



The Introduction

The prelude to a dream or more like a nightmare; picture if you will a man that is half human, half demon—and haunted by his own personal demons. You're Dante, a fellow with a mean streak and a bad, cocky attitude that is about to take on his toughest challenge yet: his first. Just think of this... you have no prior experience. This is your first epic tale in the saga of demons weeping. Will you have what it takes to get through it, all by your lonesome?

Don't cry, lil' devil! IGN Guides is here to rock these fiends like a hurricane. If you're searching for a television channel that is not airing a reality show, you're likely still stuck here in the **Intro**. If you're still figuring out what buttons to push to make the devils cry, go to the [Basics](#). If you're looking for the perfect axe to grind, check out the [Weaponry](#). Stuck defeating one of those tough bosses, or on one of the brain-tickling puzzles? Check out the [Missions](#). Want to talk trash with the best of them? Head to the **Boards**.



In this complete Devil May Cry 3 strategy guide, you'll find:

- [Basic Strategies](#).
- [Weaponry Upgrade Details](#).
- [Devil May Cry 3 Walkthrough](#).
- Plus tips for playing as Vergil.

The devil may cry, but we may drink... all of your stashed up “celebratory” liquor. What? We deserve it after helping you on this one. Don't argue.

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Special Edition tips by: Jason Allen

The Basics

Stylin' and Profilin'

There are four different types of starting fighting styles in the game. They include Gunslinger, Trickster, Swordmaster, and Royal Guard. Using Gunslinger, you will master the art of fast-paced gunner techniques that will set you above the rest with the use of your pistols. For Trickster, you will have an array of tricky moves to show off and be cocky with your opponents. Swordmaster will make you the ultimate Samurai, leveling the enemies with blades of fury. Lastly, Royal Guard will make you the Bruce Lee of demon hunters, forcing you to go hand-to-hand with the enemy. Hi-ya! You can change your Styles at the beginning of a mission.

Orb-tastic!

As you go about the game, you will collect Orbs off of fallen foes. Some Orbs work as currency amongst the Gods in Devil May Cry 3. The more Orbs that you collect, the more junk that you can buy. This includes power-ups, special items, and more. There are many different Orbs in the game, and here is the rundown: Red Orbs are used as currency to grab bigger power-ups and such, while Yellow Orbs are used as a Talisman to bring you back to life upon death. Green Orbs are used to restore some of your health, White Orbs are used to boost your Devil Trigger meter, and Purple Orbs will fill it to capacity. Lastly, as those of you that are familiar with the Legend of Zelda series will notice, the Blue Orbs work as Heart Container. Collect a Blue Orb to increase the maximum amount of life obtainable on the health meter. You can collect four Blue Orb pieces to create a full Blue Orb.



A Shooting Star

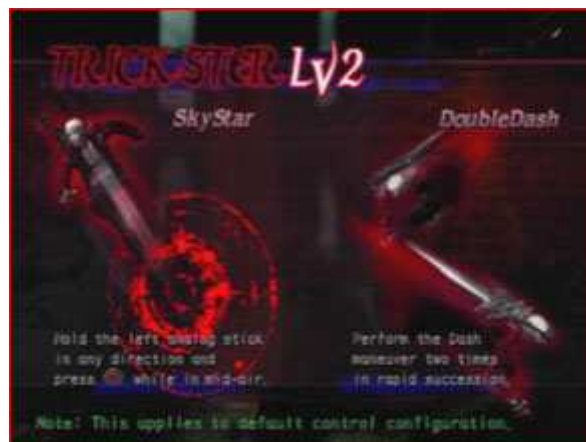
Another one of the most important items to collect throughout the game are the variety of Stars that you can acquire. The Vital Star S will refresh your health meter by a small amount, while the Vital Star L will fill'er up quite a bit more than the Vital Star S. The Devil Trigger Star will refill your Devil Trigger meter quite a bit, as well. With how hard this game is, you will definitely want to go out of your way to collect as many of these things as possible.

The Importance of Saving

You will notice that you can save several times throughout the game, yet when you die, you will start back at the beginning of whatever mission that you were on. What is the importance of saving a game where you not only start out at the beginning of the mission, regardless of where you saved, but you also lose all of the orbs that you've collected upon death? Thanks to IGN Boards user and Guide-friendly acquaintance LHK, IGN Guides has received a noteworthy tip: if you save during a mission, you will keep those orbs that you have collected. You may have to start out at the beginning, but you will have the experience that is rightfully yours despite death! Cheat the system, folks.

Style to the Max

Another thing that you must keep in mind with the Style sets is that you can level them up to get the most out of your Style moves when you're in dire straights. Be sure to level them as frequently as possible, as you must level them to progress through this tough adventure. You will gain Experience Points (EXP) as you use your specific Style set throughout a mission, so try to kill as many enemies as possible.



Devious Fighting Skills

The key to defeating your average, everyday enemy is to stay at mid-range when not attacking and lock onto them. Begin using your pistols to load some bullets into their bodies, and run up to them after they stagger backwards from the blows. Use your sword to inflict a lot more damage than those petty bullets were, and possibly sneak in for the kill. Repeat this process.

Lock-On for the Ride

One of the easily overlooked features early on in the game is the masterful aspect of locking onto an enemy with the R1 button. You will want to lock onto random enemies that appear and focus your attention to that specific enemy until you can, at the very least, down it and focus your eyes on the oncoming assault from a different bad guy. Locking on is practically vital to boss fights, as you need to lock on to execute special attacks.

Look At Things from a Different Perspective

If the missions get too hard, go back and level up different Style types in previous missions to become stronger! This will prepare you for the demented missions later in the game, and it will give you an entirely different perspective on things to come. Is that boss too hard? Maybe Dante is just too weak at the moment. Devil May Cry 3 plays more like an RPG than an action game in many aspects, and this is one of them. Level up, and come back later.

The Weaponry

Guns

Ebony & Ivory

Don't think of Stevie Wonder when you think of Ebony & Ivory—think of a couple of bad ass pistols that wish your enemies all of the harm in the world. The main purpose of these dual duelers is to knock enemies away, not to be your main source of damage dealing. That's what the melee weapons are for. Use your pistols to start off a battle, or to knock enemies back that might be approaching at a fast pace. Ebony & Ivory will certainly do a number on practically any enemy, but it is best to use them sparingly rather than go all-out with shooting. Try juggling enemies in the air with your dual pistols, as well!

