

# Dante's Inferno FAQ/Walkthrough

by vinheim

[Donate](#)

Updated on Sep 23, 2010

This walkthrough was originally written for Dante's Inferno on the PSP, but the walkthrough is still applicable to the PS3 version of the game.

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|      Liked the Walkthrough? Why don't you help me out and recommend it      |
|              to other users? That's the best way to say:                    |
|              "Thanks for the Walkthrough". Thanks...                        |
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< ASCII art created by Wiej 2010 >

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Dante's Inferno  
FAQ/Walkthrough  
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Version Dante  
Last updated: 05/11/10  
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-- Video Walkthroughs: <http://youtube.com/vinheimk> --  
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Table of Contents  
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To navigate much easier through this guide, I added the search system, which works just by following these simple steps:

- Highlight the "Section Code" of the section which you wish to go and copy it (CTRL+C).
- Press CTRL+F to bring up the search sub-menu.
- Paste (CTRL+V) the "Section Code" and press ENTER twice to be where you wanted to be. Just like magic!

My Section Codes were made as precise as possible, and I also prefer this method instead of having you scroll 30 min through this huge guide looking for the section you want to go.

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~~~~~> Section <~~~~~> Section Code <~~~~~

|                                          |         |
|------------------------------------------|---------|
| 1] Introduction.....                     | [sx100] |
| 1.1] Contact Rules . . . . .             | [sx101] |
| 1.2] Donations . . . . .                 | [sx102] |
| 2] Game Basics.....                      | [sx200] |
| 2.1] Story . . . . .                     | [sx201] |
| 2.2] Controls . . . . .                  | [sx202] |
| 3] Characters.....                       | [sx300] |
| 4] In-depth Walkthrough.....             | [sx400] |
| 4.1] Citadel of Acre . . . . .           | [sx401] |
| 4.2] Florence . . . . .                  | [sx402] |
| 4.3] Shores of Acheron . . . . .         | [sx403] |
| 4.4] Limbo . . . . .                     | [sx404] |
| 4.5] Lust . . . . .                      | [sx405] |
| ~~~~~                                    |         |
| 4.6] Gluttony . . . . .                  | [sx406] |
| 4.7] Greed . . . . .                     | [sx407] |
| 4.8] Anger . . . . .                     | [sx408] |
| 4.9] Heresy . . . . .                    | [sx409] |
| 4.10] Violence . . . . .                 | [sx410] |
| ~~~~~                                    |         |
| 4.11] Fraud . . . . .                    | [sx411] |
| 4.11.1] Panderers and Seducers . . . . . | [sx412] |
| 4.11.2] Flatterers . . . . .             | [sx413] |
| 4.11.3] Simonists . . . . .              | [sx414] |
| 4.11.4] Sorcerers . . . . .              | [sx415] |
| 4.11.5] Politicians . . . . .            | [sx416] |
| 4.11.6] Hypocrites . . . . .             | [sx417] |
| 4.11.7] Thieves . . . . .                | [sx418] |



All the story's ups and downs that were supposed to surprise me had such effect. And I really think it's not fair spoiling such story elements to you.

With all this said, let's start with the guide! Enjoy this guide and remember that it is a spoiler-free, so you don't have to worry about important info of the game being spoiled.

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~.. ~.. ~.. 1.1] Contact Rules ~.. ~.. ~..
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Any critics, suggestions, spelling mistakes, contributions are welcome, so please send them at the following e-mail:

--> vinheim@gmail.com <--

I always reply to all the mails I get, since feedback is the best reward of all. Also, if you want to request to host this FAQ in your site, please ask permission first, so I can always keep track of where my FAQ's are. The only site that is allowed right now to host this FAQ is:

- [www.gamefaqs.com](http://www.gamefaqs.com)

I also have MSN and AIM, but please, if you add me, do NOT start bombing me with IM. If I have the time, I'll chat to you, since I'm always busy writing FAQ's and making some research for my job and school, but please keep it polite, 'k? Anyway, here they are:

MSN: [xander\\_may\\_cry@hotmail.com](mailto:xander_may_cry@hotmail.com)  
AIM: vinh3im

Ask politely and I'll add you. I don't have YIM, so start mailing me to make one just so you can chat with me.

Also, I created a Facebook page for you to check it out here:

o <http://www.facebook.com/pages/Vinheim/127120257336550>

This was made because several people like to add me on Facebook and since I'm not accepting people I don't know, and I removed the people that added me (sorry for that), I created this page, so enjoy. Also, take a look to a page made from a friend of mine, Absolute Steve.

o <http://www.facebook.com/pages/Absolute-Steve/154222827929873>

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=====
~.. ~.. ~.. 1.2] Donations ~.. ~.. ~..
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This is a little experiment of mine and I just wanna see how it goes. Well, if you found this guide to be at least somewhat useful, think about donating some money. I mean, I'm a student who pays his own school, and it's gastronomy and it consumes all the money I get at home. I'm not asking for 10-20 bucks. Whatever your heart wants to give is fine, be it 1 buck, 50 cents.

Whatever the amount you can donate, I'd truly, TRULY appreciate it and your help would be greatly appreciated. Well, you can only donate through PayPal at the moment, which the account is: vinheim@gmail.com

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Instead of buying the official guides which cost around 20 dls., better donate half or a quarter or whatever amount to yours truly.

To those who support me, thanks.

- Alexander Paul Kleinheider  
aka vinheim

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| | | | / _ | | | | |           2] Game Basics | | | | / _ | | | |
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Not many basics in this section, due to I'm a really lazy ass and because you need to play the game, not only download it and play it. Read a little dude.

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~ ~ ~ ~ ~ 2.1] Story ~ ~ ~ ~ ~
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Outside the city walls of Acre, Dante finds himself traveling in a dark forest. For him, the clear path has been lost, and only visions of slaughter and war can be seen clearly. The Bishop's promises were nothing but empty lies, words spoken without the authority of God. Lost in the madness, Dante's passions consume him as he gives in to the darkness. Now, at the crossroads of this world and the next, only Dante's love for his Beatrice keeps him moving forward. The darkness, however, is not done with Dante and has taken his love where no living man may go. Dante is now faced with the impossible task of reclaiming his love from the furthest reaches of Hell itself. With the help of a poet and the fire in his heart, Dante begins his descent.

~ Dante's Inferno Game Manual

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=====
~ ~ ~ ~ ~ 2.2] Controls ~ ~ ~ ~ ~
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The list of controls for the game. It's imperative that you learn how to dodge and block ASAP, because the enemies get tougher by the minute.

- o-----+-----o
- | - L button | = Block attacks |
- | | | | + ~ ~ ~ ~ ~ |
- | | | | | = Press in conjunction with button "R" to do a dodge roll |
- |=====+=====|
- | - R button | = Grab/Object Interact |
- | | | | + ~ ~ ~ ~ ~ |
- | | | | | = Press in conjunction with button "L" to do a dodge roll |
- |=====+=====|
- | - D-pad | = Use magic |
- |=====+=====|
- | - Analog | = Move Dante |

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=====+=====
|- Start      | = Upgrade menu
=====+=====
|- Select     | = Pause menu
=====+=====
|- X button   | = Jump
=====+=====
|- [] button  | = Light attack
=====+=====
|- /\ button  | = Heavy attack
=====+=====
|- O button   | = Holy Cross
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- In-Game control scheme

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3] Characters  
[sx300]

~~~ DANTE ALIGHIERI ~~~~~

~ Voice Actor: Graham McTavish

The game's primary protagonist, a far cry from the actual figure, Dante is depicted as a Templar knight of the Third Crusade. Swearing a vow of faith to Beatrice, Dante broke it before slaughtering Muslim prisoners of war, seeing them as subhuman. After Francisco gave his life up to save him from the king's retribution, Dante is killed during the siege on Acre where he confronts Death and learns that he was not on a holy mission. Taking Death's Scythe as his own, enabling him to return to the land of the living, a disillusioned Dante left for Florence while he had sewn a red tapestry detailing the events of his sins into his chest. But finding his father and Beatrice dead, Dante purses the latter to Hell with the cross she gave him long ago where he faces his horrific past and manages to redeem himself before ending up on Purgatory where he rips the tapestry off of him and discards it as he begins a new journey.

~~~ BEATRICE Portinari ~~~~~

~ Voice Actress: Vanessa Branch

Dante's now deceased fiancé, she serves as Dante's primary motivation as he goes deeper into Hell to rescue her from being used by Lucifer as a way for him to escape from Hell. She, along with Dante's father and servants, were killed prior to Dante's return to Florence after being stabbed to death by the assassin. Furthermore, betting her soul on Dante's faithfulness to her, Beatrice is kidnapped by Lucifer who later tempts her into giving herself to him after revealing how her brother died. Though she despised Dante for his actions against her, she is restored to normal after seeing that he kept her cross before being spirited off into Heaven.

~~~ Publius Vergilius Maro (Virgil) ~~~~~

~ Voice Actor: Bart McCarthy

One of Rome's greatest poets, now long deceased, Virgil acts as a guide to Dante (similar to his role in the original poem), explaining each of the

circles of Hell and their purposes. As such, all of his dialogue comes from the poem. He is depicted as a tall, bald man dressed in a toga and having thick veins sticking out of his head where a spiked crown rests on his forehead.

~~~ Charon ~~~~~

~ Voice Actor: Bart McCarthy

The ferryman of the dead who appears as an anthropomorphic boat with a giant ship for a body due to his services in Hell. Although he is physically incapable of directly attacking people due to his lack of any actual limbs save for the head, Charon is not above sending various demons out against those who he forbids from traveling aboard him. He is later killed after Dante uses a demonic beast to tear his head off. His severed head is later shown near the entrance to King Minos' palace, still repeating the inscription from the Gates of Hell.

~~~ Minos ~~~~~

~ Voice Actor: Richard Moll

The temperamental, cynical judge of the dead and guardian of Limbo, Minos appears as a half-serpent, half-human demigod with a large crown on his head, a necklace made of corpses, and a serpentine body from the waist down. Though blind, his enhanced sense of smell enables him to determine the circle a condemned soul will be placed in, stabbing the soul onto a torture device that sends the damned to their just punishments. He is killed after Dante uses the torture device to split his face in half, opening the path to the Second Circle.

