**Mission 1**  
You begin the mission outside a large cathedral. The game starts out pretty mellow, so you can just take the opportunity now, while you aren't being attacked, to explore and experiment with your moves. Since there isn't a training mode, per se, this is your opporunity to get used to the complex battle system. Take a look at the Status screen, and check out the Action section of the Files. There, you'll find a list of all of Dante's moves. You can also take a gander at the Basics section of this guide to learn Dante's acrobatic maneuvers.

Once you have a handle on Dante's skills, use your sword on the nearby gargoyles to gain some Red Orbs. Collect these orbs to gain the dough to afford upgrades to Dante's weapons. Explore the niche to the left of the cathedral entrance, then head to the other side of the structure and go down the path until you reach a cannon behind a battlement. Hop over the ruined doorway and continue. As you pass under the large archway, Air Hike up to the Blue Orb Fragment. Collect four of these pieces, and you'll grow your health meter.

Move down the path on to a broken bridge. Collect the Red Orb from the wrecked train at the dead end of the bridge, then head the other way. As you approach the bridge, several Agonofinis will appear. Here's your first chance to prove your mettle as a hardcore demon fighter. Test out your acrobatic abilities and get a feel for stringing together combinations of moves. These guys aren't all that tough. They're slow and dumb... basically fodder for your blades and bullets. Practice Dante's full slate of moves on these suckers... refer to the **Basics** section of this guide, or the Files section of the pause menu if you don't remember them.

Once they're dead, move down the deserted street and grab any Red Orbs that you see. In fact, from now on, if we won't mention an Orb in the walkthrough unless it's hidden or significant. Near the end of the street, a cutscene will trigger. You'll see some Puia (vulture-looking enemies) hanging out on the craggy walls. If you're not concerned about your rating, you can just press R1, target the Puia and blow them away. But if you want to get creative, leap in the air and take them on in their own element.

Grab the Orbv at the top of the tall statue here, then move to the large door past the intersection. Stand next to it and press CIRCLE. This will take you into the first Secret Room. The very first Secret Room contains a bunch of slow Agonofini. Brush up on your special moves and have at 'em. Once you slay them all, you'll gain a bunch of different Orbs: White, Red and Green. Grab them all, then head to the beam of light in the center of the floor to head back outside.

Once back on the street, head past the tall statue, keeping the water on your left. When you reach a dead end, leap over the building ahead and onto the street beyond. Take care of the Agonofini that you encounter, then face the building you just jumped over. Stand next to the door and press CIRCLE to enter another Secret Room. The second secret room is full of Msira, who are a little faster and a little uglier than anything you've encountered. Still, they shouldn't pose much of a problem. When they all go down, you'll grab some Orbs, including a Ble Orb Fragment. Lucky you.

On the long, curving street next to the channel, you'll run into several more Agonofini. Deal with them, then take to the rooftops. Up here, you'll meet more baddies and gain a fat Red Orb. Once you've explored the roof, move up the steps on the far end of the area (there are two sets of stairs... one at roof level, and one at street level). On the roof level, smash the gargoyles to get some Red Orbs. On the street level, there's a Gold Orb. When you get near it, the street will be sealed off with energy barriers, and you'll be locked into fighting several demons.

These guys are Agonofini who sport some nasty spinning blades. The blades are easy enough to dodge... just watch out for them as they come back to their source. Slice these demons up all creative-like, and you'll grow your rating. When you handle them all, the barriers will lift.

***Note:*** You'll see various benches and signs on the street. Smash them with your sword to gain Red and Green Orbs.

Follow the curving street down the steps, and you'll find your first God of Time. Stand next to it and press CIRCLE to power-up. You'll be taken to a menu where you can select from Swords, Guns, or Items. It's unlikely that you'll be able to power-up your weapons yet, but you can buy Items here. Remember, though, that any items used will cost you in terms of Mission Rating. When you're done, move on.

Make sure you explore the channel next to this street to get a Blue Orb Fragment. Then head to street level and check out the Red Orb hanging in the high doorway ahead. Air Hike over the wall and into the courtyard. The joint will seal up again, and you're on your own against the Msira. Again, work on your combat skills and try to learn all the ways to fight. Once you rid the world of the Msira vermin, a Key will drop from the sky. Grab it and use it on the barred door with the Red Orb behind it.

Then follow the street to a tall door. Walk into it to go outside. Now follow the trail of Red Orbs down the path until you reach a courtyard brimming full of Agonofini. Dispatch them, then follow the path all the way to the left, until you reach a floating stone that is glowing red. This is a Striking Stone. Once you dispatch the enemies in the area, attack the stone to yield many Red Orbs.

Once you strike the stone, head back to the courtyard and take the other path. Follow the Red Orb trail until you meet up with Lucia for the first time. Shortly thereafter, the level will end.

**Mission 2**You find yourself in a series of catacombs. Walk down the stairs, use your sword to smash the cracked face blocking the door, and leap into the watery room below. Then follow the path around until you reach another cracked face blocking a door to your left. Smash it and head back to the dead end tunnel to retrieve a Red Orb. You'll have to battle some baddies, but once they've croaked, return to the main path.

Keep moving down the path and smash the next face you see on the left wall. At the end of this tunnel, you'll find another Striking Stone. Milk it for all of the orbs you can. Then walk to the coffin with a skeleton in it and press CIRCLE to find a secret room. This room is full of Brontomancers and Pyromancers, sorcerors who like to chuck different types of energy at you. The Pyromancers dish out weak fire attacks, and the Brontomancers sling energy attacks. Both forms are capable of teleporting around the area. Spend a lot of time in the air to negate the effects of their attacks, then land and deal damage to the groups. You'll be rewarded with a variety of Orbs.

Once back outside, head to the main path and continue to the next broken face. Busting it up will make one of the walls in this area slide away. It will also bring about an attack of Flambats. Slay them with your guns. If you're working on a good rating, make sure you go down the hall to the right and kill the baddies in the pit, then proceed to the bread crumb trail of orbs in the newly opened area. This leads to a door that will take you to a new area, but don't go yet. Instead, head across to another broken face and bust it up. This will move yet another wall. When it's done sliding, head to the area right of the large door, and you'll fall into a pit. This one contains a Blue Orb Fragment, and several other orbs.