Shotgun

Found in Mission 3 on a bulletin board, the Shotgun has slow reloading capabilities but heavy firepower. The best situations to use the Shotgun in are against somewhat weaker enemies so that you can kill them from afar without getting too close to them (and thus avoid taking damage). The Shotgun works well against certain bosses, as well, considering that you can strafe and bust a shell into them for more damage than Ebony & Ivory will provide. Consider this your bigger helper rather than your assistant.

Artemis

The Artemis gun is a high powered gun from the demon world that will shoot a large (see: unlimited) amount of laser beams to slice through your demon foes from the depths of Hell. The Artemis is very high in firepower, but very lacking in terms of shot rate. The gun is slower than the shotgun, but you can charge it up for a long laser beam that will certainly pack one helluva punch upon impact. Use the Artemis demon laser gun whenever you think you need some added support beyond Ebony & Ivory.



Spiral

What an odd name for a very high powered rifle. The Spiral can be used in a variety of different ways, but the main thing that you must keep in mind is that the Spiral does not fire fast by any means. If you can deal with the horribly slow firing rate, then you can most definitely use and eventually master the art of the Spiral. The gun is very linear when it comes to usage, but thankfully the one thing that you will use the Spiral for consistently is blowing chunks through the stomachs of your enemies.

Kalina Ann

The Kalina Ann is Lady's Rocket Launcher, which will be awarded to you upon completion of Mission 16. The main purpose of the Kalina Ann is going back to previous stages and using the Rocket Launcher to quickly destroy bosses for more red orbs, although it can definitely be used for bosses after Mission 16, as well. This is a good, albeit very slow, replacement for Ebony & Ivory in boss fights. It's not very good for crowd control in comparison, however.

Devil Arms

Rebellion

Rebellion is the starting weapon amongst the Devil Arms, and one of the easiest weapons to use while being arguably the toughest to master. In order to become picture-perfect with the Rebellion, you will need to practice thoroughly with juggling combos and adding a decent kick with Ebony & Ivory to add a few moves in-between each combo. As far as weapons are concerned, the Rebellion is the ultimate in dueling swords. Think of the Rebellion as the ultimate Samurai sword. It is perfect for one-on-one battles, but fairly shoddy in crowded areas.

Rebellion's Purchase List

- *Stinger*
- *Stinger (Level 2)*
- *Drive*

- **Air-Hike**

Cerberus

The second Devil Arm that you will find is the Cerberus, which is a large whip that will stretch out and expand in the distant area. The Revolver attack is wonderful for taking out large groups of enemies extremely fast, and without taking too much damage in the process. The Cerberus is a personal favorite of ours, as it can take care of enemies fairly cheaply without being overly cheesy. Basically, use the Cerberus to get through those crowded, tough areas that are driving you crazy.

Cerberus' Purchase List

- **Revolver (Level 2)**
- **Windmill**

Agni & Rudra

The brothers, Agni and Rudra, are two very tall and very large enemies that will prove to be one Hell of a challenge in Mission 5. For defeating them, they will lend you their powers. These guys are great to use during tough boss fights, like Mission 7, and clear the area when you're taking on those tough enemies, such as the Teleporters and Collars. Equip them and use onslaught combos to defeat your foes.

Agni & Rudra's Purchase List

- **Jet Stream (Level 2)**
- **Jet Stream (Level 3)**
- **Whirlwind**
- **Air-Hike**

Nevan

Nevan is in the form of an incredibly attractive vampire without a top, bra, bikini, or anything. Her hair protects the view of her breasts, you perverse sick puppy, and no, there are no codes to see the boobies, either. Nevan as a weapon, however, is pure string shreddin' fun. That's right, Nevan as a weapon is in the form of an electric guitar, and you fight foes with very sluggish yet very powerful guitar riffs. Getting combos off using Nevan is a pain in the buttocks, but once you've got the power of the bats on your side, you're good to go.

Nevan's Purchase List

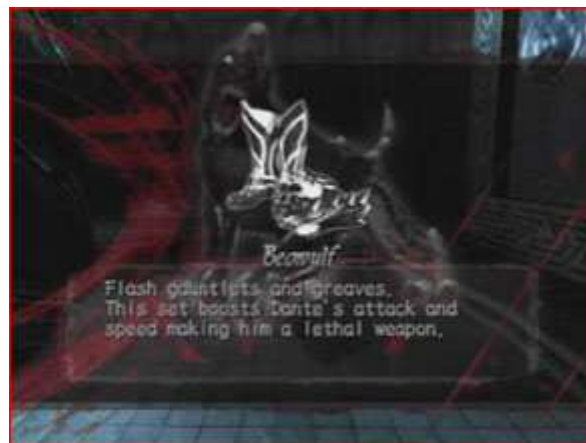
- **Reverb Shock**
- **Reverb Shock (Level 2)**
- **Bat Rift (Level 2)**
- **Volume Up**
- **Air Raid**

Beowulf

Beowulf is the ultimate in doombringer weaponry, as you can haul these gauntlets will fit perfectly onto Dante's wrists, as well as his dear brother Vergil's. The Beowulf gauntlets will increase your overall attributes by a Hell of a lot, but the big trade-off is that you will attack much, much slower. Even so, once you have mastered the Beowulf, it is nearly impossible to overcome. Using the Beowulf gauntlets and footwear in crowded rooms is like covering yourself with slabs of meat and taunting a tiger: you just don't do it, man, you just don't do it! Instead, focus on how to evade attacks quickly with Beowulf and you can take out even the toughest of bosses in the blink of an eye.

Beowulf's Purchase List

- **Straight (Level 2)**
- **Air-Hike**
- **Beast Uppercut**
- **Rising Dragon**



The Missions

NOTE: All of these mission walkthroughs were written based on the default (Normal) difficulty. Thank you.