~~~ Cleopatra VII Philopator ~~~~~

~ Voice Actress: Alison Lees-Taylor

A former Egyptian queen now turned into a succubus after her death. She is the guardian of the second circle of Hell, where the lustful are punished. She is also extremely narcissistic, seeing herself as beautiful while the other shades and demons can see how repulsive she truly is. Promised her love Mark Antony in exchange, Cleopatra fights Dante as a giant during his ascent of the Carnal Tower before summoning Mark Antony to aid her until he is defeated. Shrinking back to human size, enraged that she is denied her love, Cleopatra tries to seductively kill Dante herself, but to no avail as he runs her through with the Scythe.

~~~ Marc Anthony ~~~~~

~ Voice Actor: Lewis Macleod

The Roman politician and supporter of Caesar who committed suicide as Cleopatra's lover, he is fought as a boss, fighting as the Egyptian queen's champion as part of Lucifer's deal with her. Corrupted by the powers of Hell, he is a towering humanoid armed with a great sword and a massive Roman shield, with a hideously disfigured and oversized torso and a half-skinned, statuesque head, covered with groping-hand like wooden patterns on his body. He is defeated by Dante, and dies while a mourning Cleopatra watches over him.

~~~ Cerberus ~~~~~

A three-headed hellhound who guards the third circle of Hell, Gluttony. Cerberus appears as a mass of worm-like stomach escaping from a large humanoid

maw in the ground and having numerous other worms sticking out of each of its heads. The three heads also constantly fight over their meals and in some cases will vomit out anything that is consumed, even using these as projectiles against its quarry. Despite having front legs, the demon is completely immobile due to being stuck in the ground from the mid section up. Dante succeeds in killing the demon by severing each of its heads before destroying the middle head in an explosion after it tried to unsuccessfully devour him.

~~~ Alighiero ~~~~~

~ Voice Actor: JB Blanc

Dante's sinful father, Alighiero, lived a life of greed. Alighiero beat his wife and son often, and it is speculated he forced Beatrice to have a miscarriage and lose Dante's baby, which they had out of wedlock. He lived in his family villa outside of Florence. He was murdered by Dante's assassin; his golden cross pendant impaled through his right eye. Lucifer has warped Alighiero into a obese monster and promised him 1000 years free of torment and a horde of gold if he does one thing; murder his own son. Confronting his son as he enters the Fourth Circle, Alighiero is later defeated by Dante who then absolves him.

~~~ Plutus ~~~~~

The fallen God of Wealth. Plutus appears as a living golden statue with multiple arms and several blue gems in different parts of his body. He is widely worshipped by those residing within the Fourth Circle. Not a boss, he is instead used to solve the Wheel of Fortune puzzle that hinders Dante's path. While he does not move, he utters the phrase "Pape Satàn, pape Satàn aleppe."

~~~ Phlegyas ~~~~~

A former demigod who fell from grace after being killed by Apollo for burning down the Apollonian Temple of Delphi. Condemned to the fifth circle of Hell, Phlegyas confronts Dante when he unknowingly rides across the Styx on the wrathful demigod's crown. After a brief confrontation in which Phlegyas sends various demons after Dante and inadvertently killing them in the fight, Dante takes control of Phlegyas and uses him to break into the City of Dis. When Dante reaches the circle of Heresy, Phlegyas breaks the ground he's standing on. Dante manages to jump off in time but Phlegyas breaks through the floor and plummets into the abyss.

~~~ Francesco Portinari ~~~~~

~ Voice Actor: Tom Tate

A former Crusader and Beatrice's brother. Francesco was a close friend of Dante's during the Crusades. Beatrice wished for Dante to protect him, but Francesco was executed by King Richard's men after he took blame for the deaths of Muslim prisoners by Dante. Ending up in Hell, Francesco is deformed into a disfigured parody of his human form with half of his face warped into a plantlike appearance. Now a demon, he eagerly awaits the opportunity to kill Dante, who he blames for his descent into demonhood. As a demon, he carries several swords stabbed into his back which he uses as melee/projectile weapons. After Dante manages to remove a sword from his heart, Francesco dies but is then absolved by Dante.

~~~ The Malebranche ~~~~~

A group of demons lead by Malacoda who guard the eighth circle of Hell, Fraud.

Malacoda, the leader, is the only demon Dante confronts in battle. The other Malebranche are merely set-pieces illustrating the torment that goes on below the arenas in which Dante must pass.

~~~ LUCIFER ~~~~~

~ Voice Actor: John Vickery

The central antagonist of the game, Lucifer was God's most beloved angel, but he became envious over having to bow down to humanity and rebelled out of concern for his fellow angels, resulting in his fall from grace. Lucifer captured Beatrice moments after her death as part of a plan to escape the prison he was placed in as punishment for his rebellion by wedding a soul destined for Heaven. He makes several appearances as a dark, spectral shadow before Dante faces him in person and is capable of capturing the souls of deceased humans in that state. His giant body is trapped in Cocytus, a frozen lake made of his own tears. When Dante finally confronts him, he manages to greatly injure Lucifer, only for the demon to split his own stomach open and reveal his true form, a demonic vision of his former self with torn wings who reveals the soul he needed was actually Dante's. His intention to marry Beatrice was a planned-out deception to have Dante's blackened soul release him before taking his leave to Purgatory to enact his vengeance on God. However, Dante manages to trap Lucifer back into his prison as the souls he had saved binds his giant body in the ice to completely immobilize it.

- Wikipedia

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| | | | / _ | | | | | 4] In-depth Walkthrough | | | | | / _ | | |
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Pop in your Dante's Inferno into your PSP. When you get to the main menu, you'll have three options: New Game, Continue and Configuration. Choose New Game and let the magic begin.

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Area #01 - Citadel of Acre sx401  
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We start in the Citadel of Acre. You'll start in this area with a ton of enemies (prisoners). Since they're just human, they won't take that much health, so take care of them with your Light Attacks ([ ] button) and Heavy Attacks (/ \ button). Once you've taken care of them, a little scene triggers and a boat will crash on where you're standing. Jump on it once you regain control and double jump on the ledge on the other side and follow the path all the way until you trigger a scene and a...

~~~~~  
~~~ BOSS: DEATH ~~~~~

Strategy: Not hard at all (I was expecting something as hard as Castlevania Deaths XD). You're told how to block attacks (keep pressed the L button) and how to evade doing a dodge roll (press L + R buttons while you move in any direction you want). During the first 2/3 of Death's health, he'll only have 3 attacks:

1. 3-attack combo: this is the attack he'll use the most. Simply block all 3 attacks and attack him right after he ends his combo.

2. Boomerang: he throws his scythe and it comes back. This attack hits twice. The first one when he throws it and the second hit is when it comes back, so either move away or block it.

3. Wave: he hits the ground and creates a wave that travels through the floor with a large range. Simply block it or jump over it.

Once it has only 1/3 of health, it hits the ground and starts floating. He has the same attacks, only that he changes attack #2 (boomerang) for #4:

4. Scythe Thrust: his scythe transforms into a spear and he thrusts it into the ground, making the area around it to explode. Dodge to evade it.

Once it has around 1/10 of health, an "R" appears over his head. Press the R button to trigger a Finisher event. You'll get a hold of Death's Scythe, which will be your weapon for the rest of the game => (pretty neat, huh?!) Now he'll be the one asking for forgiveness, but ignore him and attack him. You'll have to trigger another Finisher again, but this time, press the buttons as shown to finally take care of Death (yay, we "killed" Death... XD)

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Now watch the scenes that follow the battle.

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Area #02 - Florence sx402  
o-----o

Watch the pretty f\*\*ed up scenes that continues after the battle with Death and you'll be in the graveyard. Several Skeletons will appear to fight you. Just like the prisoners in Acre, take them down with Light and Heavy attacks. Once you're done, the firewall disappears. Start following the path and when you get to the Cathedral, you're introduced to the Beatrice's Statues, where you can save your progress.

Now go to the green fountain (the one shown to you) and grab the health. Now save your game and go inside the Cathedral and move to the corpse of Beatrice to trigger a scene. Afterwards, the whole Cathedral is falling apart and you're entering Hell. You'll also obtain your long-range weapon, the Holy Cross. This is activated by pressing O. There will also be a new enemy, a flying one. Use the Holy Cross to take care of them.

There are 2 waves of enemies (3 flying enemies each wave). After the second wave, quickly move to the left side of the room because the floor on the right side will fall down into the pit. Afterwards, several skeletons and flying enemies will start appearing. Keep in mind that the lower right side of the floor will fall down right as the enemies appear, and soon after, the lower left side, so stay at the upper left side of the floor at all times.

Once you've killed all the enemies, a stone cross falls down. Quickly cross to the other side of the cross before it falls. Use the green fountain and press R on the purple thingy to grab on to the "rope". Go to the bottom and drop down. A gate will appear at the end and a huge wheel behind you. Also, several skeletons appear. Kill all the skeletons to have the gate open.

Use the green fountain to replenish your health and the red fountain to obtain some white souls. Now jump down to the next area and a cross on fire will drop down to block your path. Also, a new enemy appears, the Fire Spirit. To defeat these enemies, just use the Holy Cross against them once to get rid of the

fire, then hit them with the scythe to defeat them. Not a problem at all, huh?! Kill all 6 Fire Spirits to unblock your path, using the red fountain behind it.

Move to the right and when you get to a green fountain, another gate appears, and more skeletons come out and play with you. There's fire coming out of the wall, so stay in the area where the green fountain is and don't go too far to the left and don't get near the gate on the right. Once the skeletons are no more, use the green fountain and proceed.

Another green fountain is at the end of the path, so use it too if you want and descend down the rope. Approach the spirit at the end to know that he0s called Virgil. He also gives you your first magic, Righteous Path. Press <- on the D-pad to activate it. It's also tell you that the purple fountains restores your mana. When you regain control, skeletons and flying enemies will appear. Dispose of them to have the big guy come out.

He only has 2 attacks. He'll either stomp on the ground or smash it with its fists. Wait for his attack to end and combo him. Rinse and repeat. It's better to use air combos to dodge the attacks. Use the Finisher event at the end and press the button sequence to get a hold of the monster. Nice. Now you have a pet =).

Once you got a hold of the "pet", more enemies appear. Kill them and a scene triggers where you open the gates to hell! Nice! Now we're at...