Head through the large door nearby and into a blue-lit area. In order to get through this room, you'll have to deal with the puzzle at its center. Walk to the opposite door and press CIRCLE to trigger the puzzle. Head to the yellow square at the center of the grid. This will bring different arrangements of tiles to rise from the ground, attended by yellow globes. Destroy the globes with your sword. As you destroy each, you will see the torches' flames change from red to blue. When they're all blue, the door will be accessible.

If you explore the next area, you'll notice a force-field door next to a God of Time. Head back from here and go down the path to the left (when your back is to the force-field door). Crack the face here to reveal a long path, with a Blue Orb Fragment at the end. When you grab it, you will encounter your first Savage Golem. These suckers have blue insides, and can walk around even when you start hacking them up. Their deadliest attack is a close-range spike attack, which can affect the ground near where they stand as well. Take care not to get hit by these poisonous barbs in close. Slay these beasts with a variety of sword maneuvers, or Devil Trigger to make the fight go really quick.

As you attempt to leave the area, you'll fall into a trap door. Fight the Pyromancers if you're looking for a good rating, or just Jump Hike out of there otherwise. Go directly across the hall and bust up the other face you find to open a new area. Head back to where you came in, and you'll see another face. Smash it to move the wall on the other side of the room. This will bring about several Pyromancer attacks, so deal with them, then go smash the new face that's revealed. Doing so will open a new path. Head to the end of it and press CIRCLE next to the empty coffin to the left to find another Secret Room.

Once back outside, slash at the spinning globe until all its orbiting cubes have turned purple. This will make the force field disappear on the blocked door. Head back there and go through. As soon as you do, this room will seal up, and you'll have to slay everything inside. To help you do this, stand on the green vent and grow your Devil Trigger, then just unload in DT mode. Standing on the green will keep replenishing your Trigger, and make this an easy fight. Even the Goatlings that become animated will not give you problems. Trigger up, then take them down.

Grab the Aerial Heart from the statue they were protecting and equip it. Change into Devil Trigger and press X to fly. Grab the Red Orbs on your way to the green doorway above. This will end the mission.

**Mission 3**This mission puts you back outside. As you run forward, you will find yourself at a branching path (that looks like a Y). Keep running toward the camera and explore the dead end area. You'll find some hard-to-reach Red Orbs, and a host of Agonofini. Dispatch them, then move to the side niche and explore the damaged bridge to grab a Blue Orb Fragment.

Then head the opposite direction and take the path to the left. Make sure to grab the high-up Red Orbs on this street. As you move forward, the street will seal off, trapping you inside with a Goatling at the far end. A patch of fiery ground will follow you around until you reach this annoying foe, so take to the friendly skies early and stay in the air to avoid damage. Once you get to the Goatling, use Devil Trigger to tenderize him, then finish him off with the sword. Beware of his flying shield attack, which will send heat-seeking projectiles at you. Killing the Goatling will cause another force field door to yield its magic. But don't go in yet. Use the God of Time to level up if you need to. Also, if you didn't have a chance to get the Red Orbs your first time down the street, go grab them now. You'll also want to check the double red doors on the street for another secret room.

**Boss: Oranguerra**Oranguerra is a huge, hulking mass of meanness is quite a lot to contend with. He likes to shoot large balls of energy at you at all times, so stay sharp and be ready to avoid them. Try to keep the beast in your sights at all times. He likes to climb to the top of the level and swing from the ceiling, then pounce on you from above. Stay far away if possible to see what he's going to throw at you. Definitely don't get close to his meaty knuckles, or he'll swat you off your feet.

The best way to engage the orange ape is to stay at a distance and pepper him with your Devil Trigger attack. He's got two long life bars to tear through, and he won't give them up that easily. If you get dinged up in the fight, there are green orbs at the corners. Grab them when your health is dwindling to replenish quickly, but make sure you know where Oranguera is when you make your move, or he could wipe you out before you reach them. Killing the moster will yield a Key. Go back outside and use it on the door between the Secret Room and train depot entrance to end the mission.

**Mission 4**The mission begins on a deserted street. A couple doors from the starting point, you'll find a secret room. Back on the mean streets, head down the street and collect high Orbs from the broken arches above. As you continue, you'll reach a crossroads. Grab the Reb Orb from the dead end door to the left, then head down the sloping path the other way. Several Msira will clog the path. Let them come near, then foul them up with your blade, working in as many combos as possible. If you want to be cheap about it, you can head to the ledge on the right side of the path and target everything from safety. But that sucks. Get down on the street and kick demon arse! In addition to Red Orbs, these guys drop Green as well.

When all of the Msira are dead, head to the clogged doorway and hack it up, then step through. In the next area, follow the path down and hop on the ledge to the left to grab a Blue Orb. Continue down to the dock area. Explore the right side to find an orb stone. Hack at it to get monies. Then press CIRCLE next to the garage door to enter a Secret Room.

Head back up to the main path. Collect Orbs as you move all the way to the end of the path, where you'll encounter a large door. Go through, and it will seal behind you--and show you a high, force-sealed door. The idea here is to whoop up on the enemies here to release the spell. Once it's gone, climb the stairs and go through the door. Inside the room, grab the Quick Heart, which will allow you to run fast in Devil Trigger. Then leap up to the top of the chamber to snag a Gold Orb.

Return outside and equip the Quick Heart. Strike the globe lock. This will make the bridge door open... although then it will slowly descend, so you'll have to be speedy to get there before it closes. Go into Devil Trigger and head for the bridge. You'll have to leap once to get onto the walkway, then make sure you get up the stairs to the bridge properly (stick to the far side of the walkway) and use the roll (CIRCLE) to get under the descending trap. Before you head inside the door at the end of the bridge, grab the Green Orb to the right.

**Boss: Jokatgulm**This watery tart is a multi-tentacled delight. Its tendrils will lash at you no matter where you are in the room, so you'll need to do a lot of jumping and rolling to avoid their sting. The idea behind this boss is to get the tentacles to lower, then charge in and attack the body of the beast. To do this, run up to one and hack it until it retreats. If you're fast enough, you can get inside without taking a lick of damage. Then hop onto the body, change to Devil Trigger, and go to town with your sword attack. You'll have to avoid clouds of poison gas when you're in close, but the best way to do this is to Devil Trigger on the interior.

