Lord's Blessing to increase the damage of Holy Blast, Divine Force, and Divine Tempest; and use Tristan's Desire alongside Sins of the Father.

MEMORY OF ACRE

Description: Dante can no longer be interrupted while executing Cross attacks.

Level 1: Relic is active.

Level 2: N/A

Level 3: N/A

Location: Violence

Requires: Holy Level 5

Best Equipped: When attacking with Sacred Judgment, Sacred Justice, or Divine Force

Memory of Acre is extremely useful when attacking enemies with Divine Force Level 2. This is primarily because Level 2 requires Dante to charge the attack, which generally leaves him vulnerable. With the Memory of Acre relic, Dante is protected against almost all attacks while charging Divine Force. It also protects him while using Sacred Judgment, Sacred Justice, and any other Holy Cross attack, but it's most beneficial for Divine Force Level 2. It does not protect Dante against most attacks that would normally stun or knock him to the ground, such as the unblockable demon attacks or freezing attacks from Fiends and Arch Demons. This relic does not need to be upgraded, so only equip it when using Divine Force or other Holy Cross attacks.



OCTAVIAN'S GOLD

Description: Grants the ability to preform an automatic special recovery attack whenever Dante is knocked down.

Level 1: Relic is active.

Level 2: N/A

Level 3: N/A

Location: Greed

Requires: Holy Level 3

Best Equipped: When surrounded by enemies in close proximity





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Octavian's Gold has very selective uses. With the relic equipped, any time Dante is knocked to the ground, he stands and performs a Holy attack. Unfortunately, the attack has very limited range, meaning it only hits enemies within close proximity to Dante. Normally this would not be an issue, but when Dante is knocked down, he's generally knocked away and to the ground, pushing him away from most of the surrounding enemies and limiting the effect of the special recovery attack. If you're having a difficult time working through the Nine Circles of Hell, equip this relic during battle. Do not worry about leveling it up, because this relic is one of the few that has only a single level. If you are not having trouble reaching the lowest Circle of Hell, do not worry about this relic.

RAGE OF FARINATA

Description: All Fountains are immediately broken upon use.

Level 1: Relic is active.

Level 2: N/A

Level 3: N/A

Location: Heresy (Virgil)

Requires: None

Best Equipped: When breaking Fountains

The Rage of Farinata relic allows Dante to break Fountains with a single button press instead of rapidly tapping. On paper, this is a useful relic, especially since you don't have to upgrade it. However, in practice it's not very practical. If you always keep this relic equipped, it saves only a little time when accessing a Fountain and does not benefit you in any other way. If you equip it only when you reach a Fountain, the time it takes to access the System menu, equip the relic, break the Fountain, access the System menu again, and unequip the relic is roughly the same amount of time it would take to break the Fountain without the relic. Either way, the relic isn't overly helpful.



RAIN OF GLUTTONY

Description: Absolutions stun surrounding enemies for 5 seconds, 10 seconds, and eventually 15 seconds after completion.

Level 1: 5-second stun

Level 2: 10-second stun

Level 3: 15-second stun

Location: Gluttony

Requires: Holy Level 3

Best Equipped: When Absolving an enemy while surrounded

The Rain of Gluttony relic comes in handy when fighting against a group of enemies and Dante is able to Absolve at least some of them. With the relic equipped, the Absolution stuns all enemies in Dante's immediate surroundings. While the



15-second stun you gain when Rain of Gluttony reaches Level 3 is nice, it's generally unnecessary. Under most circumstances, it shouldn't take more than 5 seconds to move from an Absolved enemy to your next target. Therefore, equip the relic if you're about to Absolve an enemy and you're surrounded by foes. Otherwise, don't worry about equipping or upgrading this relic.

SALADIN'S MERCY

Description: A successful Absolution grants the player 5%, 10%, and eventually 15% more Health Orbs.

Level 1: 5% increase

Level 2: 10% increase

Level 3: 15% increase

Location: Limbo

Requires: Holy Level 4

Best Equipped: When Absolving an enemy or damned soul while Dante's Health is low

Saladin's Mercy is a good emergency backup. It gives Dante additional Health after Absolving an enemy or damned soul. However, you cannot use it until Dante reaches Holy Level 4. By that time, you already have access to Divine Armor Level 2, which allows Dante to regain a significant amount of Health without having to Absolve an enemy. Because not all enemies can be Absolved and you may need Health when you're unable to Absolve an enemy, only use this relic as a backup if you're out of Mana and cannot use Divine Armor or do not have enough souls to purchase Divine Armor Level 2.



SEAL OF EPICURUS

Description: There is a 10%, a 15%, and eventually a 20% higher chance to perform a critical strike on any attack. Damage from the attack increases by 15%, and enemies are knocked down when a critical strike is landed.

Level 1: 10% higher chance

Level 2: 15% higher chance

Level 3: 20% higher chance

Location: Heresy

Requires: Unholy Level 1

Best Equipped: When battling against a large group

The Seal of Epicurus is a unique relic that increases the chance for Dante to land a critical strike. Generally, critical strikes are few and far between and often go unnoticed when they land. However, with the Seal of Epicurus, critical strikes land far more often, and when they land, they inflict more damage and knock enemies down. Under most circumstances, there are better relics to take one of Dante's limited relic slots. Against a large group of enemies, this relic comes



in handy, because if a critical strike lands, it will probably trigger an attack that hits multiple enemies, knocking them all to the ground and giving you more room to maneuver.

SHOE OF NESSUS

Description: All of Dante's light Scythe attacks can no longer be evaded by enemies.

Level 1: Relic is active.

Level 2: N/A

Level 3: N/A

Location: Violence

Requires: Unholy Level 5

Best Equipped: Against highly evasive enemies

The Shoe of Nessus relic prevents enemies from evading Dante's light Scythe attacks. This is extremely useful against enemies that evade many of Dante's attacks, such as the Seductress of Lust. With this relic equipped, as long as you stick to light Scythe attacks, these agile enemies will be forced to take all of Dante's light Scythe attacks or block if they have the ability to do so. This gives you a great offensive option if you don't have Sacred Justice or another way to deal with agile enemies, and because it cannot be upgraded, you only need to equip it when fighting these specific foes.



TAIL OF MINOS

Description: Punishing enemies and the damned grants an additional 10%, 20%, and 30% Unholy boost.

Level 1: 10% boost

Level 2: 20% boost

Level 3: 30% boost

Location: Limbo (defeat King Minos)

Requires: Unholy Level 3

Best Equipped: When Punishing the damned or any enemies

The Tail of Minos relic is essentially the Unholy version of Charon's Oar. It should be used whenever you're Punishing any enemies or damned souls. Change one relic slot to the Tail of Minos, pass judgment, then switch right back. The additional Unholy boost received from the Tail of Minos adds up over the course of the game and allows Dante to reach Unholy Level 6 and 7 without focusing exclusively on Punishing everything.



TRISTAN'S DESIRE

Description: Increases the damage of all magic attacks by 10%, 15%, and eventually 20%.

Level 1: 10% increase

Level 2: 15% increase

Level 3: 20% increase

Location: Lust (Virgil)

Requires: None

Best Equipped: When using any offensive magic spells
Tristan's Desire is a useful relic if you regularly use Righteous Path, Sins of the Father, Lust Storm, or Martyrdom against normal enemies or bosses. The 20 percent damage increase when this relic reaches Level 3 is substantial, especially against normal enemies such as demons or a Glutton. However, if your primary magic use comes from Divine Armor, the increase in damage is not significant enough to justify leveling up this relic. The same can be said for Suicide Fruit, because it does not inflict damage to enemies.



WASTED GOLD

Description: Every successful attack increases the boost fill rate by 10%, 20%, and 30%.

Level 1: 10% increase

Level 2: 20% increase

Level 3: 30% increase

Location: Greed

Requires: None

Best Equipped: In conjunction with the Antony's Standard relic, just before and during boss battles

There's no question that Dante's Redemption ability is useful, especially during boss battles. Some save the Redemption ability for boss battles, and others use it as soon as possible. This relic is generally the most valuable during boss battles, but when facing off against difficult enemies in the lower Circles of Hell, it can save Dante from an untimely death. If you use Redemption regularly, level this relic to its maximum and equip it any time the Redemption meter is not full. If you use it only against bosses, equip this relic a few enemy encounters before the boss battle and leave it equipped during the battle to allow Dante to build and use Redemption as much as possible during the fight. Any time you use this relic, it's helpful to equip the Antony's Standard relic as well, because they have a similar effect on the Redemption meter. If you rarely use Redemption, do not bother equipping this relic.





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MAGIC

BASICS

MAGIC LEVEL

Every magic spell has three levels, with the spells becoming more powerful with each subsequent level. Some spells gain increased range, while others give Dante entirely new abilities when upgraded to higher levels. You obtain spells through a variety of ways, but all spells are upgraded in the Abilities section of the System menu.

ABILITY LEVEL



Dante's Holy and Unholy ability level determines which spells you have access to and which spells you can upgrade to Level 2 or

3. Divine Armor, Martyrdom, and Righteous Path are Holy spells, while Lust Storm, Sins of the Father, and Suicide Fruit are Unholy spells. Punish and Absolve enemies to raise Dante's Holy and Unholy level and upgrade each magic spell.

SPELL COST-EFFECTIVENESS

Upgrading, and in some cases, unlocking, magic spells costs souls. Early in the game, souls are much harder to come by, but as you progress through the Nine Circles of Hell and collect silver Judas coins, it becomes easier and easier to gather large amounts of souls. The number of souls and the Holy or Unholy level required to unlock or upgrade some spells are more cost-effective than others.

If unlocking or upgrading a spell is cost-effective, it means that the number of souls required to unlock or upgrade the spell is worth it at the Holy or Unholy level the spell or upgrade becomes available. If it is not cost-effective, it means that it's usually a waste of souls to unlock or upgrade the spell.

MANA COST

MANA BAR MP	
# of Upgrades	Total MP
Base	200
1	250
2	300
3	350
4	400

Dante's Mana bar is measured by Mana points (MP). Each magic spell has a specific Mana cost measured in MP. Some spells consume more MP as they are upgraded. You can upgrade Dante's Mana

bar four times by purchasing the Wisdom of Horace and Wisdom of Lucan Unholy abilities, and the Wisdom of Camilla and Wisdom of Galen Holy abilities. Each upgrade increases the total MP in Dante's Mana bar.

PRIORITY

Every spell or upgrade has a priority of high, medium, or low. This priority determines how important the spell or upgrade is to Dante successfully traversing the Nine Circles of Hell. A high priority means that the spell or upgrade is very helpful and should be acquired or unlocked as soon as possible. A medium priority means that the spell or upgrade is useful but that you can get by without it if you do not have the souls necessary to unlock or upgrade it. A low priority means that you should purchase the spell or upgrade only if you have a considerable amount of souls and nothing else of significance to purchase.

OBTAINING MAGIC SPELLS



You must initially purchase Divine Armor and Martyrdom from the Systems menu (Abilities section). All

other magic spells are initially gained by progressing through the game.

OBTAINING MAGIC SPELLS	
Magic	How to Obtain
Divine Armor	Purchase with souls after achieving Holy Level 3
Martyrdom	Purchase with souls after achieving Holy Level 4
Lust Storm	Defeat Marc Antony at the end of Lust
Righteous Path	Speak with Virgil the first time, just before the initial fight against the Beast Tamer
Sins of the Father	Defeat Alighiero at the end of Greed
Suicide Fruit	Progress through Violence until you trigger a cinematic featuring Bella, Dante's mother

MAGIC

DIVINE ARMOR

Divine Armor is by far Dante's best magic spell. At all three levels, it makes Dante immune to enemy attacks, but Level 2 is the sweet spot, because Dante regenerates Health. At Level 3, Dante's Health regenerates even faster, and very few attacks will knock him to the ground.

Any time Dante is in danger, this magic spell immediately saves the day. It does not matter who Dante is fighting against; Divine Armor makes their attacks useless, which allows Dante to regenerate Health and to attack relentlessly without fear of a counterattack while the spell is active. Use this magic spell any time Dante is at 50 percent Health or less, or after a battle, as Dante makes his way to the next horde of enemies.



The Ciacco's Bile relic works very well in conjunction with Divine Armor, because it slowly regenerates Dante's Mana.

TIP

DIVINE ARMOR DETAILS

Magic Lvl.	Soul Cost	Ability Lvl.	Mana Cost	Priority	Cost-Effective	Information
1	2,500	Holy Level 3	50	High	Yes	Instantly blinds surrounding enemies and provides protection to Dante for a short period of time
2	4,000	Holy Level 4	75	High	Yes	Regenerates Dante's Health while active
3	6,000	Holy Level 5	125	High	Yes	Regenerates more of Dante's Health while active and makes him resistant to enemy attacks

MARTYRDOM

If Martyrdom was available at a lower level, it would be well worth it to damage all surrounding enemies. However, because it is not accessible until Dante reaches Holy Level 4, it loses much of its significance. The Level 1 version of this spell is fairly cost-effective, because you should have a few sins to spare when you reach Holy Level 4. Despite this fact, there are still better options that do not use as much Mana or force you to sacrifice Health. The damage it inflicts isn't overwhelming compared to many of Dante's other attacks. Unless you upgrade Martyrdom to Level 3, it's almost always better to use Dante's Scythe attacks or to use Sacred Judgment and Sacred Justice.

Unfortunately, there's no real justification to upgrade Martyrdom to Level 3 or even to unlock the Level 1 version. Divine Armor is accessible at Holy Level 3 and can be upgraded to Level 2 when Dante reaches Holy Level 4, the same level Martyrdom becomes available. Divine Armor at Level 2 regenerates Dante's Health instead of depleting it, and it makes him immune to enemy attacks for a short time, all while using less Mana than Martyrdom. Any of Dante's basic Scythe attacks can take out surrounding enemies, which, when coupled with Divine Armor, makes Martyrdom fairly obsolete in comparison.



MARTYRDOM DETAILS

Magic Lvl.	Soul Cost	Ability Lvl.	Mana Cost	Priority	Cost-Effective	Information
1	2,500	Holy Level 4	100	Low	Yes	Dante sacrifices Health and Mana to deal a heavy amount of damage to any surrounding enemies
2	4,000	Holy Level 5	100	Low	No	Inflicts more damage to surrounding enemies
3	6,000	Holy Level 6	100	Low	No	Inflicts more damage to surrounding enemies and has an increased range of destruction



LUST STORM

Lust Storm protects Dante from a wide range of attacks and is very similar to Divine Armor, except that Dante does not regain Health and it's an Unholy ability. Obtain Level 1 by defeating Marc Antony at the end of Lust; this way you don't have to spend hard-earned souls to unlock it. Upgrading is another story, because at Unholy Levels 2 and 3, the amount of souls needed to upgrade Lust Storm is hefty. Souls are harder to collect at lower levels, and there are other, more important abilities that you should unlock.



While at first glance Lust Storm does not seem to consume much Mana, the listed Mana cost is only for the initial use of the spell. As long as the spell is active, Mana is being consumed at a fairly considerable rate. In addition, the amount of damage Lust Storm inflicts is negligible, even at Level 3. While the Level 3 ability to block ranged attacks is nice to have so early in the game, Dante can block most ranged attacks at this point without needing Lust Storm. It does comes in handy later in the game, if you are not skilled at evading or blocking in a timely manner, but only upgrade Lust Storm if you have plenty of souls to spare.

LUST STORM DETAILS						
Magic Lvl.	Soul Cost	Ability Lvl.	Mana Cost	Priority	Cost-Effective	Information
1	N/A	N/A	20	N/A	N/A	Dante surrounds himself with a storm of dark energy that deals damage to enemies
2	2,500	Unholy Level 2	25	Low	No	Inflicts more damage to enemies
3	5,000	Unholy Level 3	30	Low	No	Increased range, and blocks ranged attacks from enemies

RIGHTEOUS PATH

Righteous Path is a very good offensive magic spell that knocks most enemies down or briefly stuns them, makes Dante immune to attacks during the animation of the spell, and inflicts a moderate amount of damage in the process. Any enemies directly in front of Dante, or anywhere near the trail of icy shards left behind Righteous Path, will take damage from the spell. Obtain this spell after speaking with Virgil for the first time. It requires no additional soul cost, but the Mana cost to use the spell is a little high so early in the game. With no way to regenerate Mana other than Fountains until later in the game, you'll only be able to use it a handful of times before Dante is out of Mana.



Despite its slight downsides, Righteous Path is a very good spell for getting out of trouble quickly. It also works well against most greater enemies and bosses while Dante has Mana to use it. Upgrading it to Level 2 or 3 is an unnecessary soul cost early in the game. However, in the lower Circles of Hell, when souls are easier to come by, upgrading Righteous Path to Level 2 or 3 is helpful against some of the more powerful greater enemies.

RIGHTEOUS PATH DETAILS						
Magic Lvl.	Soul Cost	Ability Lvl.	Mana Cost	Priority	Cost-Effective	Information
1	N/A	N/A	40	N/A	N/A	Dante performs a dash attack and leaves a trail of icy shards in his wake
2	2,500	Holy Level 1	45	Medium	No	Inflicts more damage to enemies
3	5,000	Holy Level 3	50	Low	No	Inflicts more damage to enemies

SINS OF THE FATHER

Sins of the Father is a great projectile attack that serves as a secondary attack for Dante. When fighting against a plethora of enemies, throw Sins of the Father at one or two to keep them busy, then focus your attack on another foe. This works especially well against multiple flying enemies such as Pests or Fiends. Holy Blast is not always enough to deal with enemies in the air or at a distance, so having a second projectile attack comes in handy.

You do not have to spend souls to acquire Sins of the Father, and the Level 2 upgrade only increases its range, which is unnecessary in most cases. If an enemy is too far away for a Level 1 Sins of the Father to reach, either the enemy is not an immediate threat, or your Holy Blast is enough to dispatch the foe from this greater distance. If you have a large amount of souls available late in the game, upgrade Sins of the Father to Level 3 to gain the increased damage from three cross pendants instead of one. The additional damage is useful, but it's hard to justify the cost of upgrading all the way to Level 3.



SINS OF THE FATHER DETAILS						
Magic Lvl.	Soul Cost	Ability Lvl.	Mana Cost	Priority	Cost-Effective	Information
1	N/A	N/A	35	N/A	N/A	A magic pendant protects Dante and attacks any nearby enemies
2	2,500	Unholy Level 4	50	Low	No	Travels an increased distance
3	5,000	Unholy Level 5	65	Low	No	Projects three blades at once instead of one

SUICIDE FRUIT

Dante does not acquire the Suicide Fruit spell until relatively late in the game. While you must use it to solve certain puzzles in Violence, it doesn't have much use beyond this. The fruit stuns almost all enemies for a short period, and upgrading it expands the area of effect, but Dante throws the fruit instead of dropping it at his feet, which drastically limits this spell's usefulness. You must learn the maximum range of Dante's throw when he uses the Suicide Fruit, and use it at that range for best results. This makes it difficult when you are surrounded by a group of enemies, because you must hit an enemy with the spell or move away to its maximum range, then throw it at the group of foes.

Increasing the area of effect helps to increase the spell's usefulness, and its low Mana cost is appealing, but you must reach Unholy Level 6 and 7 to upgrade the spell. Unless you focus heavily on Unholy, you will not reach Level 6 until very late in the game. There are far too many extremely useful Holy abilities to focus enough on Unholy to achieve Level 6 moderately early in the game.



SUICIDE FRUIT DETAILS						
Magic Lvl.	Soul Cost	Ability Lvl.	Mana Cost	Priority	Cost-Effective	Information
1	N/A	N/A	50	N/A	N/A	Dante slams the rotting fruit of a Suicide Tree into the ground, stunning nearby enemies
2	2,500	Unholy Level 6	50	Low	Yes	Increased area of destruction
3	5,000	Unholy Level 7	50	Low	No	Increased area of destruction



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CHARACTERS

Throughout the journey in Hell, you will come across an assortment of historical and mythological figures. Some are widely known while others may seem more obscure. Each character has a rich history that will help you understand the methods behind their madness.

MAIN CHARACTERS

DANTE ALIGHIERI

Before descending into the realm of the infernal, Dante was betrothed to his true love, Beatrice. However, before the two could wed, Dante was called upon to march in the Crusades. Before he left for the Crusades, Beatrice agreed to give herself to Dante out of wedlock only if he swore upon her cross to be faithful. Dante agreed, and the two shared one last night together. Before leaving the next day, Beatrice gave Dante her cross as a parting gift.



While Dante was in the Crusades, a bishop gave Dante and his fellow crusaders preemptive absolution for any sins they may commit. With the bishop's blessing, Dante proceeded to commit unforgivable acts in the name of God. When his mission was over, Dante returned home and found that his father and Beatrice had been slain. Beatrice's soul appeared before Dante, but only to be swiftly taken down into the depths of Hell. Without pause, Dante chased after her into the dark abyss.

VIRGIL

Considered to be one of Rome's greatest poets, Virgil exists within Limbo. Like other poets and philosophers who died before the Resurrection, Virgil was never baptized or given a chance to accept his savior. However, upon Beatrice's behalf, Virgil left Limbo to act as Dante's guide and support through Hell. With Virgil's help, Dante may find his path through the darkness.



BEATRICE

In life, Beatrice was pure and virtuous. Her lone sin was that she gave herself to Dante before wedlock, but she did so only because Dante swore on her cross to be faithful. In death, Beatrice is in the hands of another. She has been taken into the farthest depths of Hell, where she waits for her true love to return.



FRANCESCO

Francesco is the younger brother of Beatrice and loyal friend of Dante. He joined Dante on the Crusades and fought bravely by his side. Francesco's actions, however, differed greatly from Dante's. During his time in the Crusades, Francesco was the nobler and more virtuous of the two. He was a good man who only joined the Crusades in hopes of reclaiming the holy city of Jerusalem. Before Francesco and Dante left for battle, Beatrice asked Dante to look over her beloved brother.



ALIGHIERO

Alighiero was Dante's father, who lived with him and Beatrice at the Dante Manor in Florence. While Dante was in the Crusades, Alighiero stayed at the Dante Manor to watch over Beatrice. When Dante returned, however, he found that both his father and Beatrice had been murdered.



BELLA

Bella was Alighiero's wife and Dante's mother. She died when Dante was a young boy. Alighiero told Dante that Bella's heart grew weak due to a fever that never got better. The fever overtook Bella and she passed away. Dante never truly knew his mother but holds her in his heart forever.



SECONDARY CHARACTERS

DEATH

Death is an impartial being who waits for every soul. He comes to collect Dante's soul during his journey home. At his side, Death carries a scythe, which he uses to harvest the souls of the living.



Eventually Antony was attacked by Octavian and, on the verge of defeat, killed himself. When he committed suicide, he thought Cleopatra had already done the same, but she was actually still alive. Cleopatra committed suicide two weeks later.

CERBERUS

Cerberus is the guardian of Gluttony. He was once a human being and now is the giant, completely deformed and disgusting torturer of the Gluttons. He takes the souls around him, and spits them out of his mouths to attack Dante. Dante must find a way to feed Cerberus something that will kill him.



CHARON

Charon is a cursed ferryman who has been given the task of transporting the damned across the river Acheron and into Limbo. Over time, Charon has become one with his ferry; the only thing left of his body is his head, situated at the bow of the ship.



CLEOPATRA

Cleopatra was the Pharaoh of Egypt during the time of Gaius Julius Caesar and Caesar Augustus. After Marc Antony left Rome, in a dispute with Octavian, he joined up with Cleopatra and they had 3 children together. After Antony and Cleopatra were pursued and defeated by Octavian they committed suicide, allegedly by means of an Asp bite. In most accounts Cleopatra was said to be a great beauty and seductress to some of the most powerful men of her time. Dante finds Cleopatra in the second circle, Lust.



PHLEGYAS

Dante first encounters Phlegyas at the base of the river Styx, but Phlegyas is completely under the water so Dante only sees the top of his head, which looks like a raft that can take him across the river. After Dante rides his head across the river Phlegyas emerges from the water and begins attacking both Dante and other enemies. Eventually Dante tames him using the Scythe and is able to control him. Dante uses his control of Phlegyas to gain access to the city of Dis and the circle of Heresy.



MARC ANTONY

Marc Antony was a Roman politician and general who was a member of the Second Triumvirate. When the Second Triumvirate broke up and Civil War erupted, Antony fled to Alexandria, where he became lovers with Cleopatra.



KING MINOS

Situated within a grand courtroom at the end of Limbo, King Minos sits and judges the souls of the damned. With his final judgment, the souls are sentenced to their rightful place in Hell. Though blind, King Minos is able to grab souls with his tentacles and read their sins with his remaining senses. After judging each soul, King Minos throws them onto a bloody, spiked wheel that sends them screaming to their final destination.



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LUCIFER

Lucifer was once a holy angel residing in Paradise with God. He was the highest angel among God's order and became arrogant in his beauty and status. When God created man, Lucifer was ordered to watch over Earth. He saw the love that God had



for man and grew jealous. Lucifer decided he did not want to serve his Lord anymore; he instead sought more power so that he could sit on a throne above God. Lucifer, with several other angel followers, started a war in Heaven against God and the other angels.

Lucifer was defeated in his war on Heaven and, along with the angels who followed him, was cast out of Heaven and down toward Hell. Lucifer now waits for Dante within the innermost ring of Hell.

THE DAMNED

ATTILA



Attila is a most feared enemy and emperor of the Huns. He is trapped in Violence with others who desired that their souls be drenched in the blood of man. His bloodlust and cruelty were so great that he was called the "Scourge of the Earth."

CIACCO



Anonymous citizen of Florence, Ciacco spent his life gorging his appetites and now spends eternity in the muddy depths of the third Circle of Hell.

BOUDICA



After Boudica was flogged and her children raped, the vengeful queen of the Iceni Tribe tried to set fire to the city of Rome in a bloody revolt. Now she suffers the eternal fire of Anger.

CLODIA



A soul filled with grime and smut, Clodia is a notorious gambler, seducer, and drunkard of Rome. She left a repulsive trail of rot in her wake.

BRUNETTO LATINI



Brunetto Latini is an Italian philosopher and scholar who resides in the Circle of Violence. His addiction to sodomy has been a sinful pleasure that has drug him down to the depths of Hell.

COUNT UGOLINO



Count Ugolino was an Italian nobleman and politician whose life was sewn together only by the fibers of treachery. Always pitting one man against another as blood spilled, he thought of no other than himself.

CAVALCANTE DE' CAVALCANTI



Cavalcante de' Cavalcanti is a merchant banker who was denounced as a heretic for his atheist beliefs. He resides with the other heretics among the fiery tombs.

ELECTRA



Argive princess who killed her mother to avenge her father's wrongful death. She serves her punishment, which is to finally know about the wrath of the God of which she was ignorant while she was alive.

EMPEROR FREDERICK II



The King of Romans with a never-ending thirst for war, Emperor Frederick II's soul dwells in the Circle of Heresy. Because he was constantly at war with the Pope, they called him "the Hammer of Christianity."

FULVIA



Onetime wife of Marc Antony, Fulvia was possessed by an unbearable greed. Called the greediest woman in all of Rome, she pursued any opportunity to seize power by exploiting her high-profile husbands.

FARINATA



Farinata was Tuscan aristocrat and military leader who believed that the soul dies with the body, denying life after death. Condemned as a heretic for those beliefs, his body was exhumed and burned.

GESSIUS FLORUS



Roman procurator of Judea, Gessius Florus was infamous for his public greed, splitting and paring innocent men for his own personal gain.

FILIPPO ARGENTI



A wrathful politician with a violent temper, Filippo Argenti is now among those who are being swallowed by the river Styx. He shod his steeds in silver and wrapped his heart with vengeful thoughts.

GUIDO GUERRA



Wise warrior and leader of the Guelphs, Guido Guerra enveloped himself in the blood of men and the pleasure of sodomy.

FRA ALBERIGO



Traitor to not only his country but to his family as well, Alberigo committed the darkest of treacherous acts, murdering his own son for the sake of revenge.

HECUBA



Queen of Troy, Hecuba watched as her city fell in battle. Her hapless, wretched soul lies in the darkness of Hell, besieged by the condemned who flog her at every turn.

FRANCESCA DA POLENTA



Love was her undoing, after she fell for her old and deformed husband's younger brother Paolo. When Francesca's husband discovered their adultery, he had the young lovers killed.

MORDRED



King Arthur's illegitimate son, Mordred betrayed his father by raising his sword in battle against him.

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MYRRHA



Daughter of the King of Assyria, Myrrha lies in the deepest Circle, Fraud, with only her insanity left. She is a disgusting mockery of one who disguised herself to seduce her own father.

ORPHEUS



Greek poet and musician, Orpheus failed to deliver his beloved from the underworld. Denounced for attempting to impede the fulfillment of God's will, he suffers in the dark abyss of woe.

PAOLO MALATESTA



The object of Francesca's affection, Paolo Malatesta was killed by her side. He, too, must yearn for his beloved at arm's length, surrounded by feverous winds of Lust.

PIETRO DELLA VIGNA



Chancellor to Holy Roman Emperor Frederick II, Pietro della Vigna was failed to defend the honor of his master. Imprisoned and ruined, he took his own life.

PONTIUS PILATE



Judge at the trial of Jesus, Pontius Pilate deceived the Pharisees into allowing Jesus to die. His cowardice contributed to the suffering of one for the sins of many, and now he bears the weight of all in Limbo.

SEMIRAMIS



Semiramis was an Assyrian queen whose carnal cravings knew no bounds. So consumed by crude and bodily pleasures was she that even the most unspeakable acts of lust such as incest were made law under her rule.