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Area #03 - Shores of Acheron sx403  
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~ Judas Coins: 5

o~~~~~o

Press R to talk to Virgil. Now save your game if you want to and approach the purple glow to know about the Damned Climb. Go to the bottom and go left to find a green fountain. Use it if needed (as per usual) and continue left to have the game let you know about the Gap Jump. Do the Gap Jump and drop down. Go left and look at the top of the screen to find a red fountain that has [Judas Coin 01]. Continue the path to trigger another scene.

Use the purple fountain and use the lever (shown to you with a purple glow) and you'll raise the bridge, but some enemies come out and play. Take care of them and probably by when you're finished with the monsters, the bridge will be gone. If so, use the lever again and quickly cross to the other side before it disappears. If it starts moving, jump across the small gap to the other side. Use the green fountain here and drop down using the rope.

Once down here, a new enemy appears. One that has a goat head, which is called a Guardian. He has a 3 attack combo similar to Death's, so stay away from him and attack him once he's done. Use the Finisher event and the pedestal in the center reappears. Use it to go to the top (until you can't no more) and quickly jump on a ledge on the upper left side of the wall to find [Judas Coin 02]. Now go down to the breakable objects you're told about. Keep going down and break the wall and go through it.

Break the pots on the right side, grab the [Judas Coin 03], talk to Virgil and save your game. Now proceed left until you're ambushed by several enemies. After you take them down, another Guardian appears. Take care of him and go left to find Pontius Pilate. You can either Punish him or Absolve him to gain

300 XP on either way. Now open the door and enter it to trigger a scene.

Once it's over, several minions and 2 Guardians appear. Take them out and proceed to the left to find a save point. Use it and go behind the statue of a crawling man to find a [Judas Coin 04]. Now grab on the rope and move forward to trigger a scene. You're now grabbing from a wall. Neat... follow the path and you'll be soon enough in a up/right fork. Go right, jump over the gap and follow the path to the end to find a [Judas Coin 05]. Now return to the fork and go up to get inside him.

Break the pots to find some white souls, break the green fountain and save your game. Go forward, break the fountains and jump on the box to get to the second level and then a scene will trigger. After it, use the purple fountain and talk to Orpheus. Either Punish him or Absolve him and climb your way until you exit.

Several enemies will come at you in 3 waves. The first one has several minions and 2 Guardians. The second wave has 1 Guardian, some minions and some flying enemies. The third and last is only a Guardian and his pet, just like in Florence. You already know how to take him out, don't ya?! Once you grab a hold on the pet, kill the Guardians that appear on the floor and then move to the head of Charon. Use a Finisher to rip off his head and a scene triggers.

When you regain control, move your ass and run as fast as possible. When the bridge starts collapsing on the other side, wait a little bit to see a purple glow. Wait for the right time and press R to swing across to get to...

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Area #04 - Limbo sx404  
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~ Judas Coins: 2

o-----o

Talk to Virgil and he'll tell you about Minos, the ruler of the Limbo. Talk to him again to get some white souls. Now go to the right and drop down on the wall. Follow the path, use the green fountain if you need to and break the walls at the end of this path. When you get to a fork (you'll see the head of Charon stuck in the face), to left to a little room where a Guardian appears. Defeat him and use the red fountain for some souls.

Return to where Charon's head is and go up past the head to find a red fountain with some souls. Return to the fork and go right this time. A little scene triggers and you'll have to fight a baby (Unblessed Infants). Use the Cross to play it safe. First you'll have one, then 4, then 6 babies and then 6 more babies. Now proceed and you'll see Virgil. Talk to him twice to get some souls.

Now open the door next to him and open the next door to find Electra. Punish or Absolve as always. Return, save your game and go up the path. Some minions will come out and play. Kill them all and go all the way to the top. Open the door up here and follow the path. Save your game when possible and proceed left to be ambushed by some Guardians and some Unblessed Infants. Kill the Unblessed Infants first, then focus on the Guardians. Once you kill a Guardian, 2 more Unblessed Infants appear.

Now open the door and talk to Virgil inside. There's a red fountain in the lower left side of the room. Use it and go up the stairs to trigger a scene.

Once it's over, go up the stairs behind the statue and before leaving, go left and you'll see a purple glow on a ledge on the other side of the gap. Time your jumping, go there and use the lever. The middle statue will fall, so go there and grab [Judas Coin 06].

Now go up, use the lever in the purple glow and another purple glow will appear over the gap. Cross over it using the R button, use the green and purple fountains and then save your game. Now proceed to trigger a scene and a...

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~~~ BOSS: MINOS ~~~~~

Strategy: Not a hard boss at all. The next one is the bitch... literally! Let's start with his attacks, shall we?

1. Skewering tentacle: Some tentacles will come from underground and try to skewer you. Keep moving at all times to evade this attack.
2. Breath: He'll approach the floor and starts blowing breath. Press the R button to grab from the pillar when prompted to evade the attack completely.
3. Tongue: He stays in the same position as in his attack [2], but this time, he sticks out his tongue from time to time to hit you. Simply jump over it.
4. Summon: He summons some minions to play with you.
5. Arm: He places his arm on the ground and sweeps the whole battlefield. He can also hit the ground with it. Jump over the first attack and dodge the second one.

After his attack [5], he often places his hand on the ground, enabling a Finisher move. Press the button sequence to have him raise himself so you can hit him in the belly. That's his weakness, as well as his face. As you can see, that's all of this boss. Hit him whenever he finished his attack [2], and complete the Finisher move at the end to take care of him.

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After the fight, go forward, use the green fountain and save your game. Go down the wall and you're taught how to rappel. Go to the bottom of the rope, keep the R button pressed and move left and right to gain momentum. Jump to the second rope and from here, go up and break the red fountain at the top to find [Judas Coin 07]. That's the last Judas Coin from Limbo. Now go down this second rope.

Move to the next rope and go to the top to find a red fountain with some souls. Continue on the ropes and soon enough you'll be taught about Rappel Combat. Go to the bottom of this rope (where you were taught about the combat) and rappel to the right and destroy the wall. There's a purple glow in middle of the large gap, similar to the one used to get to Minos. Now follow the ropes until you get to...

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I was expecting this place since I started the game... heheh, but now I find it rather disgusting. Anyway, talk to Francesca da Polenta (Punish or Absolve as per usual), save your game and proceed to trigger a scene with none other than Cleopatra. Now, in this area, take a minute to check out the path ahead. There are balls of lightning that shoot from right to left. You need to wait for the ball to pass to move to the next segment (a segment consist of 2 statues).

There are 4 segments. In the second one, there's a lever to make the lightning ball go from left to right. This is to open the wind veil that protects the tower. Before doing it, move all the way to the fourth segment. On the right side, you'll see a green fountain. Move to the left side of this last segment and you'll find a climbable wall behind the statue. Follow the wall to find [Judas Coin 08].

Return now and check between the third and fourth segments to find a little hole in the wall. There's a climbable wall here. Follow it to find there a [Judas Coin 09]. Now return to the second segment and wait for the lightning ball to be on your segment. Just before it takes off, use the lever to shoot it to the tower and quickly run behind it. This will create a hole in the wind veil, allowing you to access the tower. A new enemy appears in here, the Temptress of Lust. The suckers are hard and annoying. They can dodge, move fast towards you and block your attacks.

Probably the best way is to keep your distance and attack with the Holy Cross. If they get to close, block and counterattack. Use the lever on the left side of the room to open the mouth of the stone snake. Jump on the tongue of this snake and climb up the ledge to trigger a scene. Once it's over, go left to find a Statue of Beatrice. Save your game if needed/wanted and you'll see in a platform behind it a red fountain. Jump to it to find some souls. Return from whence you came and go right to find Virgil.

Talk to him twice to get some souls. There's also a red fountain behind him, so use it. Return to where Virgil is and get on the big purple platform (the same one that went up). Go to the top part to find a moveable statue. Move it towards the middle of the platform. Now there are 2 paths on both sides of the platform going down. The right one has a green fountain (which you probably need) and the left one has a lever. Use it to make the platform go up a little bit.

Return and jump on it. Move to the left to find a red fountain with [Judas Coin 10] in it. Now go right from the platform to find a red fountain. Use it and use the lever to have the platform go up. Jump quickly on it before it leaves. You'll now be going up the tower... but there will be millions (literally) of demons wanting a piece of you.

The first wave will be 2 Temptress of Lust. Take them out just like before. After they're gone, there'll be a Temptress of Lust and a Guardian. Take them out as well and now Cleopatra wants to play. Use the R button as it prompts to grapple to the wall and evade her attack and instant kill (the platform moves and you'll fall if you're not grabbing).

Drop down when the platform takes its place and you'll be moved to the next area, which is practically the same. There are a couple of Temptress of Lust and several minions. Take them all out to get to the third area of the ascension of the tower. This area is where you'll have a little fight with Cleopatra. If you check both the left and right sides, there is a green and purple fountains. On top of these fountains are 2 purple glows. What you need

to do is to activate both in a really short time so you can knock Cleopatra off the tower.

The left side starts inaccessible. Kill the waves of enemies that appear until only minions appear (2 waves if I remember correctly). Once they're gone, the platform on the left side raises. Afterwards, hit her hand to raise the platform a little -- then run quickly to the left side and jump on the ledge and use the lever. This will make the snakes point towards her.

Return to the platform and probably she'll have regained balance. If that's the case, hit her hand as fast as you can (use the Holy Cross) to raise the platform once again. Now run to the right side and use the lever to have the snakes breath fire. This will make Cleopatra to move upwards, along with you to the fourth area of the ascension of the tower. There will be more Tempress of Lust and flying enemies this time.

Once you're done with these enemies, you'll finally reach the top. From where we start, go right to find a red fountain and at the bottom, you'll find Paolo Malatesta [Punish or Absolve]. Return and go left this time. Save your game, use the green and purple fountains and start climbing down the wall. When you get to floor, you'll find Semiramis [Punish or Absolve]. Before moving on, go left from Semiramis and there's a gap with a path on the other side, rather difficult to see. Jump over this gap and use the red fountain to find some souls.

Return and go up the wall to trigger a scene and a...

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~~~ BOSS: MARC ANTHONY AND CLEOPATRA ~~~~~

Strategy: This fight can be either hard or easy. The first time I played through here, I felt this fight almost impossible. But now I know what to do. First of all, DO NOT use your Scythe. Anthony blocks your attacks, making it very damaging to you, so stay away from physical attacks. Make sure you have your Holy Cross upgraded so you can charge your attacks.