Eventually, the boss will get mad and draw into a ball. At this point, you need to drop back, because it's about to put up a force field that will repel you across the room. You can't attack it in this form. Just wait for the tendrils to drop again and resume your hack-fest. When the beast falls, go to the door to the right and get on your bike. You'll acquire a Shotgun en route. Mission over.

**Mission 5**This mission again takes things to the streets. You begin in a cul de sac under a bridge. Move forward until a cutscene triggers, revealing two wolves: Freki and Geri (not the Spice Girl). These two like to attack by charging you and knocking you off of your feet. Stay in the air as much as possible, and blast them with your fastest guns. When your Devil Trigger fills up, use it! These suckers are tough, and you don't want a long, protracted fight with them.

Once they run off, the energy barrier that sealed you in the tunnel will drop, and you'll be able to roam the streets. Well, kind of. As soon as you reach the top of the tunnel, a swarm of Puia will appear, accompanied by a throng of mean-ass Blood Goats. Focus on the Blood Goats first, as they are the deadliest. Use your Guns to tenderize them, then jump in the air and slash with your blade. Whenever you cn use Devil Trigger, do it. Like the wolves, you don't want to hang out with these guys too long. When they disappear, move to the rubble across from the tunnel exit (where you started). Facing the rubble, move right and jump on the raised walkway. Enter the first door you see to find a Secret Room.

Back on the street, head down to the tunnel you exposed after you beat the Blood Goats. Go through the tunnel for another battle with Orangina... er... Oranguerra. This time he's flanked by some flaming Homromsi, which can get annoying, targeting-wise. Again, the idea with Oranguerra is to remain at a distance. Use the Shotgun to tear through his multiple life bars. When the battle ends, head under the bridge. You'll encounter a truck across the path. Don't leap over it yet... instead, go up to the raised walk on the left and press CIRCLE near the doorway for another secret room.

When you exit back to the street, jump over the truck to trigger a cutscene. Now you'll have to deal with a trio of Infested Tanks. The best way to deal with these bad boys, honestly, is to run right next to them and start hacking. Their primary attack is long range, so if you're up close, there's no way they can get you. In fact, pretty much the only way you'll be damaged is by cross-fire from the two other tanks. Yes, their missiles can go through the body of another tank. Polish off the nearest one first, then move down the street and get the other one. Finally, head up the curving overpass to get the final tank.

Once the last one goes down, head to the top of the ramp and grab the Blue Orb Fragment and Red Orb. Then drop off the overpass into the area below. Search the fenced-in area to find the Offence Heart, and amulet which enhances attacks in Devil Trigger. Once you grab it, head back outside and hop back over the rubble to get back to the main street. On the right side of the street (right before you reach the ramp), is an arched door. Go inside to find another secret room.

Return to the street and head toward the closed-off end. As you do, you'll be confronted by an Infested Chopper. Do not face it here. You will have plenty of time to battle the chopper later on. Instead of battling it, head into the gaping hole in the wall to the right. Now, you're inside a tall, multi-tiered building. Grab the Red Orbs, then head up the stairs and begin your ascent. You'll want to have Devil Trigger fitted with Aerial Heart for this part of the level, so do that now.

At the top of the stairs, head to the right to begin the climb, then start hopping up the platforms to move higher in this tall, tall chamber. Midway up it, the chopper will appear, and the building will catch on fire. Now you have to move faster, or you could be consumed by flame. Move as quickly as possible, and if you get stuck, go into Devil Trigger and fly. Don't worried about the chopper for now... it'll be waiting for you up top. When you reach the top level, exit via the narrow door to trigger a cutscene.

Now you're on the rooftop. Run across it to the helipad, and touch the green arrow to drop to the next rooftop. Still don't worry about that chopper. Move around the lower ledge and grab the Red Orbs, then hop up to the next level and over toward the ladder. Jump off the edge of the building here, and you'll land on the metal stairs. From here, Air Hike up the face of the building, working your way up to the ledge below the highest roof. Here, you'll find a basket hanging above a Blue Orb. Jump into the basket to retrieve the goodie, then jump to the higher rooftop and head toward the trail of Green and Red Orbs. Jump in an arch and try to get them all.

Double jump across the gap and land. In an alcove on this platform is a Gold Orb. Snag it and continue across the roof. Jump to the next building over... a tall, brown one. Use the curved sections of the building to ascend this portion. From the first platform, jump to the gargoyle head, then Wall Jump diagonally up to another gargoyle. Keep working your way to the top of the building, where Hell awaits.

**Boss: Infested Chopper**Hopefully your Trigger is full, because that will make this fight go a lot faster. The Infested Chopper has a double life bar, so this is a war of attrition. It's best fought atop the cross-shaped structures at the corners of the roof. If you spend too much time on the roof proper, you won't see where the chopper is coming from. The Chopper will send volleys of missiles and a hail of gunfire at you, and most of it can be avoided by double-jumping. The missiles can be tricky, though, as they are heat-seeking, and you're... hot. But You can outsquirrel them by hopping around like a wildman. Just don't fall off the edge of the cross, or you'll have to fight to get back on top.

The idea is to whittle down the health of the chopper by targeting the devil eye and blasting with the Shotgun. When you build up enough for Devil Trigger, make sure you have a clear shot and unleash it. The idea is to just dodge and fire, and just outlast the baddie. This fight boils down to just sticking it out... eventually, you'll survive the horror.

**Mission 6**

This mission is mostly just a boss fight. If you didn't power-up on the way in, use the God of Time on the ledge. Otherwise, just jog down the block to trigger the scuffle.

**Boss: Nefasturris/Nefascapitis**

In one of the coolest intros to a boss fight ever, Nefasturris is revealed. After the scene concludes, you'll have to be sharp, because Neffy is all business from the get-go. In his first form, he'll attack in two different ways--by barfing a solid white laser in your direction, or by spewing forth a wad of energy bolts bent on your destruction. Both of these attacks can be avoided by jumping, or Air Hiking. The idea is to avoid the attacks, land, and then pepper the boss with rounds from your Shotgun.