TARPEIA



Insouciant with those around her, the vestal virgin of Rome opened the city gates to allow the Sabines to attack Rome in exchange for gold. The Sabines instead killed her.

THAIS THE HARLOT



A once undeniable beauty, Thais the Harlot is now stricken and broke. She frolicked in the joy of watching many men kill one another over the chance to embrace her body and desires.

TIRESIAS



The blind prophet of Thebes, Tiresias is now in the Circle of Fraud. He changed himself from a man to a woman, indulging in the pleasures of both.

BESTIARY

BASICS

AERIAL GRAB STRATEGY

Against many greater enemies, especially Guardian and Throne Demons, Dante's aerial grab strategy is an extremely useful technique. Jump into the air directly above the enemy and press **▲** (PlayStation 3) or **Y** (Xbox 360). If the aerial attack connects, it bounces the enemy into the air. Press **R2** (PlayStation 3) or **RT** (Xbox 360) to grab the enemy while still airborne, and bounce them to the ground again. Use this process of aerial attack followed by aerial grab until you can pass judgment or until the enemy is dead.

This technique keeps Dante in the air, out of reach of most other enemies, and he is immune to almost all attacks during the aerial grab animation. It may take a little longer to defeat an enemy, but it's one of the safest ways to fight more powerful opponents. It works best against demons because of their size, but it also works against smaller greater enemies and even lesser enemies, although the timing is more difficult.

HIT POINTS

Dante's life is measured by his Health bar, but an enemy's life is measured by their number of hit points. Most enemies do not have a visible indicator that shows how many hit points they have remaining, but after a short time you can determine how difficult each enemy is by comparing their hit points to the hit points of other enemies. Lesser enemies that are easy to defeat, such as minions, have far fewer hit points than most greater enemies, such as demons.

ENEMY STRENGTHS

- Groups:** Attacks in small or large groups
- Minions:** Summons other enemies to assist
- Evasive:** Has the ability to evade Dante's attacks
- Explosive:** Explodes upon being killed unless judged
- Suicide:** Explodes when close to Dante
- Unblockable attack:** Uses attacks that Dante cannot block
- Parry:** Parries Dante's attacks
- Block:** Blocks Dante's attacks
- Counter:** Counters Dante's attacks

Long-range: Lures Dante in from a distance

Whirlwind attack: A highly defensive spinning attack

Cross Immunity: Makes all surrounding enemies immune to Holy Cross attacks

Scythe Immunity: Immune to scythe attacks

General Immunity: Immune to all attacks

Flight: Has the ability to fly

Freezes: Uses an attack that freezes Dante for a short period of time

Resistant: Highly resistant to all attacks

ENEMY WEAKNESSES

Light Attacks: Weak to Dante's Light Scythe attacks

Heavy Attacks: Weak to Dante's Heavy Scythe attacks

Magic attacks: Weak to Dante's offensive magic attacks

Cross attacks: Weak to Dante's Holy Cross attacks

Holy Blast: Weak to Dante's Holy Blast attack

Aerial Holy Blast: Weak to a single, Aerial Holy Blast attack

Sacred: Weak to Dante's Sacred Judgment and Sacred Justice attacks

Divine Force: Weak to Dante's Divine Force attack

Righteous Path: Weak to Dante's Righteous Path attack

Counters: Weak to Dante's counter ability

Grabs: Weak to Dante's grab.

Aerial grabs: Weak to Dante's aerial grab or repeated use of the aerial grab strategy.

JUDGMENT POSSIBLE

Dante passes judgment on most enemies in order to gain access to new Holy and Unholy abilities. However, not all enemies can be Punished or Absolved. This statistic indicates whether or not each enemy can be judged by Dante. Against lesser enemies that Dante can judge, it is only necessary to grab them before passing judgment. Greater enemies that can be judged must be low on health (hit points) before judgment can be passed. A Finisher indicator appears over a greater enemy's head when they have been weakened enough to pass judgment on them.



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ENEMIES

STRENGTHS AND WEAKNESSES CHART

Enemy	Hit Points	Strengths	Weaknesses
Exploding Minion	400	Suicide	Cross Attacks, Holy Blast
Gluttony Minion	475	Explosive	Light Attacks, Grabs
Greed Minion	550	Evasive	Heavy Attacks, Sacred, Grabs
Hell Minion	200	Groups	Light Attacks, Grabs
Undead Minion	350	Groups	Light Attacks, Grabs
Seductress of Lust	1,000	Evasive, Long-Range, Counter	Light Attacks, Righteous Path, Aerial Holy Blast, Aerial Grabs
Temptress of Lust	650	Evasive, Counter	Light Attacks, Aerial Grabs
Heretic	1,000	Cross Immunity, Evasive, Projectile Attack	Magic Attacks, Aerial Grabs
Pagan	1,200	Evasive, Counter, Projectile Attack	Magic Attacks, Aerial Grabs
Unbaptized Child	250	Groups	Light Attacks, Grabs
Fiend	200	Flight, Projectile Attack, Unblockable Attack	Aerial Grabs, Holy Blast
Pest	200	Flight, Projectile attack	Aerial Grabs, Holy Blast, Counters
Arch Demon	2,200	Unblockable Attacks, Block, Parry, Flight, Freezes, Projectile Attack	Magic Attacks
Guardian Demon	1,000	Unblockable Attacks, Parry	Cross Attacks, Holy Blast, Sacred, Aerial Grabs
Throne Demon	1,600	Unblockable Attacks, Block, Parry, Projectile Attack	Sacred, Aerial Grabs
Hoarder-Waster	1,200	Whirlwind Attack	Heavy Attacks, Magic Attacks, Aerial Grabs, Divine Force, Counters
Damned Captain	400	Scythe Immunity, Block, Parry	Cross Attacks, Holy Blast
Damned Crusader	650	Groups, Block, Parry	Heavy Attacks
Fire Minion	600	Scythe Immunity	Cross Attacks, Holy Blast
Malacoda	2,500	Scythe Immunity	Cross Attacks, Holy Blast
Fire Guardian	400	General Immunity	Cross Attacks, Holy Blast, Sacred
Asterian/Beast Tamer	4,000	Resistant, Unblockable Attacks	N/A
Glutton	3,000	Resistant, Projectile Attack	Heavy Attacks
Gorger Worm	1,000	Unblockable Attack	Magic

LESSER ENEMIES

Lesser enemies are relatively weak, and you can usually grab them and then either throw, Punish, or Absolve them. While some are more evasive than others, basic Scythe and Holy Cross attacks are enough to take them out with ease. They usually attack in groups alongside a greater enemy or boss.

Exploding Minion

Hit Points: 400

Strengths: Suicide

Weaknesses: Cross attacks, Holy Blast

Judgment Possible: No

First Seen: Limbo

Info: Their frail bodies are unable to contain the intolerable rage that burns inside them. Their anger burns so hot, it lights to fire, culminating in a sudden burst of fury.



Exploding Minions can be very dangerous, especially when they attack in groups. If they get close to Dante, they ignite and explode soon after. Use Holy Cross projectile attacks to defeat them from a distance, or grab one and throw it into a group to take them out in one shot. When you throw an Exploding Minion, it explodes on impact and inflicts significant damage to any enemies in the surrounding area. The full impact of a single explosion can take out most greater enemies such as Gluttons or Throne Demons. However, if the Exploding Minion explodes too far away, the surrounding enemies will not take full damage.

Gluttony Minion

Hit Points: 475

Strengths: Explosive

Weaknesses: Light Attacks, Sacred, Grabs

Judgment Possible: Yes

First Seen: Gluttony

Info: Full of muck and filth, these bloated miscreants leave a mess of nauseating waste in their wake.

Gluttony Minions have more hit points than most other minions, aside from Greed Minions, but they do not have the evasive abilities of the Greed Minions. Instead, they explode if you defeat them using normal attacks. To avoid the explosion, take them out with Sacred Judgment or Sacred Justice, or pass judgment on them.



Greed Minion

Hit Points: 550

Strengths: Evasive

Weaknesses: Heavy Attacks, Sacred, Grabs

Judgment Possible: Yes

First Seen: Greed

Info: Possessed by an insufferable greed, these creatures blindly pursue anything that glitters with a kind of ferocity unmatched by their accursed brethren.

Greed Minions are the most powerful minions found in Hell. They carry swords and will attempt to evade many of Dante's attacks. Use wide-radius attacks to prevent them from evading. Sacred Judgment and Sacred Justice also work well, because they draw them toward Dante, then knock them into the air.



Hell Minion

Hit Points: 200

Strengths: Groups

Weaknesses: Light Attacks, Sacred, Grabs

Judgment Possible: Yes

First Seen: Limbo

Info: Within Hell, these soldiers pursue fight with the relentlessness of a starving hound. They are governed by the Ruling Class of Hell.

Hell Minions are the weakest of the minion enemies and attack in small groups. Take them out quickly with Dante's lower-level Scythe combos or a few rounds of Sacred Judgment and Sacred Justice.



Undead Minion

Hit Points: 350

Strengths: Groups

Weaknesses: Light Attacks, Sacred, Grabs

Judgment Possible: Yes

First Seen: Surface

Info: Once living humans, these wretched souls now reside in the depths of Hell. A great power has commanded them to leave the abyss for the Earth's surface.

Only Hell Minions are weaker than Undead Minions. They attack in small groups but are easily defeated by Dante's basic Scythe combos, Sacred Judgment, and Sacred Justice or by passing judgment on them.



Seductress of Lust

Hit Points: 1,000

Strengths: Evasive, Long-Range, Counter

Weaknesses: Light Attacks, Righteous Path, Aerial Holy Blast, Aerial Grabs

Judgment Possible: No

First Seen: Lust

Info: Despite their pale and putrid visage, these wanton wretches are capable of rousing the most carnal of passions in their victims. Only the truly chaste are able to resist their allure.

The Seductress of Lust is stronger than the Temptress of Lust in several ways: It has more hit points, which makes it more difficult to kill; it evades Dante's attacks more often than the Temptress; and it can lure Dante to it with a long-range attack, which stuns Dante temporarily. If a Seductress is left alone, it will attempt to use the long-range lure attack. Evade it to avoid the stun. If it hits Dante, press ● (PlayStation 3) or Ⓑ (Xbox 360) rapidly to escape the stun before the Seductress or any other surrounding enemies can take advantage of the situation.

Any of Dante's light Scythe attacks in conjunction with the Shoe of Nessus relic work well to ensure the Seductress does not evade Dante's attacks; however, if you do not have the Shoe of Nessus and you're having problems with this foe's evasive abilities, use a single aerial Holy Blast to keep it at bay. If you have Mana available, Righteous Path also works very well against the Seductress. Its counter-attack is extremely hard to avoid but will execute only if the Seductress evades Dante's attack first. The Shoe of Nessus prevents this from happening when using Dante's light Scythe attacks.



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This enemy's high amount of hit points means it will take a little longer to defeat it compared to most other lesser enemies, but it generally attacks in small groups of one or two, which makes things easier. Grabs also work against the Seductress, but you cannot pass judgment on it, and grabs do not inflict significant damage.

— Temptress of Lust —

Hit Points: 650

Strengths: Evasive, Counter

Weaknesses: Light Attacks,
Aerial Grabs

Judgment Possible: No

First Seen: Lust

Info: The feverish winds of the second circle have maddened and disfigured these creatures. Their lasciviousness has become an insatiable desire, one only pacified by feasting on the blood of fornicators.

Temptresses of Lust are stronger and more evasive than minions. You cannot pass judgment on them, and they will counterattack after evading Dante's Scythe attacks. They appear fairly early in the game, but if you have the Shoe of Nessus relic, use light Scythe attacks to keep Temptresses of Lust from evading and prevent them from using counterattacks. If you do not have the Shoe of Nessus, use Holy Cross attacks from a distance. A single aerial Holy Blast works well to keep the Temptress at bay. They have a long-range attack that they use when Dante is at a distance, but as long as you stay on the move or bombard them with aerial Holy Cross attacks, this attack is not a concern.



— Heretic —

Hit Points: 1,000

Strengths: Cross Immunity,
Evasive, Projectile Attack

Weaknesses: Magic Attacks,
Aerial Grabs

Judgment Possible: No

First Seen: Heresy

Info: In life they were the worst of heretics, pagans who sometimes practiced the dark arts. Within Hell they have been utilized by the Ruling Class as guardians and protectors of Hell.

Heretics have the ability to create an anti-Holy barrier around themselves and any enemies attacking alongside them. As long as the Heretic is alive, you cannot inflict damage with Holy Cross attacks. Heretics rarely fight alone, but in a group of enemies, there's generally only one Heretic. Target the Heretic first to remove the anti-Holy barrier, then focus on the remaining enemies.



While Holy Cross attacks do not work on Heretics, magic and Scythe attacks work well against them. Righteous Path keeps them on the ground and inflicts moderate damage. Divine Force also gives Dante temporary immunity to their attacks so he can pummel them with Scythe attacks. Use the Shoe of Nessus relic along with light Scythe attacks to keep the Heretics at bay, but if you're having trouble combating them, use an aerial grab to finish them off with ease.

— Pagan —

Hit Points: 1,200

Strengths: Evasive, Counter,
Projectile Attack

Weaknesses: Magic Attacks, Aerial
Grabs

Judgment Possible: No

First Seen: Heresy

Info: These priests once practiced the forbidden dark arts. They have been granted the powers they desperately sought in life and are forced into Hell's service, acting as keepers of the flaming tombs.

Pagans are very similar to Heretics except that they are not immune to Holy Cross attacks and cannot make other enemies immune. They are somewhat more evasive than Heretics, but any wide-range Scythe attack counters most of their evasive abilities. The Shoe of Nessus relic and light Scythe attacks also work well against Pagans. They are susceptible to Righteous Path or any other offensive magic spell, but if you do not have Mana, Sacred Judgment and Sacred Justice work just as well, along with an aerial grab.

Watch out for the Pagan's damaging projectile attacks. In addition, if a Pagan is knocked to the ground, be careful of their floating orb counterattack as they begin to rise. Knock them down, then stay at a moderate distance until the floating orb stops circling around them.

— Unbaptized Child —

Hit Points: 250

Strengths: Groups

Weaknesses: Light Attacks, Grabs

Judgment Possible: Yes

First Seen: Limbo

Info: Unbaptized children who were not shown the portal of faith before they died. Without the ability to understand their fate, they lash out violently against anyone they cross.

Unbaptized Children are not very strong, but they attack quickly and in relatively large groups. Virtually any one of Dante's attacks can take out Unbaptized Children with ease, but focus on attacks that work well against a group of enemies. Anything with wide range that can attack multiple enemies at



once works very well against them. You can also pass judgment on them to quickly build Holy or Unholy points.

Fiend

Hit Points: 200

Strengths: Flight, Projectile Attack, Unblockable Attack

Weaknesses: Aerial Grabs, Holy Blast

Judgment Possible: No

First Seen: Heresy

Info: These pests were twisted by Hell's minions into flying instruments of capture. They patrol the rings of the underworld, trapping wayward shades attempting to flee their eternal abode.

Fiends are found later in the game and use an ice-based projectile attack that cannot be blocked. They attack from a distance and always remain in the air. They are weak to aerial grabs if Dante is close enough to them; otherwise, use Holy Cross projectile attacks to take them down. Against a large group of Fiends, jump into the air before using Holy Blast to make it easier to evade their attacks. If Dante is frozen by their projectile attacks, press ● (PlayStation 3) or Ⓔ (Xbox 360) rapidly to escape the stun.



Pest

Hit Points: 200

Strengths: Flight, Projectile Attack

Weaknesses: Aerial Grabs, Holy Blast, Counters

Judgment Possible: No

First Seen: Surface

Info: Swarms of these foul beasts can be found throughout the nine circles, wreaking havoc and destruction. In greater numbers, they are even capable of blotting out the sky.

Pests are found early in the game and shoot fireballs as a projectile attack. They generally strike from a distance and always remain in the air unless knocked to the ground. They are weak to aerial grabs if Dante is close enough to them; otherwise use Holy Cross projectile attacks to take them down. Against a large group of Pests, wait for one to use a projectile attack, then jump into the air and use Holy Blast or an aerial grab. This helps to prevent Dante from taking damage from their projectile attacks while in the air.



GREATER ENEMIES

Greater enemies are almost always physically larger than lesser enemies and generally have more hit points. Most greater enemies cannot be grabbed, and the few that can are not susceptible to judgment until their health is low and you can perform a finisher.

Greater enemies usually appear one at a time or in groups of two. It is rare to see more than two greater enemies at a time. Be careful around these foes, because they can inflict significant amounts of damage after one or two successful attacks.

Arch Demon

Hit Points: 2,200

Strengths: Unblockable Attacks, Block, Parry, Flight, Freezes, Projectile Attack

Weaknesses: Magic Attacks, Sacred

Judgment Possible: Yes

First Seen: Violence

Info: The first, and highest ranking, choir of fallen angels. Arch Demons are the lieutenants of Hell's army and are among the original fallen.

Arch Demons are the most powerful demons, but it's rare to see more than one at a time. They have far more hit points than other demons and have the ability to fly. In addition, aerial grabs do not work on them, because they cannot be bounced into the air.



When Arch Demons take flight, use Holy Cross projectile attacks or the Sins of the Father magic spell to bring them down. When they're on the ground, use Righteous Path if you have Mana available, or use Divine Force from a slight distance. They can block Dante's nonmagic attacks, including Sacred Justice, but it's rare for them to block Divine Force. Stay away from an Arch Demon when they're in the air, because they use a projectile attack that inflicts significant damage; fortunately, it has a short range of attack.

When you've depleted approximately half of the Arch Demon's health, you can use a finisher to strip its wings off. At this point, it becomes very similar to a Throne Demon. It can use unblockable attacks, so if you see its swords begin to glow, use Dante's evade to avoid the attack. It also has the ability to parry Dante's attacks but does not counterattack. If the Arch Demon parries an attack, simply continue attacking. When it is low on health, use a finisher to pass judgment and end the fight.



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Guardian Demon

Hit Points: 1,000

Strengths: Unblockable Attacks, Parry, Block

Weaknesses: Aerial Holy Blast, Sacred, Aerial Grabs

Judgment Possible: Yes

First Seen: Limbo

Info: The third choir of fallen angels, these elite soldiers of Hell's army oversee the punishment of the damned.

Guardian Demons are the weakest of the demon race. They have fewer hit points than any other demon but generally attack in groups of two or three. If their sword begins to glow, use Dante's evade to avoid the incoming unblockable attack. They also have the ability to parry Dante's attacks, but they do not counterattack. The aerial grab works extremely well against Guardian Demons, especially when they attack in groups. You can also use an aerial Holy Blast from close range to knock a Guardian Demon back. This is useful against multiple enemies if you cannot time the aerial grab. When their health is low, perform a finisher and pass judgment on them.



Throne Demon

Hit Points: 1,600

Strengths: Unblockable Attacks, Block, Parry, Projectile Attack

Weaknesses: Sacred, Aerial Holy Blast, Aerial Grabs

Judgment Possible: Yes

First Seen: Greed

Info: The second choir of fallen angels, these are the sergeants of Hell's army. Found deeper within Hell, they keep the order.

Throne Demons are very similar to Guardian Demons, but they have more hit points and better defensive abilities. They have very few glaring weaknesses, and even though Sacred Justice works well against them, it's not uncommon for a Throne Demon to block multiple Sacred Justice attacks. Luckily, Throne Demons rarely attack in groups, and even in a group of enemies, it's rare to see more than one Throne Demon.

Use the aerial grab to bring them down with relative ease. A close-range aerial Holy Blast also works well, but it takes longer to bring them down. When their health is low, perform a finisher and pass judgment on them.



Hoarder-Waster

Hit Points: 1,200

Strengths: Whirlwind Attack

Weaknesses: Heavy Attacks, Magic Attacks, Aerial Grabs, Divine Force, Counters

Judgment Possible: No

First Seen: Greed

Info: While one hoarded his wealth, the other squandered it. Both obsessed with the material world, they must now walk eternity together, their bodies fused yet torn asunder.

The key to defeating a Hoarder-Waster is to attack as soon as they appear. When left alone for a short while, they begin a Whirlwind attack that cannot be penetrated with basic Scythe combos. Use any Scythe attack to take them down while they're idle, but if they begin the Whirlwind attack, use Righteous Path or Divine Force to stop them in their tracks. Heavy Scythe attacks work well against Hoarder-Wasters, but if you have difficulty timing the attack, stick to Righteous Path when they're attacking and use light Scythe combos when they're not using the Whirlwind attack.



Damned Captain

Hit Points: 400

Strengths: Scythe Immunity, Block, Parry

Weaknesses: Cross Attacks, Holy Blast, Divine Force

Judgment Possible: No

First Seen: Violence

Info: For the boldest and closest of his allies, Dante's betrayal stung the deepest. Forever doomed to walk the Abominable Sands, these warriors are now the most fervent in his pursuit.

Damned Captains do not have many hit points, but they are more defensive than most other enemies in their class. Their shield allows them to block and deflect Dante's attacks, and when this foe ignites, no Scythe attacks can harm them. Use Holy Cross attacks or Sacred Judgment and Sacred Justice to bypass their shield and take them out with ease.



Damned Crusader

Hit Points: 650

Strengths: Groups, Block, Parry

Weaknesses: Heavy Attacks,
Divine Force

Judgment Possible: No

First Seen: Violence

Info: Promised salvation for their sacrifice, these warriors followed Dante only to be led astray. They rise again, seeking vengeance against the soul responsible for their damnation.

Damned Crusaders have more hit points than Damned Captains but are much easier to deal with. Unlike Damned Captains, they do not have the ability to become immune to Scythe attacks and are susceptible to light and heavy Scythe attacks, as well as Sacred Judgment and Sacred Justice. If you have trouble aiming heavy Scythe attacks, stick to basic Scythe combos, and the Damned Crusaders will go down without much of a fight. They attack in large groups and can block or deflect Dante's attacks. In these situations, use wide-range scythe attacks or Sacred Judgment to easily clear them out. Divine Force also works well if you can position them in close proximity so that the blast hits multiple enemies.



Fire Minion

Hit Points: 600

Strengths: Scythe Immunity

Weaknesses: Cross Attacks, Holy
Blast

Judgment: No

First Seen: Surface

Info: These fiends are forged from the sweltering fire of the middle circles. Only the light of the cross can snuff out their infernal armor.

The Fire Minion is unlike the other minions, because you cannot attack it with Dante's scythe until it is extinguished by a Holy Cross attack. When a Fire Minion appears, use Holy Cross attacks to extinguish their flames, leaving a charred minion corpse; then use any Scythe attack to finish them off. It doesn't take much to take them out, but you must hit them with a Holy Cross attack first. Other Holy attacks, such as Sacred Judgment and even Divine Armor (at close range), inflict damage and extinguish their flames, but the easiest way to take them out is with a combination of Holy Cross projectile attacks and a quick Scythe attack. If a group of Fire Minions attacks, a well-timed Sacred Judgment can extinguish any Fire Minions in close proximity.



Malacoda

Hit Points: 2,500

Strengths: Scythe Immunity,
Resistant

Weaknesses: Cross Attacks, Holy
Blast, Sacred

Judgment: Yes

First Seen: Fraud

Info: The fiery and elusive master of the Malebolge, guardians of the eighth circle. These demonic wardens allow no soul entry or escape lest it be ordained by on high.

Malacoda are very similar to Fire Guardians except they are not immune to all attacks until they use an attack themselves. They can be attacked with Holy attacks to extinguish their flames whether they're attacking or not. The easiest way to defeat a Malacoda is to continuously use Sacred Judgment, or wait until they're close to Dante and use Divine Armor. Holy Cross projectile attacks also work, but they must be aimed and timed well, making them more difficult to use.

Unlike other flame-based creatures, it takes more than a single Scythe attack to defeat a Malacoda even after their flames have been extinguished. Use heavy Scythe attacks or a Level 2 Divine Force when their flames are extinguished. As soon as they begin to ignite their flames, get away from the Malacoda and prepare to extinguish them again.



Fire Guardian

Hit Points: 400

Strengths: General Immunity

Weaknesses: Cross Attacks, Holy
Blast

Judgment: No

First Seen: Anger

Info: Springing suddenly from the darkness, these wily beings lash out with fire and flame before returning to their shadowy forms.

The Fire Guardian is a stronger version of the Fire Minion. It is immune to all attacks until it launches an attack of its own. At this point, you can extinguish its flames with a Holy Cross attack. Fire Guardians are also more evasive than Fire Minions, making it harder to hit them with a Holy Cross attack. In addition, their flames do not stay dormant for long, so you must use a Scythe attack as soon as they are extinguished. If there is a small delay, the flame ignites and must be extinguished again before Dante's Scythe attacks will work.





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Beast Tamer and Asterian Beast

Hit Points: 4,000 (Asterian Beast)

Strengths: Resistant (Asterian Beast)

Weaknesses: N/A

Judgment: No

First Seen: Limbo

Info (Beast Tamer): These demons rule over the beasts of Hell, taming them to their bidding and inflicting torture among Hell's residents.

Info (Asterian Beast): Tamed long ago by the fallen, these mindless creatures serve as beasts of burden. Steered by their masters, they labor away, ensuring everlasting pain and suffering throughout the Inferno.

The Beast Tamer is actually two unique enemies. The Tamer looks very similar to a Guardian Demon and rides atop an Asterian Beast. When they are together, they have a high resistance to most attacks. While many attacks still inflict damage, it's best to stick to basic Scythe combos. The Asterian Beast and Tamer combo have multiple attacks using the Asterian Beast's hooves and arms.

Stay close to its legs and attack with light Scythe combos. As soon as it attempts to attack, use Dante's evade to jump out of the way. If the evade moves Dante too far away, use a second evade to get close to the Asterian Beast again and continue attacking. When it's low on health, perform a finisher to remove the Tamer and mount the Asterian Beast.

If the Tamer attacks without the Asterian Beast, kill it before it gets close to the Beast or it will attempt to knock Dante off. If the Tamer attempts to knock Dante off, rapidly press ● (PlayStation 3) or ⊕ (Xbox 360) to knock it back to the ground, then immediately use the Beast to Breathe Fire and kill the Tamer. You will never fight the Tamer unless you're riding the Beast.



ASTERIAN BEAST CONTROLS

PlayStation 3	Xbox 360	Attack
Ⓑ	Ⓡ	Grab
●	⊕	Breathe Fire
■	×	Pound Fists
▲	Ⓨ	Stomp

Press ■ or ▲ (PlayStation 3), or × or Ⓨ (Xbox 360) to kill an enemy after a grab.

NOTE

Glutton

Hit Points: 3,000

Strengths: Resistant

Weaknesses: Heavy Attacks

Judgment: Yes

First Seen: Gluttony

Info: Driven by a voracious and indiscriminate appetite, this lumbering giant wanders the Circles of Hell devouring everything in its path. Nothing satisfies its unyielding hunger.

The key to defeating a Glutton with ease is the Guiding Flame relic. It makes Dante immune to the Glutton's vomit attack. While the Glutton also has a running grab attack, it only uses this if Dante is at a distance. With the Guiding Flame relic, stay close to the Glutton and pummel it with Scythe attacks.

If you do not have the relic, the Glutton is a difficult opponent to face. As soon as it appears, strike with a barrage of Scythe attacks. When it rears back, use Dante's evade to escape its vomit. If Dante touches the vomit, even if it's on the ground, he takes damage. Wait for the vomit to disperse, then continue attacking. If the Glutton continuously uses the vomit attack, use Divine Force, Holy Blast, or any other projectile attack to hit the Glutton from a distance. If the Glutton falls to the ground, continue attacking it with Dante's scythe until it stands back up. When the foe's health is low, Dante can perform a finisher and pass judgment.

If the Glutton rushes toward Dante, use the evade to get away before it grabs him. If it succeeds in grabbing Dante, press ● (PlayStation 3) or ⊕ (Xbox 360) rapidly to escape its grasp and minimize the damage.



Gorger Worm

Hit Points: 1,000

Strengths: Unblockable Attack, Counter

Weaknesses: Magic

Judgment: No

First Seen: Gluttony

Info: This horrid creature lies burrowed beneath the surface. Patiently, it waits for unsuspecting souls to wander by before snatching them up in its massive, crushing jaws.



The main thing to worry about when up against a Gorger Worm is its first attack. Watch for the cloud of dust on the ground, which indicates the Worm's position. Use Righteous Path to lure it out of the ground without taking damage, then use two or three Scythe attacks and evade to a safe distance. The Gorger Worm cannot move from its position in the ground, so as long as Dante is out of its attack range, it cannot harm him. However, at close range, it can use an

unblockable grab attack or a blockable swiping attack. It generally uses either attack after a few of Dante's attacks. If you evade after two or three attacks, you'll have a very high chance of avoiding the Worm's counterattack. Any of Dante's projectile attacks such as Holy Blast or Divine Force work well against the Worm, because Dante remains out of its attack range throughout the fight.

BOSSSES

Bosses have more hit points than any other enemy and are always the most difficult to kill. A single mistake against a boss can easily lead to Dante's death, so you must be extremely careful when fighting against them. Bosses generally fight alone, but occasionally a boss will summon lesser or greater enemies to assist them.

For complete boss strategies, please refer to the Walkthrough chapter.

NOTE

Death

Hit Points: 3,500

Strengths: Evasive, Flight, Projectile Attack

Weaknesses: Heavy Attacks, Light Attacks

First Seen: Surface

Info: All are destined to face the ominous specter of Death. When the time arrives, the harvester of souls severs the tie that binds body and spirit, and ushers the newly departed into the next realm.