1. Attack combo: He hits for a 4-hit combo. Dodge and quickly run away to evade his final thrust attack that has a really long range. [Marc Anthony]
2. Righteous Path: He has a similar attack that looks like Dante's Righteous Path, only that it travels alone, while Marc stays in the same place. Simply move aside to evade it. [Marc Anthony]
3. Needles: Right after Marc's Righteous Path, he follows you with his shield and shoots out 3 needles. Simply keep running to evade it. [Marc Anthony]
4. Lust Storm: Cleopatra creates a little purple tornado that travels in random directions. If it hits you, it'll stagger you. If it hits Marc, he'll be invincible for a little period. [Cleopatra]
5. Healing: Once you've dealt some damage to Marc, Cleopatra starts healing Marc. Attack Cleopatra's hand to make her fall. Use the Holy Cross to quickly dispose of her. [Cleopatra]

The best thing to do is to approach Marc so he starts his attack [1]. When he does this, move to the other side of the battlefield and charge your Holy Cross. When he comes towards you, unleash your power of the Cross to take a huge chunk of health.

Once you've taken care of Marc Anthony, Cleopatra shrinks and starts a Finisher event with you. It's only 3 buttons, so not hard at all.

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Once you've dealt with both of them, you'll receive the Lust Storm magic, which activates by pressing "v" on the D-pad. You'll now be going down the tower the same way you got up, so several enemies to appear. There are also stones that come falling down. Beware though, because a large rock will fall and break down the right side of the platform.

After some more demons, the upper left side of the platform disappears, then the lower side. The screen the fades out. When it fades it, prepare to press the R button to hatch on to the purple glow. You now need to jump from glow to glow. Talk to Virgil at the end twice and move on to the next area.

This area is called Cerberus, and it's filled with ropes and pillars. It's similar to the area between Limbo and Lust (right after the fight with Minos), only that this time you need to evade fire. Follow the ropes and pillars until you get to...

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Area #06 - Gluttony sx406  
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~ Judas Coins: 4

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Talk to Virgil twice as per usual, use the fountains and go down the pillar on the wall to trigger a scene and a...

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~~~ BOSS: CERBERUS ~~~~~

Strategy: Cerberus is easy, even though it hits hard... and I mean HARD! Locate the pustules on the floor. Press R and tap the O button to break it open and have fire come out. If Cerberus attacks you using attack [2] while the fire is coming out, the head will stagger and fall on the floor. Use this time to attack it.

After you've attacked him 2-3 times, you'll trigger a Finisher event with this head. You'll only have to press /\ once to cut off the head. Nice. Do the same thing on the other head. Once you only have the middle head, it'll start using attack [1] over and over. Use the pustules on the floor to make your life a bit easier. You could also make it lunge into you, dodge it and attack it. Yep, that's all. Complete the Finisher move on the last head to get rid of Cerberus.

1. Lunge: It'll lunge one of its head towards you. Dodge to evade it.
2. Puke Balls: It'll throw puke balls at you. Stay in motion to evade them.

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Proceed over Cerberus' corpse, save your game when you get to Beatrice's Statue, jump over the gap and use the red fountain to get [Judas Coin 11]. Another 2,000 soul bonus. Keep going further it and you'll notice a little dark cloud on the floor. Don't walk over it because a worm will come out and bit

you, literally. Proceed, grab the green and purple fountains and go down the hole.

Down here, you'll be attack be several minions, but the annoying part is that there are 3 worms down here, so be really careful where you step. Proceed, save your game and [Absolve or Punish] Ciacco. Now use both fountains next to him and proceed over the teeth. The mouth will close and 4 flying enemies will appear. Take extreme caution not to fall and die. Now jump from platform to platform and enter the next mouth to the left to find Clodia [Punish or Absolve].

Return 2 platforms, get on the rope and pass the mud and enter the last mouth. Talk to Virgil twice when you get to him and proceed further in to have more enemies appear. There are a lot of minions and some Guardians. Nothing new, only that the place is really small, so make sure to keep some distance between you and the enemies.

Proceed, use the fountains, save your game and proceed through the blue entrance. A nice scene triggers in here (and by nice I don't mean cute). Once it's over, you'll have to fight a Glutton. He only pukes in front of himself and chases you. Use your Holy Cross to take care of him. After the fight, you'll be in a maze, a real nice one.

Go inside the portal here and you'll appear at the top. Use the lever here, return from whence you came and you'll appear on the bottom of where you just were. Before anything, go up the wall on the right, and at the top, climb the next wall to find a red fountain with [Judas Coin 12] inside. Return and use the lever here and a platform will appear for a short amount of time. Return inside the portal, run across the platform and jump over to the other side. Use the green fountain here and DO NOT use the lever.

Instead of that, wait for the moving platform to be under the portal that's facing down in the upper left side of screen. Stay on the platform and it'll suddenly go to the right before entering the portal. Jump to the right where the red fountain is to find [Judas Coin 13]. Return on top of the platform and wait until it enters a portal and takes you out of there. Save your game and proceed until you can go down a wall. Go down this pillar, jump at the bottom and grab the rope. Swing across to the left and grab the pillar. Jump to the top to grab [Judas Coin 14] from the fountain.

Follow the path completely until you reach the bottom, where there's a hole throwing fire and 3 holes that have statues. Take the statue on the far left and put it in the hole on the far right. Go up the rope and swing across the fire. Break the huge wall here and go down the pillar. Grab the rope and cross to the left side. Once at the end, drop down and quickly press R to hatch on to the purple glow.

Swing across the firewall, use the rope to get to the pillar on the far left side and go to the bottom, drop down to get to...

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Area #07 - Greed sx407  
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~ Judas Coins: 5

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Follow the path, and when the path raises, jump up and before moving forward,

go to the right to find a hidden red fountain that contains [Judas Coin 15]. Proceed and use the green and purple fountains when you get to them and continue on to trigger a scene. Now talk to Virgil twice, save your game and hop on the moving platforms. Make your way across these and jump on the platform on top of the liquid gold.

Jump on the moving platform and at the end, jump on the platform going up and down. Move on to the larger platform on top and use the lever to trigger a scene. Now there's liquid gold pouring down from the huge pot. There will also be some flying enemies, as well as some Guardians. Kill them and some Fire Spirits will appear (I didn't remember about these enemies until they appeared =P). Take them out (first use the Cross to extinguish their fire and then hit them) and use the lever. Now move on to the bridge before you die.

Now jump on the circular platforms, go to the top one and jump over to the left ones, then jump on the top right one. Time your jumping so that you get to Tarpeia, which you can [Absolve or Punish]. Now move to the left, use the green and purple fountains if you need to and open the door. Go in to find a new enemy called Hoarders and Wasters and they like to spin... a lot. You'll have to fight several of them, but also a ton of minions. Use your Cross to stay at a distance.

Once it's over, use the lever, jump on the ledge and use this lever. The lever on the ledge opens the door on top. The lever on the floor makes the spiky platforms go up and down. What you need to do is to open the door, quickly use the bottom lever to move the platforms and as fast as possible, return up the ledge before the platforms skewers you, then jump on it. Then enter the door.

Use the purple fountain in here and use the lever. Once you reach the bottom, save your game and jump down the hole in middle of the room. 3 Guardians appear down here. There are also 3 red fountains. 2 have souls and the other one has [Judas Coin 16]. Once you kill the Guardians, the gate lowers. Now climb up the wall to reach the entrance. Do you see the 4 spiked arms that go around the room? You need to double jump over them in order to get to the door. Before entering the door though, jump over to the right one more time to find Gessius Florus [Absolve or Punish].

Return, open the door, open the next door and proceed until you find a lever. What the lever does is to put the 4 blades (2 on each side) spinning across the room. There will also be minions spawning. What you need to do is to move the lever to lower the gate on the right side, but just lower it the amount you need to. If you lower it too much, the walls will close in and squash you. You could also use Lust Storm to keep the minions at bay.

Once on the other side of the gate, there will be a Beast Tamer (just like the one in the beginning of the game). Take care of him, grab the red fountains before knocking him out and approach the door to trigger a little scene. Now, wait for the blades to pass and open the door as fast as possible. Now save your game and proceed to find Virgil once more. Talk to him twice like always, go up the wall, and instead of going all the way up, go right and drop down in the first pit to find some souls. Return up a little and keep going right to find [Judas Coin 17].

Return to where Virgil is and now go all the way up the wall. Use the fountains here and jump to grab on the purple glow. Swing to the other side, grab on the rope and proceed. Drop down to have a Guardian appear. Take care of him and a gate lowers. Go through it and use the red fountain to find [Judas Coin 18]. Go up, use the lever and return to where the Guardian appeared to have the platform take you across the Greed Circle. When it stops, jump on the other cauldron when it gets back up. When this one stops, jump down (be careful

not to fall down in the liquid gold).

Now jump on the central circular platform and use the lever to burn the corpses hiding another lever. Go to this lever and some minions appear. Take care of them, use the lever down here, turn it to the right and return to the upper lever. Use it to lower a block. Get on top of it and into the alcove to find some souls and a [Judas Coin 19]. Return to the lower lever to have more minions appear. Take care of them and move the lever to the left this time. Return to the upper lever and fire to lower the left block.

Go up this block, open the door, grab the souls from the fountains, save your game and use the lever at the end to lower the platform. Talk to Virgil down here twice, jump over the gap to be at the foot of Plutus. 2 Guardians and some minions appear. Take care of them and a lever appears in the middle, as well as a pillar and a glow of light coming out of Plutus.

There are 2 small pillars and 2 big ones. What you need to do is to put one big pillar in the upper right side and a small one on the lower right side. Make sure that the big pillar doesn't have the extension that blocks your way of jumping. Now jump on Plutus' left hand, grab the souls at the top and enter the door. Grab the purple fountain and grab the rope. Cross to the other side, grab the fountains and talk twice to Virgil.

Jump ahead, grab on the purple glow and jump on the wall. Climb it and some enemies will attack (minions, Guardians and Gluttons). Once you take care of them, enter the door, swing across the gap and you'll be now on some moving clogs. There will also be some pillars dropping down to squash you. Move carefully and jump on the ledge to the left at the end of the clogs. Open the door, go through it, climb the wall and when you get down, talk to Fulvia [Punish or Absolve].