Midway through the first form, an array of bats will issue from the creature. Don't focus much attention on them... just keep blasting. If anything, switch to your faster guns at this point to make the work with the bats go quicker. Otherwise, just focus fire on the boss until its energy bar melts away.

The second form of the boss will emerge when the firsts' life drains completely. This new form resembles a skull with no lower jaw. It's got the same attacks, plus a few new ones... and it's mobile. The new attacks to worry about are: a solid energy ball attack, which can be handled by rolling away or jumping over, and a laser attack, which can be handled by jumping over (horizontal) or dodging (vertical). Try to stay slightly to the side of the boss at all times, and target it with the Shotgun. When the Trigger fills, use it to make short work of this beast. Basically, this boils down to dancing and shooting. But you're used to that by now.

***Note:***

In order to get all the Orbs, you'll have to finish the mission close to the boss. When the end is nigh, get up all close and sweet to the beast so you can snag his loot.

**Mission 7**This mission takes place in a power plant. As you move forward into an open room, you'll notice a corrugated metal door on the right side of the open room. You'll have to unlock this elsewhere, so proceed down the stairs and prepare for the onslaught of Homromsira and Msira that greet you in this area. Dispatch them with your sword and move on, climbing the opposite set of stairs. Follow the walkway and leap up on to a raised platform near a large pipe. Jump on the pipe and surf down it, collecting Red Orbs the whole way.

Once outside, you'll be trying to activate the controls for the door at the top of the stairs you just landed on. To do this, you'll have to go down the long staircases. Puia will hunt you during your descent. Blast them as you go, then leap off the path near the bottom door. Search the area below to see four tall cylinders. Air Hike over them and land in the middle to claim a Gold Orb. Then head back up to the bottom door and go in.

Here, you'll find a blue globe. Hit it until all of its orbiting cubes are turned purple to gain access to an item in the central silo. Then cruise down the winding path, avoiding enemies until you reach the bottom. Here, you'll find a Trigger refill vent. Step on it to recharge all of your power, then equip the Aerial Heart amulet, go inside the doorway to get inside the silo, and fly up the tall cylinder to gain the Flame Heart. This will add fire to your Devil Trigger attacks if equipped. You can also use the Flame Heart amulet to heal! To do this, equip it, turn on Devil Trigger (L1), and go stand in some lava. Voila! Instant health.

Once you have the Flame Heart, head out of the silo and back up the ramp a bit (refill your Trigger again first, naturally), then exit through the green doors here. In the next area, work your way down the staircases again, battling baddies all the way. The rapid-fire guns work best here, as there are lots of Flambats hovering about. There is a God of Time on the level overlooking the lava pit, so smoke 'em if you got 'em. Try the regeneration trick discussed above in the lava here to grow your health. Otherwise, just jump over the lava pit to the small platform halfway through. Enter the door here and search the room to find the sword Vendetta. This badass weapon is sure handy against bosses! Level it up quickly to make your life better in a hurry.

When you come back out, jump across to the other side of the lava. When you reach it, stick to the near railing and skirt along the lava in a narrow passageway. Press CIRCLE facing the wall where the path ends to find a secret room.

Once outside, climb the stairs and exit through the small green door. In the next area, get on the lift and ride it down, killing the Flambats that show up to keep you company. When you get to the bottom, you'll be greeted by a pack of Blood Goats. Try your new Vendetta out on them, then board the train. You're headed to the Oil Field, but it will be a battle all the way. A new breed of Iron Maiden villian--the Terreofinis--are also aboard, and they aren't good "subway people." Keep trying out the Vendetta. It's got good heft and reach, huh? And it's balanced especially for a demon slayer. Use it with reckless abandon, killing vermin and slicing up the oil cans to get bonus Orbs. Maximize your Showtime in the small space, and enjoy the ride.

When the train comes to a stop, get off and smash up the nearby crates for some goodies. For an extra bonus, hop atop the large metal crate, and Air Hike or Kick Jump up to an unseen Blue Orb in the high corner. Then get on the lift. Jump up and grab the Red Orbs, then concentrate on killing Flambats. When you reach the top, climb the stairs to a level with three doors. Press CIRCLE next to the left one to find a secret room. Once you clear and exit the secret room, go to the middle door to end the mission.

**Mission 8**Here's another level that is nothing more than a boss fight. This creepy crawly is compliments of the despicable Arius, who you'll be seeing more of as the game progresses. For now, though, you have bigger demons to wrestle.

**Boss: Furiataurus**

The taurus part of the name means he's a bull. The Furia part? You figure it out. This bull is huge, and sports three full life bars, so lighting him up quickly is a decided challenge. The big bull has a lot of different attacks, but most of them involve brute force. He'll charge at you (Toro!), and you'll have to Air Hike over him. He'll jump and pound the ground, and you'll need to jump over that shockwave. He'll encircle the ground around him with fire, so make sure you keep your distance. He'll also swing his heavy mace around creating a cyclone that sucks you toward him. To avoid that, backflip (CIRCLE) until it stops.

To attack the beast, always keep guns blazing. Dual guns or the Shotgun work well, but you'll want to grow the Trigger Attack quickly and use that to do the majority of the damage. When you switch to Trigger, make sure you have the Quick Heart equipped, and run around the creature to attack him from behind (hopefully with your leveled-up Vendetta). This will carve through his health like butta. When you run out of Trigger, just keep blasting and avoiding attacks.

There are Green Orbs (and some Red ones, too) stashed at the corners of the helipad, so make sure you get to them if you need health. There are crates in the corner, too, so smash those and grab the Red Orbs if you're looking for a good score.

**Mission 9**

A race against time! That's what you're facing in this reverse level. You'll have to go back through the power plant in 12:00 in order to survive. Can you do it? Of course. You'll recognize the layout of the level in most places, so much of this journey will look familiar. When the level begins, enter the small green door to trigger the countdown. Then drop down the center of the elevator shaft, collecting the Red Orbs as you drop.