Mission 1: A Crazy Party

We will use the Trickster style on Mission 1, as it is the default. At the start of the mission, given you have the tutorials on, a brief description of the button layout will be presented. You will face a seemingly unlimited amount of bad guys for quite a while. Take this time to bash your way through them by using a mix of melee attacks and some timely gunfire. Try completely mixing it up with in-air combos using the two. Just plow through the line of enemies until you reach a cut-scene.



Playing as Vergil

By starting out with Vergil, life is vividly easier from the start of the show. Vergil begins and ends the game with three melee weapons (all upgradeable throughout the game). The Yamato is a large and powerful samurai sword that doesn't hit as fast as Dante's Rebellion sword. The quicker option is the Force Edge, which is smaller in range, but can be used in tandem with the Yamato for certain combo attacks. The most powerful weapons out of the collection are the Beowulf gauntlets and shinguards. These numbers here ensure a fast and devastating finish to nearly ever battle you'll experience in the game.

The range weapon has been replaced by flying blue swords that stab your enemies and break into pieces on impact. They don't fire as quickly as bullets from Ebony and Ivory, but they are a tad more powerful. As soon as you're dropped into that first office scene, you can punish your enemies using this attack.

As far as styles go, Vergil uses only one – Dark Slayer Style. It's a lot like the trickster style that Dante uses. It's useful enough to get you around the nastiest enemies in the game.

Mission 2: The Blood Link

We will go into this one with the Gunslinger style, as it is best to mess up the mix and get it together with different Style types to make sure that you have a great balance throughout the game. It's tough getting to a certain point in the game where one Style works a bit better than another only to find out that your skills with that Style are weak as Hell. Starting out, take care of the line of weasels that align themselves in order to kill you. Use tricky Gunslinging techniques to kill them mixed in with a few nice sword attacks when they get too close. This should knock them back far enough to do the job. Charge up your guns and release them as the red enemies charge toward you.



When all of the enemies are dead, a giant big explosive blob enemy will drop down from above. He will explode, so evade the attack by holding R1 to lock-on and press X while holding back on the analog stick. You will encounter another assault from multiple enemies, including another exploder. Try shooting the exploder to kill them all. After clearing out this line of enemies by moving around the corridor and evading before the red guys charge, you will find yourself in a Grim Reaper sandwich. Begin by locking on and shooting the reaper from afar, and when he disappears, evade by rolling to the side when the next portal appears, as he will leap out at you otherwise. The key to defeating the crazy Grim Reaper is to evade in circles around him while you load bullets into his body (lock-on, people!). Only go in for sword strikes when his guard is down, and never try to exceed one combo! Don't get ahead of yourself, and play it cool with the bullet wounds.



Mission 3: The Devil's Tower

Choose Gunslinger once again, as you should be as precise as possible. At the start of the mission, move forward and lock onto the ground enemies. Shoot them as fast as possible while swaying back and forth to avoid getting hit by those blue arrows. You can shoot the flaming barrels to clear the zone. Kill the two arrow guards immediately afterwards and focus your attention to the exploder in the back of the group. After all of this, head towards the alley slinging bullets into anything that comes your way, and evade the attacks as you head for the door. Enter here.

You will be sealed off upon entering, so grab the two red orbs atop the bar, and crack the barrels for some health, amongst other things. Destroy pretty much everything in the room, including the row of jukeboxes that hide a sword reactor. Attack the device several times with the sword to reveal a new doorway, and go through to find the Shotgun on the bulletin board. Why a Shotgun would be attached to a bulletin board is beyond us, but it's a lovely surprise, anyway. Go through the door and get crazy with your bad self. You will encounter a few random easy enemies, as well as a few Teleporters. These guys will scramble around the room via teleportation. Use a vast array of sword combos with a bit of juggling gunplay mixed in to defeat them. You shouldn't take much damage here at all. **SECRET MISSION NOTE:** Secret Mission 1 is right here! Defeat these enemies in under a minute to complete it!



Go out to the streets via the main doorway, and watch the cut-scene. Walk up the alleyway and jump onto the ledge to the right to collect the blue orb piece. You will find an orb power-up device further up the alley, so use it to level up Ebony & Ivory, your twin pistols. If you have trouble with the upcoming boss fight, try buying some Vital Star Ss to aid you in your fight, as well as a Blue Orb. To the left is a breakable wall containing an Orb dispenser, as well as a combo statue containing a Blue Orb piece. Walk through the door to reach a chamber of ice. Walk towards the ice-encased foe to find out that he's quite the pooch. The Cerberus is considered one of the toughest enemies in the entire game. The key to defeating the Cerberus is to play nice and shoot him with your 2nd (or 3rd) level Ebony & Ivory pistols from afar, and evade the shots of ice by rolling left or right.



Watch out for the giant ice cubes that the Cerberus spits out, although this shouldn't be entirely too hard. The hardest thing to evade on the Cerberus' part is the charged attack that he uses. Try evading backwards as soon as you notice the slightest movement. Once all of the ice has been chipped from the three heads, it is time to get up close and personal. Use the forward/triangle combo to nip away at the Cerberus' legs until it falls, and begin destroying the heads of the beast. The Cerberus mainly attacks from the front, so the sides are normally wide open for attack. After a short while, the ice will be recharge, so chip away at it once more. When the head is down, begin wailing on it with everything you've got. Rinse and repeat. For the second part of the fight, chip the ice and shoot the heads with Ebony & Ivory. If you're still having trouble, IGN Boards user and Devil May Cry enthusiast LHK recommends using Air-Rave after purchasing it, and upgrading Ebony & Ivory to level 3. Remember to save your game so that you do not lose your orbs and items!

Playing as Vergil

Against Cerberus: Although the same rules of engagement apply with Dante, Vergil's distinct weapon set requires a different approach. The easiest way to dispatch Cerberus is to break the ice off the heads of the three dogs with the Summoned Swords, and then use Beowulf to jump-up and come down with the sliding powerful kick. Simply jump, and hit Triangle when you're in the air. Vergil comes down with a furious kick just like Dante does with Beowulf. You will have devil trigger from the very beginning, so use at will.