Tips: Use basic combos on Death until it attacks, then immediately block.



Cleopatra

Hit Points: 600

Strengths: Minions

Weaknesses: Heavy Attacks, Light Attacks

First Seen: Lust

Info: The only thing more compelling than her beauty was her lust for power. The Queen of the Nile is granted reign over the second circle, tormenting those who were unable to overcome their lewd desires.

Tips: Attack her hand to remove it from the platform. Pull the lever over the Mana Fountain, then pull the lever over the Health Fountain as quickly as possible. Ignore the other enemies unless they are preventing Dante from reaching either lever or Cleopatra's hand.



King Minos

Hit Points: 2,000

Strengths: Minions, Unblockable Attacks

Weaknesses: Heavy Attacks, Light Attacks

First Seen: Limbo

Info: The tyrannical judge of the underworld sits before the entrance to the second circle, assessing the sins of the damned before sentencing them to their eternal place in Hell.

Tips: Evade its tentacle, tongue, and arm attacks. Attack its head to reveal its lower stomach, then assault the lower stomach.



Marc Antony

Hit Points: 4,500

Strengths: Block, Projectile Attack, Scythe Immunity, Freezes

Weaknesses: Heavy Attacks, Counters

First Seen: Lust

Info: The mighty Roman general who watches over the realm of his final lover. His reputation as a formidable military leader is only overshadowed by the stories of his vile and lecherous conduct.

Tips: Avoid his sword projectile, his ground sword attack, and the last hit of his four-hit sword combo. Use heavy Scythe attacks and counter Antony's basic attacks with a heavy counterattack. Attack Cleopatra's hand when she heals Antony and avoid her tornado and fist attacks.



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Cerberus

Hit Points: 4,000 (Left and Right Heads), 6,000 (Center Head)

Strengths: Projectile Attack, Unblockable Attack

Weaknesses: Heavy Attacks, Light Attacks, Magic Attacks

First Seen: Gluttony

Info: This three-headed monster stands guard before the third circle, rending and flaying the sinners condemned to its post. No soul may pass without confronting the beast.

Tips: Destroy the cells on the ground to stun each head, then attack with Scythe attacks. Use Lust Storm as protection against the acid ball projectile attack.



Alighiero

Hit Points: 8,000

Strengths: Parry, Projectile Attack, Resistant, Unblockable Attacks

Weaknesses: Counters

First Seen: Greed

Info: Wholly unconcerned with the suffering of those around him, Dante's father led a life of excess and greed. He spent his life hoarding his wealth, cheating those less fortunate, and abusing his family.

Tips: Counter his projectile attack and evade his overhead Cross attacks and slow, side-swiping Cross attack. Use a heavy attack after Repayment to counter the circular attack that emits from his planted cross. Stay away from him when he lifts his cross high into the air, and use Divine Armor if you're in trouble.



Phlegyas

Hit Points: N/A

Strengths: Minions, Projectile Attack, Unblockable Attacks

Weaknesses: N/A

First Seen: Anger

Info: In a fit of unholy rage, the mighty Phlegyas set fire to the Temple of Delphi. For his insolence against the divine, the King of the Lapiths is forever condemned to ferry souls across the river Styx.

Tips: You never directly attack Phlegyas; just be careful of his fist slam and his projectile fire attack.



PHLEGYAS CONTROLS

PlayStation 3	Xbox 360	Attack
Hold ●	Hold B	Breathe Fire
■	×	Swing Fists
▲	Y	Stomp

Use the left analog stick to aim when Phlegyas breathes fire.

NOTE

Francesco

Hit Points: 4,500

Strengths: Block, Counter, Minions, Projectile Attack, Resistant (when shield is up)

Weaknesses: Divine Force, Heavy Attacks (when shield is down), Light Attacks (when shield is down), Cross Attacks (when shield is down)

First Seen: Violence

Info: The brother of Beatrice left Florence with noble intent, only to be misled by his closest ally. Although Dante promised to protect his friend, he stood silent as Francesco was condemned to death.

Tips: Keep Francesco around the center of the platform. Wait for his sword projectile attack, evade it, then throw it back at him twice to break his shield. When his shield is down, use Divine Force or any Scythe or Cross attacks to inflict damage. Keep him away from the Damned Captains he summons, or defeat them quickly with Divine Force.



Lucifer

Hit Points: 10,000 (Phase 1), 12,000 (Phase 2), 4,000 (Phase 3)

Strengths: Cross Immunity (Phase 3), Flight (Phase 3), Projectile Attacks, Resistant, Unblockable Attacks

Weaknesses: Cross Attacks (Phase 1), Heavy Attacks (Phase 2), Magic Attacks (Phase 2 and 3)

First Seen: Treachery

Info: Cast down for his rebellion against God, the Lord of the Inferno lies imprisoned within a frozen pool of malice and sorrow. It is here he conspires to overthrow Paradise and reclaim his former glory.

Tips: In his larger form, jump to avoid the shock wave from his fist slam, and avoid the tornados. Wait for the Holy light to shine in the center of the platform, then attack his head with Scythe attacks and use Holy Barrage when he reveals his lower stomach. When he is in his smaller form, be extremely evasive and avoid all of his attacks. Use Scythe attacks when you can.



SURFACE



There are some that say Acre Prison is Hell on Earth. It is clear they do not know what Hell is. Dante's journey into the true underworld starts at the Citadel of Acre where he serves as a Crusader, guarding captives in the Holy Wars.



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WALKTHROUGH

There are several icons throughout this walkthrough that represent the locations of Silver Fountains and relics. Use these icons to easily locate important collectible items.



Relic



Silver Fountain

TIP

SURFACE

CITADEL OF ACRE

The opening battle in the Citadel of Acre is a good place to earn the Warming Up and Masterpiece Achievements or Trophies. Stay near the middle of the area and always go after the closest enemy to obtain a 200-hit combo and earn both Achievements or Trophies.

TIP

After the opening cinematic, you fight against a horde of peasants. Stay toward the bottom of the area to avoid the catapult shots that rain down upon you. Once you've taken care of all the enemies, a ship crashes into the area. Board the ship, head to the left side, and climb up to the next building.



Move to the ship's left side to climb up to the next building.

Head around the corner and into the next open area to trigger another cinematic and a battle against Death.

BOSS BATTLE: DEATH

PlayStation 3

Action Battle Sequence 1: ■

Action Battle Sequence 2: ● rapidly, ■

Xbox 360

Action Battle Sequence 1: ⊗

Action Battle Sequence 2: ⊕ rapidly, ⊗

Stay close to Death and use basic melee combos until he begins to fight back. Light Attack combos work best in this battle. As soon as Death starts to fight back, stop attacking and instead block and evade his attacks. If Death throws his weapon at Dante, block it, but do not immediately begin attacking him again. The weapon comes back to Death like a boomerang and must be blocked a second time.



Block or evade when Death begins to attack.

When Death briefly stops attacking, use Dante's evade to quickly get close to him and continue attacking with basic melee combos. If Death stabs Dante, follow the onscreen commands to escape with the least amount of Health lost.



When Death grabs Dante...



...follow the onscreen commands to quickly escape the attack.

Once Death's Health is below 50 percent, he hovers in the air. You can still attack from the ground, but it's easier to hit Death if you jump into the air, then use Dante's melee combos. Dante stays in the air as long as you continue to attack.



When Death is in the air, jump and attack while airborne.

When Death starts to counterattack again, stop attacking to make Dante drop back to the ground and block or evade Death's attacks. Deplete Death's Health enough and he will drop to his knees. Follow the onscreen commands to take his weapon. Continue with the same strategy as before to take what little Health Death has remaining and drop him to his knees one last time. Follow the onscreen commands to finish off Death and complete the mid-boss battle.



Deplete Death's Health and he drops to the ground.



Follow the onscreen commands to take his weapon.

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AFTER THE BOSS BATTLE

After another cinematic, Undead Minions attack from the graveyard ahead. Defeat them to remove the flame wall in front of Dante and proceed down the path. Save your progress at the Beatrice Statue, replenish your Health, and head through the large doors. Approach Beatrice at the end of the room to initiate a cinematic. When the cinematic completes, several Pests appear ahead. Use the Holy Blast to take them down.



Use the Holy Blast to take out the Pests.

At this point, you can start Punishing or Absolving enemies.

NOTE

Dispatch the Pests and stay on the area's left side, near the middle, to avoid the falling ground. Take care of the Undead Minions and additional Pests that appear. Once you've defeated them all, a giant cross falls from the building to the left. As soon as it falls, run across it to the adjacent building. If you're too slow, the cross and the building you were standing on will fall to the depths below, taking you with them.



Quickly run over the cross before it falls to the depths below.

Replenish your Health at the Fountain and move to the glowing orb on the left. Follow the onscreen command to begin your descent to the level below. When you reach the lower level, a gate ahead closes, a large wheel appears behind you, and a horde of Undead Minions spawns. You must defeat all of the Undead Minions before the wheel reaches the end of the hallway or you will be crushed. Do not worry about Punishing or Absolving enemies during this short sequence. If you take too long to dispatch the Undead Minions, you won't be able to defeat them all before the wheel reaches the end of the tunnel.



Take out all of the Undead Minions before the wheel reaches the end of the hallway.

If you are dead set on Punishing and Absolving as much as possible, use your Scythe combos to quickly rack up a 150-hit death combo. If you're fast enough, you will have time to Punish or Absolve several Undead Minions before the wheel reaches the end of the hallway.

TIP

Replenish your Health at the Health Fountain and gather souls at the Soul Fountain; then continue down the hallway to the room below. When you reach the room below, a fiery obstacle blocks your path. Fire Minions emerge from the obstacle. Use the Holy Blast to douse their flames, then destroy them with your scythe. You cannot harm them with your scythe until you have doused their flames.



Use the Holy Blast to douse the Fire Minion's flames...



...then dispatch them with Dante's scythe.

Continue down the hallway to spawn several more Undead Minions. There are also flame spires that ignite from various points along the wall. Stay close to the Soul Fountain to avoid the flame spires. When you've defeated all of the Undead Minions, the flame spires stop igniting. Head down the path and around the corner, save your progress at the Beatrice Statue, and continue to the rope of damned souls marked by the Cursed Wheel. Go to the room below, where there are several Soul, Health, and Mana Fountains. Speak with Virgil, then battle several Pests and Undead Minions. Defeat them all to battle against the Beast Tamer boss.

BOSS BATTLE: BEAST TAMER

PlayStation 3

Action Battle Sequence: ■▲●

Xbox 360

Action Battle Sequence: X Y B

The Beast Tamer cannot attack from a distance and uses only a short-range stomp attack and fist smash to hit Dante. Stay close to the Beast Tamer, and use any of Dante's combos to inflict damage. When you see the Tamer lift one of its legs or raise its arms into the air, use Dante's evade to quickly move away to a safe distance.



Stay at close range and use Dante's Scythe combos to attack the Beast Tamer.



When the Beast Tamer raises its arms above its head...



...or lifts either leg...



...evade to a safe distance to avoid the attack.

As soon as the attack has concluded, use the evade again to move back within striking distance. The more you damage the Beast Tamer, the faster it attacks. Repeat this process until the Beast Tamer lowers its head; then close in and follow the onscreen commands to finish it off and take control of the Beast.

DANTE'S INFERNO

PRIMA OFFICIAL GAME GUIDE

SHORES OF ACHERON

Use the Beast to take out another horde or Undead Minions, then move toward the giant door and follow the onscreen commands to pry it open.

After the short cinematic, save your progress and move over to the Cursed Wheel, located to the statue's right. Climb the wall here and head left, over the ledge, then down. When you reach the bottom of the wall, move to the left to find a Soul Fountain.



When you reach the bottom of the wall, move to the left to access the Fountain.



Climb back on the wall and continue left, across the gap, and head to the ledge below. Speak with Virgil twice to obtain the Death Blade relic; then move a short distance to the left and double jump to find a Silver Fountain above.



Move slightly to the left...



...then double jump to reach the Silver Fountain above.

Access the Silver Fountain to obtain a piece of silver, then continue to the left, down the pathway. Use the Mana Fountain to replenish your Mana. Next, examine the lever to the right. This extends a bridge ahead, but it also spawns several Pests and Hell Minions. The bridge does not stay extended very long, so do not attempt to cross yet. Defeat the Hell Minions and use Dante's Holy Blast or aerial grabs to dispatch the Pests in the immediate area. Afterward, examine the lever again to extend the bridge a second time. As soon as you examine the lever, ignore the incoming Pests and head to the end of the bridge and jump over to the next structure.

Defeat the remaining Pests and head along the path to the right. Access the Soul Fountain and go to the lower level. When you reach the bottom, a Guardian Demon is waiting for you. Use aerial Holy Blasts, Righteous Path, or a Scythe combo of your choice to take it down, then either Punish or Absolve it. Once you've defeated the first Guardian Demon, another appears, along with several Hell Minions. Pass judgment on the Hell Minions, then make quick work of the second Guardian Demon.



After you defeat all of the enemies, a lever appears in the center of the room. Examine it and follow the onscreen commands to move the floor to the top of the room. When you reach the top, you see a breakable wall just ahead; however, before you let go of the lever and move to the breakable wall, quickly jump over to the ledge on the left to find another Silver Fountain.



Use the lever to reach the top of the room...



...then immediately jump to the ledge on the left...



...to reach the Silver Fountain above.

Obtain the next silver piece, then jump toward the breakable wall. Use an aerial Scythe combo to destroy it and land on the ledge. Head through the door beyond the breakable wall. Virgil is just ahead, but before you interact with him, head directly to the left and right after passing through the door to find two Soul Fountains.

Soul Fountain Map



Pass through the door and head to the left and right to find Soul Fountains.

Speak with Virgil before continuing to the left to find a Health Fountain. Keep moving and break the torches and other objects along either side of the path to obtain more souls. Halfway down the path, a wall of flames blocks your progress and several Hell Minions, Pests, and a Guardian Demon appear. Take care of the Hell Minions first, then use the Holy Blast to dispatch the Pests before focusing on the Guardian Demon.

Defeat all of the enemies, then continue down the path to find Pontius Pilate, a damned soul, at the end. Speak with him and determine if you will Punish or Absolve him.

DANTE'S INFERNO

PRIMA OFFICIAL GAME GUIDE

Examine the door ahead and follow the onscreen commands to pry it open. In the next room, several Guardian Demons and



Absolve the damned soul to initiate a minigame.

Hell Minions await. Focus on the weaker Hell Minions first, then take out the Guardian Demons one at a time. Wide-reaching attacks, such as the Vile Tornado, work well during this battle, but if you unlocked Holy abilities first, an aerial Holy Blast pushes the Guardian Demons back, making them easier to fight. After you defeat each Guardian Demon, another batch of Hell Minions spawns. Defeat the Hell Minions, then focus on the next Guardian Demon.



Continue to the left and save your progress at the Beatrice Statue. Head around to the back side of the large statue to find a Silver Fountain.



Move around to the back side of the statue to find a Silver Fountain.



Jump to reach the rope extending from the large statue to the ship. Head to the right to trigger a cinematic that leaves you clinging to the wall of the damned that lines the ship's side. Two sets of flames rise from below. If Dante touches either flame, he takes damage. Stay where you are and wait for the closest flame to rise and descend before moving to the right. You can climb up just above where the flame appeared, but do not head in that direction yet. Jump across the gap and slowly move to the right until you see the second flame rise. Move as close to where the flame rises as possible, without getting close enough to take damage. Wait for the flame to rise one more time before moving past it. Once past, climb up to find the Charon's Oar relic.

You must jump to cross gaps while clinging to a wall, but in this situation, you can use Dante's Jump ability to quickly move past the flames.

TIP



Wait for the first flame to rise before moving to the right.



Move as close to the second flame as possible...



...wait for it to rise a second time before moving again...



...then climb up to reach the Charon's Oar relic.

Return to the opening above the first flame. On the way back, be careful of the flames. When you reach the gap just before the first flame, be cautious—from this direction, it rises as soon as you cross the gap no matter how well you time your jump. Stay as high on the wall as you can to avoid taking damage when you jump across the gap, then head to the opening above.



When you reach the interior of the ship, you see a Health Fountain and a Soul Fountain in the back on the right and a large crate on the left across from the entrance. Access the Fountains, and head over to the crate. Destroy the objects to the right of the crate. High above the objects is a Silver Fountain. Move the crate up the ramp on the room's right side and into the small gap. Go to the room's end and use the lever to move the platform all the way over to the room's opposite side. If the crate is in the gap properly, the platform will move past the crate without touching it.

Once the platform has moved past the crate, position the crate below the Silver Fountain, where the objects were. Jump on the crate, then up to the ledge above to access the Silver Fountain; then position the crate on the back side of the platform, and move the platform back to its original position. At this point, you can jump on the crate and use it to reach the area above and initiate a brief cinematic.



Move the crate up the ramp and into the small gap on the room's right side.



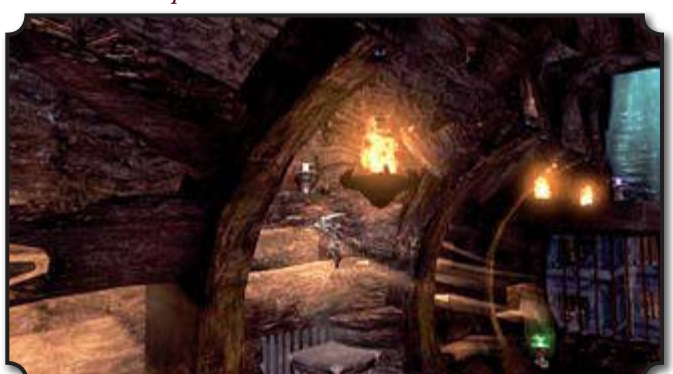
Use the lever to move the platform past the crate...



...then position the crate below the Silver Fountain.



Head over to the crate on the room's left side.



Jump on the crate, then up to the ledge to access the Fountain.

DANTE'S INFERNO

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Position the crate on the back side of the platform.



Move the platform back to its original position and jump on the crate...



...to reach the area above.

The upper area contains a Mana Fountain and Orpheus, a Greek poet. Replenish your Mana if necessary and determine whether to Punish or Absolve Orpheus. Next, climb up the wall of the damned just ahead. When you reach the top, stay on the wall and head left until you are on a wall parallel to where you started and can climb up to the ship's deck.

THE RIVER ACHERON

When you reach the deck, several Hell Minions, Pests, and Guardian Demons attack. Quickly take down the Hell Minions, then use the Holy Cross projectile attack coupled with the aerial grab to dispatch the Pests. Focus on the Guardian Demons next. The Hell Minions and Pests will reappear after a short time, and you must defeat them again, but it is much easier to take on the Guardian Demons without the interference of the other enemies. Use Righteous Path and focus your Scythe and Holy attacks on a single Guardian Demon to inflict maximum damage and deplete their numbers as quickly as possible. If your Health or Mana begin to run low, there is a Health Fountain in the upper left corner and a Mana Fountain just to the right of where you first appeared on the deck. Defeat the Guardian Demons to stop the other enemies from spawning, and initiate another battle against a Beast Tamer.



Use the Health Fountain in the upper left corner to replenish Dante's Health.

BOSS BATTLE: BEAST TAMER

PlayStation 3

Action Battle Sequence: ■▲●

Xbox 360

Action Battle Sequence: X Y B

This Beast Tamer is identical to the first one you fought. A few Hell Minions may appear at the beginning of the battle. Defeat them before engaging the Beast Tamer.

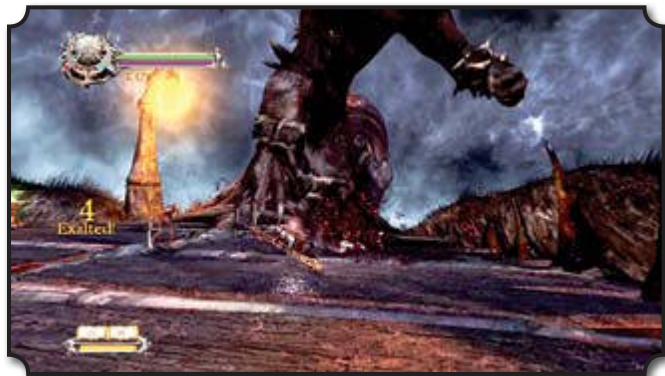
Remember that the Beast Tamer cannot attack from a distance and uses only a short-range stomp attack and fist smash to hit Dante. Stay close to the Beast Tamer, and use Dante's Scythe combos to inflict damage to its legs. When you see the Tamer lift one of its legs or raise its arms in the air, use Dante's evade to quickly move away to a safe distance.



Stay at close range and use Dante's Scythe combos to attack the Beast Tamer.



When the Beast Tamer raises its arms above its head...



...or lifts either leg...



...evade to a safe distance to avoid the attack.

As soon as the attack concludes, evade again to move back within striking distance. The more you damage the Beast Tamer, the faster it attacks. Repeat this process until the Beast Tamer lowers its head; then close in and follow the onscreen commands to finish it off and take control of the beast.

AFTER THE BOSS BATTLE

Once you have control of the beast, defeat the Hell Minions and Guardian Demons that spawn, then examine the Cursed Wheel that appears. Follow the onscreen commands to destroy the ship and initiate another short cinematic.

When the cinematic concludes, Dante still has control over the beast and is clinging to the side of a stone wall. You must climb the wall quickly; if you delay, the wall will fall into the depths below and you will have to climb it again. Follow the wall-climb jump order and action battle sequence to reach the top as quickly as possible without falling.

Wall-Climb Jump Order

1. Jump up four times.
2. Jump to the left three times.
3. Jump up twice.
4. Jump to the right three times.
5. Jump up once.

PlayStation 3

Action Battle Sequence: ■▲●

Xbox 360

Action Battle Sequence: X Y B

When you reach the wall's top, move Dante along the path as quickly as possible to avoid falling again. When you reach the last section of the path, Dante gets stuck but will automatically free himself. Continue holding up on the analog stick to ensure Dante runs as soon as he frees himself. When you reach the edge of this section, press the Object Interaction button as soon as the onscreen command appears to propel Dante to safety.

Surface • **Limbo** • Lust • Gluttony • Greed • Anger • Heresy • Violence • Fraud • Treachery

LIMBO





The Shores of Acheron are littered with foul beings. Dante must fight his way through the demons to reach Charon, the boatman, who will ferry him across the river and into Limbo, the first Circle of Hell.



PRIMA OFFICIAL GAME GUIDE

LIMBO

Save your progress at the Beatrice Statue, then head to the right to speak with Virgil. Continue past Virgil and climb the wall of the damned to the platform below. Jump to the left, off the platform, and grab the Charred Minion. Throw it into the door to the left to clear a path for Dante.



Replenish your health at the Fountain if necessary, and continue through the doorway and down the hall. Just before you reach Charon's head, take a left down the hall to reach a balcony. Defeat the Guardian Demon that appears, and pick up the silver piece from the Fountain on the left. Go back the way you came and turn left at the main hallway. Run up to Charon's head and press the Object Interaction button to push it off the building and earn souls. Head past Charon's head to find the Eyes of St. Lucia relic and a Fountain that contains the first Beatrice Stone.



Turn around and go left down the hallway just after passing Charon's head. Pry open the door and defeat the Unbaptized Children inside. Head left and replenish your Health at the Fountain if necessary. Continue down the hallway and speak with Virgil to obtain the Lord's Blessing relic.

Open the door just beyond Virgil and jump over the spike trap to reach the end of the room. Examine the Mana and Soul Fountains on either side; then wait for the spike trap to reach the door. When the trap hits the door and begins moving back down to the room's other end, quickly open the door and move through it before the trap reaches the door again.

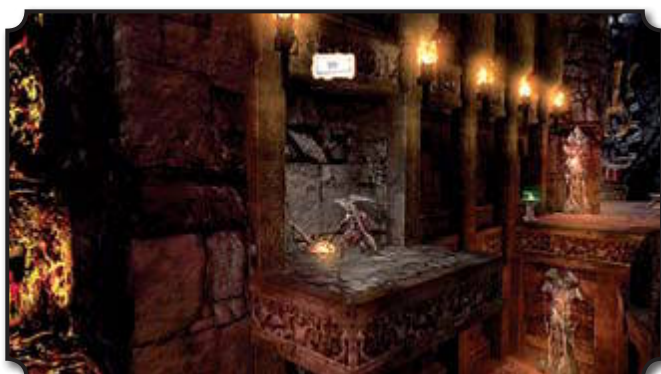
Head to the end of the balcony ahead to find Electra, another damned soul. Punish or Absolve her, then head back the way you came. Jump on either side of the room with the spike trap to avoid the trap altogether as you backtrack to the hallway where you last saw Virgil.

Continue down the hallway and defeat the Charred Minions as you progress. Access the Soul Fountain just before the door at the end, then head through the door. Follow the path to the right; ignore the path that leads to the large minion in the distance. When you reach the end of the path, several Charred and Hell Minions appear, followed by Unbaptized Children and a Guardian Demon. Take care of the minions first, then the Unbaptized Children. Focus on the Guardian Demon last.

Open the door at the path's end. In the next room, speak with Virgil and access the Soul Fountain in the far corner. Head up the ramp in the middle of the room to initiate a short cinematic. Afterward, go to the ramp's top and head left to find a Beatrice Statue. Save your progress and replenish your Health and Mana at the fountains on either side of the upper area. Break the statues next to the Fountains to obtain more souls.



At the Health Fountain, double jump to left.



Pull the lever...



...to reveal a relic below the Saladin statue.



To the left of the Health Fountain is a small ledge with a lever on it. Double jump from the end of the ledge with the Health Fountain to the ledge on the left. Pull the lever to lower the Saladin statue in the middle of the room. Below the statue is the Saladin's Mercy relic.

Pull the lever in the middle of this area, then move just beyond it to the platform's end to trigger the Cursed Wheel. Swing over to the opposite side. Go straight to initiate another cinematic, followed by a boss battle against King Minos.

BOSS BATTLE: KING MINOS

PlayStation 3

Action Battle Sequence 1: ▲ ■

Action Battle Sequence 2: Analog Stick Down, Analog Stick Down, ●, ● rapidly

Xbox 360

Action Battle Sequence 1: Y X

Action Battle Sequence 2: Analog Stick Down, Analog Stick Down, B, B rapidly

When the battle against King Minos begins, he uses his underground tentacles to attack Dante from below. Keep on the move, using Dante's evade to quickly travel around the area. To avoid taking damage, keep in motion until the tentacle attacks have concluded.



Use Dante's evade to avoid the underground tentacles.

At any point during the battle, King Minos can use his tentacle attacks or any of his other attacks. When Minos moves his body back, a Cursed Wheel appears on either side of the area. Quickly press the Object Interaction button to access the Cursed Wheel and propel Dante to either side of the area. This allows Dante to avoid the breath attacks that follow. However, if you do not access the Cursed Wheel in time, simply move to either side of the stage as quickly as possible.



Press the Object Interaction button to quickly access the Cursed Wheel and avoid the breath attacks...



...or move to either side of the area.

When King Minos lowers his head, he is about to use his tongue to attack Dante. Jump in the air and move to either side to avoid this attack. However, if you get caught, follow the onscreen commands to limit the amount of damage Dante takes.



Follow the onscreen commands to avoid taking damage if you're caught by the tongue.

Sometimes King Minos slams his arms down one at a time and slides them across the area. Use a single jump to avoid his arms as they slam to ground, then wait for each arm to begin moving. When the arm gets close to Dante, double jump out of their reach.



Use a double-jump to avoid the sliding arms.

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When King Minos lowers his head, move in, jump in the air, and use a barrage of aerial attacks to inflict damage. During this segment of the battle, stay as low in the air as possible to avoid King Minos's tongue attacks. This generally happens after his breath attacks but can occur at any point during the fight. When you've inflicted enough damage to King Minos's head, he thrusts it upward, exposing his lower stomach. Use this opportunity to unleash your best Scythe attacks while his lower stomach is exposed.



When King Minos lowers his head...



...jump into the air and use aerial attacks to inflict damage...



...then attack his exposed lower stomach.

At various points throughout the battle, King Minos summons additional enemies to assist him. The first summon consists of Hell Minions, while the second summon consists of Guardian Demons and Unbaptized Children. Focus on the Unbaptized Children first during the second summon.



When you've dealt enough damage to King Minos, he lowers one hand. Follow the onscreen commands for the first action battle sequence. When this concludes, continue inflicting damage until Minos lowers his head with his tongue hanging out. Follow the onscreen commands for the second action battle sequence to end the fight. After the battle, you acquire the Tail of Minos relic.

DESCENT INTO LUST

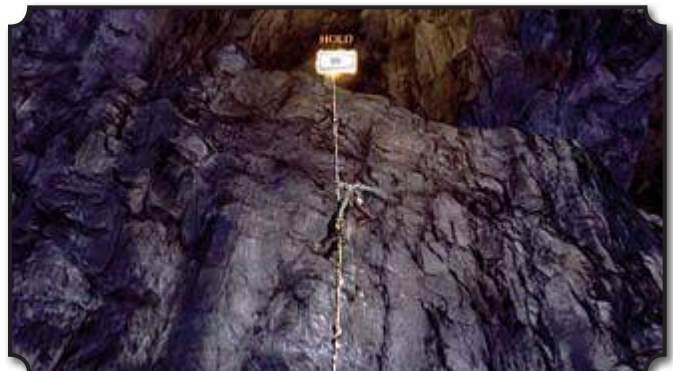
After you defeat King Minos, run to the area's far end to access another Cursed Wheel. Move Dante to the next area. Head through the doorway and down the path to find a Beatrice Statue and a Soul Fountain at the end. Save your progress, access the Soul Fountain, and climb down the rope marked by the Cursed Wheel.