When you reach the bottom, a ton of Homromsira will await. You can keep killing them forever... they'll keep coming. If you want to go for an S ranking, you'll have to stick around and kill some of them, but don't stay past the 9:00 mark. When you're done here, trip down the long train tunnel. Go to the left first and grab the Red Orb, then take the right branch and exit through the door. The next room is the wrecked Vendetta Sword chamber. Go through it and exit out the opposite red door. You'll be in the lava room. Scour the room for Orbs, then head up the stairs to the left to the green lit area. Ignore the Flambats that buzz around, and exit through the door at the top.

You'll now find yourself in the area outside of the silo. Go down the ramp and into the cylinder (if you have time) to hit the striking stone. Then head outside and start your long climb up the winding ramp, avoiding the Spicere in the path. Exit through the green door at the top. Now the object is to find and strike three lock balls throughout this area in order to unlock the door at the top. The cinema shows their positions relative to the exits. The first one is in the area just below where you are. Hop down there and hit it. Then cruise up the stairs ahead and hit the next one. Several Puia show up at this point, and your sword attack will lock to them, so if you're having problems striking the ball for this reason, make sure you position the object between yourself and the dirty birds, so your attempts to strike them will actually land on the ball. The next ball is up the next set of stairs. When you strike it, jump up to the stairs above this area and continue your climb to the top. Exit through the corrugated metal door.

In the next chamber, don't mess with the enemies. Just work your way over to the door below the pipe (with the Red Orb in front of it) and exit. In the next hallway, head toward the camera until you reach another door. This leads to the hangar. It is quite windy in the hangar, so you'll have to roll repeatedly to get anywhere fast. Dodge the Homromsira and make your way to the hatch at the back of the plane. Inside, you'll procure the Missile Launcher. Boo-ya! Then exit the plane and head toward the large pink ring on the wall. Squeeze in between the wreckage near the nose of the plane to end the mission.

**Mission 10**

The next mission takes place in the ruined garden of some kind of temple. First things first. As you begin, move forward and locate the higher of two broken pillars on the right side of the path. Land on top of it to get a shower of Red Orbs. Then swing around and explore the narrow alcove to the right of the start point to grab a Blue Orb Fragment. All kinds of goodies! There are lots of flavors of 'Mancers about, but none of them should give you trouble at this point.

Move across the area to find a locked gate. To open it, you'll have to hit a couple of lock balls, but in order to light them both at the same. You know what that means... Quick Heart! Make sure your Devil Trigger is half full, then head to one of the sides of the area to find a lock ball. Hit it, then go into DT and cruise directly across the level. You'll have to jump over a wall to get where you're going. When you light both balls at once, the sealed door will open. Hit the blue globe inside until all the cubes turn purple, which will open a hole at the center of the level. As you attempt to head over there, you'll get sucked into the ground!

Underground, you'll have Savage Golems and impish Demonochorus to contend with. Don't get too close to the little devils... they like to explode and knock you off your feet. Put them on the ground with Shotgun blasts, then finish them off with the Vendetta. When you've killed all of these enemies, a new threat will emerge.

**Boss: Noctpteran and Larva**

A large Mothra lookalike, Noctpteran stays in the unfriendly skies throughout the fight, and lets her larva do the dirty work. The larva are especially nasty, because they're slimy and quick, and very, very big. Big enough to swallow you? Yep. And that's just what they'll try to do. That means you have to stay in the air as much as possible, because getting eaten by a worm will really mess up your health.

The pattern to this level is: Air Hike, shoot twice with your Shotgun, land, repeat. Devil Trigger whenever you can on the moth. When she goes down, focus on the larva. As they come out of the soil, double jump, then slam down with a sword attack as they move underfoot. If you do get eaten, whale on the SQUARE button until you burst out. There are Green Orbs on the perimeter if you need them, but if you follow the pattern, it's unlikely you'll get hit. When everything is dead, a beam will appear. Step into it to go back up to the garden. Then step in that huge hole you made to end the mission.

**Mission 11**

This tomb-like level begins with a long, descending path above an abyss. Move down it until you reach a bridge with glowing blue crystal spires. Near here is an eye on the wall. Press CIRCLE next to it to go into the secret room.

Back outside, move across the bridge to an ornately decorated foyer with plenty of enemies--Agonofini and Goatlings, to be exact. When they're dead, move down the next staircase and through a set of Persian arches, and a door will seal behind you. Drop into the room below and take on the Gbumsira, careful to avoid their blue poison spit. When they die, bust up the statue here for Orbs, then move to the next room.

Drop into a circular chamber beyond and move around the circular lip, jumping into the red-lit cubbies above to gain Red Orbs. The second one to the left of the opening will yield bonus Orbs. Then head to the platform at the center of the room and strike it until the cubes turn purple. This will rotate the room. The chamber will also become infested with Demonochorus. Slay them, then move through the same door you came in through--it will lead somewhere else because of the rotation.

Follow the ensuing path up, shattering any casks you see for Orbs. Soon, you'll come upon a striking stone. Nail it to score some more Orbs, then continue forward and down. When you reach a hallway with a trail of Red Orbs, equip your Quick Heart. When a glowing ball appears and starts rolling at you, Devil Trigger to outrun it, or it will transport you into a battle room where you'll have to slay some Savage Golems before you can be allowed back on the path.

When you make it past the rolling ball, you'll drop into a chamber with a huge, spiked smashing plate. Wait as it retracts, then run under it and start hacking at the far door. Hit it six times, then run back and let the plate smash again, then repeat. When the door breaks down, a door will open behind you. Jump up to it and run down the hall to find the Merciless sword. Grab it and the Orbs, then jump through a narrow opening above on to a dome. Here, you'll find an entire Blue Orb. Then drop off the ledge of this room and continue on, breaking casks along the way to yield Red Orbs.

After a series of stairs, you'll come to a room full of pillars. Use these to jump from to get to a slightly higher platform around the wall. Then jump to other platforms to take you higher. Eventually, you'll reach a level of energy tiles. Jump between them, then leap atop another pillar to take you to the next level. Use the platforms to get around the room. Drop to a slightly lower platform and stand below the fading energy tiles here. When they disappear, double jump to get on top of them, then jump over to a platform that leads to a small room. Smash the casks here, then mosey down the hall and at the end you'll find a pair of Submachine Guns! Wouldn't want to miss these.