Mission 4: The Uninvited One

Select whichever Style you'd like for this mission and enter the stage. Now head up the stairway (either side, they both lead to the same place) and up to the left side of the next staircase. Collect the red orbs and go through the doorway to reach a hall littered with enemies. Make your way up the stairs while gunning and slicing your way through the area, and go through the door to reach a room filled with nasty enemies. Set your sights on the three flaming arrow guards first with your Ebony & Ivory guns, which should be upgraded at the end of this mission to level three if you haven't already done so. Afterwards, blow those creepy jaggy creatures out of the way, since you can evade the other flaming arrow guards fairly easily. Use a mix of gun-work and swordplay to dismantle these new enemies, in that order.



Once all of the enemies have been defeated, go through the newly unlocked door. Destroy the three statues on the elevator lift and begin attacking the red switch on the side of the wall to activate the lift. Jump on and catch a ride to the top. In this next room you will face a line of the teleporter enemies that we encountered earlier. There are several of these fiends in this chamber, so swiftly eliminate them without the hassle of tracking them down by juggling them and shooting them in mid-air. This will eliminate their teleportation skills, as well, rendering them useless. Once all of the enemies are dead, the door becomes unlocked. Go through the door after grabbing the Blue Orb fragment by climbing the loose pipes.



Watch the cut-scene and follow the path to reach the puzzle. You will need a round object to fit into it, so backtrack to the nearest door that you see (the yellow one) and go up the stairs to fall into a pit of unpleasantness. You must battle several teleporters and the new type of enemy that we spotted earlier, which will be referred to as collars. Start off by shooting the exploder to help clear the area, and pick off the rest of them from here with tons of evasion moves followed by sword strikes. A blue portal opens up afterwards, so walk inside and go through the big red door afterwards. Once inside, get ready to battle the boss, a gigantic bone millipede.



The bone millipede has a huge weakness to the Air-Hike, and if you purchased it in the last mission, you can use it to your advantage. Drop onto the back of the gigantic insect and slash it with your sword along the sections of the shell. If you fall onto the flooring down below, simply double jump to reach the platforms that you were on once again. You can use your level three Ebony & Ivory pistols to do damage if you miss the jump onto the back of the creature, and use the Air-Hike to land on the back of the bug if it flips around to shake you off once you're on top of it. Watch out for the purple plasma balls. If they get too close, shake them by falling into the hole and evading. Go into the next room and collect the Astronomical Board to complete the mission.



Playing as Vergil

Against Bone Millipede: Dante's Air-Hike made this battle a lot easier. Vergil doesn't have an Air-Hike upgrade. So although movement has been somewhat impaired, Vergil's attack is more powerful for having Beowulf so early in the game. You can mount the beast however you like – jump off anyone of the ledges to get onto his back – then unleash a combo string with those Beowulf melee hits that will take chunks off his life. If you manage to get to his head, the attacks are bit more powerful, and thusly, make the fight a lot quicker.

Against Jester: After you beat those infuriating Stone Dragons, you'll notice a beam of white light shooting out of the floor in front of you. Go ahead and walk into and hit the X button. This is the first time you fight the Jester in the game. His attacks are tough, but manageable at this stage. He'll teleport around the ring every time you get close enough to take a swing at him. While using Vergil, hit Circle to slide to him and take a swing. If using Dante, equip that Trickster style to do the same. When you finally get a good hit in on him, unleash a combo string to do good damage. He'll summon a bevy of glowing balls out of the air, but you shouldn't have that much trouble dodging them. Beat him down and collect your orbs.

Mission 5: Of Devils and Swords

Start out with the Trickster set, and bring in the Cerberus for battle. Start out by whacking all of the Stone Dragons out of the air and using Ebony & Ivory to stun them before finishing them off with melee attacks. After you have defeated all of the Stone Dragons, double jump up to the doorway and go through. Go through the yellow door and go towards the

screen and up the stairs to the left to reach the puzzle stone. Place the Astronomical Board into it, and jump all of the way down to the floor to reach the red glowing portal. This is a spring that will boost you up for fast and easy access to the top rooms. For now, head up the right side of the staircases to eventually find a Vajura. Now, go through the blue door that leads to the Entranceway.



Destroy the line of enemies in this hallway; they should be fairly easy compared to those Collars and such. Go into the Living Statue Room and go up to the second floor. Go around the room to reach an indentation where the Vajura goes. Place it into the device and take the Soul of Steel from the pedestal out in the middle of the room. Of course, the doors lock up immediately afterwards, and you must clear the room of bad guys. There's mainly a bunch of archers and such, nothing too complex, really. After clearing the room, head for the exit. Take care of the enemies in the Entranceway hall, as well.



Take the spring up to the yellow door again and go through it. You will reach the room with the fallen staircase, but now you can walk on air! Walk across to the other side and train your Cerberus weapon on the combo statue to receive a Blue Orb Fragment. Place the Soul of Steel into the plate and go through the large double doors to reach a room containing an elevator lift. **SECRET MISSION NOTE:** Secret Mission 2 is here, and you must defeat the entire set of enemies without getting hit a single time. Back on the elevator; watch out for several sets of four enemies. Use intense melee combos to eliminate them all. Go to the right on the winding staircase and pick up some Vital Star Ss, or Vital Star Ls. You're about to face another very hard boss.

The Brothers are very, very tricky bosses because of the fact that, unlike most boss strategies in practically every game ever created, you cannot defeat one and focus on the other. In fact, doing so is practically suicide in itself. Instead, you must fight these guys together, as if you kill one of them a long time before the other one, the one that is alive will gain the strength of the dead one via the power of the sword. The Brothers have very basic attacks, thankfully, giving you complete freedom of movement along the room. It's easiest to roll evade practically all of the Brothers' attacks. You may look like a frantic madman, but hey, you want to win, right?



The attack patterns are the keys to victory. As stated, the majority of the time you can simply roll out of the way of their wrath, but certain times that just won't cut it. You can cheat the Brothers out of victory by having them destroy each other, as well! Watch for the Brothers to go to the other side of the room and begin charging. Jump over the top of the first one and lead the second Brother to the first before dodging the attack, and watch the sparks fly! Watch for them to kneel upon one knee. When you see them do this, lay into the Brother with the most health with your strongest combos!