Open the door, save your game and use the right lever and at the bottom use the lower one to make a platform appear. Jump on it and a Beast Tamer comes out. Once you have control of the monster, approach the upper wall to have a ton of Guardians appear. Take them out (piece of cake), grab the huge block and push it forward to make it fit into the hole. Now go to the end of the path and climb up the wall.

Follow the path and you'll be at Plutus again. Several more Guardians will appear. Take them out and another block appears. Move it towards the entrance the first time you were here (on the right side). This will make the statue of Plutus to go down, so go up the wall from whence you came and jump over to the left side. Follow the path until you reach another familiar place. More Guardians. Take them out and a scene triggers. Now you'll be in a...

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~~~ BOSS: ALIGHIERO ~~~~~

Strategy: To tell you the truth, Cerberus was harder than this one. If you breezed through Cerberus, you'll do the same with Alighiero. His attacks are the following:

1. Slash: He'll slash with his cross only one in any direction (he slashes in 5 + directions). Dodge to evade it.
2. Holy Cross: He'll throw a little golden cross that homes in on you. Guard until it ends.
3. Pain wave: Once you've dealt around 2/3 of damage, he'll stick his cross in

the ground and start creating waves that hurt you. Stay away from them.

I think that's all of his attacks. The good thing is that he'll most of the time do attack [1]. Since he's slow, you can easily dodge him. When you've dealt a certain amount of damage, he'll stagger. Use Righteous Path to really hurt him. While the magic is going, combo him using Light attacks (I feel they take more health than Heavy attacks).

That's it for this boss. Told ya! Easy peasy (sp?). ;)

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Watch the scene after the battle. You'll also gain a new magic, Sins of the Father. Use it by pressing -> on the D-pad. Now proceed, open the door, save the game on the other side and use the lever to have the platform take you to the other side. Grab the souls from both fountains and use the lever to have the platform take you down into...

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Area #08 - Anger sx408  
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~ Judas Coins: 3

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Save your game if you want to, proceed and grab the 2 red fountains. Now move to the end of the path, descend the pillar on the wall, drop down at the bottom and press R to hook up to the purple glow. Swing across the green waterfall and grab on the pillar on the other side. Slide to the bottom, let go off the pillar and grab onto the rope.

Start swinging, break the wall on the left, jump and grab onto the purple glow and swing across the gap. Descend the pillar on the other side and you've officially arrived at Anger. Grab the souls from the red fountain, grab the souls from the lower right fountain, save your game and talk to Virgil twice. Now proceed and you'll find yourself in a swampy area. Jump on the circular patch of land in front of you.

There's a rope tied on the tree, so grab on to it, cross the swamp and the jump from platform to platform and follow the path until you're ambushed by some enemies: 2 Gluttons, infinite minions and a new enemy, which I don't know it's name. These enemies summon minions, Unblessed Infants and Tempresses of Lust. Take these guys out first always. Take care of the Pest here, then take care of the minions and then take care of the Gluttons.

Follow the path, grab the souls from the red fountain and save your game. Now jump on the platform (you must be quick because it sinks), then jump and grab on to the purple glow. Swing across the swamp and on the other side, grab the box and pull/push it down. You'll see that there's a ledge on the right side that you can get to by using the box. Jump up here to grab [Judas Coin 20].

Now move the box on the lower platform to have it sink, creating a passage for you. Talk to Virgil twice when you get to him then climb the wall. When you get to a fork, you can go right to find a green fountain. Use it if you need it. If not, then go down from the fork. Follow the wall until you reach a circular area where some minions and Guardians will ambush you.

Take them out and before proceeding, check the right side of the circular area

to find a little area with mud and a gate on the other side. Use the Holy Cross to break the gate (make sure it's completely gone before you jump). Here, you'll find Boudica [Punish or Absolve]. Return and now follow the path. Save your game when possible, go right, use the green fountain and jump on the rope. Cross all the way to the left to find a purple fountain and [Judas Coin 21].

Return and now drop down in the middle platform. It'll sink a little and some minions and Guardians appear. Another summoning enemy appears. Take care of it before it starts spamming the floor with minions. Now jump up the ledge, grab the souls from the fountain and follow the path until you find a green and purple fountain, as well as a Beatrice's Statue. Save your game and proceed to trigger a scene.

Afterwards, enter the building to find Hecuba [Punish or Absolve]. Now use the lever in the middle to lower the fire pillar. Quickly jump on the platform and move the gear on the wall following its trail so you can raise the platform you're standing on. You'll start getting the trailed blocked by a "block". Destroy it, as well as the minions that start appearing. You'll come across 3 blocks that block you. Break the left one and have the gear moved to the far right when you're at the top to have a little floor lower in the left side.

Climb up the wall here and use the lever to trigger a scene. Afterwards, go right, grab the souls from the fountain and go right some more to find Virgil (ignore the purple glow for now). Talk to him twice as per usual and jump on the ledge to the right. Follow this small path to find [Judas Coin 22] at the end. Return now to the purple glow and go down the pillar. At the bottom, use the green fountain and you'll also find Filippo Argenti [Punish or Absolve].

Now jump on the platform in the mud and it'll start moving forward. Several Pests will attack you. Use your Holy Cross to deal with them. When you get to the end, some hands will come out of the mud. Be ready to press buttons so you don't die. Wow, who would've thought it was Phlegyas? Anyway, after all the buttons pressed, you'll be attacked by some minions and Hoarders and Wasters. Take them out while you evade the hands of Phlegyas.

Now go through the gates that opened to trigger a scene. Afterwards, grab the souls from both fountains, save your game and proceed. Grapple to the purple glow, swing across, use the purple fountain and use the lever. A bridge will appear, but also several minions and 2 summoning enemies. Take them out and the gate will fall. Go through it, grab the souls from the fountain, use the green one as well and save your game.

Make the bridge appear once again and now go right across the bridge. Some Guardians will appear. Phlegyas also has a new attack. He breathes fire. Simply jump over it. After the waves and waves of Pests and Guardians, Phlegyas will break the right wall and a platform will lower behind it. A Guardian is on top of it, so be careful. Use the lever once you've taken care of it and a scene will trigger. Now you're at...

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Area #09 - Heresy sx409  
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~ Judas Coins: 4

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Like in all circles, we have to get there by swinging and whatnot. When you get to the third rope, break the wall to make the upper ledge fall down. Now

climb up, grab the souls from the fountain and save your game. Now go left and use the lever to make the spikes go in. As you try to return, some minions come out. Kill them all and reuse the lever.

Return to the rope and swing across before the spikes come out. Go down the pillar and drop down on the rope. Go to the left and drop down to another rope. Kill the Pests on the right side (there are 3 of them) and then swing across to the left and grab on the next rope. Kill 3 more Pests and swing to the left and grab on to the pillar. Go to the bottom (beware of the fire holes) and talk to Virgil twice.

Now use both fountains and save your game. Open the door and once you step inside, a Guardian appears. Take care of it and use the lever. The fire will disappear. Proceed a little bit and another Guardian appears, along with some minions. Take care of them and the gate at the end will open. Climb the wall in here and when you get down, a little scene where a Guardian appears triggers.

Kill the Guardians and some minions come out to play. Kill them too and use the fountains in this room to get some souls. Now open the door and speak to Virgil twice. Now jump on the bone pillar next to Virgil (it's not that visible) and at the top, you'll find a soul fountain right away and a [Judas Coin 23] at the end.

Return to where Virgil is and go down the purple glow next to him. Now go down the bone pillar and once on the rope, go to the far left and drop down to find [Punish or Absolve] and a green and purple fountains. Go left, save your game and go left to be ambushed by some minions and a new enemy, the Heretic. These guys are invincible against your Holy Cross and make the enemies with them also invincible, so stick with the Scythe until you kill the Heretic.

Once you've dispatched all the enemies, go through the newly opened door and get on the wall. Climb it and follow it completely. Grab the 2 soul fountains at the end, save your game and proceed right. Kill the minions and the Heretic and use the lever at the end. This will reveal a path. Ignore the fountains on the right side behind the gate. They're inaccessible at this point.

Once the door is opened, climb the wall on the left until you reach Virgil, which must talk to once (heheh, you can't twice =P). Now go left, use the green and purple fountains if you need to then open the door. Step inside and a gate will appear behind you. Grab the crate on the left side and move it to the square button on the center of the room. Now grab the box and keep O pressed.

Push the crate to make an opening in the flames. Quickly go up to be ambushed by an Heretic and some Pests. Kill them, use the purple fountain and use the lever if you want to make the flames disappear. Now go through the door and you'll find Cavalcante de' Cavalcanti [Punish or Absolve]. Climb the wall to get to the other side of the room, open the door and enter the room.

Before using the lever, follow the path, grab the souls from the fountains, save your game, proceed and use the fountain to get [Judas Coin 24]. Now grab the crate, take it to the entrance of the room and put it left of the lever. Now use the lever and push the crate in the nook to make the cauldron stuck. You'll see that the gate that guarded the 2 fountains is lowered. Backtrack until you get to these 2 fountains, which only have souls.

Save your game on the Beatrice's Statue nearby and climb the wall next to the fountains. Follow the wall, open the door at the end, grab the souls from the fountain and proceed to have 2 minions appear. Kill them and look at the platform you're standing on. It's moving. There's another platform on the upper part that goes up and down. Wait for the fire to disappear and jump over to

that platform.

Kill both minions that appear and stay on the left side of this platform. When you see a fire hole, there's a ledge behind it. Wait for the fire to disappear and jump on the ledge to find Farinata [Punish or Absolve]. Return to the platform and when you get to the top, wait for the fire on the right to disappear and jump on the platform to the right. Some more minions appear here. Kill them and wait for the platform to go up.

Once on top, jump on the platform to the upper left. Go through the opening to have the fire holes close. Anyway, proceed and save your game if you want/need to. Grab the rope at the end, cross to the other side and you'll find a red and green fountain. The red has souls, so grab them. Use the lever and the huge statue is destroyed. Now climb up there and open the door at the end.

Climb the wall and follow it until you get to safe floor. Go down the purple glow to find [Judas Coin 25]. Return and grab the souls from the fountains. Proceed forward, jump over the gap (watch out for the spires that are falling down. They can block your path and kill you) and jump over the next gap to stand on a square platform. Wait for the upper left one to fall, jump on the upper right one and quickly jump and grapple on to the purple glow that's out of sight.