Return to the original pillar at this top level. From this point, use the disappearing blue energy tiles to get across the room to the platform, and ultimately to the blue globe. Striking this repeatedly will make a platform at the center of the room raise. Jump on it to be taken to the top. Or, at any point, you can equip and use your Aerial Heart Devil Trigger to take a stairway to heaven and bypass all of this blue globe nonsense.

In the hallway you arrive in, bash the casks and move through the winding paths until you reach an area with a protected amulet. In order to get to it, strike the seemingly indestructible casks until they all break, then move back to the amulet and grab it before the statues reappear. The amulet you receive is Healing Heart. When equipped, you will regain health while in Devil Trigger. Helpful! If you need to power-up weapons, there is a God of Time here. When you're done, drop into the hole in the floor. Time to meet a new friend!

**Boss: Bolverk, Freki and Geri**

You'll remember the wolves from levels past, but this Bolverk character is new. He looks like he got his outfit from the Gwar costume room, and carries a mighty spear. He's powerful both up close and far away, but you'll definitely want to tangle with him in close quarters. Watch out for those wolves, too, as they can tear you up if you aren't paying attention.

Don't fight in open spaces, because that will give all three adversaries an open shot at you. Instead, retreat against a wall so you can face them as they come. Dodge the blue blast attacks from Bolverk's spear by jumping over them. Try not to get pummeled as he charges, either. He has a nasty multiple-thrust attack that can chew your life away rapidly. If at all possible, attack him slightly from the side, and use your sword (a leveled-up Vendetta does the trick) to quickly drain him. Deflect the wolf attacks as they come to you, but focus on Bolverk. If he dies, the fight ends. Whenever possible, use your sword attacks while in Devil Trigger, as it will make the boss fight go a lot faster. If you get injured, there is a Green Orb on the throne that will fill you up. When the fight ends, bust all the casks in the room to get Orbs, then exit out the moon door to end the mission.

**Mission 12**

This mission begins in strange fashion, indeed. Right off the bat, turn around and press CIRCLE to find a secret room. After you're done with there, head forward into a speherical room, where you'll meet an energized conglomerate of skulls and electricity. This monstrosity will try to shock you and pummel you with skulls. Sounds fun, huh? It's actually easier to deal with than it originally looks. Stay close to the unifying ball at the center of this mess and attack the pyramid-shaped objects. Once all of these are gone, the creature will perish. The way to beat this thing is to double jump, then smash the pyramids with your sword. This will take a bit of timing, but once you get it down, the fight will go fast. When it's over, a square will open in the floor. Go down into it.

There is a God of Time in the room below. Use it if you need to. Then move to a corridor full of casks. Smash them and claim their booty. Before you reach the door at the end of the path, smash the cask directly to the left and search the alcove to find another secret room. When you exit the room, step through the decorated door to trigger the boss fight.

**Boss: Plutonian**

This Plutonian looks like he was outfitted from the Heavy Metal spring catalog. He looks mean, but the fight will actually go quite fast, especially is you're able to Devil Trigger. The full DT gauge you just got from the secret room should help. The main thing to avoid early in the fight is Plutonian's morning stars. He's got good range while swinging them, and they're enough to knock you off your feet. You can jump over them, or attack in close, which is what you want to do anyway. Try to attack from the side, and use Devil Trigger to make it go faster.

Midway through the fight, two things will happen: lasers will start cutting across the room in horizontal and grid patterns, and Plutionan will begin summoning Agonofini to help his cause. The lasers are easy to see coming and jump over if they're single beams, but the grid is a little tougher. You can stay in the air when the grid appears, though, and come back down to earth when it goes away. As for the other creatures, slay them if they get in your way, otherwise leave them. Concentrate on just attacking the boss with your sword, and this fight will be over soon. When it does end, follow the red carpet to the cross, which leads to a stone elevator. Mission over.

**Mission 13  
</p>**This is another boss-only mission, against a chap who you've already seen a couple times, but haven't yet fought. Here's your chance!

**Boss: Arius**

What a wuss. In this encounter, Arius is positively easy to beat. In fact, the only thing you really even need to worry about are the squirrelly Jomothumsira and Goatlings he surrounds himself with. Arius will weakly try to protect himself with some spiky black magic similar to what the Savage Golems do, but just move back when he looks moody, and you won't take damage.

He'll also teleport around the joint to try to throw you off, but don't buy into that crap. Just run him down and tear him up with sword attacks, as he weakly aims his sissy pistol at you. Beat up his creations in fancy ways to earn an S Ranking... but don't go overboard. Just deal with this scoundrel quickly and call it a day. Devil Trigger will make this incredibly short fight even shorter... just make sure he isn't enveloped in black when you launch the attack, or it will glance off of him. Ending the fight ends the mission.

**Mission 14**

This is a long level where you'll face many enemies. You're back in the city, but it's starting to look a little... off. The goal here is to find four blue globes and strike them, and that will allow you to move into the demon realm. There is a God of Time near the starting point. You probably don't need that now, but you will want to head to the second door left of the GOT, and go into the secret room.

When you exit to the street, follow the path down through the gates at the bottom of the hill. Here, you'll meet up with some tough Abyss Goats. The Missile Launcher is a pretty effective weapon to ground them with. Once they die, go up the stairs next to the building. Landing on the top of the single pillar here will yield a shower of Red Orbs. In the corner where the two buildings meet, Kick Jump up to the high ceiling (it may take a couple of tries). Scale the roof and swat at the high blue globe, turning all of the cubes purple. Only three to go!

Continue along the rooftops, grabbing Red Orbs and using the Missile Launcher on any flavors of Goat you run across. Eventually, you'll reach a set of stairs set in the roof. Go up them, then leap to the street below. Keep moving forward until you run into a tangle of Gbusimsira. Use Merciless on them to send them back to Hell. Then proceed down the steps. Next to the alley that leads on is the high archway that you'll remember from an earlier mission. Jump through it. This will trigger a lengthy fight featuring several kinds of 'Mancers and Msira. Merciless works well here, too. When everything is dead, light up the blue globe with sword attacks and you'll be on to globe three.