When you reach the second rope...



...climb to the top to find a Silver Fountain.



Climb approximately halfway down the rope...



...then rappel and double jump to the rope of damned souls on the right.



Swing from left to right on the rope...



Climb to the top to find the Francesca's Book relic.



...and attack the glowing structure every time you swing to the right.



Move to the bottom of the rope, and follow the onscreen commands to rappel to the second rope. Climb to the top to find a Silver Fountain. Head back down the rope, but do not climb down all the way. There are two ropes of damned souls just above the normal rope to the right. Climb approximately halfway down the rope and rappel to the right. Double jump to reach the closest rope of damned souls and climb to the top to find the Francesca's Book relic.

Head down the second rope of damned souls on the right and drop to the next normal rope. Rappel to the rope of damned souls to the right, and go to the bottom of the rope. Jump to the rope just below, and once again go to the rope's bottom.

Use a delayed second jump (double-jump) when moving from one rope to the next to ensure you make it to the next rope.

TIP

While swinging from rope to rope, follow the onscreen commands to attack the glowing structure to the right. Destroy the structure, and swing as far to the right as possible before jumping from the rope. As soon as you jump, press the Object Interaction button to activate the Cursed Wheel to the right. Swing from right to left again, and jump to the next rope when you're close to the right side.

As soon as you reach the next rope, several Pests appear on either side. Quickly swing to either side and attack the Pests when they're within range. Adjust your height on the rope as needed to ensure you hit a Pest every time you swing right or left. Adjusting your height also helps to avoid the Pests' attacks.

Defeat the Pests, and swing as far to the right as you can. Jump to the rope of damned souls. Head to the bottom of the damned souls rope to find Francesca da Polenta, another damned soul. Punish or Absolve her and continue down the path to trigger a cinematic.

LUST





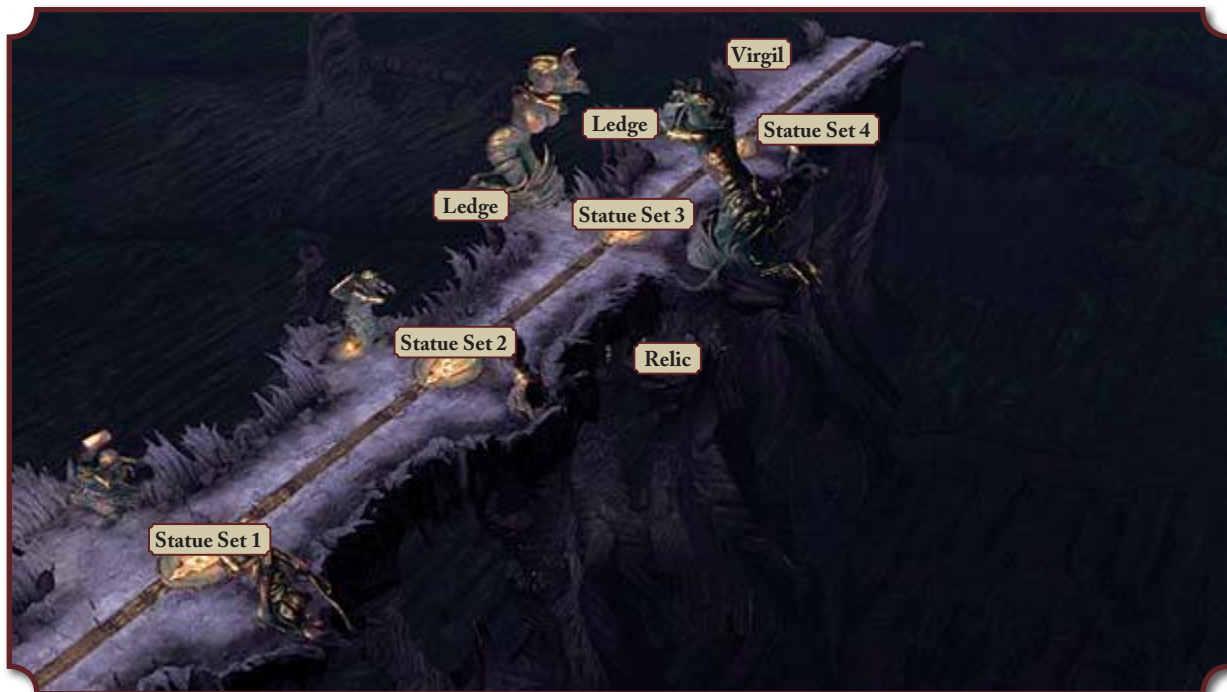
The second Circle of Hell, Lust, is a realm of conflict and confusion where desires mingle horrifically with carnal monstrosities. Dante's task here is to cross an electrified bridge and reach the Carnal Tower where Cleopatra waits.



PRIMA OFFICIAL GAME GUIDE

LUST

Electric Rail Map





At the end of the path is a rail of electricity. The rail ahead is lined with a series of statues. Move to the second set of statues but do not activate the lever on the left. Instead, wait until the ball of electricity passes and head to the third set of statues. On the left side, you can climb down the ledge closest to the screen's bottom. The camera angle makes it difficult to see, but move into the area with the left statue and then toward the screen's bottom to head over the ledge. Here you find a wall of damned souls. Go down and to the right, along the wall, to find Filippo's Rage relic.



Wait until the ball of electricity passes...



...then run up to the third set of statues...



...to find a ledge on the left.



Use the wall of damned souls to reach the Filippo's Rage relic.



Move back up to the statue. Beware of the ball of electricity and head up to the fourth set of statues. On the left is a small opening. Climb down the ledge and use the wall of damned souls to move across to the other side, where a Silver Fountain is located.



Move up to the fourth set of statues...



...to find an opening on the left. A Silver Fountain is on the far side.

Obtain the silver piece, then head to the path's end to find Virgil. Speak with him, then run along the right to find an opening between the third and fourth sets of statues. Climb down the wall of damned souls here to find a fountain that holds a Beatrice Stone. Return to the lever in the second statue set, and as soon as the ball of electricity begins to form just ahead, activate the lever to send the ball in the opposite direction and open the path ahead.

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Wait for the ball of electricity to form...



...then activate the lever to turn the symbol...



...and open the path ahead.

Quickly follow the ball to the end and double jump to reach the tower ahead. When you enter the tower, several Temptresses of Lust attack. Dispatch them, access the Soul Fountain on the right, and move to the lever on the far left. Rotate the lever until the snake head in the room's center is as high as it will go; next, quickly run over to the snake head and attack the teeth to destroy them. Go back to the lever and raise the snake head all the way up, then jump on the platform inside to reach the level above.



Head to the lever on the far left.



Rotate the lever until the snake head is at its current peak...



...then quickly move to the snake head and destroy the teeth.



Go back to the lever and raise the snake head all the way...



...then use the ledge inside to reach the upper level.



After a short cinematic, speak with Virgil twice to obtain the Tristan's Desire relic. Move to the far right side of the platform Virgil is standing on to find a Soul Fountain. Jump across the short gap to reach the Fountain. If you have trouble making it across, use a double-jump instead. A Mana Fountain is located on the far left edge. Use a jump or a double-jump to reach it.



Move to the far left and right edges...



...then double jump across to reach the two Fountains.

Just beyond Virgil, before you reach the large circle ahead, there are ramps leading down on either side. To the right is a Health Fountain, and to the left are a Beatrice Statue and a lever. Replenish your Health and save your progress, but do not activate the lever yet. Head into the circle and move the statue at the end anywhere around the circle's center.

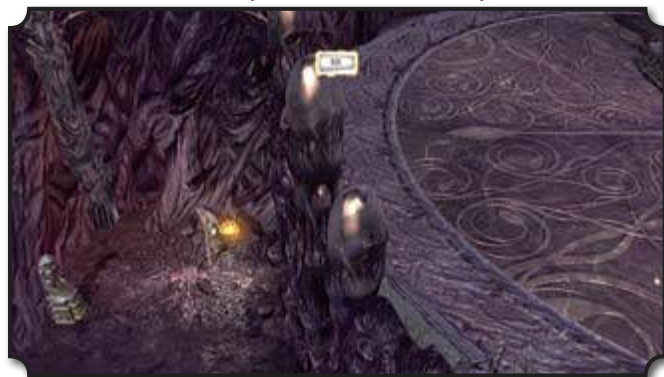
Now go back and activate the lever to find that the statue is preventing the floor from rising too high.



Run over to the statue on the far side of the circle.



Move the statue anywhere around the center of the circle...



...then run down the left ramp and activate the lever.



Climb back up to the circle...

DANTE'S INFERNO

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...and over to the far left side.



Jump across the small gap to reach the Silver Fountain.



Jump across the small gap on the right to reach the Soul Fountain and lever.



Access the lever, then quickly jump back to the stone circle.



Climb back up to the circle and head to the left side. Jump over to the Silver Fountain and access it to obtain another silver piece. Move to the right side and jump over to the ledge to find a Soul Fountain and a lever. Access the fountain, and as soon as you use the lever, jump back to the circle. This lever allows the circle to raise to the upper level, but if Dante is not on the circle when it moves, the entire process must be repeated. Once you reach the upper level the boss battle against Cleopatra begins.



BOSS BATTLE: CLEOPATRA

As soon as the circle reaches the next level, the boss battle begins. At this point, several Tempresses of Lust, followed by a Guardian Demon, appear. Defeat the three Tempresses of Lust first, then focus on the Guardian Demon, because the Tempresses can be more difficult to kill than the demon.



When the Cursed Wheel appears...



...quickly press the Object Interaction button to avoid the boss's hand!

Once you've dispatched all of these enemies, Cleopatra thrusts her fist through the wall. Hold the Block button to limit the damage inflicted by the attack. Shortly after, a Cursed Wheel appears at the top of the screen. Press the Object Interaction button to access it as Cleopatra slams her hand on the stone circle. When a new circle appears,

Dante automatically jumps back to the ground, and Hell Minions and Temptresses appear. Defeat them. Cleopatra then lays her hand on the edge of the circle and spawns several Unbaptized Children to attack Dante. Clear out the children, then focus on Cleopatra's hand. When her hand has taken enough damage, she moves it away and the stone circle begins to move up slightly before she places her hand back on the circle. Soon, the camera pans to the right and reveals several Hell Minions and a ramp that allows access to a Health Fountain just beyond.



When the camera pans to the right, it reveals a Health Fountain.



When the camera pans to the left, it reveals a Mana Fountain.



Clear out the Unbaptized Children before accessing either Fountain.

Take out any remaining Unbaptized Children and the Hell Minions, then access the Fountain if you're low on Health. If at any point Dante is in danger of dying, access the Fountain as quickly as possible. Try to take out the Children first, because they have the highest chance of interrupting Dante as he's attempting to access the Fountain.

Repeat the process of killing the Children and the minions and damaging Cleopatra's hand until the camera pans to the left. This reveals several more Hell Minions, as well as a ramp that leads to a Mana Fountain. Access the Mana Fountain if you need to, but be cautious of any enemies in the immediate area.



Attack Cleopatra's hand to remove it from the stone circle...



...then double jump to reach the platform just above the Mana Fountain.



Access the lever to turn the snake heads.

DANTE'S INFERNO

PRIMA OFFICIAL GAME GUIDE

At this point, clear out any Unbaptized Children, then focus almost exclusively on Cleopatra's hand. If any other enemies get near you, take them out, but your primary goal is to remove Cleopatra's hand from the stone circle. When this happens, quickly head over to the Mana Fountain as the circle begins to rise. As soon as you can, double jump to reach the platform just above the Fountain. Pull the lever here to turn the stone snakes above the circle to face the boss.



Clear the boss's hand again, then double jump to reach the platform just above the Health Fountain.



Access the lever to activate the snake heads and burn the boss.

As soon as you pull the lever, jump back down to the circle to avoid flames that shoot out from just behind the lever. Ignore the enemies and attack Cleopatra's hand to remove it from the stone circle as quickly as possible. If you take too long, the snake heads turn back to their original position. Once you've moved Cleopatra's hand again, head to the right side and access the lever just above the Health Fountain. This activates flames that shoot from the snakes and hit the boss. If you activate the levers in the wrong order, the snakes shoot flames into the circle, away from the boss. You must hit the lever over the Mana Fountain first to effectively defeat the boss.

AFTER THE BOSS BATTLE

Absolve Paolo Malatesta to complete the last objective required to obtain the Forbidden Love Achievement or Trophy.

TIP

After you defeat the boss, several Pests and Temptresses of Lust appear. Use Holy Blast or aerial grabs to defeat the Pests, then focus on the remaining Temptresses. Take down all of the enemies, and the stone circle stops at the top of the area. Head to the upper right corner. Access the Soul Fountain, then climb down the rope where the Cursed Wheel indicates. Paolo Malatesta is located on the ledge at the rope's bottom. Choose to Punish or Absolve him, then double jump back up to the rope.

Return to the circle and to the upper left corner to find a path that leads to a Mana and Health Fountain.



Head to the upper left corner of the stone circle...



...to find a path that leads toward two Fountains.

Access the Fountains if necessary, then climb down the wall of souls just below. Be careful of the electricity that travels between the statues along the wall. Wait until the electricity passes before attempting to cross each section. Use Dante's jump to quickly cross areas of the wall before the electricity returns.



Wait until the electricity passes...




Climb to the top of the wall...



...then jump past it safely.



...Punish or Absolve Semiramis...

 At the wall's end is a path that leads to another relic, but you cannot access it from the wall of damned souls. Instead, climb straight up to reach the ledge above. Save your progress at the Beatrice Statue here, and Punish or Absolve Semiramis. Just to the right of Semiramis, you can hang off the ledge. Move to the ledge's right side and wait for the electricity to pass, then jump to the path below to access the Arrow of Paris relic. Double jump to reach the wall on the left and climb back up to the save statue. Head left of the statue and jump across the gap in the path to reach a Silver Fountain on the other side.



...then hang off the ledge to the right of Semiramis...



At the wall's end is a path that leads to a relic.



...and jump to the path below to find the Arrow of Paris relic.

DANTE'S INFERNO

PRIMA OFFICIAL GAME GUIDE



Head to the left of the Beatrice Statue to find a Silver Fountain.

Go back to the Beatrice Statue. Climb up the wall to the right to initiate a cinematic, followed by a boss battle against Cleopatra and Marc Antony.

BOSS BATTLE: CLEOPATRA AND MARC ANTONY

PlayStation 3

Action Battle Sequence: Analog Stick Down, Analog Stick Up, Roll the Analog Stick from Right to Down to Left, Analog Stick Up

Xbox 360

Action Battle Sequence: Analog Stick Down, Analog Stick Up, Roll the Analog Stick from Right to Down to Left, Analog Stick Up

When the battle begins, do not worry about Cleopatra. Instead, focus exclusively on Marc Antony. His shield enables him to deflect most of Dante's light Scythe attacks. Stay at close range and use heavy Scythe attacks to damage him. Repayment is extremely helpful during this battle, because it allows Dante to counter almost all of Antony's attacks. Stay on top of Antony and use heavy Scythe attacks until he attempts to counterattack. Use Repayment to counter his attack, then continue your barrage of heavy attacks. The Impaler ability works very well but is not as important as Repayment. You can kill Antony without Impaler, but it simply takes longer. However, without Repayment, you must evade or block all of Antony's attacks, making it much more difficult to inflict damage and creating a drastically longer and more difficult fight.



Use heavy attacks to fight Marc Antony at close range.



Repayment works especially well...



...to counter Antony's attacks.

Attack Antony around the bottom of the screen to avoid Cleopatra's attacks. She occasionally slams her fist on the ground and can also summon a purple tornado that stuns and damages Dante if it touches him. However, if you press the Block button just before the tornado hits Dante, he gains the protection of the Lust Storm tornado for a short time. The tornado does not stun Marc Antony, but it does generate a Lust Storm force field around him. While the force field is up, do not use Scythe attacks or Dante will take damage. You can use Righteous Path to attack Antony while the force field is up, but it does not inflict much damage.



Avoid the tornado.



...watch out for the path of swords that follows.



If it hits Antony, do not use Scythe attacks until the force field is gone.

When Marc Antony is below 50 percent Health, watch for him to plant his shield in the ground. When he starts to do this, get away from him immediately to avoid the swords that emerge from underground in a set path toward Dante. When the path of swords ends, Marc Antony uses one of two attacks. In his first attack, he jumps toward Dante, planting his sword into the ground and creating a blast radius that damages Dante if he's too close to Antony. In his second attack, Antony shoots several swords at Dante as a projectile attack.



Stay at a distance to avoid Antony's jumping attack.



When Antony plants his shield in the ground...



Watch out for his projectile attack.

DANTE'S INFERNO

PRIMA OFFICIAL GAME GUIDE

If Marc Antony begins to swing his sword toward Dante, get as far away as possible. He has a sword attack that consists of four sword swings. The first two are relatively short range, followed by a third with slightly longer range and a fourth that engulfs his sword in flames and has a significant attack range. The first three sword attacks can be blocked or countered, but the final attack must be evaded to avoid taking damage.



The first few attacks from Antony's sword combo are short range...



...but the last attack has considerable range.

At several points throughout the battle, after enough damage has been inflicted upon Antony, Cleopatra uses her own life force to heal him. When this happens, quickly move to the back of the screen and attack Cleopatra's hand. During the healing period, Antony slowly regains health, so attack Cleopatra's hand as quickly as possible to cease the process.



When Cleopatra heals Marc Antony...



...attack her hand to end the process.

Repeat this strategy until you defeat Marc Antony. After a brief cinematic, an action battle sequence with Cleopatra is initiated. Follow the onscreen commands to finish her off and bring the boss battle to a successful conclusion.

AFTER THE BOSS BATTLE



Defeat Marc Antony and Cleopatra to obtain the Antony's Standard relic and the Lust Storm magic spell. A horde of Hell Minions and Guard Demons attacks while giant stones fall from above. Stay close to the screen's bottom to avoid most of the giant stones. There isn't much warning before they fall, but if you see a smaller rock fall just above Dante, use evade to quickly get out of the way. Focus on the Hell Minions first, then take care of the Guardian Demons.

At various points throughout the battle, the action moves in slow motion and a huge piece of stone falls from above and breaks off a portion of the circle. The first stone drops on the platform's right side, the second drops on the left side, the third drops in the lower left corner, and the final stone drops at the top in the middle. After the first stone drops, another horde of Guardian Demons attacks. Defeat them, then move to the platform's top and stay in the center to avoid the next two stones. Next, move to the bottom of what's left of the platform to avoid the final stone. Use evade to move away from these huge pieces of stone if they're about to hit you. When the last portion of the stone circle has been destroyed, Dante falls to the level below. Watch for the Cursed Wheel to appear, and press the Object Interaction button to swing to a nearby statue.

Swing from statue to statue, but be cautious of the electricity between the second and third set of statues. Time your jump so that the electricity begins just before Dante reaches the peak of his forward swing. At this point, you must double jump to reach the fourth statue. If you use a single jump and press the Object Interaction button, Dante will latch on to the second set of statues instead of moving on to the fourth set. From here, you must double jump again to reach the path ahead.

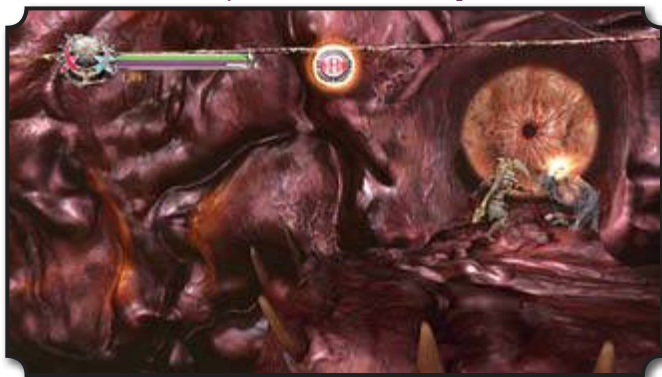
Be cautious of the flames between the various ropes in this section, but do not worry too much if Dante burns a bit. A Health Fountain is located at the end of the rope section.

TIP

Speak with Virgil, then follow the path to find Health and Soul Fountains. Climb down the ropes below, but be careful of the flames that cross the rope on the way down. Use the Object Interaction button to quickly slide down the rope as soon as the flames subside. When you reach the bottom rope, you must rappel to the ropes to Dante's left. As soon as you begin to rappel, the flames start to burn each rope, so you must quickly move from rope to rope. At the end is a vertical flame. Wait for the flame to fully ignite, then rappel so that you jump to the last rope in this section as the vertical flame subsides.



When you reach the horizontal rope...



...head to the right to find the Rain of Gluttony relic.



Climb down to the next rope and continue rappelling to reach another breakable structure. Attack the structure while holding on to the rope and continue down the next rope. When you reach the bottom, a horizontal rope awaits. Move to the right to find the Rain of Gluttony relic. Move into the small alcove where the relic sits, and wait for the flame behind it to ignite. Run out of the alcove, and access the relic as soon as the flame is extinguished.

Jump back up to the rope and proceed ahead to the left, watching out for more flames until you reach the end. Save your progress, access the Health and Mana Fountains, then speak with Virgil. Climb down the rope below to engage in a boss battle against Cerberus.



BOSS BATTLE: CERBERUS

PlayStation 3

Action Battle Sequence 1 and 2: ▲

Action Battle Sequence 3: Analog Stick Up, Analog Stick Down, Analog Stick Left, Analog Stick Right

Xbox 360

Action Battle Sequence 1 and 2: ▼

Action Battle Sequence 3: Analog Stick Up, Analog Stick Down, Analog Stick Left, Analog Stick Right

Cerberus has three heads. You must defeat the left and right head before you can attack the middle head. You must defeat all three heads to win the boss battle.



Each head spits a ball of acid and damned souls toward Dante.

There are four cells in a square formation on the ground just in front of Cerberus. If you approach the cells on the left, the left head rears back and lunges toward Dante. The same thing occurs with the right head if you approach the cells on the right. At any point, each head spits acid balls at Dante. If either head hits Dante head-on when they lunge, Dante dies instantly. If you only partially evade the lunge, Dante loses 50 percent of his Health. Use the Lust Storm magic spell to make Dante immune to the acid balls, and take very little damage from the lunge attacks. If you run out of Mana, use Dante's evade to stay on the move and avoid the acid balls.

DANTE'S INFERNO

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Approach the first cell on the left or right...



...and the corresponding head lunges toward Dante.

At the beginning of the battle, use Lust Storm, then immediately close in on the cells on either side and destroy the closest one as quickly as possible. Press the Object Interaction button to access the cell, then rapidly press **●** (PlayStation 3) or **Ⓔ** (Xbox 360) to destroy it. With proper timing, the head will lunge shortly after the cell is destroyed. As soon as you see the head begin its lunge, use evade to get out of the way. Try to lunge to the side farthest from the middle head so that the fallen head protects Dante from the acid balls. This allows you to conserve your Mana instead of using another Lust Storm.



Press the Object Interaction button to access a cell...



*...then rapidly press **●** (PlayStation 3) or **Ⓔ** (Xbox 360) to destroy it.*



This results in a flame spire.

When you destroy a cell, it emits a flame spire. If one of the heads contacts the flame spire, it remains on the ground for a significantly longer period of time compared to its normal lunge. This allows you to inflict a great deal of damage to each head in a short period of time.



If one of the heads hits a flame spire...



...it remains on the ground for an extended time...



...allowing Dante to inflict significant damage.

After destroying the first cell, if you wait to destroy a cell until just after a head has lunged toward Dante, it's far less likely that Dante will be interrupted while destroying the cell. Because Dante is so close to Cerberus while destroying a cell, the closest head almost always lunges toward Dante a second time. If you're quick to destroy the cells, the head will lunge just after a cell has been destroyed. This causes the head to move into the flame and remain on the ground for an extended period of time.

Once a head has been properly grounded using the flames, move to the head's far left or far right side, away from the middle. Use your most powerful Scythe combos to inflict enough damage to each head to make it go limp, allowing Dante to initiate an action battle sequence to finish it off.



When a head goes limp...

After the first head dies, there's a brief period when no acid balls are spit. Use this to destroy the cells on the side of the head you just defeated.



...follow the onscreen commands to finish it off.

Destroying cells replenishes a small amount of Dante's Mana, which enables you to use Lust Storm more often during the battle. With proper timing, starting with the outermost cell and moving in to the cell closest to Cerberus, you should be able to take out the left and right heads quickly and easily.



Use Lust Storm to greatly reduce the damage Cerberus inflicts.

If you run out of Mana, it is not necessary to use Lust Storm or destroy the cells in order to take out each head. Keep in mind that without Lust Storm active, you must dodge exceptionally well to avoid getting hit by the lunge attack. If you move toward the cells, the closest head lunges toward Dante. Evade the assault and use Scythe attacks to inflict damage to the head. This is all that is needed to defeat each head, but using flames from the destroyed cells makes the process faster.

When only the middle head remains, it spits acid balls in rapid succession, then lunges toward Dante. You can still destroy the cells and use the resulting flames to keep the middle head grounded for a longer period of time. However, it is more difficult to do when only the middle head remains because of the rapid-fire acid balls. Use Lust Storm, move to the closest cells, and destroy them. Stay close to Cerberus and evade its next lunge. It will hit the flames and remain grounded for an extended time.

Inflict enough damage to the middle head and it goes limp like the other two heads. This allows Dante to initiate a third action battle sequence to finish off Cerberus.

During the final action battle sequence against Cerberus's middle head, if you do not follow the onscreen commands perfectly, Dante instantly dies and the battle starts over from the beginning.

CAUTION

GLUTTONY





Cerberus awaits Dante at the gates of Gluttony. The three-headed beast is the guardian of the third Circle of Hell. Each of the beast's deformed heads is hell-bent on keeping Dante at bay.



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GLUTTONY

Be careful in the first part of Gluttony, because you can fall off the ledge at any time. Even an ill-timed Holy Blast can be enough to push you off the edge to your doom.

CAUTION



Defeat Cerberus to acquire the Azrael's Apprentice relic. Run straight ahead and follow the path until you reach the first Fountain.

Just before the Fountain, a cloud of dust covers the ground, indicating that a Gorger Worm hides in the ground. Use Righteous Path to close in on the cloud of dust. This attacks and stuns the worm as it comes out of the ground and prevents it from grabbing you. If the worm does grab you, follow the onscreen commands to escape its grasp. Defeat the Gorger Worm when it appears, then access the Silver Fountain to obtain another silver piece.



A cloud of dust on the ground indicates a Gorger Worm is hiding.



If you get caught by the worm, follow the onscreen commands to escape.

Access the Mana and Health Fountains ahead, then climb down the rope. The area below is full of Gluttony Minions and Gorger Worms. As soon as Dante hits the ground, a worm grabs him. Escape the worm's grasp and move to the right corner in the foreground, where no worms spawn. Wait here for the Gluttony Minions to get close enough to attack. Defeat all of the minions, then take down the four worms one by one.

Defeat the enemies and continue down the path to find Soul and Health Fountains alongside Ciacco, a damned soul. Access the Fountains and Punish or Absolve Ciacco. Save your progress at the Beatrice Statue, then continue down the path. Several Pests appear at the far end of the next area. Use Holy Blast to take them out from a distance, and be very careful not to fall into the murky water below. If you fall into the water, you must start over from the last save point.



Clodia awaits to be Punished or Absolved on the island on the left.



Carefully jump to the first island and then over to the island on the left. Clodia, another damned soul, waits here to be Punished or Absolved. Go back to the previous island and grab the horizontal rope above. Continue down the path to find Virgil. Speak with him twice to obtain the Ciacco's Bile relic.

Keep moving down the path until you are ambushed by a horde of Gluttony Minions, several Guardian Demons, and a Gorger Worm. If you're close to Righteousness, Punish or Absolve the minions until you reach Righteousness, then active it and take out the worm and Guardian Demons while it's active. If you are not close to Righteousness, focus on the minions to lower their numbers, then attack the worm with magic if you have any Mana remaining. There is a Mana Fountain on the far left side, but if you are out of Mana even after using the Fountain, use Scythe attacks on the worm instead. When the worm is down, continue to Punish or Absolve the minions until they've been dispatched, then focus on the remaining Guardian Demons.

Take down all of the enemies to clear the path ahead. Access the Mana and Health Fountains and continue through the shiny doorway. After a cinematic, you must face off against a Glutton. Do not give the Glutton time to attack; instead, use a barrage of Scythe combos until you can finish it with an action battle sequence.

Teleporting Door Maps



Follow the path around until you reach a Beatrice Statue and a Soul Fountain. Save your progress and climb down the rope. This is another rope course with flames that you must avoid. The first flame to be avoided is at the bottom of the first rope. Avoid it, then use the next rope to rappel to the left to reach the third rope. Climb to the top to find the Octavian's Gold relic and a Silver Fountain.

Another flame awaits at the bottom of this rope. Be careful as you drop down to the horizontal rope below. Quickly move to the left to avoid another flame, then wait near the end of this rope for the two flame spouts to shoot. When they have both shot, quickly move to the far left and drop down to the rope.

Do not rappel off this rope. Instead, drop to the path below. Move to the right side of the moveable object, grab on to it, and hold **●** (PlayStation 3) or **Ⓔ** (Xbox 360) to charge up Dante's push. Wait approximately three to five seconds, then release the object. When charged correctly, Dante pushes the object across all three flame spouts to the left, extinguishing them.