Jump and you'll grab on the wall. Go up and jump on the platforms (walk slowly to know which platforms fall) and when you get to 2 little platforms, jump on the lower one and quickly jump on the next one. Wait for the wall to fall and jump on to the wall to grab it. Climb it and follow the tiny path to get to...

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Area #10 - Violence sx410  
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~ Judas Coins: 5

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Talk to Virgil twice and he tells you that the circle of Violence has 3 more inner circles... dammit. Save your game, go down the pillar and drop down onto the rope. Go all the way to the right, drop down and on this rope, go to the upper part to find Attila [Punish or Absolve]. You'll also find a [Judas Coin 26]. Return, drop on the rope below when possible, follow this one, drop down at the end and grapple on to the purple glow.

Swing across the nothingness and grab on to the rope. Follow this rope and then grab on to the rope. Go to the bottom, drop down and keep /\ pressed to destroy the little block there. The minotaur statue will turn and hit the wall with the axe. Use the lever to move the statue all the way to the left and make it hit the wall 3 more times to have the axe break and break the wall on the right.

Grab the rope once again, swing, grapple on to the purple glow and swing across the gap to land on a bone pillar. Follow it to the bottom to reach The Phlegethon, River of Boiling Blood. Follow the path, talk twice to Virgil and continue on. Use the 2 fountains if you need to (make sure not to fall into the blood) and jump on the platform to have a new enemy appear, the Arch Demon. This enemy is like the Guardians, only that it has a ranged attack with its wings.

Once you've dealt some damage, a Finisher will prompt. Instead of killing it,

you only tear off the wings, making it a normal Guardian. Take it out like you normally do. Now proceed, jump on the platform on the blood and go up the bone pillar. Up here, watch out for the fire that can cover the whole floor and grapple on to the purple glow. On the other platform, more fire will come out of the statue at a set amount of time. Also, 2 more Arch Demons will appear. Stay on the lower right side of the platform to be safe from the fire.

On the left side, you'll find a bone pillar and a climbable wall. Go down the climbable wall a little bit and go inside the statue itself. Follow the path in here to find a [Judas Coin 27]. Return and go to the bottom to find some souls in a fountain. Jump over the gap, save your game and now you need to jump from cage to cage (stay long enough in the first cage to have the second one raise enough for you to jump to the next one) until you reach the Wood of the Suicides.

Before talking to Virgil, go to the left along the shore of the blood and jump on the ledge to find another [Judas Coin 28]. Now talk to Virgil twice, use the green fountain if needed and proceed. When you get to a tree with a red circle (named Suicidal Tree), don't get near it. If you do, quickly press O to get rid of it while you steer Dante out of the Tree's radius.

When you get to the next one, keep going right and hit the red root on the right side of the screen to make the Tree next to this root disappear. Follow the path behind this tree, save your game and proceed to be ambushed by an Heretic and several Pests. Take the Heretic down first and kill the rest of the Pests with the Holy Cross.

Follow the path, grab the souls from the fountains and soon enough you'll come across Pietro della Vigna [Punish or Absolve]. Now follow the path and you'll be trapped. Do not go further in or you'll fall into the blood and die. Kill all the Pests that appear, then grab the souls from the fountain and grab the block. Put it in the blood and jump across. Use the fountains on the other side if you need to and proceed.

Destroy the red root, go right to get near the beginning of the Woods. Go up, left at the fork and in this area, you'll be ambushed. Notice the sparkling tree that's getting lower and lower. Attack it to have it go up and some minions and Guardians appear. Once you take care of a wave or demons, the tree lowers. Attack it to go back up and another wave of demons will come. Do this over and over until a scene triggers and you receive Martyr Magic, which activates by pressing ^ on the D-pad.

Several enemies will come afterwards. Kill them using your new Spell if you like and proceed to get to Abominable Sands. Talk twice to Virgil, save your game behind him and use the green fountain if needed. You'll see that the path has like lava on the floor. Quickly run and keep jumping so you avoid getting to much damage. Use the purple Fountain if needed and proceed to find another soul fountain on the right side of the path.

Stay on the right side of the path and jump on the ledge, then jump on the other one to find a [Judas Coin 29] and Brunetto Latini [Punish or Absolve]. Drop down to the left, use the purple fountain and proceed to be ambushed by some minions and a Guardian. Kill them, use the green fountain and proceed. When you get to a safe place (on the floor), you'll see Guido Guerra [Punish or Absolve].

Proceed and you'll find a purple and green fountain. Use them and continue to trigger a scene and then you'll be introduced to a new enemy, the Damned Crusaders. These are like upgraded versions of the minions. After each wave, pieces of the ceiling will fall, bringing more Damned Crusaders and making the

floor dangerous. Proceed after they're gone, use the green fountain and save your game.

Go up, jump on the platform and then jump on the wall. Grab [Judas Coin 30] and return to the ledge on the right and go up then jump to the other side. Follow the path, use the purple fountain and a little afterwards, at the distance, you'll see a strange structure.

What you need to do here is to push this structure all the way to the top, then return a little and check the left side of the area to find some ledges which you can climb up, jump on the structure and jump on the building where a green fountain is waiting for you. Note that minions will come out and play with you while you push the structure. Use Martyr to blow them away, or use Lust Storm to keep them at bay.

Either way, use the green fountain at the top, go left, follow the climbable wall and keep following the path. Talk to Virgil twice, use the green fountain (another one?) and save your game. Now go down the bone pillar to trigger a scene and a...

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~~~ BOSS: FRANCESCO ~~~~~

Strategy: Wow, it's been a while since the last boss, hasn't it? Anyway, he isn't that hard. The only problem is that you can fall and die. Yep, you can fall. Anyway, here are his attacks:

1. Projectile Sword: He'll throw his sword at you (looks like a red sword). If you don't jump, evade it (press L + R) to have it stuck to the ground.
2. Combo attack: Like most enemies, get to close to him and he'll start slashing around. Just stay away from him.
3. Wave: He sticks his sword in the ground, creating a shockwave that hurts you. Jump or stay away.
4. Summon: Once he has less than half the health bar, he starts summoning Damned Captains, which will keep respawn. Keep them at bay with your Holy Cross.

His shield will lower the damage dealt to him a lot, so you need to take care of it first. Wait for him to do attack [1] and if the sword is stuck on the ground, go to it and press R to throw it back at him. Do this twice to break his shield. Once you do this, use Righteous Path take a huge chunk of health (I figured this out at the end of the battle =P).

If you're out of Mana, the single best thing to do is to jump and use Divine Tempest, which launches Francesco into the air, so you can combo him up there. His shield respawns, so break it again and follow your attacks. Use the Finisher at the end to end the fight.

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Watch the scene after the fight and you'll be on Geryon's back. Several enemies will spawn here, from Damned Crusaders, to Heretics and Arch Demons. Once the ride's over, you'll be at...

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~ Judas Coins: 0

Second to last ring of hell. Nice. Move forward to trigger a scene. Now, kill the Arch Demon and proceed. You'll see a Damned on a ledge in front of you. This is Thais the Harlot [Punish or Absolve]. Return and use the lever when you get to it to get to...

<vin> I'll separate the following 10 sub-sections because they are different Blogias, as represented in the Divine Comedy.

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\\ Area #11.1 ~ Panderers and Seducers

sx412 //

Move forward, use the fountains and save your game. Now open the door and hop on the moving platform. Jump on the circular floor at the end and several enemies will appear, which are Temptresses of Lust, Unblessed Infants, minions and 1 Heretic. The last wave is the hard one. The Heretic appears, along with 4 f\*\*ing Temptresses of Lust and several minions. Try to stay airborne, at least until you kill the Heretic, so you can spam Holy Cross against the Temptresses of Lust.

You'll receive several souls, so follow the wall until you reach...

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\\ Area #11.2 ~ Flatterers

sx413 //

Use the green and purple fountains when you get here, as well as save your game. Now open the door, grapple onto the purple glow and you'll be in another circular area. Minions, Guardians and Fire Spirits appear in this level, as well as a lot of Pests. Use your Holy Cross to take care of everything. Now cross the bridge that falls and use the lever at the end to get to...

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\\ Area #11.3 ~ Simonists

sx414 //

Use the green and purple fountains at the end, as well as the save point. Open the door and jump from platform to platform to get to the circular area. This time, Damned Crusaders and Hoarders and Wasters appear. Also, 2 Heretics appear with several Damned Crusaders at the same time. There will also appear some Guardians, but you already know how to take care of them. Cross the bridge and use the lever to get to...

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\\ Area #11.4 ~ Sorcerers

sx415 //

You'll see Tiresias [Punish or Absolve]. Now use the green and purple fountains. Save your game, open the door and jump on the platforms to get to the circular area. Another pain in the ass area. Several summoners appear. Yep. They summon anything, from minions to Guardians. Take care of the summoners first, no matter how many enemies they summon. Now use the lever at the end of the bridge to get to...

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\\ Area #11.5 ~ Politicians

sx416 //

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Use the green and purple fountains at the end, as well as the save point. Open the door and jump on the middle platform. Use the lever to move the platform towards the circular one. In this room, there are only 3 waves of monsters. The first and second ones will have 1 Glutton, several minions and Pests. The third one has 3 Gluttons and an Arch Demon. Take care of the Arch Demon first using your Holy Cross, then try killing the Gluttons with Righteous Path, just to speed things up.

Now use the lever at the end of the bridge to get to...

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\\ Area #11.6 ~ Hypocrites

sx417 //

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Use the green and purple fountains at the end, as well as the save point. Open the door and grapple on to the purple glow to get to the circular area. Nothing different here. Several Unblessed Infants, minions and Arch Demons appear in several waves. Now use the lever after the bridge to have it take you to...

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\\ Area #11.7 ~ Thieves

sx418 //

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Use the green and purple fountains at the end, as well as the save point. Open the door and jump on the platform and when the next one approaches, jump on that one and then on the circular area. Probably the easiest area so far. There will be Pests, Damned Crusaders and Hoarders and Wasters. Take out the Hoarders and Wasters ASAP. Now cross the bridge and use the lever at the end to get to...