Playing as Vergil

Against The Brothers: Vergil makes life so much easier with Beowulf. The key here is to continue to just jump and hit Triangle to unleash that devastating sliding kick. Eventually he'll knock the sword out of the hand of one of the brothers, causing him to kneel in pain. At this point, go crazy on him with a Beowulf combo string. The cool thing about Vergil's Beowulf attacks is that they come a little faster than Dante's, so he can really get in a lot of lovely hits before the headless hulking menace gathers his composure. Nevertheless, steer clear of those swords as best you can. Vergil's Dark Slayer Style makes this doable, notwithstanding the drunken camera that confounds things repeatedly. Stay alert, and in the air as best you can. The more actions you have unlocked for Beowulf, the faster this fight will inevitably be.

Mission 6: Family Ties

Starting out, throw down the Trickster style and enter this one. Go through the red door to enter the chamber of trials. You only need to pass through two of the three, but you can obtain the Artemis Gun by completing all three of the trials. The Trial of Wisdom is first on our list, from left to right. Inside of here, you will find four doors. Go through the doorway with four glowing orbs above it, followed by the doorway with two glowing orbs and finally the doorway with three glowing orbs. Lastly, collect the Essence of Intelligence in the main room. Exit through the doorway that you came from (one orb).



The Trial of Techniques is next (the middle stairway). Go through to watch a cut-scene, and get ready to endure an obstacle of dodging gigantic spears. The key to doing this is to begin running from side to side and climbing the wall (towards the wall and the circle button) when the floor spikes begin thrusting upward. Keep zig-zagging and climbing the

walls like a playful kitten to reach the Essence of Technique. This is a pretty tough Essence to collect. You will be trapped by some Stone Dragons and Sandmen. Go through the door and into the final doorway, the Trial of Fighting. Inside of here, walk over to the platform to activate the battle sequence. You must light up both of the glowing circles before the enemies become vulnerable for death. Some Teleporters and some Collars appear after the first wave of enemies, so you may need a stashed Vital Star S to pass this if you get too hung up. It's best to use the Cerberus here to light those circular stones up quickly.



Grab the Essence of Fighting and exit into the original room. Grab the Red Orbs atop of the laser machine and activate the machine to collect the Artemis demon gun. Now, go through the door and use Agni & Rudra on the combo statue. Go through the hall to watch a cut-scene to complete the mission.

Mission 7: A Chance Meeting

Choose Swordmaster for your Style. **SECRET MISSION NOTE:** You will find an enclave that contains Secret Mission 3 inside of it. You must stay in the air for twenty seconds. The key to doing this is to play leap frog on the enemies' heads. Afterwards, collect all of the red orbs and enter the red door leading to the Heavenrise Chamber. Collect all of the red orbs by hitting all of the spring pads. Drop all of the way to the bottom of the room and go through the doorway to reach the Divine Library. You will reach several living statues throughout this hall, so destroy all of them for some decent red orbs and collect the Orihalcon fragment. Return to the previous room and use the springs to reach the top of the chamber. There's a Holy Water jug on the platform below the highest that you can collect.



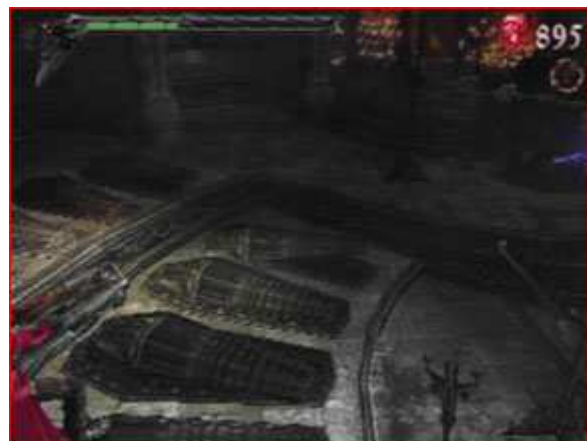
In the Pitch-Black Void, grab the red orbs through here as well as the Blue Orb fragment out on the high above balcony, and go through the blue door to reach Skull Spire. Get ready to battle some wicked enemies in this area, consisting of those damn living statues again. The first pair is the hardest to get rid of, since you cannot back up much with gunplay in hand. Use your hardcore combos on the first two statues and use gunning to down the next sets. Afterwards, jump over the gated area to grab the Vital Star S, and go through the door to the left. Once inside, head towards the statue to meet your new match: Nukers. Nukers carry around specter missiles that chase Dante down in hopes of destroying him. They will whack you with the cannons themselves if you get too close, so use Ebony & Ivory to level them.



Collect Siren's Shriek once all of the havoc has been played, and exit through the previously inaccessible door after breaking the pots open for red orbs. Walk up the stairs and use the Orihalcon fragment on the power supply device. Go into the capsule to be taken to the main chamber. Use the Siren's Shriek on the flame-covered door and go through it. Begin slaughtering the Collars and Exploders in this hall, but do not forget to pick up the Yellow Orb at the bottom of the hallway. Equip the Cerberus and go through the door to reach a room that looks seemingly closed off, but use the weapon on the environment to break everything away. Begin punching the glowing circular object until a spiked ball drops from the ceiling.



Jump atop of the spiked ball and bash away at it with your Cerberus whip, or stay on the ground and attack it with your twin swords until it pops, revealing the Crystal Skull. Immediately afterwards, you will be bombarded by several Nukers and tons of Collars. Equip your best weapon and the Artemis for charged multishots. This will eliminate multiple targets eventually. Switch to Ebony & Ivory halfway through to speed things up. You might need to use a Vital Star S if you do not evade the Collars' attacks well enough. Afterwards, exit the room and go back into the elevator. Return to the Tranquil Souls area and take care of some Sandmen and Nukers before fighting the Reaper again! Yikes. Bring along a Vital Star S for complete usage here.