Just back through the high archway. Now follow a trail of Red Orbs to an area with a striking stone. Milk it of its Orbs, then continue on until you reach a fork in the road. Continue forward until you see the next spehere. You'll have to battle some Golems to light it up, but so be it. Once you light the third light, move to the little niche next to the large, grown over door. Use Aerial Heart to sky up and collect a Gold Orb.

Then, go back down the street and follow the left leg of the Y-intersection. Go toward the row of Red Orbs, and take out the various Agonofinis that appear en route. Then keep moving down the street and head through the arch to the left, just before the God of Time.

In this area, vault up to the broken ledge to grab the Red Orb. On a higher ledge, you'll find a Blue Orb Fragment. Use the Aerial Heart to get to it. Then drop down in the area below and start whooping Mancer tail. Once all of them die, jump up and slash at the final blue globe until it's activated. Then head through the large purple door. Hit the central eye that emerges to trigger the boss battle.

**Boss: Phantom**

You'll recognize this baddie from the previous DMC... a surly arachnid with a taste for Dante. The Phantom doesn't provide too much of a threat in the early going. Just keep your distance and aim those Submachine Guns at the Phantom's face. It will eventually catch on and block your attacks with its frontmost legs, but eventually it'll play peekaboo, and you can blast it. It may even shoot a fireball or two. These are easily avoided by jumping or rolling. If the spider leaps into the air, watch its shadow, or leap yourself and take it on inflight. Your call.

Whenever possible, Devil Trigger to speed up the fight. But don't waste it while the creature's blocking. And never, ever get too close to the beast's pinchers. That will mess you up faster than anything. If the spider stops and pumps its thorax in the air, get rolling, because lava geysers will begin to burst beneath your feet. And that's about it. Stay on the move, stay away, and keep shooting. Eventually, you'll squash the bug. Now if only you could find a big enough toilet to flush it down...

**Mission 15**

More like an extended secret room encounter with a time limit, this level pits you against several waves of attackers, and you must dispatch them all in the time limit. Again, strike the center eye to get the party started. You'll have three minutes to kill it all.

The first round is mainly Jomothumsira and Demonochorus. Use whatever weapons are most powered up to kill them quickly, and be sure to drop the Green and Red Orbs they all drop. Then it's Abyss Goats and more Jomothumsira. Use the Missile Launcher on the Goats, and the sword on the others. If you kill 'em all, you'll be allowed to go down the tube and finish the level. If not, hit the eye a second time and you'll be faced with a new and easier set of enemies--Puia, Mortfinis and the like. Plus, you'll have four minutes to work with. Either way, this level is quite short.

Mission 16  
By contrast, this level can be long and confusing. Luckily, you're reading this guide. The area you're in will change a couple of times, and can get you turned around, if you're not careful. You begin in the lobby of the building. Move toward the elevator doors to trigger a fight with a bunch of Bood Goats. Waste them all, then get into the eleavator. As it rises, you'll be dogged by several groups of Agonofinis. Use this opportunity to build up your Showtime points. When they are dead, the elevator will reach the desired level. Exit.

Smash the vases in the hallway as you work towards the God of Time. Smash the vase in this area to grab a Green Orb. Use the GOT if you have to. Otherwise, continue down the left corridor, and go through the red door at the end. Follow the hallway to a foyer with four vases. Bash them to get Orbs and continue on to another red door. On the other side, keep moving forward until you reach a two-tiered room with a gargoyle at the far end. In this room, you'll have to dodge groups of balls like the one you encountered in Mission 11. If you get hit by one, you'll have to battle a roomful of baddies to get back to where you were. If you make it successfully across the room (it helps to go down the sides), jump up to the balcony snag the Sacrilege from the gargoyle's mouth. Make sure you check out the opposite end of the balcony... it will yield a Blue Orb. Also, if you press CIRCLE next to the door directly below the Sacrilege to find a secret room.

When you're done, exit the room via the same door you came in through. As you touch the gargoyle door around the bend, you'll place the Sacrilege in it, causing the level to warp. Go through the door. The foyer now contains three paths instead of two, in addition to some Pyromancers. When they're dead, go directly across the hall from the gargoyle door and into another room full of Mancers. Then head forward again to a set of red double doors. You'll step into a veiny, organic hallway that leads to a boss fight.

**Boss: Bolverk, Freki and Geri**

You've tangled with these foes before, and basically know their patterns. In this fight, take out the wolves first, though, as they will get in your way. Move to the back room and beat down the beasts there with Vendetta or whatever sword you feel most comfortable with. Bolverk will take his sweet time getting back there, and you can polish off the pups in peace. There's also a Green Orb here, in case you need a quick heal.

When the wolves are gone, haul out the Missile Launcher and go off on Bolverk. If properly leveled up, you will continually knock the big lug down with this attack. When you charge the Trigger enough, charge in and slice him up with the sword. That should polish him off.

When the fight concludes, grab the glimmering Sacrilege and leave this cruddy room. Placing the item in the evil statue will cause the level to warp again. As you step through the door after the transformation, you'll be met rudely by a pack of wild Gbusimsira (rolls off the tongue, doesn't it?). Slay them, then continue through the room. When you see a trail of Red Orbs, follow that to a gnarled door. Inside the next chamber are a bunch of Abyss Goats and Demonochorus. Vendetta and the Shotgun come in handy in close quarters. Use them to create death and earn another Sacrilege. Grab it and stick it in the ugly door at the far end of the room to transform the level again.

Go through this door into a twisted, blood-colored hallway. At the end of the hall, turn right, hack through the Mortfinis, and continue through the door to the left (not the one straight ahead, from where you came in). More Mortfinis wait here. Dispatch them, then go through the right door and all the way to a room containing a blue globe. Strike it to trigger attacks from the frozen Abyss Goats, four in all. Slay em up real nice and a new amulet piece will become available--Frost Heart, which allows for ice attacks. Then leave the room and head back to where you got the last Sacrilege. It's elevator time! On the ride to the boss, you'll have to waste several groups of Mortfinis and an Abyss Goat. At the bottom, move forward, grab the Green Orb and get prepared to face the nastiness that is Trismagia.