Quickly double jump to the rope above, and rappel to the ledge on the left. Break the object ahead, and continue down the next rope. Drop to the horizontal rope below and move to the left, where five flame spouts await. When the spout closest to Dante goes out, begin moving to the left. When the last flame

Immediately after the battle against the Glutton, Dante is placed into a puzzle of teleporting doors. Use the teleporting door maps and the accompanying numbered list to navigate the puzzle, acquiring all Fountains and items safely:

1. Run through door A to appear at door B.
2. Access lever 3, and run back through door B to appear near lever 2.
3. Climb wall T to reach Soul Fountain V.
4. Climb wall U to reach Silver Fountain W, then climb down walls T and U.
5. Access lever 2, quickly run through door A to table S, and double jump to the ledge with lever 4.
6. Access Soul Fountain X.
7. Wait for table Z to get in place under door D, then run through door C to drop down onto table Z.
8. Wait for table Z to reach the middle of the screen, then double jump to the right to reach Soul Fountain Y.
9. Wait for table Z to be in place under door D again, then run through door E to drop down onto table Z.
10. Ride table Z to door F and into the next area.



Grab the moveable object from the right side and charge Dante's push.



Push the object across all three flame spouts to extinguish them.

DANTE'S INFERNO

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Double jump to reach the rope above...



Jump on the stepping stone...



...and rappel to reach the ledge to the left.



...then double jump to hang from the ledge above.

spout goes out, use the Object Interaction button to quickly move Dante to the rope's end before the spouts ignite again.

Let go of the rope. When the Cursed Wheel to the left becomes visible, press the Object Interaction button to swing from the object above. The flame spouts ignite twice, followed by a moderately long pause after. Build momentum and wait for the flame spouts to the left to ignite twice before swinging to the next rope.

The next set of flame spouts ignites once, then pauses briefly before igniting twice in rapid succession. After the third burst, there's a moderately long pause. Wait for this pause before swinging over to the next rope. Slide down to the bottom, then drop to the path below and continue to the left.



Head to the end of the path, where there's a ledge above. Jump onto the stepping stone, then double jump to hang from the ledge above. While hanging, move to the right until Dante is no longer visible. Climb up to reach a small alcove that holds the Crown of Carthage relic.



Move right until Dante is no longer visible...



...then climb up to find a relic in the alcove.



Hang off the ledge and go back to the left. Climb up and access the Mana and Health Fountains to the left. Run directly across from the opening with the two Fountains and double jump at the wall to find another small alcove above. Access the Soul Fountain here, then jump to the ledge across the way. Move to the ledge's opposite end and jump across the small gap to find a Silver Fountain.



Stand near the wall opposite the Mana and Health Fountains.



Double jump to reach the Soul Fountain in the alcove above.



Jump across the path...



...then head to the ledge's opposite end to find a Silver Fountain.



Go back to the first alcove and move to the far end.



Double jump off the ledge and to the right...

Get the silver piece, and return to the path. Double jump to reach the first ledge again. Move to the ledge's far end and double jump to land on the ledge to the right of where the Silver Fountain was. There is a Soul Fountain there.



...to find a Soul Fountain.

Surface • Limbo • Lust • Gluttony • Greed • Anger • Heresy • Violence • Fraud • Treachery

GREED





A most unwelcome surprise awaits Dante in the fourth Circle. Alighiero, Dante's own father, has been condemned to spend eternity writhing in torment here. Dante's demon-filled travels take him through the grinding gears and mechanical devices of Greed, only to bring him closer to direct conflict with his father.



PRIMA OFFICIAL GAME GUIDE

GREED

Continue down the ledge to trigger another cinematic. Speak with Virgil after the cinematic concludes. Jump across the moving stones ahead to the two moving platforms in the small room. Jump on the platform on the right, and ride it to the vertical platform on the left. When you reach the top, activate the lever to spawn several Pests and two Guardian Demons. You must defeat them quickly to avoid death from the molten fire below.

Use Holy attacks to take out the Pests, then focus on the Guardian Demons. After you dispatch them, use Holy attacks on the Fire Minions coming out of the molten fire stream. Once you've taken out all enemies, the lever reappears. Activate the lever to move a bridge into place in the upper-right corner. Take the bridge to the next area to find a Beatrice Statue and a Soul Fountain.



Double jump to the first gear on the right.



Move up to the fourth gear.



Jump to the adjacent set of gears on the left.



Stand on the far right edge...



...and double jump to the highest gear on the right.



Carefully time a double-jump around the vertical gear to reach the ledge...



...and Punish or Absolve Tarpeia.

Double jump to the gears on the right. When you reach the fourth gear, jump over to the adjacent set of gears on the left, then over to the highest gear on the right. This is a tricky jump, so make sure Dante is at the gear's far right edge before making the jump. From here, you must double jump around the vertical gear to reach the ledge on the opposite side, where Tarpeia waits to be Punished or Absolved. If you miss the jump, make sure you fall on the gear below. If you miss the gear, you will fall to your doom and have to start this section over.

Head back over to the gears on the left and continue down to the Health and Mana Fountains below. Pry open the door to find a Hoarder-Waster waiting for you. Do not let the Hoarder begin its spinning attack. Use Scythe combos to engage it as quickly as possible. If it does begin its spinning attack, use the Righteous Path magic to stop the attack or use Repayment to counter it. Defeat the Hoarder, and several waves of Greed Minions appear, followed shortly by two more Hoarder-Wasters. Take out the minions until the Hoarders appear, then shift your attention on them. If the Hoarders begin their spin attack, use the Righteous Path magic again, or if you're out of Mana, grab a minion and Punish it. Dante is invincible during the Punishment animation and cannot be hit by the Hoarder's spinning attack.



Eradicate all of the enemies and a lever appears in the room's center. Access the lever and wait for the spiked platform ahead to move, allowing access to the alcove behind it. Jump into the alcove and examine the Silver Fountain to obtain a silver piece.



Access the lever in the room to lower the platform.



Head to the alcove and jump on the platform.



Move to the right and wait until you pass the second platform.



Jump on the second platform.

DANTE'S INFERNO

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Jump over to the alcove on the right to find the Demon's Wing relic.



There is a lever in the alcove that opens the spiked doors just above, but do not access it yet. Jump to the room below and access the first lever there, which drops the platform down again. Time is of the essence, because the bottom of the platform contains a spike trap. As soon as you access the first lever in the room below, quickly head back to the alcove and onto the platform when it lowers. Hastily head to the right side of the platform and wait for it to move above the second platform to the right. As soon as it rises above the second platform, double jump over the spiked railing and onto the second platform, then quickly double jump to the alcove on the right to find the Demon's Wing relic.



Immediately head back up to the alcove.



Move onto the platform as soon as it lowers into position.



Access the lever in the alcove.



Jump up and through the opening before the spikes close in on Dante.



Quickly drop down and access the lever in the room below.

Jump to the room below and access the first lever again. When the spikes clear, jump into the alcove where the Silver Fountain was. You can now access the lever here. However, the doors begin to slowly close as soon as you access the lever. You must access the lever, then quickly jump to the room below and access the first lever there. Time is of the essence again, due to the spike trap on the bottom of the platform. As soon as you access the first lever in the room below, quickly head back to the alcove and onto the platform when it lowers, then quickly head through the doorway above before the spikes engulf the opening.



Examine the lever just ahead to lower the platform to the next area. Continue forward, but be cautious of the spikes and drop to the center area below. Pests and a Hoarder-Waster spawn as soon as you drop. Defeat them to gain access to the wall on the left. Before you climb back up, use the Soul Fountains and a Silver Fountain here. Next, climb back to the top using the wall of the damned on the far left side.

When you near the top, do not climb all the way yet. Wait for the spiked rail to pass, then climb up. You must jump from platform to platform, heading in the opposite direction of the spiked rails. Move over to the hallway where you first entered and wait for the next spiked rail to pass. As soon as it does, run toward the next platform and jump over the currently stationary spiked rail. Wait for the rails to stop moving again, then jump to the next platform. Continue this process until you reach the final platform, where Gessius Florus waits to be Punished or Absolved.



Wait for the next spiked rail to pass, then quickly pry open the door to the left. Access the lever just inside to shut down the rails and allow access to the Wasted Gold relic in the room's center. Jump over to the center platform and get the relic, then head back through the doorway. Pry open the next door, access the Mana and Health Fountains, and save your progress.

Continue down the hallway and head to the lever in the middle of the next hallway. You must turn the lever to lower the gate to the right as quickly as possible. Guardian Demons attack in groups of two. Pay close attention to the saws moving up and down either side of the hallway, alternating sides each time. Ignore the Guardian Demons and continue turning the lever until the enemies are close enough to attack Dante; then jump to the side of the hallway the saws will move through next. This places the Guardian Demons into the path of the saws. When the saws cut through the hallways, they take out the Guardian Demons in a single attack. Make sure to double jump away from the saws to avoid getting killed. When you've defeated all of the enemies, there's a short pause before another wave spawns. You must lower the gate as quickly as possible or else the walls close in and kill you. It generally takes approximately two or three enemy waves to lower the gate so Dante can continue.

A Beast Tamer waits in the next room. This time around, Exploding Minions and Guardian Demons spawn during the battle. Throw the Exploding Minions at the Beast Tamer to inflict significant damage and shorten the battle. After you defeat the Beast Tamer, Dante takes control of the beast. Access the various Soul and Health Fountains in the room, then open the door through which you came. Defeat the Exploding Minion that attacks, then watch out

for the saws and the second Exploding Minion while you pry open the door on the hall's opposite side. Move through the hallway quickly, because the beast will not keep the path open indefinitely.



Talk to Virgil in the next room, then climb the wall of the damned at the end. However, do not climb all the way to the top. As soon as you can, follow the wall all the way to the right, then climb down into the second cell. There is a Coin of Plutus relic here. Climb back up the wall and head left until you reach the first cell. Climb down into the first cell to find a Silver Fountain.

Head back to where you first climbed up and continue climbing until you reach the top. Move to the edge and press the Object Interaction button to start swinging from the Cursed Wheel above. Swing across to the other side, then double jump to reach the rope. If you do not double jump, it is very easy to fall into the spikes below the rope.



Use the rope to cross into the next area. Drop down and head toward the circular platform to the left. A Throne Demon spawns as you approach. Use Righteous Path magic to knock it down, then pummel it with Scythe combos while it's grounded or use an aerial heavy Scythe attack followed by an aerial grab. Repeat either strategy until you can Punish or Absolve it, then head down the path, using the Soul and Silver Fountains along the way.

Access the lever at the path's end, and head back around to the circular platform. Here you fight two Hoarder-Wasters and several Pests. Focus on the Hoarder-Wasters until the Pests get within grabbing distance, then take them out quickly with aerial grabs. Defeat them and wait for the circular platform to get close to the next circular platform. When it stops, the platform ahead tilts and drops several enemies into the liquid below. Get as close to the next platform as possible, and double jump to reach it when the platform Dante is standing on begins to tilt.

Defeat the Pests and Seductress of Lust that spawn on the new platform, and continue to ride it until it stops. Jump to the platform below, access the Mana and Health Fountains, and pull the lever on the circular platform. This shoots a blast of fire that reveals another lever. Head back down toward the newly revealed lever to spawn a Throne Demon and several Pests. Ignore the Pests and focus on the Throne Demon. After you defeat this foe, two more Throne Demons appear. Use Righteous Path or the aerial grab to prevent the Throne Demons from teaming up on you. If the Throne Demons are blocking your aerial heavy attack, use Sacred Justice to launch them into the air, then use the aerial grab.

DANTE'S INFERNO

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Defeat the Throne Demons and Pests, then rotate the lever all the way to the right. Access the lever on the circular platform again to lower a platform to the right. Jump down, head over to the lowered platform, and climb up to reach an alcove with a Silver Fountain and a Soul Fountain.

Head back down to the second lever; rotate it all the way to the left. Access the lever on the circular platform again to lower a platform on the left. Climb up the lowered platform to reach the path above.

Save your progress at the Beatrice Statue and pry open the door. Head down the path and access the two Soul Fountains along the way. Push the lever at the path's end to reach the level below. Go down the path and talk to Virgil, then proceed across the small gap and into the next area.

PLUTUS, GOD OF WEALTH

Defeat the Greed Minions that attack before the two Hoarder-Wasters appear, then focus on the Hoarder-Wasters until the Exploding Minions spawn. Use Sacred Justice to knock the Hoarder-Wasters into the air, then use an aerial grab. When the Exploding Minions get close, throw them toward the Hoarder-Wasters. Defeat the Hoarder-Wasters to spawn two Seductresses of Lust and more Exploding Minions. Use the same strategy for them as you did for the Hoarder-Wasters. Defeat all the enemies that spawn to reveal a structure with a lever in front of it. There is a light shining down from the statue above. As long as the structures are bathed in this light, they remain sturdy. If the structures move out of the light, they begin to slowly crumble into nothing.



Rotate the lever to the left to reveal a second structure...



...then rotate the lever to the right so the structures create a path to the large statue.



Climb up the first structure...



...then jump to the second structure...



...and double jump to the statue above.

Rotate the lever to the left until a second structure appears, then rotate it back to its original position. This should place the smaller structure in front of Dante, bathed in light, and the larger structure just beyond it. The two structures should create a series of stepping stones that lead to the statue above. If this is not the case, continue rotating the lever. There are a total of four structures that can appear, but you only need to use two of them.

Quickly climb up the smaller structure, then jump across to the larger structure and double jump to the statue above. If you're too slow, the larger structure will crumble to the ground and you will have to repeat the process. Move from platform to platform until you reach the ledge beyond the statue.

Save your progress, access the Soul Fountain, then pry open the door. Continue through the door and down the path to find another Soul Fountain. Access the Fountain, then use the rope above to cross over to the other side. Speak with Virgil and access the Soul Fountain here. Move to the path's edge and press the Object Interaction button to reach the Cursed Wheel and swing to the other side.

Grab on to the wall and climb to the top. Several Seductresses of Lust attack, followed by a Glutton and several Exploding Minions. Stay away from the Glutton until you've killed all of the Seductresses of Lust; then use the Exploding Minions to take out the Glutton. More Seductresses of Lust attack alongside a Throne Demon. Use any remaining Exploding Minions to destroy as many enemies as possible. The Throne Demon should take first priority, but aim at any enemies within range of the Exploding Minions. When all of the Exploding Minions are gone, if the Throne Demon still remains, use the Righteous Path magic to knock it down, then finish it off with Scythe attacks or use the aerial grab technique.

Defeat all of the enemies, and access the Soul Fountain in the far left corner. Run across to the far right corner and out to the ledge's edge. Access the Cursed Wheel to swing over to the horizontal gears; stay on the lowest gear and defeat the Pests that attack.

There are two stone crushers on the second gear. Double jump to the gear, then get as close to the first stone crusher as possible. As soon as it slams down, run past it and up to the second one. When it slams down, run to the gear's edge and double jump to the ledge across the way.

If you're having problems getting past the first stone crusher, wait for it to slam down, then use evade to quickly move beyond it.

TIP

Pry open the door and climb up the wall ahead. Move to the left until you can safely climb down. Save your progress at the Beatrice Statue and head to the opposite side to find Mana and Health Fountains, as well as Fulvia, a damned soul. Punish or Absolve Fulvia, then pry open the door at the path's end.

Run onto the platform and access the lever to lower it to the lever below. When you reach the bottom, examine the lever to the left and continue forward to engage in another Beast Tamer battle. You must defeat the Beast Tamer quickly. Every time it slams the ground, the platform sinks into the molten liquid below. If it sinks too far, Dante will die instantly.

Defeat the Beast Tamer and take control of the beast. Another Tamer appears and pushes Dante off the beast. Battle the Beast Tamer a second time, then take out two Throne Demons. Defeat them all, and examine the stone at the far end; push it forward to proceed.

Climb up the wall and head left until you can climb down. Defeat the first set of Greed Minions, then quickly position the beast toward the gold square on the ground near the circle's right side. A Tamer appears here. Use the beast's fire breath (● for PlayStation 3 or Ⓑ for Xbox 360) to kill the Tamer as soon as it appears. You may have to use the fire breath twice if the entire attack does not hit the Tamer. Take out a horde of Throne Demons and the next wave of Greed Minions; a large gold block appears in the upper left corner. Move the gold block to the gold square where the Tamer appeared, then climb the right wall you just came down and jump over the statue to the wall on the left.



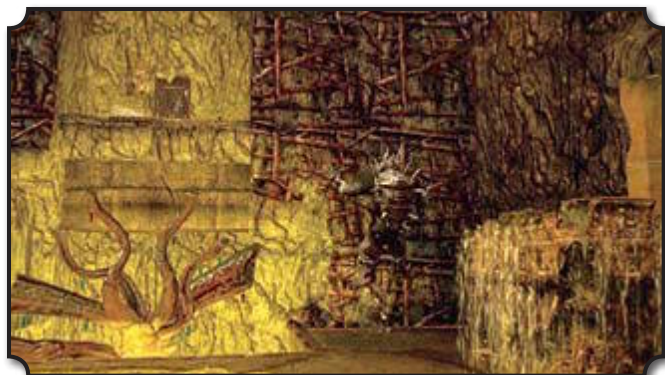
Grab the gold block.

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Move it to the gold square on the ground.



Climb up the right wall...



...then jump over to the left wall to continue.

Follow the wall all the way around until you're in the room with the giant gold dial. Climb down to the ground and defeat the Tamers and Throne Demons that spawn. Examine the dial to move it out of the way, and continue on to a boss battle against Alighiero.

BOSS BATTLE: ALIGHIERO

The battle against Alighiero is fairly simple but requires good timing if you do not have the proper abilities unlocked. The most important thing to remember is to stay as close to the ring's center as possible. As you damage Alighiero, he will drop to one knee. When this happens, the outer edge of the

ring falls into the molten liquid below. If Dante is caught on the outer ring when this happens, he instantly dies and the battle restarts from the beginning.



Use Retribution to counter Alighiero's projectile attack...



...and send it back toward him.

If you have unlocked the Holy magic spell abilities Divine Armor and Divine Armor Level 2, and the Unholy abilities Repayment and Retribution, this fight will be over in no time. At the beginning of the fight, run up to Alighiero and use Vile Flurry. When Alighiero attacks, evade toward him so you stay within attack range but avoid the attack. If Alighiero uses his projectile attack, counter it and send it back to him with Retribution. He uses the projectile attack only if Dante is at a distance, so if you stay close, he will not use it.



Counter the circular attack from Alighiero's planted cross...



...with Dante's heavy Scythe attack.

Continue this strategy until Alighiero drops to his knees. At this point, the ring's outer edge will drop into the molten liquid and Mana Orbs will replenish a small portion of Mana (if you used any up to this point). When Alighiero stands back up, he plants his cross into the ground, and it emits a circular attack at regular intervals. Counter each attack with a heavy Scythe attack, including when Alighiero initially plants the cross into the ground. Dante's heavy Scythe attack after Repayment stuns Alighiero, and the planted cross strikes fast enough to prevent Alighiero from attacking at all. Continue this strategy until Alighiero's Health reaches approximately 25 percent.



Watch out when Alighiero lifts his cross high into the air!

When Alighiero drops to one knee with approximately 25 percent Health, he stands and raises his cross into the air. When you see this, move as far away from Alighiero as possible and hold the Block button. If this attack hits Dante, he can die instantly. Alighiero will use this attack multiple times throughout the rest of the fight. He also uses the Sins of the Father magic to create three projectile attacks instead of one if Dante is at a distance.



Use Divine Armor if you get into trouble.

Continue to counter Alighiero's planted cross attacks until you defeat him. If you have Divine Armor, use it any time you're in trouble. It negates every attack Alighiero uses except when he raises his cross into the air with less than 25 percent Health remaining. If you have Divine Armor Level 2, Dante regains a large portion of his Health as well.

If you do not have Repayment, this is a tough battle, because you must jump or block Alighiero's planted cross attack and you will not be able to counter his projectile attack. You can block or evade the projectile attack, but without Repayment or Retribution, it takes significantly longer to defeat Alighiero. Holy attacks inflict minimal damage at best, and most of Dante's higher-level Unholy attacks do not inflict enough damage to make them useful when compared to Vile Flurry.

AFTER THE BOSS BATTLE



When the fight is over, you obtain the Eye of Alighiero relic and the Sins of the Father magic spell. Head out of the ring and save your progress at the Beatrice Statue. Access the Health Fountain and double jump to reach the ledge to the left of the Fountain to find the Hoarder's Purse relic. Pry open the door between the Fountain and the Beatrice Statue and pull the lever ahead to move the platform across the gorge. Use Holy Blast and aerial grabs to take out the plethora of Pests that attack along the way.

Defeat the Greed Minions and Hoarder-Waster that spawn when the platform reaches the far side, and examine the Soul and Mana Fountains on either side. Use the lever that appears in the area's middle to lower the platform. When you reach the bottom, continue down the path until you reach the end.

Access the Cursed Wheel and climb down the rope of damned souls. At the rope's bottom, double jump to the left and press the Object Interaction button to access the Cursed Wheel and swing to the next rope. Keep double jumping from rope to rope until you reach the bottom of the area and enter Anger.

ANGER





The road ahead of Dante becomes much more difficult as he enters the realm of Anger. Dante's perseverance brings him to a great tower, from the top of which he may summon the boatman, Phlegyas, to cross the River Styx and venture into the City of Dis.

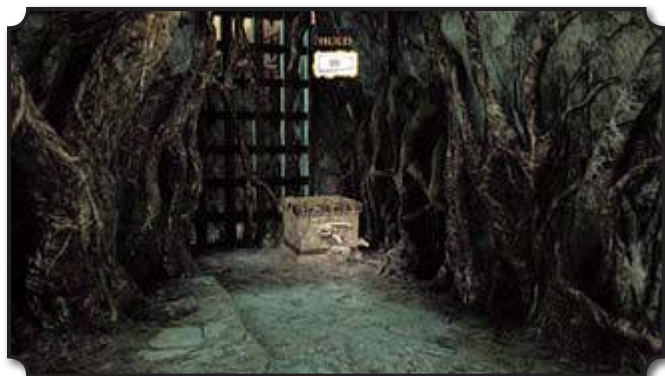


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ANGER

Access the Soul Fountain in the foreground and speak with Virgil. Continue down the path until you reach the water. Do not fall into the water here or Dante will die instantly. Double jump to the platform just ahead, and use the rope to reach the Beatrice Statue. Head right until you reach the next circular area. Greed Minions, Pests, and two Gorger Worms attack in this area. Stay away from the worms and defeat them after you dispatch the Pests and minions. Defeat all of the enemies and proceed down the path.

Jump over the water as you make your way down the path. There is a small platform just ahead and a Cursed Wheel beyond it. When you jump on the platform, it begins sinking into the water. Jump onto it, then quickly double jump toward the Cursed Wheel and press the Object Interaction button to swing to the opposite side.



Grab the block by the gate...



...and move it to the vines on the right...



...to reach the Silver Fountain.



Move the block onto the platform.



Stand on the platform to lower it...



...then jump down to the path ahead.



The platform you swing to lowers if enough weight is placed on it. Move the block by the gate to the vines on the left, and use it to jump to the ledge above. Access the Silver Fountain here, then jump back down and move the block onto the platform. With the addition of Dante's weight, the platform lowers to reveal a path below. Jump onto the path before the platform lowers into the water, and head toward Virgil. Speak with Virgil twice to obtain the Medusa's Call relic.



Climb the wall behind the Cursed Wheel.



Head all the way to the right...



...to find another Soul Fountain.

Just ahead is a Soul Fountain and another Cursed Wheel. Climb the wall of the damned behind the Cursed Wheel. When you can no longer move up, head right until Dante rounds the corner to reveal another Soul Fountain. Climb back on the wall and around the corner, then go down to just above the water. Head right, across the small gap, and over to the next area. Here you engage in battle against several Fire Guardians, Exploding Minions, and Seductresses of Lust. The Fire Guardians are very similar to the Fire Minions. You must use Holy Attacks to extinguish their flames, then take them down with Scythe attacks.

There is a breakable gate to the right. You can use the Exploding Minions to destroy the gate, or wait until you've dispatched all of the enemies and then use Holy projectile attacks. Either way, defeat all the enemies, access the Mana Fountain in the corner, and destroy the gate. Jump across the water, and head beyond the gate to find Boudica, another damned soul.



Punish or Absolve Boudica, then jump back across the water and head down the next path. Access the Health Fountain at the path's end, then use the rope above to cross to the area's opposite side; Mana and Soul Fountains await there. Access both Fountains, then use the rope to reach the circular platform in the middle. Drop to the platform and battle against several Guardian and Throne Demons. Focus on the Throne Demons first, then dispatch the Guardian Demons. Defeat them and jump to the platform above to find a Silver Fountain.

Follow the path around and climb the wall of the damned to reach another Beatrice Statue. Save your progress, access the Mana and Health Fountains, and head to the room on the left. After a brief cinematic, Punish or Absolve Hecuba, the damned soul in the corner.

There is a lever in the center of this area. When you rotate the lever, the flames on the platform just above are extinguished for a short time. Rotate the lever all the way, then jump up to the next platform and run over to the large lever. Pull it to the left to raise the platform and avoid the flames.

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If you can move the lever before the enemies reach Dante, the enemies will die as the platform moves up. This can save time if the enemies are not close to Dante.

TIP

Defeat the Exploding Minions that spawn and quickly rotate the larger lever to the left. If you delay too long, the flames will rise and instantly kill Dante, so you must be quick on every floor. Rotate the lever to the right on the next floor. On the third floor, you must destroy the breakable object that blocks the lever's path. You must do this for the next several floors.

On the fifth floor, move the lever to the left vertical slot in order to make the platform rise to the next floor. If you move it to the right, the platform will not go all the way up to the next floor and you'll have to move it again. On the top floor, you must move the lever to the far right side, then climb up the wall on the far left where the Cursed Wheel can be found. At the top of the wall, pull the lever, then head to the right.



Speak with Virgil, then jump up to the platform to his right to find a Silver Fountain and the Guiding Flame relic. Jump back down to the platform where Virgil was, and climb down the rope of the damned, marked by the Cursed Wheel. Climb down the second rope and drop to the bottom to find a Beatrice Statue and Filippo Argenti, another damned soul.

THE STYX MARSH

Punish or Absolve Filippo, then head onto the circular platform. Use Holy projectile attacks to dispatch the Pests that attack while the platform crosses the water. At the end of the water, a short action battle sequence takes place.

PlayStation 3

Action Battle Sequence: ■▲■×

Xbox 360

Action Battle Sequence: ×○×△

In the next area, several Hoarder-Wasters, Greed Minions, and Exploding Minions appear. In addition, Phlegyas's fist slams down on the right side of the screen from time to time. Stay on the left and toward the foreground to avoid Phlegyas's attacks. Defeat all the enemies, then continue down the path to the right to trigger a brief cinematic. Access the Health and Soul Fountains and keep moving down the path.

When you reach the edge, press the Object Interaction button to access the Cursed Wheel. Swing across the gorge, then double jump to reach the other side. Access the Mana Fountain, and pull the lever to spawn several Unbaptized Children, a Glutton, several Seductresses of Lust, and a Guardian Demon. Phlegyas slams his fist on the left side of this area, so stay on the right and toward the foreground to avoid it.

Defeat all of the enemies and head through the gate on the left. Access the Soul and Mana Fountains just ahead, then go back to the lever that spawned the previous set of enemies. Pull the lever to raise the bridge and continue across it to the right. You must move quickly before the bridge collapses.



When Phlegyas bends down on the right side of the screen...



...wait for the flame beam...



...then double jump just before it reaches Dante.

On the bridge's other side, do not access the Health Fountain unless absolutely necessary. You encounter a plethora of Guardian Demons in multiple waves, with Pests joining the first wave, followed by a Throne Demon and a Guardian Demon; several Seductresses of Lust and Greed Minions; a Glutton, Guardian Demon, and another horde of Greed Minions; and finally two Throne Demons. In addition, Phlegyas slams his fist down on the area's right side and into the structure on the far right. He also bends down near the far right side, then shoots a flame beam from his mouth. When this happens, double jump over the flame beam just before it reaches Dante.

When a set of Guardian Demons spawns in a circle, Phlegyas will use his flame beam. This takes out a majority of the Guardian Demons. Try to keep them near the area's center so the flame beam takes them all out.

TIP

Use the aerial grab technique to dispatch most of the enemies; this keeps Dante in the air, allowing him to avoid the flame beam while still attacking.

TIP



Defeat all of the enemies to gain access to the lever in the structure on the far right. Pull the lever to move the platform to the top level and trigger another cinematic. When the cinematic is over, steer Phlegyas down the path until you reach the door. Attack the door to break it down, then continue into the City of Dis.

CITY OF DIS

Head down the path; as you progress, destroy the large pillars on either side to earn souls. At the path's end, press **▲** (PlayStation 3) or **Y** (Xbox 360) to stomp or hold **●** (PlayStation 3) or **B** (Xbox 360) to shoot Phlegyas's flame breath at the ground. Phlegyas falls and Dante ends up on a rope. Move from rope to rope until you see a breakable object. There are spikes that block Dante's path just beyond the breakable object. Destroy the object, then head to the top and save your progress at the Beatrice Statue.

Access the Soul Fountain to the left, then move toward the lever, but do not pull it yet. Head back toward the Beatrice Statue to spawn several Greed Minions. Defeat them, and rotate the lever to pull the spikes back, clearing the path. The spikes do not stay retracted for very long, so quickly go down the rope, rappel to the left, and double jump over to the rope of damned souls before the spikes reset.