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\\ Area #11.8 ~ Evil Counselors

sx419 //

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Move forward, use the fountains and save your game. Now open the door and hop on the moving platform. Jump on the circular floor at the end and several enemies will appear, which are a combination of Heretics, Tempresses of Lust and Guardians. There are 3 waves of enemies. You're best ally for this fight is the Soul Crusher. Target the Heretics as always. Now use the lever at the end of the bridge to get to...

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\\ Area #11.9 ~ Sowers of Discord

sx420 //

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Move forward, use the fountains and save your game. Now open the door and hop on the platform. Use the lever to move it and jump on the circular floor at the end. What monsters are on this level? Well... Arch Demons, Pests and Fire Spirits. Yep. Not as hard as the previous level. Now move to the... you know the drill, right?

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\\ Area #11.10 ~ Falsifiers

sx421 //

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Finally, last area. You'll see Myrrha [Punish or Absolve]. Use the fountains, save your game and proceed to the circular area. You'll be greeted by some Gluttons, Pests and Minions... a lot of them. I hope you saved because you'll have a lot of fun fighting the hordes and hordes of enemies that come out. Can you guess which is the last wave of enemies? It's... 4 Arch Demons and 3 Heretics. Yeah, all that in the same battlefield, so there's going to be lag... a lot!

Now proceed outside... thank goodness and you'll trigger a scene and

afterwards, you'll be at...

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Area #12 - Treachery

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sx422  
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~ Judas Coins: 0

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Talk to Virgil twice. Now go right, save your game and spot the Damned Fra Alberigo. Use the fountains, go down the bone pillar and follow the rope at the bottom to have an Arch Demon come out. The bad thing is that he statues in the back start blowing, and you'll fall if you're not careful. Once you've killed the Arch Demon, a purple glow appears. Grapple on to it and swing so you can grab a rope. Use the rope to swing and break the wall on the right.

Now jump and grab on to the bone pillar. Go up this bone pillar to find Mordred [Punish or Absolve]. Grab the souls from the fountain and now go down the bone pillar. At the bottom, drop and quickly grapple on to the purple glow. Swing and grapple on to the next purple glow, then on to the next bone pillar. Go down this bone pillar to officially get to Treachery.

Save your game when prompted and speak to Virgil twice like always and look very, VERY closely to the bridge in front of you. See that it has 2 colors? One darker than the other? Well, the darker parts will fall, while the clearer one (which is in the center of the bridge) is stable. Follow the path completely... completely... oh my god, this bridge sure is long.

Once on the other side, [Punish or Absolve] Count Ugolino. Use the fountains and save your game. Now break the shiny thing to trigger a scene and a...

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~~~ BOSS: LUCIFER ~~~~~

Strategy: Yay, finally the last boss of the game. Luckily enough for the PSP users, this only has 2 stages, instead of the 3 battle stages he has in the PS3/360 versions. To tell you the truth, he's a bit disappointing. Being the final boss, he lacks the creativity to be unique. Yeah, he's just like the Guardians and Arch Demons. Anyway, here are his attacks:

1. Teleport: He teleports to anywhere in the battlefield.
2. Combo attack: He rushes towards you from wherever he is and start comboing you, just like a Guardian, only that a lot faster.
3. Shockwave: He sends shockwaves towards you. Jump over them.

Each time you deal a set amount of damage, he gets all messed up and drop green and purple souls. Keep avoiding the shockwaves and combos and use your Cross most of the fight. After he finishes his combo, most of the time he teleports to another part and starts using shockwaves. Attack him before he teleports with Righteous Path, which is awesome.

When you deplete his health, a little scene triggers and now you'll have to face the next and last phase of this fight, only that he has half a bar. Nice. Now he has the following attacks:

1. Fire Darts: He shoots 3 fire darts towards you. Dodge them.

2. Fire Wall: He creates a Fire Wall and sends it towards you. Dodge it.
3. Shockwave: He body slams the ground to create a shockwave. Jump over it.

This part is hard. It looks simple, but it's more annoying than it looks. When you pass by him, you get the option to grapple on to him. Do so to attack him. Use Light attacks. While you're airborne, he also attacks you and damages you, without possibility of guarding. This is the annoying part. Keep attacking him until he raises into the sky and makes the platforms of the 5 corners of the star raise.

Grapple on to the lower one (the only one available) and quickly after, grapple on to the next one. Do this over and over until you grapple on to Lucifer himself. This will enable a Finisher event. Press the buttons to finish Lucifer for good.

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Watch the really nice scene after the fight and you've ended the game.

I hope you enjoyed this FAQ/Walkthrough.  
 Go grab some popcorn and a coke and watch the ending.  
 If you want to know in more detail about Dante's pilgrimage  
 through the Inferno, read the Divine Comedy, a really nice book.

Now go... and Absolve this walkthrough!

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| _      /  _ _ | 5] Boss List | _      /  _ _ |
| _      \  _ _ | [sx500]      | _      \  _ _ |
| _  /  _  /  _ | '====='      | _  /  _  /  _ |

If you're looking for a specific boss, look here so you don't have to scroll through the whole guide just to find it.

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~~~ BOSS: DEATH ~~~~~

Strategy: Not hard at all (I was expecting something as hard as Castlevania Deaths XD). You're told how to block attacks (keep pressed the L button) and how to evade doing a dodge roll (press L + R buttons while you move in any direction you want). During the first 2/3 of Death's health, he'll only have 3 attacks:

1. 3-attack combo: this is the attack he'll use the most. Simply block all 3 attacks and attack him right after he ends his combo.
2. Boomerang: he throws his scythe and it comes back. This attack hits twice. The first one when he throws it and the second hit is when it comes back, so either move away or block it.
3. Wave: he hits the ground and creates a wave that travels through the floor with a large range. Simply block it or jump over it.

Once it has only 1/3 of health, it hits the ground and starts floating. He has the same attacks, only that he changes attack #2 (boomerang) for #4:

4. Scythe Thrust: his scythe transforms into a spear and he thrusts it into the ground, making the area around it to explode. Dodge to evade it.

Once it has around 1/10 of health, an "R" appears over his head. Press the R button to trigger a Finisher event. You'll get a hold of Death's Scythe, which will be your weapon for the rest of the game =) (pretty neat, huh?!) Now he'll be the one asking for forgiveness, but ignore him and attack him. You'll have to trigger another Finisher again, but this time, press the buttons as shown to finally take care of Death (yay, we "killed" Death... XD)

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~~~ BOSS: MINOS ~~~~~

Strategy: Not a hard boss at all. The next one is the bitch... literally! Let's start with his attacks, shall we?

1. Skewering tentacle: Some tentacles will come from underground and try to skewer you. Keep moving at all times to evade this attack.
2. Breath: He'll approach the floor and starts blowing breath. Press the R button to grab from the pillar when prompted to evade the attack completely.
3. Tongue: He stays in the same position as in his attack [2], but this time, he sticks out his tongue from time to time to hit you. Simply jump over it.
4. Summon: He summons some minions to play with you.
5. Arm: He places his arm on the ground and sweeps the whole battlefield. He can also hit the ground with it. Jump over the first attack and dodge the second one.

After his attack [5], he often places his hand on the ground, enabling a Finisher move. Press the button sequence to have him raise himself so you can hit him in the belly. That's his weakness, as well as his face. As you can see, that's all of this boss. Hit him whenever he finished his attack [2], and complete the Finisher move at the end to take care of him.

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~~~ BOSS: MARC ANTHONY AND CLEOPATRA ~~~~~

Strategy: This fight can be either hard or easy. The first time I played through here, I felt this fight almost impossible. But now I know what to do. First of all, DO NOT use your Scythe. Anthony blocks your attacks, making it very damaging to you, so stay away from physical attacks. Make sure you have your Holy Cross upgraded so you can charge your attacks.

1. Attack combo: He hits for a 4-hit combo. Dodge and quickly run away to evade his final thrust attack that has a really long range. [Marc Anthony]
2. Righteous Path: He has a similar attack that looks like Dante's Righteous Path, only that it travels alone, while Marc stays in the same place. Simply move aside to evade it. [Marc Anthony]
3. Needles: Right after Marc's Righteous Path, he follows you with his shield and shoots out 3 needles. Simply keep running to evade it. [Marc Anthony]

4. Lust Storm: Cleopatra creates a little purple tornado that travels in random directions. If it hits you, it'll stagger you. If it hits Marc, he'll be invincible for a little period. [Cleopatra]

5. Healing: Once you've dealt some damage to Marc, Cleopatra starts healing Marc. Attack Cleopatra's hand to make her fall. Use the Holy Cross to quickly dispose of her. [Cleopatra]

The best thing to do is to approach Marc so he starts his attack [1]. When he does this, move to the other side of the battlefield and charge your Holy Cross. When he comes towards you, unleash your power of the Cross to take a huge chunk of health.

Once you've taken care of Marc Anthony, Cleopatra shrinks and starts a Finisher event with you. It's only 3 buttons, so not hard at all.

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~~~ BOSS: CERBERUS ~~~~~

Strategy: Cerberus is easy, even though it hits hard... and I mean HARD! Locate the pustules on the floor. Press R and tap the O button to break it open and have fire come out. If Cerberus attacks you using attack [2] while the fire is coming out, the head will stagger and fall on the floor. Use this time to attack it.

After you've attacked him 2-3 times, you'll trigger a Finisher event with this head. You'll only have to press /\ once to cut off the head. Nice. Do the same thing on the other head. Once you only have the middle head, it'll start using attack [1] over and over. Use the pustules on the floor to make your life a bit easier. You could also make it lunge into you, dodge it and attack it. Yep, that's all. Complete the Finisher move on the last head to get rid of Cerberus.

1. Lunge: It'll lunge one of its head towards you. Dodge to evade it.

2. Puke Balls: It'll throw puke balls at you. Stay in motion to evade them.

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~~~ BOSS: ALIGHIERO ~~~~~

Strategy: To tell you the truth, Cerberus was harder than this one. If you breezed through Cerberus, you'll do the same with Alighiero. His attacks are the following:

1. Slash: He'll slash with his cross only one in any direction (he slashes in 5 + directions). Dodge to evade it.

2. Holy Cross: He'll throw a little golden cross that homes in on you. Guard until it ends.

3. Pain wave: Once you've dealt around 2/3 of damage, he'll stick his cross in the ground and start creating waves that hurt you. Stay away from them.