After defeating the Reaper using the same tactics as in Mission 2 only with the Cerberus whip, go through the door to reach the Skull Spire room. Use the Crystal Skull in its place and go through the door. Destroy the red orb statue and change your style to Swordmaster if it is not already. Go through the door to fight Vergil. Vergil is a tricky sucker, so get ready for him to appear directly behind you when you try to acquaint him with Ebony & Ivory. Equip your twin blades and give him a good slashing with some timely combos and jump away from the battle the very moment that he begins to parry your attack. He will leave his sides exposed to damage when he is pulling off his combo on the air, so take advantage of it. At around halfway dead, Vergil will move out and the camera angle will change. Simply evade the attack by rolling around. The best way to defeat Vergil is to shoot him with Ebony & Ivory, roll evade his teleportation and leap into the air to pump him full of lead. Land and strike a combo after rolling away from a strike.



Playing as Vergil

Against Vergil: Of course, it would have been nice to face Dante at this stage. But instead, all we're faced with here is a red-coat Vergil. Interestingly enough, simply using Vergil's attacks against him doesn't make this battle any easier. The Yamato sword, for instance, fires off too slow, and the Summon Swords get easily blocked. And when any of the aforementioned attacks do hit their mark, they don't take off enough damage. The Beowulf proves once again to be the Vergil's saving grace, although coming from the top isn't as useful. It's easier to use either of the sword weapons against Vergil to get first-cut, and then, in the middle of his agony, tap L2 or R2 and unleash an unrelenting slew of hits with Beowulf. By using this approach, and remembering to dodge when necessary, the fight should be manageable.

Mission 8: A Renewed Fear

Choose the Swordmaster Style again and make sure that you have Rebellion and Cerberus before entering Mission 8. Dante will be inside of a demonic whale's blubbery belly, and he must escape. There are two exits; the first is on a ledge above you that can be accessed by striking the nerves surrounding it, and the other is beyond a school bus on the lower left side of the "room." **SECRET MISSION NOTE:** Secret Mission 4 is beyond the second exit. Avoid the nasty pools of stomach acid, as they will damage you. You must destroy the five nerves to move the tusks from the exit. One is behind the school bus, one is on the ledge above the starting point, and another is on the opposite side of this ledge. You can find a Blue Orb fragment on the ship in the background. You will find another beyond the waterfall of acid, and the final one is on the right of the waterfall passed a red orb statue. Drop onto the school bus and go through the now-unlocked pathway.

Slice open the "doorway" at the end of the room and enter the next area. Go through to the blue doorway and sprint through the hall to escape the gigantic worm creature's wrath via the tiny doorway. Go through the doorway and take care of the enemies scattered throughout this "hall." Go through to the next room and you will encounter an unlimited supply of enemies. Kill as many as it takes to create the key item, Ignis Fatuus. Go through the open doorway and run through the hall to reach another door. Walk through it and get ready to clear all of the enemies out of the main "room." Go through to the room with the two gigantic organisms, and use the Ignis Fatuus on the bloody kiosk. This initiates a boss fight.



Leviathan's organs are very tough due to the fact that there are three of them. The key to successfully completing this boss on the first try is to remember that you must equip your weapon of choice, and you must take care of the smaller organisms on the side before taking care of the heart itself. We used Cerberus to eliminate the organism on the right first and Devil Triggered onto the heart once it was exposed. After a short while, the heart will be covered up again, and you must repeat the process. Watch out for the nasty line of enemies that respawn after destroying them. After collecting a certain amount of red orbs, the heart will be exposed only to sweep a laser beam back and forth across the room. Stand in the center of the room and time your jumps over the laser.



Playing as Vergil

Against Leviathan Organs: This fight runs the same way it did with Dante. The only problem is that Vergil doesn't have double-jump with Air-Hike, so dodging that laser has to be timed properly. It sucks, because that laser is the harshest hit to take in this battle, so it's a pain to be without extra jumping abilities. The key is to devil trigger when the shield lifts from over the heart, and unleash with a devil trigger attack. Beowulf also helps you wait on that right organ that lifts the shield in the first place. So again, Beowulf proves to be your best bet here.

Mission 9: Faded Memories

Starting out, take the Swordmaster or Gunslinger style in and start the mission. The control panel for the bridge is immediately in front of you, but you cannot activate it yet. Move through the corridor and go through the door. As you walk further in, get prepared to fight two Spiders. These creatures are very tough, and should be fought from afar. Be careful, however, as they can and will leap toward you after a while. Two more Spiders will attack after the first two have been defeated. Go through the multicolored door to reach a puzzle room. Destroy the middle mirror on the left and along the bottom to form a crazy looking "4," as depicted below. This unlocks the door.

Go through the blue door and use Ebony & Ivory to dismantle the archers across the gap and head up the stairway. Double jump and blow up the archer up here, and quickly focus your attention to the right to find another archer. Go around to the other side, taking out more archers and go through the doorway. Watch out in this next room, as you will face a ton of Nukers and Sandmen in a narrow corridor containing gigantic devices that will slice through Dante. After

going into the room after this one, you can purchase some items and go to the left to climb the foundation of the torn down structure to find the Spiral, a high powered rifle to add to your weapons collection.



Enter the door next to the power-up station and enter the rounded spiral room. Carefully walk along the path to avoid getting hit by the spinning blades and kill the enemies inside of this room. In the spider room, collect the Ambrosia and take care of the Spiders that appear in the room. Backtrack to the Spiral weapon room and go through the waterfall to reach a new corridor. **SECRET MISSION NOTE:** You will find Secret Mission 5 near the entrance, on a high ledge. Now, go left in the hall to find a Devil Star, and go right to find several enemies lined up to fight you. You can fight them or run for the exit, where you will find a locked door. Place the Ambrosia inside of the slot and enter the door to find Nevan.



Nevan is arguably one of the easier boss fights in the game because of the voice patterns that you can judge her attacks by. She will call out her attacks before she pulls them off, leaving you wide open for a decent counter-attack to blow the battle wide open. You should bring a Holy Water along to douse her with whenever she has let her bat minions down for a while. Lock onto Nevan and begin roll evading all of her lightning balls that she shoots at you. The majority of Nevan's attacks are very easy to evade without even listening in! Just be sure to keep your guard up, and you should have barely any trouble whatsoever in roll evading out of any of her attacks. The key to defeating her, however, is quite difficult. Wait for her to present herself open to attack in the middle of the floor and counter-attack one of her moves (preferably the back flip). Pound on her until the darkness that surrounds her engulfs her and Devil Trigger onto her to take care of business. Repeat this process, and attempt an Air-Hike or a very timely jump plus Ebony & Ivory gunning in mid-air to avoid a shocking revelation whenever she zaps the floor of the room.