Drop to the rope's bottom before rappelling, then move all the way right before rappelling to the left. This provides enough momentum to reach the rope of damned souls with a single swing.

TIP

Slide down to the bottom of the rope and drop to the horizontal rope below. Head to the left and watch out for the single flame turrets. When you see the Cursed Wheel below Dante, drop down to the rope, slide near the bottom, and swing to the right to take out the Pests that await.

Rappel to the rope on the left and take out more Pests, then gain momentum as you wait for the flame turrets. When the top two flame turrets shut off, double jump to reach the rope of damned souls to the left of the turrets. Slide down the series of ropes until you reach the balcony below. At the end of each rope, wait for the flame turret to shut off before jumping down to the rope below.

HERESY





Dante approaches the gateway into Dis, the great city of Hell that comprises the four lowest, most depraved Circles. Dante must command the strength of Phlegyas to break down the gate and enter the city.



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HERESY



Speak with Virgil twice to obtain the Rage of Farinata relic, and access the Health and Mana Fountains before prying open the door. Defeat the Throne Demon and pull the lever on the left to spawn another Throne Demon and several Fire Guardians. Take out the Fire Guardians first, then defeat the Throne Demon. Proceed down the hallway and dispatch the Fire Minions that appear. Head around the corner and use the wall to climb to the right.

Any time a wall of flames blocks Dante's path, do not touch the flames or it will result in instant death.

CAUTION



Ignore the Fountains here and head straight for the Throne Demon. Take it out, as well as the Greed Minions, then pull the lever. Run back the way you came and access the Soul and Silver Fountains before continuing down the hall. When you reach the door, another Throne Demon appears and pulls the lever again. Defeat it, pull the lever, and pry open the door at the hall's end.



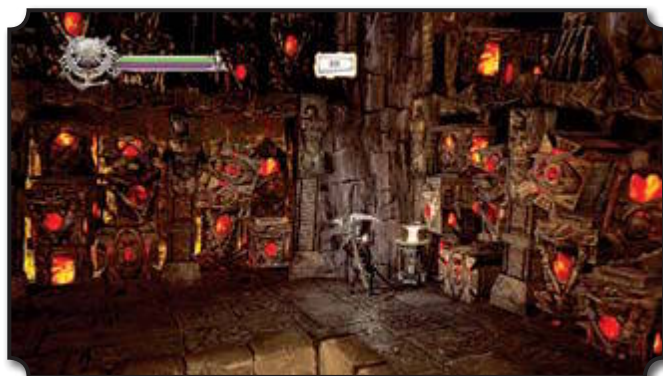
Move to the far right corner...



...and double jump...



...to reach the rope above...



... to find two Soul Fountains...



...and the Calvacanti's Blade relic.



Speak with Virgil, then move to the far right corner. Double jump and press the Object Interaction button to reach the rope of damned souls above. Access the Soul Fountain to the right, then head to the area's opposite side to find another Soul Fountain and the Calvacanti's Blade relic.

Go back down the rope of the damned to the area where Virgil was. Traverse the series of ropes of damned souls until you reach the horizontal rope below. Cross to the opposite side to find Health and Mana Fountains alongside Emperor Frederick II, another damned soul. Punish or Absolve Frederick, access the Fountains, and continue down the hall.

In the next room is the first encounter with a Heretic. They are immune to Holy attacks, so use only Unholy Scythe attacks. The aerial grab works well against them. Any enemies that attack alongside a Heretic will be immune to Holy attacks as long as the Heretic is alive. Defeat the first Heretic to spawn one more Heretic and several Greed Minions. Defeat them and continue onward.

Climb the wall and head to the right, being cautious of the flame turrets along the wall. Save your progress at the Beatrice Statue at the end, and head around the corner. Access the two Soul Fountains to the right and continue down the path. Defeat the Fire Minions and Throne Demon that appear, and a Heretic with more Fire Minions spawns.

Take down all of the enemies, and pull the lever just ahead to reveal a door to the left. There are two Fountains on the right, but you cannot access them yet. Pry open the door and climb up the wall on the left side of the next room. Follow the wall and cross the gaps until you can no longer move to the right. Next, climb to the top and speak with Virgil. Travel to the room's far left side to find Health and Mana Fountains, and pry open the door in the middle of the room.



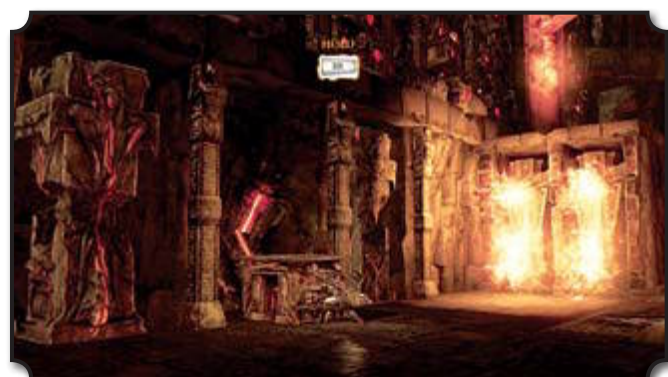
...then push it forward...



...and jump to the next level.

Grab the stone block on the left, and drag it to the switch in the middle of the floor. Make sure Dante is standing on the side of the block closest to the screen when it reaches the switch. As soon as the block activates the switch and the floor ahead starts to rumble, hold **●** (PlayStation 3) or **B** (Xbox 360) to charge Dante's push, then shove the block straight ahead before the floor rises. This obstructs the flame turret ahead. Quickly jump on the newly positioned block to reach the level above.

On the next level, a Pagan attacks. Pagans appear similar to Heretics but are not immune to Holy attacks. Defeat the Pagan, and a second Pagan appears alongside a Heretic. Defeat them both, then pull the lever at the room's end to turn off the flame turrets. Head down the hallway on the left, and Punish or Absolve Cavalcante de' Cavalcanti just ahead. Climb the wall and go left. Wait for the series of flames to pass before jumping across the gaps.



Use the stone block on far left...



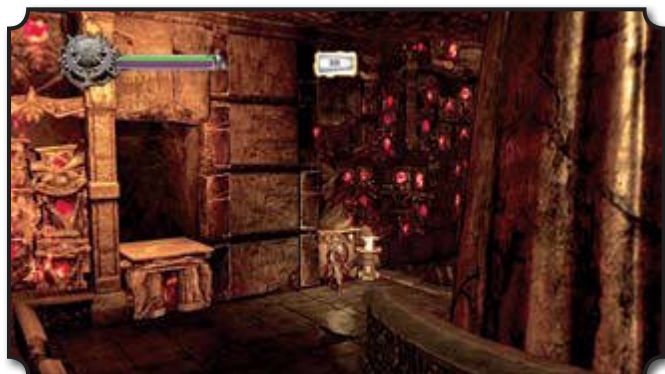
...to activate the switch in the middle of the room...

The lava continuously flows, but Dante can cross without taking damage. Avoid the flames that travel with the lava.

NOTE

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Access the Silver Fountain just beyond the statue.



Grab the stone block to the left of the Fountain...



...and move it to the left of the lever.



Pull the lever, then push the block into position next to the cauldron.

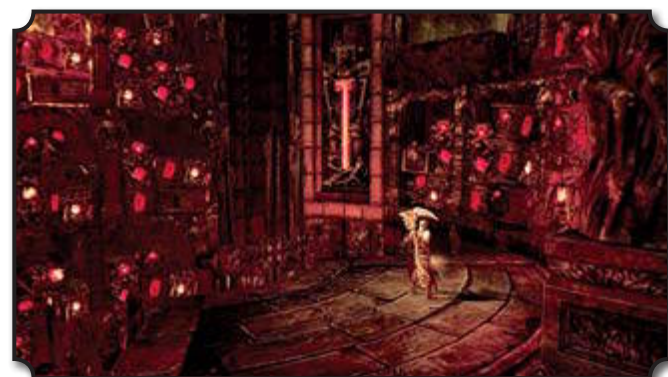


Pry open the door on the other side and ignore the lever for now. Access the Health and Mana Fountains on the right, and move past the stone statue to find a Silver Fountain in the far right corner. Grab the stone block to the left of the Silver Fountain, and move it to the left side of the lever you just passed. Pull the lever, and move the stone block into position, just left of the cauldron to keep it in place.

Head back the way you came, and defeat the Fiends in the room with the lever and switch. Keep backtracking until the path ahead is sealed off, and a Pagan attacks Dante. Defeat it, and a Heretic with a horde of Fire Minions attacks. Take them out, then access the Health and Mana Fountains on the right. Climb the wall to the Fountains' right. Wait for the flame turrets to go out before crossing the gaps. When you can no longer move right, climb to the top to find a door.



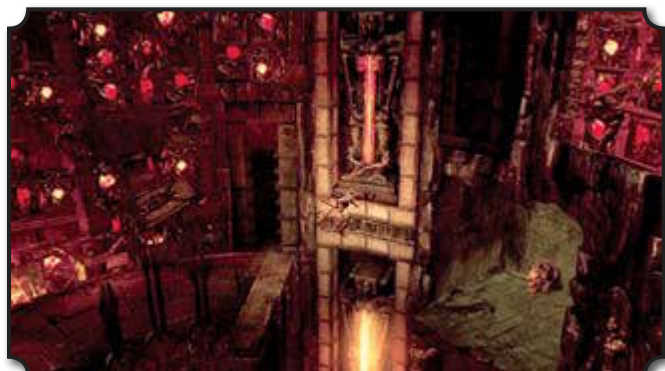
Pry open the door and head down the hallway to find another Soul Fountain. Continue to the hall's end, where a series of moving platforms awaits. Pests spawn just above you; jump and take them out with Holy Blast. Wait for the moving platforms to be in position and the flame turret to go out before jumping to the second moving platform above. Wait for the second turret to go out, then jump to the balcony on the right to find a Silver Fountain and the Seal of Epicurus relic.



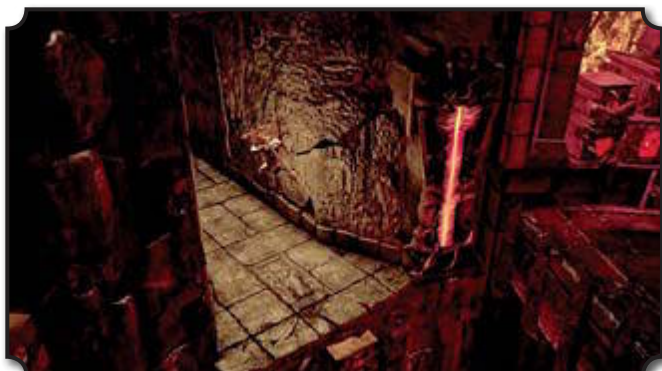
Wait on the first moving platform.



When the flames subside, jump to the second moving platform.



Wait for the next set of flames, then jump to the balcony on the right.



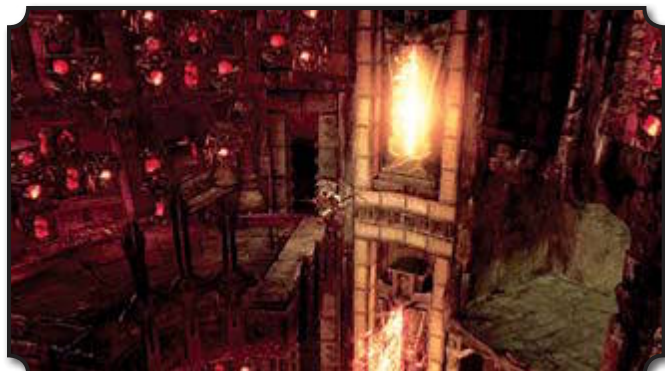
...then jump into the hallway...



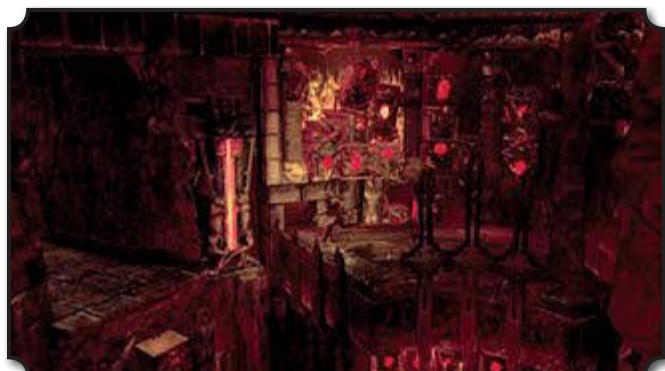
Access the Fountain and obtain the relic...



...to find Farinata.



...then wait for the flames and jump back to the second platform.



Wait for the next set of flames on the left...

When the turret goes out, jump back to the second moving platform and wait for the turret on the left to go out. Jump to the hallway on the left to find Farinata, another damned soul. Punish or Absolve Farinata, then wait for the flames to subside and jump back to the second moving platform. When it moves up, wait for the next set of flames to go out and jump to the third moving platform on the right.

There are two sets of flame turrets on the left side of the third moving platform. Wait for both to subside before jumping across to the fourth moving platform. Stay on the right side of this platform to avoid the flame turret in the middle of the wall. When it goes out, head into the hallway on the left and pull the lever to shut off all the flames.

Travel to the hall's end, and use the rope to cross to the opposite side. Go down the path, access the Soul Fountain, and pull the lever to break the giant statue. Climb up the remains of the statue and save your progress at the Beatrice Statue above.

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Pry open the door at the end and climb the wall on the left. Head to the room's opposite end, access the two Soul Fountains, and head down the rope of damned souls to find a Silver Fountain and the Frederick's Ring relic below. Head back up the rope and out to the path's edge. Watch out for the falling stalactite just above. Double jump to the far right side of the path ahead to avoid another falling stalactite.

Each stalactite is visibly hanging from the ceiling. In addition, a small, circular impact crater is located on the ground where the stalactites will land. Avoid the craters and you'll avoid the stalactites.

TIP



Watch out for the falling stalactites.



Double jump to the far right to avoid the next stalactite.



Quickly run across the platform to avoid the falling section.



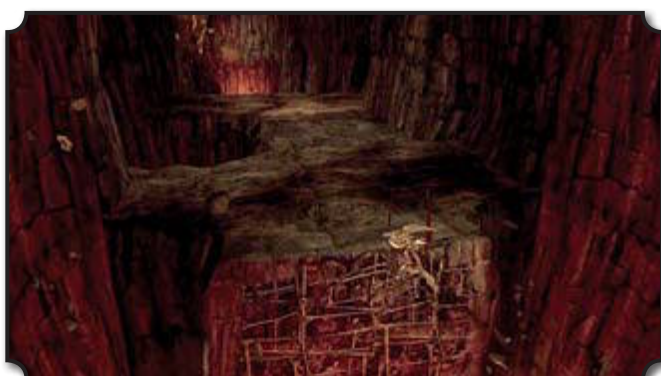
Jump across to the first rock ledge...



...then jump to the right side of the second ledge.



Jump up and press the Object Interaction button to access the Cursed Wheel and swing across.



Land on the wall of damned souls.



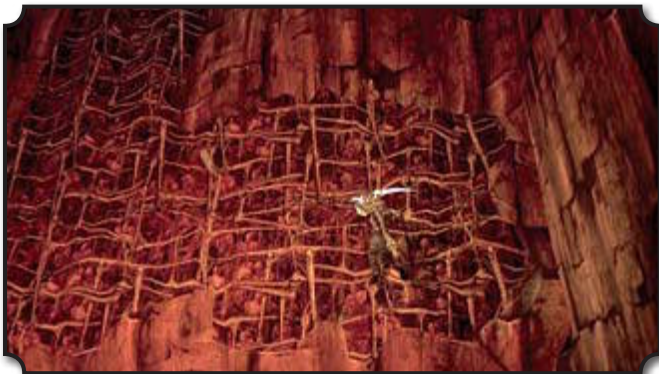
Jump over the falling ground ahead.



Stay to the right to avoid the next section of falling ground.



When you reach the last ledge, double jump as the rock ahead falls...



...and grab the wall behind it.

You must move quickly across this section, because the ground beneath Dante does not hold. Quickly jump from ledge to ledge until you reach the long path at the end of the area. Do not remain on the ledges long, because they fall shortly after Dante lands on them. Some of the ledges fall just before Dante reaches them, so be cautious as you quickly make your way through this section.

Jump across to the left to reach the first ledge, then jump to the right side of the second ledge. Quickly run to the end and jump to reach the Cursed Wheel above. Swing across to the other side, where the ledge ahead is falling. Behind the falling rock is a wall of damned souls. Grab the wall and climb to the top. Jump over the gap created by the falling ground ahead, and stay to the right on the next ledge to avoid the falling ground on the left. Double jump to the ledge on the left. The end of this ledge falls just before Dante reaches it, so be ready to double jump to the ledge on the right. When you jump across to the final ledge, a large rock falls just ahead. Jump forward as soon as the rock begins to fall, then jump again in the air to reach the wall of damned souls behind the falling rock. Climb to the top and quickly head down the hallway to escape Heresy.



VI⊕LENCE





Behold the seventh Circle of Hell and its river of boiling blood. Once Dante traverses the river he finds himself in the Wood of the Suicides. Dante makes his way through the foul forest only to learn that his dear mother, Bella, has taken her own life.



PRIMA OFFICIAL GAME GUIDE

VIOLENCE



Head down the path, speak to Virgil, and save your progress at the Beatrice Statue. Climb down the rope of damned souls and drop to the horizontal rope below. Head right to the rope's end, where two more ropes are located. Drop to the first rope and travel across to find a ledge that holds a Silver Fountain; Attila, another damned soul; and the Shoe of Nessus relic.



When you reach the bottom of the rope...



...jump down to the ledge below.



Break the rocks on the left...



...to find a lever.



Fully rotate the lever and release it three times...



...to clear the path ahead.

Jump back up to the rope and head across to the intersecting ropes. Drop to the next rope and go right. When you reach the end, jump off the rope and press the Object Interaction button to access the Cursed Wheel and swing across to the next rope. Head left and drop to the vertical rope below, but do not rappel yet. Instead, drop to the ledge below and slice open the breakable rock on the left to find a lever. Rotate the lever to release the giant statue, and slam its ax into the wall. Rotate the lever all the way two more times to break the ax and destroy the object blocking the path to the right.

Climb back up the rope, but stay near the bottom. Rappel to the right and double jump to reach the Cursed Wheel. Swing over to the next rope and continue to the rope of damned souls below. Slide down and drop to the ground.

Be careful not to fall into the boiling blood, or you will die instantly.

CAUTION

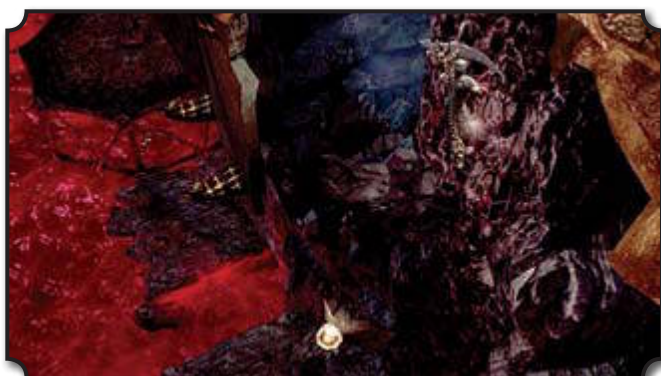
THE PHLEGETHON RIVER OF BOILING BLOOD

Head down the path and speak with Virgil. Access the Mana and Health Fountains ahead, and continue down the path to engage an Arch Demon. Defeat it and jump over to the next platform. Climb the rope of damned souls on the left, but stay on the rope when you reach the top. On the platform above is a furnace that spews hot fire across the entire platform. Wait for the fire to cease, then quickly jump up and run to the far right corner. Access the Cursed Wheel above and swing over to the adjacent platform.

As soon as you land, two Arch Demons attack. During the fight with the demons, be careful of the furnaces on these two platforms. Each furnace flashes several times before igniting. When you see it flash, use the Cursed Wheel to swing across to the adjacent furnace. Use Holy Blast to knock the demons out of the air while they're hovering between furnaces. Do not use Sins of the Father; save your Mana for Divine Armor instead. When the Arch Demons are on the ground, use Divine Force to quickly dispatch them. If you are low on Health and have no Mana to use Divine Armor, there is a Health Fountain on the platform with the left furnace.



Head to the wall of the damned on the far side of the left platform.



Move left into the opening under the platform...



...and follow the wall around to find the Attila's Armor relic.



Defeat the demons and go to the left side of the left platform, near the foreground between the two brass statues. Climb down the wall of damned souls here and into the opening on the left, just below the platform. Do not climb all the way down or you will miss the opening. Follow the wall all the way around to find the Attila's Armor relic.



Go back outside and down to the platform below to find a Silver Fountain. Continue to the left to the series of metal platforms. When Dante jumps on each metal platform, it begins to lower into the boiling blood and the next platform starts to rise. Wait on the first platform until it lowers approximately halfway; this allows the next platform to rise accordingly. Jump from platform to platform in rapid succession until you reach the opposite side.

DANTE'S INFERNO

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WOOD OF THE SUICIDES



Head to the far left side...



...to find a Silver Fountain on the ledge above.



When you reach the other side, head to the immediate left to find a Silver Fountain on the ledge above.

Double jump to reach the ledge and access the Silver Fountain, then head back down. Speak with Virgil and save your progress. Go down the path to the first Suicide Tree for a short display of what the Suicide Tree does. Keep moving down the path and stop just before the second Suicide Tree.

Throughout this area, Dante encounters several of these Suicide Trees. Do not venture into the abyss created by these trees or Dante will perish. There is always a source of the abyss that the Suicide Trees are connected to.

Destroy the source to clear away the abyss.

CAUTION

At the second Suicide Tree, destroy the tree on the right just before the abyss. Continue down the path, and head right when you reach the next Suicide Tree. Take out the tree to the right of the next Suicide Tree, access the Health Fountain, and proceed down the path. When you reach the Mana Fountain, a Heretic and a horde of Fiends attack. Take out the Heretic first, then use Holy projectile attacks or Sins of the Father to take down the Pests.

The trees on either side of this area have trunks that resemble a human heart. Attack either trunk to send a blast of air out of the treetop and knock the Fiends to the ground. Use this opportunity to kill them with aerial grabs or an attack of your choice.

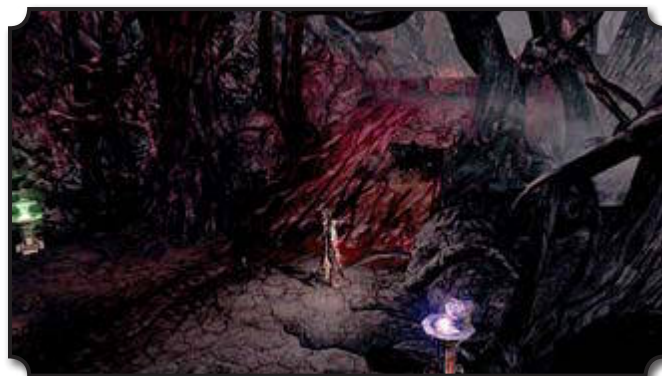
TIP



Grab the block on the far left.



Move it just in front of the mud slide on the opposite end.



Push it up the slide...



...then jump on the block...



...and up to the top of the slide.

Defeat the enemies and continue down the path. Access the Soul Fountain along the way, and Punish or Absolve Pietro della Vigna just after the Fountain. When you reach the next open area, access the Soul Fountain on the left and move the block next to it to the opposite side, in front of the mud slide. Access the Mana and Health Fountains on either side, then push the block up the mud slide. As soon as you push it, jump onto the block and immediately jump to the slide's top. The block slides down fast, so you must jump quickly.

Save your progress at the Beatrice Statue, and destroy the bottom of the Suicide Tree just beyond. Run to the right and drop to the path where you originally entered the area. You can now head down the path and to the left, past the area that was previously blocked by the Suicide Tree.

When you reach the next section, your path is blocked by a wall of flames, and a Suicide Tree drops down from above. Quickly attack the center of the tree to clear away the abyss. Several Greed Minions and Throne Demons attack in this section. Fight them until the Suicide Tree descends again, then focus on the tree to move it back up before focusing on the enemies once more.

Defeat all of the enemies to trigger a cinematic in which Dante obtains the Suicide Fruit magic. Several more Greed Minions and two Throne Demons spawn after the cinematic. Defeat the enemies and head to the wall on the far right side of this section. Move to the wall's left side and double jump to reach the upper level.

ABOMINABLE SANDS

Continue down the path and speak to Virgil. Access the Health Fountain ahead and save your progress at the statue. The area ahead is filled with falling sand. Whenever Dante is hit by the falling sand, he takes damage. However, Health Fountains are much more common in this area compared to previous areas. Most of the falling sand is avoidable; just stick to the path's sides and stay away from the middle. Keep an eye on Dante's Health; as you progress, access Health Fountains when needed.

Absolve Brunetto Latini to acquire the Old Friend Achievement or Trophy.

TIP



Head down the path, taking out Exploding Minions, until you reach an elevated stone structure on the right. Jump to the structure's top and onto the ledge just ahead. A Silver Fountain is located on the ledge alongside the damned soul, Brunetto Latini. Access the Fountain and Punish or Absolve Latini; then jump back down to the main path.

The section just after the damned soul is blocked off at the end by a wall of fire. Stay on the normal pavement, away from the falling sand, and engage the Heretic and Fire Minions that attack. Defeat them, and another Heretic spawns alongside a Throne Demon. Defeat all of the enemies before proceeding down the path.



Guido Guerra, another damned soul, is located on the left, with a Silver Fountain on the right. Hug the right wall to avoid taking damage from the falling sand, and jump to the Silver Fountain. Head back down and double jump over to the structure where Guerra is waiting. Punish or Absolve him, then double jump over to the next structure; double jump again to get back on the main path.

Access the Health and Mana Fountains ahead, and continue down the path and to the left to trigger a cinematic. After the cinematic, a horde of Damned Crusaders attacks in waves. Each new wave drops from above, leaving gaps in the ceiling for falling sand to get through. Watch out for the falling sand as you battle the Damned Crusaders.



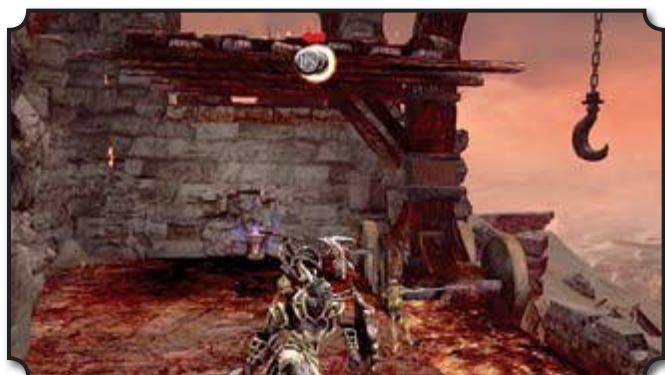
Defeat them all and continue down the path. Take down the Fiends that spawn, then double jump to the structure ahead. Once on the structure, double jump to the ledge on the right to find a Soul Fountain. Next, jump to the second level of the first structure on the left to find the Memory of Acre relic. Jump back over to the structure with the Soul Fountain, then double jump to the path ahead.

DANTE'S INFERNO

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Use the Suicide Fruit magic to stun the enemies.



Move the structure to the end of the path.



Jump on the stepping block...



...then over to the top of the moving structure...



...and over to the next structure.

Continue down the path. Access the Soul Fountain on the left, then hug the left side when you reach the next open area. Head to the Cursed Wheel on the right. The lever here moves the structure overhead to the left. As long as Dante remains under the structure, he is protected from the falling sand. However, while Dante moves the structure, several Greed Minions and Throne Demons attack. Use the Suicide Fruit magic to stun the enemies; next, move the structure as far as possible until the enemies are no longer stunned. Repeat this process until the structure reaches the path's end.

Access the Mana Fountain at the end if necessary, then backtrack slightly to the Soul Fountain on the left. Access the Fountain, then climb up the structure on the left that forms a stepping blocks. Quickly jump up the blocks and over to the top of the moving structure, and finally over to the next structure just ahead. Access the Health Fountain at the top, and continue down the hall and to the wall at the end.

Climb the wall around to the structure's right side, then proceed down the path. Save your progress at the Beatrice Statue and speak with Virgil. Head down the rope of damned souls to the platform below to trigger another cinematic followed by a boss battle against Francesco.

BOSS BATTLE: FRANCESCO

PlayStation 3

Action Battle Sequence: Press **○** rapidly

Xbox 360

Action Battle Sequence: Press **○** rapidly

To ensure the battle against Francesco is as easy as possible, make sure you have unlocked Divine Force, Sacred Justice, or Sacred Quake Holy attacks. He frequently uses a sword projectile attack that cannot be countered by any of Dante's abilities. Instead, you must evade it, which causes the sword to get stuck in the ground. Interact with the sword to throw it back at him. If Francesco is too close to the platform's edge, the sword will go off the edge instead of sticking in the ground, so you must keep Francesco near the platform's center.