**Boss: Trismagia**

This tri-faced wonder is tough to hurt, and has plenty of pain to offer itself. The battle with Trismagia is about dancing and waiting. You won't be able to hurt it much when it breaks into three faces, but you'll have to learn to dodge those attacks. If you have a lot of Gold Orbs stocked up (and you probably should), you may just want to cowboy it through this fight, take damage, and move beyond it. But getting an S Rank... whooo... that's tougher. Here's what Three Dog Face has to offer.

First off, the blue face, when it gets close, will let fly with an energy shield which creates a pulse that can knock you on your can. Air Hike over it, or roll out of the way. It will also attack with electrical balls that emit a zapping charge when they stop moving. Air Hike over these.

The white face's close attack is ice breath, which is easy to avoid just by moving back or out of the way. When it's far away, it will lob ice spikes at the area, which are avoidable by jumping backwards, or moving to the back corner of the platform. These spikes will have to be destroyed before the fight continues, as they will mess up your aiming. It will also chuck ice boulders at you, which are also avoided by side-stepping or rolling.

The red face has two flame-style attacks. Up close, it shoots a big fireball and from far away it shoots smaller, homing fireballs. Jump or roll to dodge these attacks.

The way to beat this fool is to let it rejoin, then hit it with a charged-up Frost Heart Devil Trigger. Use your whole bar on it, and you'll peel through its first layer of health and part of the second. When you run out of devil juice, the Missile Launcher will work in a pinch. The faces will likely have to part and rejoin three times before you beat it, but when you do, a portal will appear. Move on to it to end the mission.

**Mission 17**

Here is another boss only mission, and it stars one of our old favorites... the yellow-bellied prima donna Arius. Mess him up good.

**Boss: Arius and Secretaries**

Arius is once again a big weenie. He sits back and lets his Secretaries do all the work. These sprightly ninjas are reminiscent of the Assassins in Hunter: The Reckoning. They leap around and perform acrobatic moves much like Dante, and if they get you up close, they can tear you apart with martial arts. Before you even think of taking on the coward Arius, deal with these ladies. Stay at a distance and pepper them with rounds from the Shotgun or charged-up Submachine Gun attack. When your Devil Trigger is full, light them up with the gun attack. If you don't care about your ranking, use a Devil Star to help end them quickly.

Then turn your attention to Arius. He will continue to summon extra thugs, but ignore them and go after the big cheese. I found it satisfying to chisel at his health with the Missile Launcher, but close sword attacks or anything involving the Devil Trigger will work well, too. Even though Arius teleports around a lot, he is an easy foe to vanquish when his administrative assistants have been wasted.

**Mission 18**The final level is a pair of boss encounters. Unless you're a super-stud who wants to earn an S rank by not using Items, go to the Power-up store and secure a Vital Star or Gold Orb, and enough Devil Stars to stay in Trigger for awhile (one L and an S are a good place to start).

**Boss: Argosax the Chaos**The first of two bosses is really a conglomeration of baddies you've already faced. The Chaos will turn and offer up a new facade as the battle rages on, and you'll have to kill that piece before moving on. Here's how the fight breaks down:

* **Phase 1:** The first form you'll face is Nefasturris. The same rules apply as in that boss fight. As he shoots a sweeping white laser from its mouth, Air Hike over it, then shoot on your way back down. Use either the Missile Launcher or Shotgun when you land to chisel away at the face. It will also launch the spread laser attack. You can either jump over it, or stand in the center and try to dodge the energy bolts. Take your time and don't try to get greedy with this form. Shoot when you can, and jump when you must.
* **Phase 2:** The beast will offer a new side, one that looks similar to Oranguerra. This phase will toss huge balls of energy at you. These are easily avoided by jumping over them. Again, when you land, pepper the baddie with Missile or Shotgun blasts.
* **Phase 3:** The Phantom is the next form, and it will issue fireball attacks from its mouth, in addition to lighting fire columns under your feet. Stay on the move and use a fast weapon to deal damage. If the creature hides its head, you can move in and slash at it with the sword, but don't linger too long. Stay on your toes to avoid getting rocked.
* **Phase 4:** You'll remember the tentacle that awaits you in Phase 4 from the Jokatgulm fight earlier. This one is easy. Stand to the right of the tentacle, just out of its reach. It will not be able to hit you, and you can just stand and melt away its health.
* **Phase 5:**Phase 5 is a similar story. If you stick to the right, and shoot from an angle, this minotaur will not be able to reach you. Just keep blasting it with the Shotgun to defeat it.
* **Phase 6:** This phase is the deadliest of all. You need to have quick reflexes, because the final form likes to dish out wave after wave of laser beams that trace along the ground. The first waves appear in columnar form, and you'll have to dodge between them. Then, the boss will unleash pincer-like lasers that will get you if you are caught on the ground. Air Hike to get above them. The last group of lasers will come at you horizontally. Jump over them, or drop to duck under them if in the air. In between the waves, pause and shoot the target with the Shotgun. Again, don't get greedy, or you'll get caught in the sweeping lasers. When you finally whittle down all of this baddie's health, it will change into a final form.

**Boss: The Despair Embodied**This sweet-looking boss can be pretty nasty, if you let him get going. To combat him, you'll want to stay in Devil Trigger as much as possible and memorize his attack patterns.

The boss will begin by shooting a series of fireballs at you. Roll to avoid them, or jump over the top. Soon after, he'll take flight and lash out with a wing attack that can easily knock you to your feet, or drop you from the air. If the creature flies high into the air, he will release a deadly rain that will surely damage you. Then, he'll let loose with a tracking attack that you can avoid by jumping at the last moment.

Don't let him cycle through his attacks. Switch to Devil Trigger and rush him while he is still on the ground. Light him up with your Sword, and you'll take out huge chunks of his life. If he takes to the skies, hover and get him with your attack-enhanced Air Raid attack. This will take him down faster than you'd expect, and you'll be well on your way to watching the final cutscene. Congratulations on a job well done. Now beat the Lucia disc!