Playing as Vergil

Against Nevan: Again, having Beowulf makes this battle faster. Otherwise, chipping away at her life takes forever. When you get your hits in and break her shield with your attacks, unleash with the Beowulf combos to take her down. It also pays to Devil Trigger at this point as well, as it makes for a shorter fight. If you happen to have Holy Water with you, use it when she's almost dead. That'll save you the risk of losing more life than you have to.

Mission 10: The Job

Take in the Swordmaster Style along with Nevan and Cerberus. Grab the Stone Mask and return through the Broadway play stage and to the tunnel. Defeat the line of troops from Hell along your way to the combo statue in the power-up statue hall. Comboing with Nevan is incredibly tough to do, so just keep at it. Afterwards, throw the Stone Mask into the door with the white glowing light coming out of it along the wall. This will give you access to a bridge. Collect the Neo-Generator at the end of the bridge. **SECRET MISSION NOTE:** You can access Secret Mission 6 by checking out the object in back of this statue.



With the Neo-Generator in hand, head to the big green door. Before entering, collect all of the orbs to the far right, beyond the wall and such. Go through the green door and walk a little ways in to discover that you're not alone. The Backsides are tricky enemies that will rotate around the room attempt to kill you, so equip Nevan and blast them from behind to hit their weak spots. This will get rid of them. Continue backtracking until you reach the Provisions Storeroom. Kill the Spiders and the Queen Spider before going into the next door. In the next room, watch the cut-scene and go across the bridge to reach a door that leads to another cut-scene between yourself and Lady. This completes the mission.



Mission 11: Revenge

Take in the Swordmaster style again, as it is pretty popular amongst the boss fights. Starting out, jump across the gears from the back so that the archer near the beginning cannot shoot at you while you kill his partner. Kill him afterwards, and drop down. Follow the path of gears, grabbing the Devil Star along the way. **SECRET MISSION NOTE:** You can find Secret Mission 7 on one of the ledges in this room. Go through the doorway and into the hall to watch a cut-scene. The Vanishing are very tricky beasts that will definitely do a number on you if you're not careful enough. Think of them as the Boos from the Super Mario Bros. series. When you turn your back, they will come out to play, so blast a hole in them with the Spiral. Exit this room once it is clear.



In the next room, jump onto the object in the statue's hand on the left and jump up top to the walkway afterwards. Up here, push the statue into the red slot by striking it. There is another statue behind a crumbling wall that you can strike to knock down. Upon pushing it into the slot, you will reveal a doorway leading to a red door... as well as a full line of enemies to take care of. Defeat the Reaper, and the Vanishing to go into the door. We suggest defeating the Reaper first, as you must concentrate to defeat the Vanishing, and you simply cannot do so with the Reaper chasing you. In the next room, push the statue aside to collect the health orb and the Holy Water, and defeat the Combo Statue using Agni & Rudra to grab a Blue Orb fragment before hopping into the cart.



Playing as Vergil

Against Beowulf: This boss is still tough, even with Vergil using the Beowulf weapon. This is especially true due to the fact that when you beat him down enough, he fires those homing missile/feathers at you that are really hard to dodge. And again, not having Air-hike makes evasion tougher. Fire away at him, and as soon as that Devil Trigger is maxed, unleash with a Beowulf combo. But don't get greedy. Make sure you run as soon and he gains his composure. You don't want to be close to him when he starts throwing his attacks around. I would avoid charge moves with the swords, because it's easy to get disorientated when the camera has a hard time tracking in the tight space you're fighting in.

Sandmen and Collars attack you from other "sidecars," of sorts, as you travel through the tunnels. Sandmen follow in "popping" groups that spawn on your cart, so damage them and watch out for the exploders. At the end of the line, go up the stairs and get prepared for a boss fight with Beowulf by purchasing a few Vital Stars. Beowulf is very big, but he has one grave weakness: his glowing eyeball. Lock onto him with Ebony & Ivory and give him some solid shots into it. Allow him to tear down the structure around the battlefield to give you more leeway, and when he staggers from the eye attacks, attack his sides with your best combos, and roll evade out of the way when his fists smash the surface of the platform that you're standing on. If this fails, try strafing in circles around him and evade roll three consecutive times to dodge his three attacks. When he finally gets on all fours, back away! At a safe distance, unload into him with your dual pistols and roll evade the structures that he throws at you.

Mission 12: Hunter and Hunted

Take in Swordmaster out of laziness, as well as Rebellion and the brothers' blades. You will need to dash for the cart. Once you're riding on it, destroy all of the enemies and some of them will drop green orbs for health, as your health is constantly being drained. Be careful when attacking the exploders. Take your distance before destroying them. If you need health when you get off of the cart, kick the statue to the curb and jump down to grab the health below. Zone to the next area and quickly defeat all of the enemies in the cathedral room (most of which will drop health orbs), and ignore all of the enemies in the next room. In the room after that, defeat the Stone Dragons for health as you jump up the gears to reach the exit.



The Reaper is in the next room, but don't fear him. He comes fully equipped with a lot of loser enemies that drop tons of health upon death, so work on him little by little. After he is defeated, go through the door and watch the cut-scene on the bridge for a relieving revelation: you're no longer cursed with health drain. Go through the door across the bridge and take the Vital Star L on the ground before grabbing a few extra Vital Star Ls at the vendor. Go down the staircase and through the door to meet up with an unlikely foe: a flaming horse.



Geryon is a very direct boss to fight, as it will charge at you from the straight. Lock onto it and use Ebony & Ivory to mix with perfect harmony. Get towards the middle of the bridge and stand off to the side of the horse. Jump over the spiked rims of the fly-ass pimp ride, and rush towards Geryon once it stops. Devil Trigger and combo the creature until it gets ready to roll. Air-Hike with Rebellion to get out of the way. After a while, watch the cut-scene and you will be in the lower level with the ghastly specter steed. Lock on and blast away with Ebony & Ivory, and roll evade the missiles exactly one second after you hear them take off. Devil Trigger when Geryon comes your way, as it will sling the carriage towards you for killer damage. When stopped in slow motion, evade roll to escape the arrows.