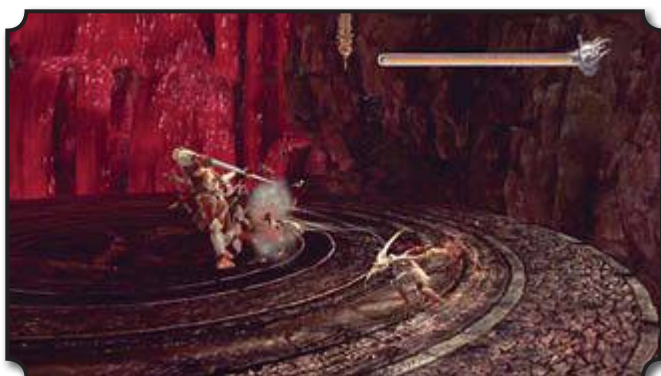
Francesco's sword projectile attack cannot be countered.



Avoid the sword so it gets stuck in the ground...



...then throw it at Francesco...



...to break his shield.

At the beginning of the battle, wait for Francesco to use his projectile attack twice. Throw it back at him both times to completely break his shield. While his shield is up, he is highly resistant to all attacks and blocks many of Dante's Scythe attacks. However, a Level 2 Divine Force still inflicts a moderate amount of damage, even with his shield up. Once the shield is broken, you can use any Scythe or Holy attacks to quickly lower Francesco's Health.

Shortly after the battle begins, and at regular intervals throughout the fight, Francesco summons several Damned Captains to assist him. These are



Use Sacred Justice or Sacred Quake on the Damned Captains.

slightly more powerful variations of the Damned Crusaders. If they're between Dante and Francesco, they'll absorb Francesco's sword, making it difficult to break his shield. Keep Francesco away from them, or use Divine Force, Sacred Justice, or Sacred Quake to quickly dispatch the Damned Captains.

If you do not have any of these abilities unlocked, the battle will take longer, but it's still relatively easy. Unholy Scythe attacks inflict minimal damage on Francesco, and he can block them as long as his shield is up, so break it as quickly as possible. If you don't have these abilities, do not worry about killing the Damned Captains; instead, keep them away from Francesco while his shield is up. When Francesco is low on Health, you can initiate a finisher to end the battle.

GERYON'S BACK



Defeat Francesco to obtain the Francesco's Forgiveness relic. After a brief cinematic, the platform begins to lower. As it does, several Heretics, Damned Crusaders, and Arch Demons attack. Focus on the Heretics as they appear, then take out the remaining enemies.

FRAUD





After a confrontation with Dante's beloved Beatrice, he must make his way through ten ditches, each holding a devious challenge designed to thwart his progress. All of the skills and knowledge Dante has acquired in his quest must be called upon to overcome these tasks.



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FRAUD

When the platform reaches the bottom, save your progress at the Beatrice Statue. Access the Mana and Health Fountains on the left if necessary, and run forward to trigger a cinematic. After the cinematic concludes, a single Malacoda attacks. As with other fire-based enemies, you must use Holy attacks to put out the Malacoda's flames, then attack with Dante's Scythe or other Holy attacks.

Defeat the Malacoda and continue down the corridor. Just before the first accessible door, you find Thais the Harlot on the right. Punish or Absolve the damned soul and pry open the door. Access the lever inside to lower the platform, then head left, down the next corridor. Access the Mana and Health Fountains if necessary, ignore the spiders on the ground, and pry open the next door.

PANDERERS AND SEDUCERS

Once inside, wait for the moving platform to reach the ledge, then move onto it. When it reaches the other side, jump up to higher ground to avoid being pushed off the platform. Walk toward the center of this area to initiate the first challenge.

The Medusa's Call relic works well in the first challenge, because it increases the damage of Sins of the Father.

TIP

Infinite Magic

Kill All Enemies Using Infinite Mana

Bonus: Complete in under 75 seconds

Enemies: Guardian Demons, Greed Minions, Seductresses of Lust, Fiends, Unbaptized Children, Pagan

This challenge gives Dante an infinite amount of Mana. If you kill all of the enemies within one minute, you receive a soul bonus. If you have Righteous Path and Sins of the Father at Level 3, you can complete this challenge easily within the bonus time limit.

When the challenge begins, one Guardian Demon and Greed Minions spawn. Use Sins of the Father, Martyrdom, and Righteous Path to take them down. Ignore the option to use an action battle sequence to defeat the Guardian Demons and instead finish them off with Righteous Path. The next round of enemies consists of Seductresses of Lust, followed shortly by Fiends. Continue to use multiple Sins of the Father and Righteous Path to attack the Seductresses of Lust. When the Fiends appear, use aerial grabs, Martyrdom, or Sins of the Father to defeat them. The last wave of enemies consists of a Pagan along with a horde of Unbaptized Children. Focus on the Pagan first, and continue to use Dante's magic to dispatch them.

Complete the first challenge and head across the lowered drawbridge. Climb up the wall highlighted by the Cursed Wheel and follow it to the end. Head down the next corridor, save your progress at the statue, and use the Mana and Health Fountains if necessary. Pry open the door to the left, and wait for the metal claw above to open before accessing the Cursed Wheel and swinging across to the other side. The claw does not stay open very long, and if it closes, Dante falls to his doom. Swing quickly to avoid dying. When you reach the other side, walk toward the center to initiate the second challenge.

FLATTERERS

The Coin of Plutus relic works well in the second challenge, because it increases the combo window, making it easier to maintain a large combo.

TIP

100 Combo Get a 100-Hit Combo

Bonus: Complete in under 30 seconds

Enemies: Greed Minions, Guardian Demons

As soon as the challenge begins, head toward the first set of enemies that spawn. The easiest way to achieve a 100-hit combo is to stay in the middle of the enemies for as long as possible. Ignore the option to Punish or Absolve the Guardian Demons, because that will take too much time and you'll lose your combo count. Do not worry about focusing on one enemy over another; just attack the closest enemy while staying in the center of the horde. It is also best to use Dante's basic Scythe combos, because they inflict less damage than his higher-level abilities. In addition, if you obtain the ability to use Redemption, do not use it because it will kill the enemies faster, giving you less time to build up a large combo. If the enemies stray too far away, use Holy Blast to attack from a distance and continue the combo.

Complete the second challenge and run across the lowered drawbridge to the lever. Before you pull the lever, be aware that the platform goes into a free fall shortly after it begins to descend. Pull the lever, and wait for the platform to free-fall. Watch the screen's left side; as soon as the next corridor becomes visible, jump off the platform. If you wait too long, Dante falls to his death.

Head down the corridor, save your progress, and access the Health and Mana Fountains. Pry open the door to the right and enter the next room. There are two collapsing bridges, one on either side. Both bridges are extended for a very short period of time, so you must move quickly. Wait for the bridge on the left to fully extend. Jump to it and quickly run to its far end; jump to the bridge on the right as soon as it fully extends. Jump from the right bridge to the platform ahead. Move toward the center of the platform to initiate the third challenge.

If you do not care about the soul bonus obtained by completing the third challenge in under one minute, this is the perfect opportunity to acquire the Poetry in Motion Achievement or Trophy. The enemies continue to spawn as long as you do not defeat five enemies in the air. Use the Coin of Plutus relic to make it easier to maintain a long combo, and you will hit 666 hits in no time!

TIP

SIMONISTS

Air Kills

Kill Five Enemies while They Are Airborne

Bonus: Complete in under one minute

Enemies: Guardian Demons, Damned Captains

In order to complete this challenge, you must defeat five enemies while they're in the air. Unfortunately, none of the enemies in this challenge fly into the air on their own. In addition, the Damned Captains cannot be launched into the air under normal circumstances.

Ignore the demons and focus on the Damned Captains. Use Divine Force Level 1 to weaken them and lower their defenses, then launch them into the air with Diabolic Ascension. Finish them off with basic aerial Scythe attacks or with Vile Cyclone. Use this series of attacks to take out five Damned Captains within one minute to complete the challenge and earn the soul bonus.

If you have not unlocked Vile Cyclone or Divine Force Level 1, it is very difficult to complete this challenge within the bonus time limit. You must have at least Divine Force Level 1 to kill the Damned Captains fast enough.

Complete the challenge and head across the lowered drawbridge. Use the horizontal rope above to cross the gorge, then drop down to the rope of damned souls and to the next horizontal rope. Move across to the next corridor to find Tiresias, another damned soul. Punish or Absolve her, save

your progress, and access the Mana and Health Fountains. Next, pry open the door on the left. In the next room is a moving platform followed by another collapsing bridge. Jump on the moving platform and wait for the collapsing bridge to extend just as the platform reaches it. Jump on the bridge, then quickly jump to the far side to initiate the fourth challenge.

SORCERERS

Stay in the Air

Stay in the Air for Eight Seconds

Bonus: Kill two enemies while completing challenge in the air

Enemies: Guardian Demons

If you do not care about the soul bonus, this challenge is extremely easy. Simply use the aerial grab technique (jump in the air and press the Heavy Attack button to bounce the demons into the air, then use an aerial grab) repeatedly until Dante has been in the air for eight seconds.

If you are trying to obtain the soul bonus, this challenge requires a little more finesse. The key to earning the souls bonus is to position the Guardian Demons so that they're all in front of Dante and close enough to be hit by Divine Force. At this point, use Divine Force Level 2 two times, followed by a single Divine Force Level 1 to heavily weaken all of the Guardian Demons.

Once the enemies are weakened, use Diabolic Ascension to knock them into the air, and follow with Vile Cyclone or a few basic aerial Scythe attacks to finish off the enemies. If two foes die in the air and eight seconds have not passed, alternate between Light and Heavy Scythe attacks to keep Dante in the air long enough to complete the challenge.



Position Dante so that all of the enemies are within Divine Force range.

DANTE'S INFERNO

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Use Divine Force Level 2 twice, then Divine Force Level 1 once.



Knock them into the air with Diabolic Ascension...



...then follow with Vile Cyclone or basic aerial Scythe attacks.

Complete the challenge and head across the lowered drawbridge. Destroy the breakable object on the far side of the platform at the end. As soon as it's destroyed, the platform begins to free fall. Move to the left side and double jump into the next corridor as soon as it becomes visible. Save your progress and access the Mana and Health Fountains, then pry open the door to the right.

POLITICIANS

Head to the lever in the bridge's center and rotate it to the right until the bridge is just left of the platform ahead. When you release the lever, the bridge slowly returns to its original position. Quickly run down the bridge and jump over to the platform to initiate the next challenge.

Protect Innocent

Destroy All Enemies and Protect the Human

Bonus: Keep all innocents alive

Enemies: Exploding Minions

To increase Dante's cross-projectile damage and easily kill the Exploding Minions before they reach the humans, equip the Lord's Blessing and Medusa's Call relics.

TIP

Exploding Minions attack from the platform's upper right and left corners. Humans await at the platform's bottom right and left corners. You must intercept the Exploding Minions before they reach the humans to complete this challenge. If you complete the challenge with both humans still alive, you receive the soul bonus. Be very careful because as soon as an Exploding Minion moves halfway down the platform, it can kill a human if it explodes.

You can complete this challenge without any additional abilities or relics; just use Dante's grab in conjunction with his Holy Cross projectile attack. When the challenge begins, run toward each Exploding Minion as soon as they appear; grab them and toss them away from the humans. If another Exploding Minion is within range, toss the grabbed minion toward the other minion to take them both out at once.

When the minions start to appear faster, use Holy Blast or Holy Barrage to take them out from a distance. Be careful not to hit the humans, because Dante's Holy projectile attacks will damage them. If there are too many enemies on the screen to take out with Holy projectile attacks, only use Holy Blast, a single projectile attack to hit any Exploding Minion that's closing in on a human. With a single attack, the minion will pause, then head toward Dante, allowing plenty of time to dispatch them before they come in contact with a human.

Protect Innocent

Destroy All Enemies and Protect the Human (continued)

If you have access to Holy Devastation, do not use it. This wide-range projectile attack can easily hit one or both humans, depending on the direction Dante is facing. However, it is beneficial to unlock Death's Reach to give Dante's grab significantly longer range. With Death's Reach, you can strike the minions from the platform's center. This makes it much easier to move from one side to the other as the minions appear. If you get into trouble, use Sins of the Father coupled with the Tristan's Desire relic to give Dante an additional projectile attack.

Complete the challenge and head over the lowered drawbridge to the horizontal rope. Go across the rope, then drop to the rope below. Drop from rope to rope until you can move into the next corridor. Save your progress at the statue, access the Mana and Health Fountains, and pry open the door to the left. Head through the door, wait for the claw above to reveal the Cursed Wheel, and swing across to the other side. Walk toward the center to initiate the sixth challenge.

HYPOCRITES

No Magic

Kill All Enemies without Using Mana

Bonus: Complete in under one minute

Enemies: Throne Demon, Heretic, Damned Crusaders

To kill the Heretic without using high-level Unholy abilities, equip the Shoe of Nessus relic and use light Scythe attacks.

TIP

You cannot use magic in this challenge, but you can use all of Dante's Holy and Unholy attacks. It is not possible to get the soul bonus during this challenge, because the challenge is canceled just before you can complete it. However, it is still important to defeat the enemies as quickly as possible to limit the number of foes remaining when the challenge is canceled.

When the challenge begins, a single Throne Demon and a horde of Damned Crusaders attack. Use Divine Force Level 2 to quickly dispatch these enemies. Defeat the first wave of enemies to spawn a single Heretic and another horde of Damned Crusaders. Use higher-level Unholy Scythe attacks such as the Vile Tornado and Vile Hurricane to quickly dispatch the Heretic, then use Divine Force Level 2 on the Damned Crusaders.

No Magic

Kill All Enemies without Using Mana (continued)

When only a few enemies remain, a Beast Tamer knocks down the drawbridge and attacks. At this point, the challenge is canceled and onscreen text suggests that Dante escape. Ignore this and continue focusing on any remaining Damned Crusaders. Defeat them, then take down the Beast Tamer.

Defeat the Beast Tamer to initiate an action battle sequence. Follow the onscreen commands as you head to the next corridor. When everything begins to collapse, look for the Cursed Wheel to keep Dante from falling. Save your progress and access the Health and Mana Fountains. Pry open the door on the right, and use the moving platforms to cross the gorge. Move toward the center to initiate the seventh challenge.

THIEVES

Losing Health

Kill All Enemies Before Health Depletes

Bonus: Complete in under one minute

Enemies: Fiends, Greed Minions, Guardian Demon, Seductresses of Lust, Damned Crusaders, Glutton

Use the Francesco's Forgiveness and the Eye of Alighiero relics to minimize the amount of damage Dante takes during the seventh challenge.

TIP

During this challenge, Dante constantly loses Health. This means you must defeat the enemies as quickly as possible and take as little damage as possible. Divine Armor Level 2 or 3 works very well to make Dante immune to enemy attacks and replenish lost Health. The Eye of Alighiero and Francesco's Forgiveness relics also help to reduce the damage Dante takes from enemy attacks.

Three waves of enemies attack during the challenge. The first wave consists of Fiends and Greed Minions. Use Holy projectile attacks or aerial grabs to dispatch the Fiends, then use Sacred Justice to quickly take down the minions. The second wave consists of Guardian Demons and Seductresses of Lust. Sacred Justice can take them all down at once, or you can focus light Scythe attacks using the Shoe of Nessus relic on the Seductresses of Lust; then



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Losing Health

Kill All Enemies Before Health Depletes (continued)

turn your attention toward the Guardian Demons. The final wave consists of Damned Crusaders and a single Glutton. Equip the Guiding Flame relic to avoid the Glutton's vomit attack, take out the Crusaders first, then focus on the Glutton.

Complete the challenge and head across the lowered drawbridge. Jump down onto the platform, then climb onto the wall to the right. Stay on the wall and climb under the platform. Use **X** (PlayStation 3) or **A** (Xbox 360) to move along the wall as quickly as possible, because the platform comes loose and plunges into the depths, taking you with it if you move too slow. Save your progress and access the Mana and Health Fountains, then pry open the door to the left. Use the moving platform to cross the gorge, and double jump over the flaming rope in the middle. Move into the center to initiate the eighth challenge.

EVIL COUNSELORS

No Block

Kill All Enemies While Unable to Block

Bonus: Complete in under one minute

Enemies: Hoarder-Wasters, Undead Minions, Temptresses of Lust

This is one of the easiest challenges. There are only two waves of enemies consisting of two Hoarder-Wasters followed by Undead Minions and Temptresses of Lust. Dante is unable to block, but that is not a big concern. Use Divine Force Level 2, Sacred Justice, or Righteous Path on the Hoarder-Wasters, then turn your attention on the remaining enemies. Use Sacred Justice or Divine Force Level 2, focusing on the Temptresses of Lust before the Undead Minions. If the Temptresses give you any problems, use Divine Armor to become immune to their attacks, then equip the Shoe of Nessus relic and defeat them with light Scythe attacks.

Complete the challenge and head across the lowered drawbridge. Climb down the rope of damned souls and drop to the horizontal rope below. Move across the horizontal rope until you reach the far wall, then drop to the wall of damned souls just below. Follow the wall to the corridor, save your progress, access the Health and Mana Fountains, and pry

open the door to the right. Cross the bridge and jump over the flaming rope to reach the lever. Rotate it to the right until the bridge is just left of the platform ahead, then run back across the bridge and jump over to the platform to initiate the ninth challenge.

SOWERS OF DISCORD

Single Combo

Kill All Enemies without Resetting the Hit Counter

Bonus: Complete in under one minute

Enemies: Guardian Demons, Greed Minions, Throne Demon, Unbaptized Children, Undead Minions

The enemies in this challenge come in two waves. The first wave consists of Guardian Demons and a horde of Greed Minions. The second wave consists of a Throne Demon and a horde of Unbaptized Children. Once you kill the Unbaptized Children, several Undead Minions spawn.

If you have the Coin of Plutus relic at Level 3, this challenge is fairly easy. Equip the relic and use basic Scythe combos to defeat the enemies. Do not use any finishers in order to maintain your combo. Attack whichever enemy is closest to you until the Throne Demon appears. Then dispatch the Throne Demon and clear out any remaining enemies. Use Holy Blast, Holy Barrage, and Sins of the Father to keep the hit counter going if the enemies are too far away to hit with Scythe attacks.

Complete the challenge and cross the lowered drawbridge. Pull the lever at the end and move to the right side. As soon as the next corridor becomes visible, jump to it to avoid falling to your doom as the platform plunges downward. Punish or Absolve Myrrha just ahead, save your progress, access the Health and Mana Fountains, then pry open the door to the left. Jump in the middle of the moving platform, and double jump over the two burning ropes, then over to the far side. Move into the center to initiate the final challenge.

FALSIFIERS

If you do not care about the soul bonus obtained by completing the final challenge in under five minutes, this is another opportunity to acquire the Poetry in Motion Achievement or Trophy. If you use the Coin of Plutus relic and focus on Dante's basic Scythe attacks instead of higher-level attacks, you will reach a 666-hit combo by the end of the challenge.

Endurance Test Kill All Enemies

Bonus: Complete in under five minutes

Enemies: Undead Minions, Guardian Demon, Temptresses of Lust, Unbaptized Children, Pagan, Throne Demon, Exploding Minions, Pests, Gluttons, Hoarder-Wasters, Damned Crusaders, Greed Minions, Seductresses of Lust, Arch Demon, Fire Minions, Heretic, Gluttony Minions, Fire Guardians

When Exploding Minions spawn, stay away from them until you can throw them into a Glutton or Throne Demon. If you aim well, the explosion will kill these enemies in a single attack and save a considerable amount of time and effort.

TIP

This is not a difficult challenge unless you want to obtain the soul bonus. There are several waves of enemies, and you must defeat them all relatively quickly to complete the challenge within the five-minute bonus window. Use Sacred Justice against most of the enemies, and switch to Holy projectile attacks against the Pests, Fire Minions, and Fire Guardians. Do not use any finishers to take out specific enemies, and stick to higher-level heavy Scythe attacks if Sacred Justice is being blocked. This is the best way to earn the soul bonus.

The first wave of enemies consists of Undead Minions, followed shortly by a Guardian Demon and a few Temptresses of Lust. The next wave features Unbaptized Children and a Pagan, then a Throne Demon and several Exploding Minions. Pests and a Glutton spawn next, then a Hoarder-Waster and Damned Crusaders. Greed Minions, then another Glutton, followed by several Seductresses of Lust and an Arch Demon round out the next wave. Fire Minions are next, then a single Heretic and a few more Fire Minions, followed by another horde of Pests. Next up are Gluttony Minions and finally a Fire Guardian.

Endurance Test Kill All Enemies (continued)

You can take out most enemies relatively quickly, but it is imperative to dispatch the Fire Minions and Fire Guardians as quickly as possible. If you spend too much time trying to extinguish their flames, you will not be able to obtain the soul bonus.



TREACHERY





Dante's quest is finally nearing its end, for he has reached the final Circle of Hell: Treachery. The foul stench of the eternally damned rises to meet Dante as he descends to Lake Cocytus. Here he must prepare for the ultimate battle against the mighty Lucifer.



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TREACHERY

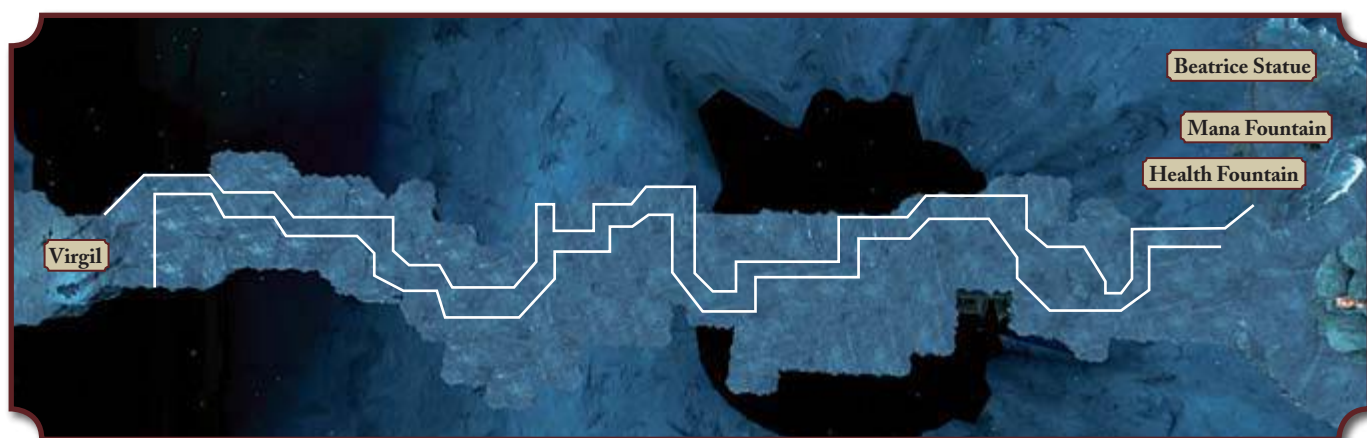
Complete the final challenge, then continue down the path and to the left. Head toward Virgil to trigger a cinematic. Speak with Virgil, access the Health and Mana Fountains, save your progress, and Punish or Absolve Fra Alberigo. Climb down the two ropes of damned souls to the horizontal rope. Work your way across until you reach the far end.

Drop to the ground and engage a horde of Pests followed by two Arch Demons. Stay close to the background and in the area's middle to avoid getting blown away by the giant head on the right. Defeat the Arch Demon, then jump to the right

and access the Cursed Wheel to swing over to the vertical rope. Rappel to the right and destroy the breakable object; next, double jump to the rope of damned souls.

Climb to the rope's top to find Mordred, another damned soul, and a Soul Fountain. Punish or Absolve Mordred, then head to the bottom of the rope. Jump off the rope and access the Cursed Wheel to the right. Before you swing to the next rope, wait for the giant to stop blowing. When it is clear, proceed to the rope of damned souls, climb to the bottom, and drop to the ground.

Ice Bridge Map



3/4 View

Speak with Virgil, then start down the icy path ahead. There is only one small route to properly navigate the icy path. If Dante steps on unstable ice, the ground shakes for a short time, then falls. When the ground begins to shake, backtrack to stable ground. Follow Ice Maps 1 through 5 to see the stable path.

At the path's end, head to the left to find the damned soul Count Ugolino, Health and Mana Fountains, and a Beatrice Statue. Punish or absolve Ugolino, access the Fountains, and save your progress. Destroy the breakable object on the right to trigger a cinematic and the final boss battle—against Lucifer.

BOSS BATTLE: LUCIFER

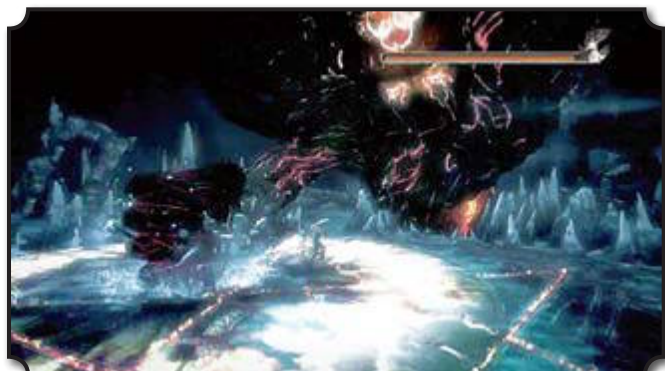
PlayStation 3

Action Battle Sequence: Analog Stick Right, Analog Stick Left, ■, rapidly press ●

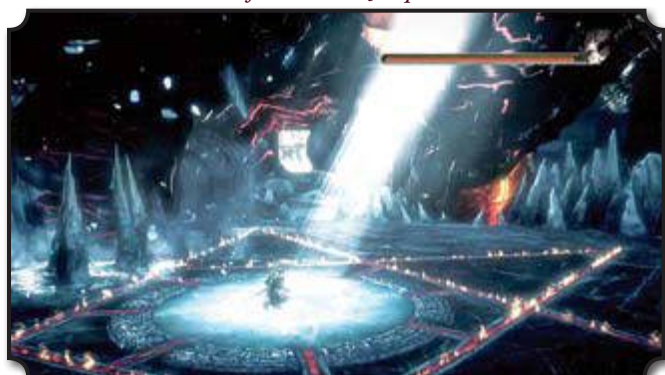
Xbox 360

Action Battle Sequence: Analog Stick Right, Analog Stick Left, ⊗, rapidly press ⊕

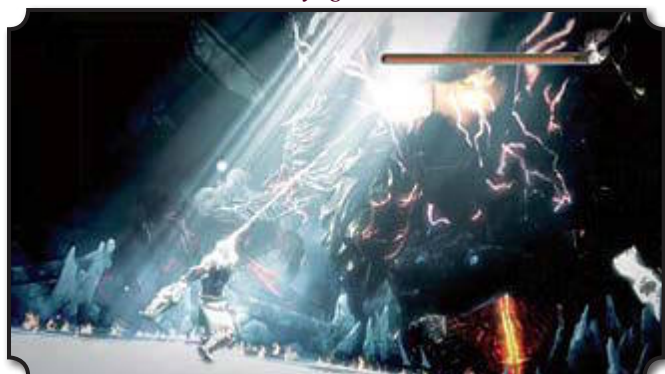
The final battle against Lucifer consists of three phases. The first phase features a giant Lucifer who slams his fists to the ground, creating giant shock waves. During this phase, you cannot harm Lucifer until he is stunned, and he cannot be stunned until a Holy light shines down.



Stand in the middle of the area and jump over the shock waves.



When the Holy light shines down...



...follow the onscreen commands to get close to Lucifer.



Use light Scythe attacks to stun him...



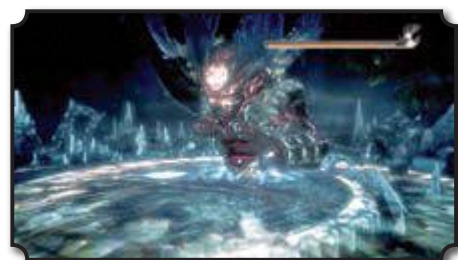
...then use Holy Barrage to inflict damage.

Stand in the middle of the pentagram where Dante first appears. Use a single jump when each hand slams to the ground to avoid the incoming shock wave. When the Holy light appears, press **R2** (PlayStation 3) or **RB** (Xbox 360) to move Dante up to Lucifer's head and attack with light Scythe combos until Lucifer is stunned. At that point, drop to the ground and use Holy Barrage repeatedly until Lucifer is no longer stunned. Do not use Holy Devastation, because the final attack takes too long to execute and you'll miss out on a significant amount of damage.

Once you've stunned Lucifer once, he shifts into overdrive. He unleashes a violent wind that blows Dante to the back of the area, then sends out two tornadoes that move rapidly across the area. Stay near the edge, toward the center of the area, and evade to stay away from the tornadoes. If



Stay on the far left or far right...



...so you only have to avoid shock waves from one fist.

a tornado hits you, quickly press **X** (PlayStation 3) or **A** (Xbox 360) to minimize the damage inflicted. As soon as the tornadoes cease, Lucifer slams his fists to the ground in rapid succession. The ensuing shock waves do not cover the entire battleground. Stay on the far left or far right so you only have to jump over shock waves from one fist instead of both. Use a single jump to avoid the shock waves, because Lucifer may use multiple shock waves very quickly, and a double-jump takes too long to avoid them in this case.

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Stay near the edge of the area to avoid the tornadoes.

Lucifer uses this attack cycle multiple times, starting with the violent wind and ending in rapid fist pounding. Eventually, the Holy light shines down in the center of the area. Quickly move to the Holy light and press **R2** (PlayStation 3) or **RT** (Xbox 360) to attack Lucifer's head, then use Holy Barrage once he's stunned. Repeat this process multiple times until Lucifer's Health bar is depleted.



Use Diabolic Hammer to keep Lucifer stunned in his second phase.



Counter his sword attacks with Repayment...



...and a heavy Scythe counterattack.