I think that's all of his attacks. The good thing is that he'll most of the time do attack [1]. Since he's slow, you can easily dodge him. When you've dealt a certain amount of damage, he'll stagger. Use Righteous Path to really hurt him. While the magic is going, combo him using Light attacks (I feel they

take more health than Heavy attacks).

That's it for this boss. Told ya! Easy peasy (sp?). ;)

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~~~ BOSS: FRANCESCO ~~~~~

Strategy: Wow, it's been a while since the last boss, hasn't it? Anyway, he isn't that hard. The only problem is that you can fall and die. Yep, you can fall. Anyway, here are his attacks:

1. Projectile Sword: He'll throw his sword at you (looks like a red sword). If you don't jump, evade it (press L + R) to have it stuck to the ground.
2. Combo attack: Like most enemies, get to close to him and he'll start slashing around. Just stay away from him.
3. Wave: He sticks his sword in the ground, creating a shockwave that hurts you. Jump or stay away.
4. Summon: Once he has less than half the health bar, he starts summoning Damned Captains, which will keep respawn. Keep them at bay with your Holy Cross.

His shield will lower the damage dealt to him a lot, so you need to take care of it first. Wait for him to do attack [1] and if the sword is stuck on the ground, go to it and press R to throw it back at him. Do this twice to break his shield. Once you do this, use Righteous Path take a huge chunk of health (I figured this out at the end of the battle =P).

If you're out of Mana, the single best thing to do is to jump and use Divine Tempest, which launches Francesco into the air, so you can combo him up there. His shield respawns, so break it again and follow your attacks. Use the Finisher at the end to end the fight.

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~~~ BOSS: LUCIFER ~~~~~

Strategy: Yay, finally the last boss of the game. Luckily enough for the PSP users, this only has 2 stages, instead of the 3 battle stages he has in the PS3/360 versions. To tell you the truth, he's a bit disappointing. Being the final boss, he lacks the creativity to be unique. Yeah, he's just like the Guardians and Arch Demons. Anyway, here are his attacks:

1. Teleport: He teleports to anywhere in the battlefield.
2. Combo attack: He rushes towards you from wherever he is and start comboing you, just like a Guardian, only that a lot faster.
3. Shockwave: He sends shockwaves towards you. Jump over them.

Each time you deal a set amount of damage, he gets all messed up and drop green and purple souls. Keep avoiding the shockwaves and combos and use your Cross most of the fight. After he finishes his combo, most of the time he teleports to another part and starts using shockwaves. Attack him before he teleports with Righteous Path, which is awesome.

When you deplete his health, a little scene triggers and now you'll have to face the next and last phase of this fight, only that he has half a bar. Nice. Now he has the following attacks:

1. Fire Darts: He shoots 3 fire darts towards you. Dodge them.
2. Fire Wall: He creates a Fire Wall and sends it towards you. Dodge it.
3. Shockwave: He body slams the ground to create a shockwave. Jump over it.

This part is hard. It looks simple, but it's more annoying than it looks. When you pass by him, you get the option to grapple on to him. Do so to attack him. Use Light attacks. While you're airborne, he also attacks you and damages you, without possibility of guarding. This is the annoying part. Keep attacking him until he raises into the sky and makes the platforms of the 5 corners of the star raise.

Grapple on to the lower one (the only one available) and quickly after, grapple on to the next one. Do this over and over until you grapple on to Lucifer himself. This will enable a Finisher event. Press the buttons to finish Lucifer for good.

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| | | | / _ | | | | | 6] Judas Coins | | | | / _ | | |
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A list of all the Judas Coins in the game. What do you get by getting all 30? Nothing. Percentage I guess. You get an achievement/trophy in the PS3/360. Anyway, let's get started.

-- Shores of Acheron --

01. In an opening after the first climbable wall just before the bridge.
02. In the "elevator" where you find your first Guardian (just before the second time you meet Virgil in here), use the lever to go to the top and jump on the upper left platform.
03. When you find Virgil for the second time in here, check the lower right side of the room.
04. Just before climbing the rope to get to Charon, check behind the statue to find your Judas Coin there.
05. Once you're grabbing the wall on Charon itself, follow the climbable wall and when you get to a fork, go right over the gap to find it on the ledge.

-- Limbo --

06. Inside the building where Virgil is, previous to the fight with Minos, go to the upper left side, jump to a platform to find a ledge. Pull the lever here to break a statue and reveal the Coin.
07. After Minos, climb up the second rope you come across to find your Coin there.

-- Lust --

08. Move to the left side of the last segment (where the lightning is) and you'll find a climbable wall behind the statue. Follow the wall to find your Coin.
09. Check between the third and fourth segments (where the lightning is) to find a little hole in the wall. There's a climbable wall here. Follow it to find the Coin.
10. Raise the platform where Virgil is, climb it and jump on the left ledge to find the Coin.

-- Gluttony ==

11. Near the Statue of Beatrice after the fight with Cerberus.
12. In the room with the portals, go inside the first portal here and you'll appear at the top. Use the lever here, return from whence you came and you'll appear on the bottom of where you just were. Go up the wall on the right, and at the top, climb the next wall to find a red fountain with your Coin.
13. Wait until you're on top of the moving platform in the portal puzzle and before it enters the portal on the left, jump to the right where the red fountain is to find your Coin.
14. After the portal room and the save statue, go down the pillar, jump at the bottom and grab the rope. Swing across to the left and grab the pillar. Jump to the top to grab your Coin.

-- Greed ==

15. In the beginning, when you reach an part where the path raises, go up and right afterwards go to the right to find it there.
16. When you get to the room with the spiked arms, drop down to find several fountains and your Coin.
17. After the area with the Beast Tamer, in the room where Virgil is, follow the climbable wall to the right and drop into the last pit to find the Coin.
18. In the next room (the one after the previous Coin), kill the Guardian here and check the fountain on the right side to find the Coin.
19. When you get to a statue that shoots fire, point it to the right and shoot to make the pillar fall. Get on top of it and jump onto the ledge to find the Coin.

-- Anger ==

20. In the area prior to Virgil (where the first moveable crate of the circle is), move it to the bottom and use it to reach the ledge on the right that has the Coin.
21. After you find Boudica, follow the path, go right from the Beatrice Statue and jump on the rope. Cross all the way to the left to find a purple fountain the Coin.
22. After the tower raising event, go right from Virgil to find the Coin.

-- Heresy ==

23. From your second encounter with Virgil, climb up the bone pillar on top of him to find the Coin and more goodies up here.
24. In the last room of the statue (where you have to move the crate to the entrance of the area), check the fountain at the end to find the Coin.
25. After the huge central statue is destroyed, go down the bone pillar in the

next room to find it down there.

-- Violence --

- 26. After the first Statue of Beatrice, go down the pillar and drop down onto the rope. Go all the way to the right, drop down and on this rope, go to the upper part to find your Coin.
- 27. After the fight on top of the statues (the ones that spit fire from their back), go down the wall on the left side and once on the wall, go left to enter the statue and find the lone Coin there.
- 28. When you get to the Wood of the Suicides, check out the left side (just before Virgil) to find the Coin on a ledge.
- 29. Once you get to the Abominable Sands, when you reach the first purple fountain, follow the path staying on the right side until you reach a structure. Climb up to find the Coin there, as well as a Damned one.
- 30. When you get to some more structures, jump on the lower one, then jump on the right one and finally on the top left one to find it up there.

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| | | | / _ | | | | |           7] Latest Update | | | | / _ | | | |
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= Version Dante (March 24th, 2010)  
 - Added ASCII logo.

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| | | | / _ | | | | |           8] Closing | | | | / _ | | | |
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~ ~ ~ ~ ~ 8.1] Credits ~ ~ ~ ~ ~
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1. People

- mastersshakez: for telling me where the second Judas Coin in the Lust Circle is.
- Bowser Elkei and Bone: for telling me where the remaining Judas Coins where.
- Wiej: For the awesome ASCII art at the top. Thanks a ton man. Take a look at his CRP: <http://www.gamefaqs.com/features/recognition/58128.html>
- Gbness, Mighty Oracle, Super Slash, PeTeRL90, Truly Dexterous, warfreak, IceQueenZer0, BSulpher, Da Hui, DBM11085, Snow Dragon: All those who I consider online friends. These guys are really cool and I always have a blast talking to them on AIM, MSN and the FCBS. They all inspire me in writing more and more FAQ's. Note that all these fellows are FAQ writers as myself, so I thank them too for supporting me in my FAQing.
- Raul and Eduardo: Just for being my best friends and always being there for me, in the good and bad moments.

- You: For having the patience of reading through the whole guide.

## 2. Internet sites

- www.gamefaqs.com: For hosting my guide.
- www.supercheats.com: For hosting my guide.
- www.neoseeker.com: For hosting my guide.

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      ~~~ ~~~ ~~~ 8.2] Final Words ~~~ ~~~ ~~~
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Like I said, I had no plans on doing this FAQ, but the outcome is beautiful. If you like this FAQ, if you found it useful, make sure to check my other FAQs in case you need help with any game in particular. Here's a little list of FAQ I've made:

1. Tales of Symphonia (GCN)
2. Jericho (360)
3. Tales of Legendia (PS2) [In progress]
4. Tales of the Abyss (PS2)
5. Devil May Cry (PS2)
6. Tales of the Abyss Enemy Database (PS2)
7. Jericho Monster List (360)
8. Jericho Achievements (360)
9. Castlevania: Portrait of Ruin (DS) [In progress]
10. Metal Gear Solid 3: Snake Eater (PS2) [In progress]
11. Lloyd Irving Character FAQ (GCN) [In progress]
12. Devil May Cry 3: Dante's Awakening (PS2) [In progress]
13. Devil May Cry 3: Dante's Awakening Special Edition (PS2) [In progress]  
(will be updated at the same time as the original)
14. Pokemon Platinum (DS) [In progress]
15. Soma Bringer (DS) [In progress]. Might take this one down, but still unsure
16. Dragon Quest VIII (PS2)
17. Shin Megami Tensei: Devil Survivor (DS)
18. Kingdom Hearts 358/2 Days (DS) [In progress]
19. Tales of Eternia (PSP)
20. Sands of Destruction (DS)
21. Yu-Gi-Oh! 5D's Tag Force 4 (PSP)
22. Dante's Inferno (PSP)

Please check these games if you have any doubts in one future. So, with all this said and done, I bid you farewell!

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