Lucifer's second phase is much smaller than his first phase. Do not use successive Cross attacks or else Lucifer will counter them. Instead, use heavy Scythe attacks to wear him down until he begins to attack. Death's Pillar and especially Diabolic Hammer work best to keep Lucifer stunned and prevent him from attacking at all. Lucifer may push Dante away, but this attack does not inflict damage. Move back to attack range and continue to use Diabolic Hammer or Death's Pillar. Stay close to Lucifer and be ready to counter his sword attacks with Repayment as soon as he begins to swing. If you cannot counter his first two swings, evade away from Lucifer to avoid the last attack.

Repeat this process until Lucifer jumps into the air. As soon as he lands, a shock wave emits from his body. Double jump over the shock wave and continue the previous attack strategy. If Lucifer begins to glow, he is about to teleport. A heavy Scythe attack (including Diabolic Hammer or Death's Pillar) can interrupt this, but if he is able to teleport, get back within attacking distance as quickly as possible. If you stay away from Lucifer for too long, he uses fireball projectile attacks that are difficult to avoid. If this happens, use Dante's evade to get away from Lucifer as quickly as possible, and use Retribution to counter the final projectile attack.

When Lucifer has lost enough Health in phase two, he uses a massive onslaught of shock waves in rapid succession. Use single jumps until he begins to speed up the pace of the shock waves, then switch to a well-timed double jump to avoid the rest. Divine Armor Level 2 or 3 works very well at this point to avoid taking damage.



Use Sins of the Father to stun Lucifer...

Deplete enough of Lucifer's Health and he shifts into phase three. Press the Object Interaction button as soon as it appears to get Dante close to Lucifer, then attack with aerial light Scythe attacks or Sins of the Father. Do not use Cross attacks, because Lucifer is immune to them during this phase. After a few attacks, Lucifer moves away and the Object Interaction button appears at the top of the screen again. Press it as quickly as possible to stay close to Lucifer. If you



...and use light aerial Scythe attacks at close range.

miss an opportunity to press the Object Interaction button, use Sins of the Father to stun Lucifer and trigger the Object Interaction button again. If you run out of Mana, quickly evade to avoid the barrage of projectile attacks Lucifer is about to unleash. Wait for Lucifer to shoot each projectile before you evade. If you evade too early, you will not be able to avoid the attack. Do not stand directly under Lucifer at this time or he will use another shock wave attack that is extremely difficult to avoid at this distance.



...until you reach Lucifer.



Then follow the onscreen commands...



When the five circles rise...



...to finish him off!



...swing from circle to circle...

When Lucifer is almost dead, he raises five circles at each point of the pentagram. Press the Object Interaction button multiple times to move from circle to circle until you reach Lucifer. Follow the only action battle sequence of this fight to finish off Lucifer and complete the game.

Completing the game unlocks the Gates of Hell arena challenge mode and Resurrection mode. Resurrection mode allows you to start at the first Circle of Hell with all of the abilities and souls obtained during the first playthrough.

NOTE

GATES OF HELL ARENA

BASICS

WAVES



The Gates of Hell arena consists of 50 enemy waves. Each wave consists of at least one group of enemies, while some have up to three groups. All enemies attack in large groups unless otherwise noted. Minions almost always appear in large groups, while demons and Gluttons generally appear one at a time. As you defeat one group of enemies, the next group spawns. Defeat all enemies in a wave to move on to the next wave.

TIME BONUSES



Time is the most important factor in the Gates of Hell arena. The clock only stops ticking between waves, and when time runs out, the game is over. At the beginning of Wave 1, you start with five minutes on the clock. However, there are several ways to earn a time bonus as you progress through each wave of enemies. Throughout each wave, Punishing or Absolving a foe earns you a 5-second time bonus. At the completion of each enemy wave, you receive a 30-second time bonus. If no damage was inflicted to Dante during the wave, you get an additional 15-second time bonus.

Pass Judgment: 5 seconds

Wave Completion: 30 seconds

No Damage Taken: 15 seconds

SAVING TIME

There are a few specific strategies that can shave a few seconds off of your time and help you make it through all 50 waves. In addition to these tips, there are a few waves that are designed to allow you to get consecutive time bonuses. Waves 1-4, 29, and 32 all offer a multitude of enemies that you can quickly and easily Punish or Absolve to earn big time bonuses. For example, Wave 29 consists of a horde of Unbaptized Children. If you quickly Punish each enemy, it's relatively easy to earn a time bonus of up to 90 seconds.

Time-Saving Tips

Pass Judgment Selectively: While Punishing or Absolving enemies grants a time bonus, in some cases it takes more time to pass judgment and receive the bonus than it does to simply kill the enemy normally. Pass judgment on all minions except Fire Minions, and on Unbaptized Children, but do not pass judgment on demons or Gluttons when there's more than one to kill in a wave. It's faster to kill these enemies with Dante's high-level abilities instead of spending time in the Punish or Absolve animations.

Exploding Minions: Exploding Minions rarely appear alone. Use them to quickly kill demons and other enemies with high hit points, but keep them away from minions or Unbaptized Children that you can easily Punish or Absolve. If an Exploding Minion takes out one of these enemies, you cannot pass judgment and will lose the time bonus. In the rare event that Exploding Minions appear alone, it's faster to run by them and evade just before they explode instead of throwing them. You must evade quickly to avoid the explosion.



Use Redemption Wisely: Use the Antony's Standard and Wasted Gold relics as much as possible to fill Dante's Redemption meter as quickly as possible. However, use Redemption only on enemies that you're not going to Punish or Absolve. You will waste Redemption if you stop to pass judgment on an enemy.

Heal Between Waves: The clock stops as soon as you defeat the final enemy in a wave. It does not start again until Dante moves through the gate and into the next area. Use this time to activate Divine Armor Level 2 or 3 and equip the Ciacco's Bile relic to regain Health and Mana. This allows Dante to go into each wave with full Health and Mana.



Divine Armor Time Bonus: A time bonus is granted if Dante does not take any damage during a wave. You can meet this objective if you use Divine Armor to absorb the damage of enemy attacks. This works especially well in waves with a small number of enemies.

Limited Aerial Grabs: The aerial grab technique works extremely well in the main Story mode, but in the Gates of Hell arena, time is of the essence, and the aerial grab technique takes a considerable amount of time to execute properly. Use Dante's powerful Holy and Unholy abilities to defeat enemies that you would normally kill with the aerial grab. Soul Stabber followed by Soul Shatter, then Soul Crusher is a very good Unholy combination. Diabolic Hammer also works well against most enemies. On the Holy side, Sacred Judgment followed by Sacred Justice, then Holy Barrage or Vile Cyclone is a good combination. Divine Force Levels 1 and 2 also work extremely well.

You can mix Holy and Unholy abilities to create powerful new attack combinations. For example, you can use Sacred Judgment to douse the flames of Fire Minions, then follow it immediately with Vile Hurricane to shatter the enemies with one easy combo attack. Likewise, you can use Sacred Justice at the end of various Unholy abilities and Holy Blast can transition directly into Divine Force.

TIP

ENEMY PRIORITY

To make sure you maximize your time while staying alive, you should defeat some enemies before others. The kill priority is based on a scale from 1 to 5. If an enemy has a priority of 1, you should kill it before engaging any other foes. If an enemy has a priority of 5, you should kill it last. Minions and Unbaptized Children are almost always killed first because Dante is immune to attacks during the Punishment or Absolution animation. This makes them easy kills and keeps Dante safe from other enemies.

The enemy priority chart below assumes that you are passing judgment on all minions that can be judged and on Unbaptized Children and that you have all available Holy and Unholy abilities and relics. Each enemy encounter is different, but use the priority chart as a general guideline.

NOTE

ENEMY PRIORITY CHART			
Enemy	Priority	Enemy	Priority
Arch Demon	4	Guardian Demon	4
Beast Tamer	5	Heretic	3
Damned Captain	4	Hoarder-Waster	3
Damned Crusader	4	Malacoda	3
Exploding Minion	3	Pagan	3
Fiend	1	Pest	1
Fire Guardian	3	Seductress of Lust	2
Fire Minion	3	Temptress of Lust	2
Glutton	4	Throne Demon	3
Gluttony Minion	1	Unbaptized Child	1
Gorger Worm	5	Undead Minion	1
Greed Minion	1		



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GATES OF HELL ARENA

Wave 1

Group 1: Undead Minions

Wave 2

Group 1: Pests, Undead Minions

Group 2: Exploding Minions

Wave 3

Group 1: Fiends, Unbaptized Children

Wave 4

Group 1: Unbaptized Children, Undead Minions

Wave 5

Group 1: Guardian Demon, Unbaptized Children

Wave 6

Group 1: Gluttony Minions, Guardian Demon

Group 2: Pests

Wave 7

Group 1: Gluttony Minions, Hoarder-Waster

Wave 8

Group 1: Fiends, Hoarder-Waster

Wave 9

Group 1: Hoarder-Wasters (2), Gorgon Worms (2)

Wave 10

Group 1: Gluttony Minions, Guardian Demons (2)

Group 2: Hoarder-Waster

Wave 11

Group 1: Pests, Temptresses of Lust (2)

Wave 12

Group 1: Guardian Demon, Temptresses of Lust (2)

Wave 13

Group 1: Temptresses of Lust (4)

Group 2: Exploding Minions

Wave 14

Group 1: Greed Minions, Temptress of Lust

Wave 15

Group 1: Throne Demons (2), Greed Minions

Wave 16

Group 1: Fiends, Throne Demons (2)

Group 2: Exploding Minions

Group 3: Gluttony Minions

Wave 17

Group 1: Guardian Demons (2), Throne Demon

Wave 18

Group 1: Guardian Demons (3), Seductress of Lust

Group 2: Gluttony Minions

Wave 19

Group 1: Throne Demon, Seductresses of Lust (2)

Wave 20

Group 1: Heretic, Unbaptized Children

Group 2: Seductresses of Lust (2)

Wave 21

Group 1: Guardian Demons (4)

Group 2: Heretic

Wave 22

Group 1: Greed Minions, Pagan

Group 2: Temptresses of Lust (2)

Wave 23

Group 1: Throne Demon, Damned Crusaders

Wave 24

Group 1: Heretic, Throne Demons (2)

Wave 25

Group 1: Pagan, Hoarder-Wasters (2), Gorgon Worms (2)

Wave 26

Group 1: Unbaptized Children

Group 2: Glutton

Wave 27

Group 1: Fiends, Glutton, Seductresses of Lust (2)

Wave 28

Group 1: Damned Captains, Throne Demon

Wave 29

Group 1: Unbaptized Children

Wave 30

Group 1: Guardian Demons (6)

Group 2: Glutton

Wave 31

Group 1: Hoarder-Waster, Pagan, Seductresses of Lust (2)

Wave 32

Group 1: Exploding Minions, Greed Minions

Wave 33

Group 1: Throne Demons (4), Beast Tamer

Wave 34

Group 1: Pagans, Heretic

Wave 35

Group 1: Arch Demon, Temptresses of Lust (2)

Wave 36

Group 1: Hoarder-Wasters (5)

Wave 37

Group 1: Arch Demons (2), Glutton

Wave 38

Group 1: Fire Minions

Group 2: Heretic

Wave 39

Group 1: Gluttons (2)

Wave 40

Group 1: Arch Demon, Fire Guardians (4)

Wave 41

Group 1: Exploding Minions, Greed Minions, Hoarder-Waster

Wave 42

Group 1: Arch Demon, Guardian Demons (2), Throne Demon

Wave 43

Group 1: Fire Minions, Malacoda

Wave 44

Group 1: Fiends, Gorgon Worms (4), Pests

Wave 45

Group 1: Arch Demons (2), Damned Crusaders

Wave 46

Group 1: Fiends, Glutton, Temptresses of Lust (2)

Wave 47

Group 1: Damned Captains, Pagan

Wave 48

Group 1: Arch Demons (2)

Wave 49

Group 1: Pests, Seductresses of Lust (2)

Wave 50

Group 1: Heretic, Malacodas (2)

ACHIEVEMENTS AND TROPHIES

Name	Description	Xbox 360 Gamerscore Points	PlayStation 3 Points	PlayStation 3 Trophy Type	Tips
Abandon All Hope	Break through the Gates of Hell	15	15	Bronze	Progress through the game until you reach Limbo.
Bad Nanny	Kill 20 Unbaptized Children	10	15	Bronze	Kill a total of 20 Unbaptized Children.
Betrayed with a Kiss	Find 20 pieces of silver	10	15	Bronze	Find 20 silver Judas pieces.
Bitter Sweet	Save Beatrice	50	30	Silver	Complete Fraud.
Brotherhood	Defeat Francesco	40	30	Silver	Defeat Francesco at the end of Violence.
Burning Eyes	Send Charon back into the abyss	10	15	Bronze	Press the Object Interaction button to push Charon's head out of the hallway early in Limbo.
Confessional	Kill 10 Heretics	10	15	Bronze	Kill a total of 10 Heretics or Pagans.
Countermeasures	Kill 20 enemies using a counter move	10	15	Bronze	Kill 20 enemies using Repayment, followed by any counterattack.
Dark Relics	Find all Unholy relics	20	30	Silver	Find all 10 Unholy relics: Arrow of Paris, Azrael's Apprentice, Death Blade, Demon's Wing, Filippo's Rage, Francesca's Book, Hoarder's Purse, Seal of Epicurus, Shoe of Nessus, and Tail of Minos.
Death's Apprentice	Reach Unholy Level 7	30	15	Bronze	Punish enemies and damned souls until Dante reaches Unholy Level 7.
Demon Slayer	Kill 30 Demons	10	15	Bronze	Kill a total of 30 demons.
Footsteps of a Traitor	Find 10 pieces of silver	10	15	Bronze	Find 10 silver Judas pieces.
Forbidden Love	Find and Absolve both Francesca da Polenta and Paolo Malatesta	20	30	Bronze	Absolve the damned souls, Francesca da Polenta in "Descent into Lust" and Paolo Malatesta in Lust, after the battle against Cleopatra.
Gates of Dis	Enter the lower circles of the Inferno	35	15	Bronze	Enter the City of Dis at the end of Anger.
Gates of Hell	Defeat all enemy waves in the Gates of Hell arena	60	90	Gold	Complete all 50 waves in the Gates of Hell mode. (Please see the Gates of Hell chapter for complete strategies.)
Give Me Strength	Open 20 Health Fountains	10	15	Bronze	Break open 20 Health Fountains.
Holy Man	Max out the Holy path	30	30	Silver	Purchase every Holy ability.
Holy Warrior	Kill 30 minions	10	15	Bronze	Kill a total of 30 minions.
Indigestion	Kill 5 Gluttons	10	15	Bronze	Kill a total of 5 Gluttons.
Light in the Dark	Reach Holy Level 7	30	15	Bronze	Absolve enemies and damned souls until Dante reaches Holy Level 7.
Light Relics	Find all Holy relics	20	30	Silver	Find all 12 Holy relics: Charon's Oar, Ciacco's Bile, Crown of Carthage, Eye of Alighiero, Frederick's Ring, Guiding Flame, Lord's Blessing, Medusa's Call, Memory of Acre, Octavian's Gold, Rain of Gluttony, and Saladin's Mercy.
Like Father Like Son	Defeat Alighiero	25	15	Bronze	Defeat Alighiero at the end of Greed.
Lovers Torn Asunder	Defeat Marc Antony	25	15	Bronze	Defeat Marc Antony at the end of Lust.
Lucifer's Match	Defeat the emperor of the Woeful Realm	100	90	Gold	Defeat Lucifer at the end of Treachery.
Man of Evil	Max out the Unholy path	30	30	Silver	Purchase every Unholy ability.



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Name	Description	Xbox 360 Gamerscore Points	PlayStation 3 Points	PlayStation 3 Trophy Type	Tips
Master of the Inferno	Unlock all other Trophies	N/A	N/A	Platinum	Unlock all PlayStation 3 Trophies.
Masterpiece	Perform a 200-hit combo	10	30	Silver	Execute a 200-hit combo. This is easiest to do during the Falsifiers, Simonists, or Sorcerers challenges in Fraud, if you do not wish to obtain the challenge bonus. Use the Coin of Plutus relic and Holy Blast projectiles to make this easier to obtain.
Old Friend	Find and Absolve Brunetto Latini	20	15	Bronze	Absolve the damned soul Brunetto Latini, near the beginning of "Abominable Sands" in Violence.
Poetry in Motion	Perform a 666-hit combo	20	90	Gold	Execute a 666-hit combo. This is easiest to do during the Falsifiers, Simonists, or Sorcerers challenges in Fraud, if you do not wish to obtain the challenge bonus. Use the Coin of Plutus relic and Holy Blast projectiles to make this easier to obtain.
Power of the Cross	Find all three Beatrice Stones	20	30	Silver	Find all three Beatrice Stones. They are located at the beginning of Limbo, in the door puzzle in Gluttony, and at the end of Gluttony.
Precious	Find a Beatrice Stone	10	15	Bronze	Find one of the three Beatrice Stones.
Relic Hunter	Find a relic	10	15	Bronze	Find one relic.
Sentence the Judge	Defeat King Minos	25	15	Bronze	Defeat King Minos at the end of Limbo.
Slaughter at Acre	Fight against the prisoner at Acre	5	15	Bronze	Attack any enemy during the opening battle at the Citadel of Acre.
Sorcerer's Apprentice	Open 20 Mana fountains	10	15	Bronze	Break open 20 Mana Fountains.
Soul Reaper	Collect 100,000 souls	50	30	Silver	Collect a total of 100,000 souls. This is a combined total that includes any souls you've spent on abilities. You do not have to have 100,000 souls at once.
Superstition	Kill 20 enemies using magic	10	15	Bronze	Kill 20 enemies using any magic spell that inflicts damage.
The Damned	Punish or Absolve all 27 shades of the Inferno	50	30	Silver	Punish or Absolve all 27 damned souls.
The Great Worm	Defeat Cerberus	25	15	Bronze	Defeat Cerberus at the beginning of Gluttony.
The Guide	Collect all Virgil commentaries	40	30	Silver	Speak with Virgil at every opportunity. Make sure to speak with him until he disappears.
The Harrowing	Escape Heresy	35	15	Bronze	Get through Heresy.
Warming Up	Perform a 50 hit combo	10	15	Bronze	Execute a 50-hit combo. This is easiest to do at the beginning of the game in the Citadel of Acre, or during the Falsifiers, Flatterers, Simonists, or Sorcerers challenges in Fraud, if you do not wish to obtain the challenge bonus. Use the Coin of Plutus relic and Holy Blast projectiles to make this easier to obtain.
Well Done, Judas	Find All 30 pieces of silver	20	30	Silver	Find all 30 silver Judas pieces.

Master of the Inferno is only available in the PlayStation 3 version of the game.

NOTE

For specific locations of all relics, damned souls, enemies, and Fountains, please refer to the Walkthrough chapter.

NOTE

EXTRAS

UNLOCKABLES

UNLOCKABLE CONTENT	
Content	How to Unlock
Dante's Crusader Costume	Complete the game one time on any difficulty setting.
Gates of Hell arena	Complete the game one time on any difficulty setting.
Infernal difficulty	Complete the game one time on any difficulty setting.
Making the Baby Feature	Complete the game one time on any difficulty setting.
Resurrection mode	Complete the game one time on any difficulty setting.



Dante's Crusader Costume

Resurrection mode allows you to start at the first Circle of Hell with all abilities, relics, and souls of your previous playthrough.

NOTE

UNLOCKABLE ARTWORK	
Content	How to Unlock
Shadow Lucifer	Complete Limbo
Virgil	Complete Limbo
"Asskicker" Room	Complete Limbo
King Minos Arena	Complete Limbo
Mezzanine	Complete Limbo
Charon	Complete Limbo

UNLOCKABLE ARTWORK	
Content	How to Unlock
King Minos	Complete Limbo
Brat	Complete Lust
Lust Tower	Complete Lust
Temptress of Lust	Complete Lust
Coneheads	Complete Gluttony
Cerberus	Complete Gluttony
Alighiero	Complete Greed
Hoarder Waster	Complete Greed
Environment	Complete Greed
Plutus Statue	Complete Greed
Walls of Dis	Complete Anger
Phlegyas	Complete Anger
Beatrice, Queen of Hell	Complete Anger
Flaming Tombs	Complete Heresy
Throne Demon	Complete Heresy
Priest	Complete Heresy
Centaur	Complete Violence
Minotaur	Complete Violence
Suicide Woods	Complete Violence
Suicide Tree	Complete Violence
Fallen Francesco	Complete Violence
Crusader	Complete Violence
Bridge Connection	Complete Fraud
Borgia 9	Complete Fraud
Borgia 5	Complete Fraud
Beatrice, Queen of Hell	Complete Fraud
Malacoda	Complete Fraud
Lucifer	Complete Treachery
Lucifer	Complete Treachery



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ART GALLERY

LIMBO





DANTE'S INFERNO

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LUST



GLUTTONY



DANTE'S INFERNO

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GREED



ANGER



DANTE'S INFERNO

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HERESY



VIOLENCE



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FRAUD



TREACHERY



SURFACE



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DANTE'S INFERNO[™]

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THE CLASSIC EPIC
POEM TO LIFE AS
NEVER BEFORE

HERE'S A
SNEAK PEEK
AT THE SERIES,
ALONG WITH
A BEHIND-THE-
SCENES LOOK
AT HOW THE ART
IS CREATED.

WRITTEN BY

CHRISTOS GAGE

ILLUSTRATED BY

DIEGO LATORRE

DECEMBER 2009

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...IS AT
AN END.

Christos Gage *writer*

Diego Latorre *artist*

Rob Leigh *letterer*

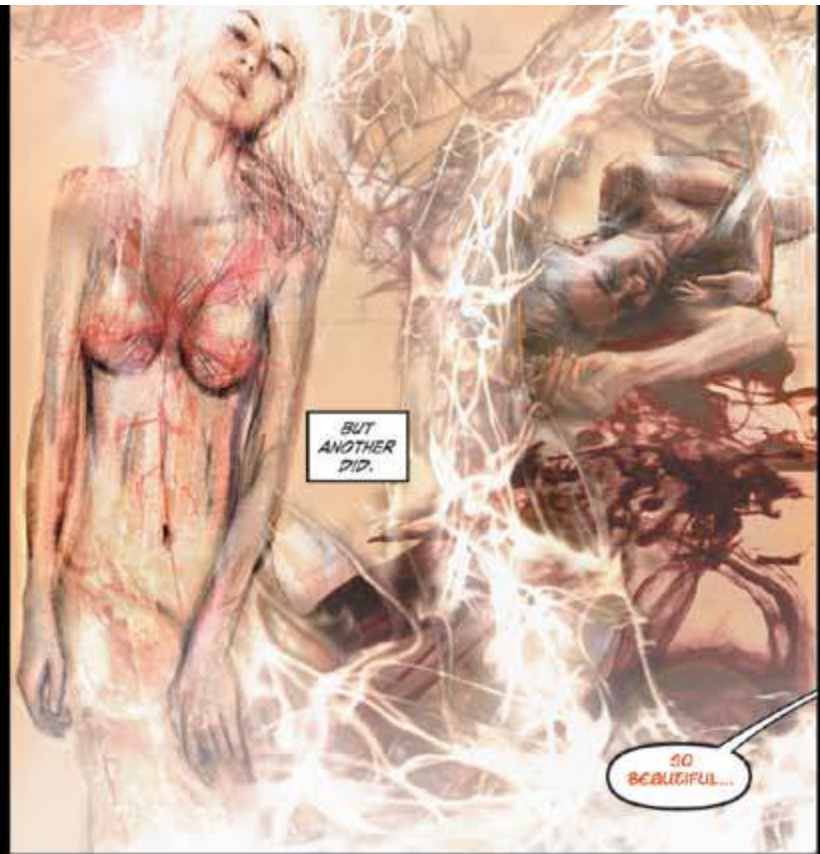
Kristy Quinn *asst. editor*

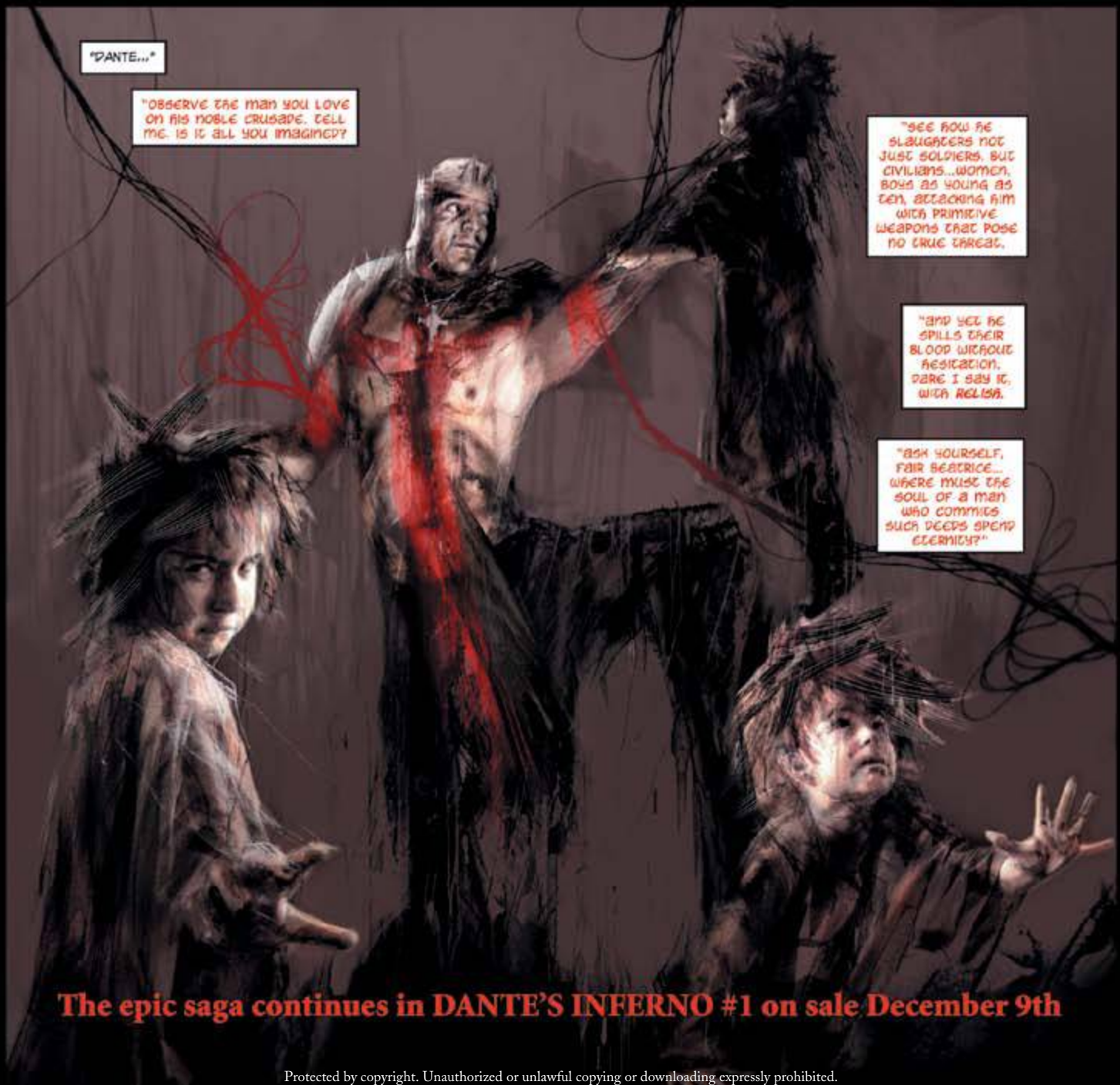
Scott Peterson *editor*











The epic saga continues in DANTE'S INFERNO #1 on sale December 9th

ARTIST DIEGO LATORRE EXPLAINS THE MULTI-LEVEL PROCESS THAT GOES INTO BRINGING WRITER CHRISTOS GAGE'S SCRIPT TO LIFE:

DANTE'S INFERNO™

My first step is to paint the illustration on paper with acrylic. Then I take a photo of each panel separately using a full-frame camera, so I can add color and texture with photoshop.

Working on a different layer with the airbrush tool, I add depth and detail to the face, lips, eyes. I paint the background with a flat color, and use part of an old illustration as texture. I manipulate it and with the photoshop layers I create the final piece.

Starting with a photo of ink in a glass of water, and one of burning paper, I use photoshop layers to create the fire. The ink picture becomes fire, too, by inverting colors—adding red and yellow and contrast. Finally, I retouch color levels, contrast, etc.





This has an added layer, too: a little skull I bought at a street market. I take photographs in the same angle as the illustration; it adds an interesting effect to the faces.

Sometimes I use photo reference as a guide to the final painting. They're always very useful for getting the lights and shadows correct.



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DANTE'S INFERNO

PRIMA OFFICIAL GAME GUIDE

WRITTEN BY:

BRYAN DAWSON

Prima Games

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About the Author

Bryan Dawson has been writing about games for well over a decade. He has written for AOL, IGN, Business Week, and many other notable publications. He's also been a competitive gamer for quite some time. Focusing his skills on fighting games, Bryan has been a well-known name within the fighting game community for many years. In addition to writing guides for Prima, Bryan is Editor in Chief of The Temple Arcade and helps run the annual DEVASTATION gaming tournament and event. When he's not writing, Bryan can be found enjoying a game of *Tekken*, *Super Puzzle Fighter II Turbo HD Remix*, or *Final Fantasy XI*.

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