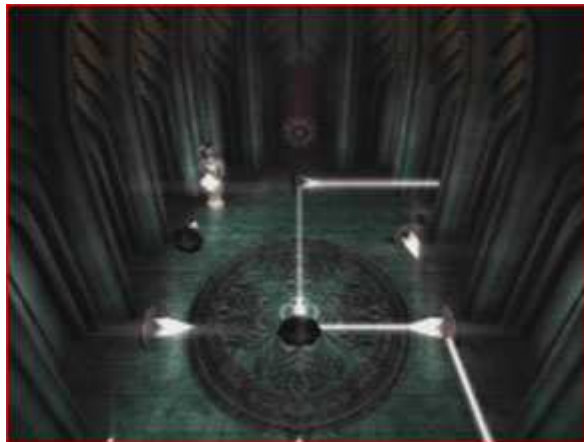
Playing as Vergil

Against Jester: The Jester's teleport beam is right next to the upgrade station. At this point in the game, the Jester is a bit stronger, and not as forgiving. The same principles mentioned earlier apply here, although it's harder to dodge those balls – they're faster. Plus, he rides a giant ball that fires another explosive ball at you. Remember to jump when necessary, and be brave when you go for the Jester. Hop-up on the giant ball and wail on him. Be aggressive.

Against Geryon: Using the Summon Swords here makes life easy. They do a good job of cutting the horse down to size. Unleashing Beowulf combos in Devil Trigger takes him down quick-style. Happy hunting.

Mission 13: Chaos' Warm Welcome

Choose the Swordmaster or Gunslinger style set (Gunslinger is useful for the living statues while Swordmaster is great for the boss fight), and start off by taking care of the living statues. A living mage statue will appear shortly afterwards to cause trouble by shooting nasty fireballs at you that can easily be roll evaded. After the room is clear, head down the staircase in the next room. **SECRET MISSION NOTE:** Examine the red orb on the stairway to access Secret Mission 8. Ignore the first door and enter the one down the hallway. In the Lux-Luminous Corridor, you will take out more living statues and living mage statues on your way to the Devil Star up near the ceiling down south of the corridor. Exit into the Vestibule and take out the top right corner mirror and the middle mirror on the second line to solve the puzzle.



Break the wall down to allow the light to travel through. **SECRET MISSION NOTE:** Double jump into the enclave along the wall on the left to reach Secret Mission 9. Break the mirror at the end of the line to give you access to the Orihalcon piece. Backtrack through Luminous and enter Obsidian Path. There is a Nevan Combo Statue in here that is incredibly tough to break. Consider Devil Triggering under the Swordmaster Style to do so. Equip Cerberus and Agni & Rudra, and make sure that you have plenty of Vital Stars. You may want to consider using the Quicksilver Style, although it is arguable tougher without it. Being the cowboys that we are, we will select the tough route and use Swordmaster in order to get the best strategy.



Go through the door and you will confront Vergil. Time for Enhanced Vergil! Enhanced Vergil uses two separate weapons, which calls for two different strategies. The first set is a standard katana blade, while the second is Beowulf, the blind demon that you faced prior to Vergil. Enhanced Vergil uses Beowulf for the majority of the battle, sparingly equipping the katana to slice and dice from time to time. The best strategy to use is to evade roll with every attack that Enhanced Vergil uses with Beowulf. He is actually quite easy since his patterns include disappearing, striking on the ground and quickly rising to blast you with his feet and blade in mid-air to the floor. Evade roll twice to escape this attack.



Consistently use Ebony & Ivory to cover your bases when you cannot launch into a melee attack with Vergil. It is best to use the brother blades when fighting Enhanced Vergil, as you can pull off charging maneuvers with them that will either connect on him from behind or dodge his downward strike attack. When Vergil Devil Triggers, you will need to stay clear of him. We recommend unleashing a Holy Water onto him at this time, that way all is not lost. Devil Trigger after he returns to normal form and hit him while he is stunned with your best combos. Return to run 'n gun play from afar and evade roll when you hear Enhanced Vergil grunt. Repeat this process, specifically with the Devil Trigger, to defeat him.

Playing as Vergil

Against Vergil: At this point, the Vergil you face has Beowulf as well. But he's not as good at using it as you are. Remember to dodge furiously, and control the pace of the fight. Don't be an easy target. Standing still will get you hit. Vergil will also Devil Trigger on you shamelessly. I like to Devil Trigger at the same time to offset the edge he has in this mode. It also helps take the sting out of one of the hits he may get in on you. When you hit him, take full advantage of his vulnerability, and you'll see this bully's life seep away.

Mission 14: Drive!

You will acquire a new Devil Arm at the beginning of the mission, so select either Trickster or Royal Guard (depending if you feel lucky or not, as Royal Guard is a pain to master). Drop down to the side and walk around to find a flashy object to the left. Collect it to obtain Beowulf, which Vergil looks to have dropped. Beowulf is a very powerful hand-to-hand Devil Arm, but very, very sluggish. Be careful when using it, and refer to our Weaponry section to figure out exactly when to use it. Equip Agni & Rudra, as well as Beowulf at the menu statue. There is a Beowulf Combo Statue in the

background. After destroying it, go through the door and board the elevator.



Go through the hole in the wall and head through the door to the Vestibule. Go through the hole in the right side of the room, and pass through into the next area, which will be blocked off until you can clear out the lot of Stone Dragons. There are quite a few Stone Dragon sets in here, so use Ebony & Ivory to turn them to stone and smash them with the brother blades. Go through the door at the end of the hall and push the statue out of the way to reach the green health orb. Board the cart and take out the first wave of enemies to activate the nastiness of the Reaper, Vanguard, once again. He won't move around too much, so just roll evade escaping his wrath.



Exit this hall into Hell's Highway. Head into the green room at the fork, and you must battle two separate sets of living statues. These guys are nasty in this small area, so equip Beowulf and take care of the first wave with melee attacks. Use Ebony & Ivory to lessen the numbers and eliminate the rest from here. Backtrack and go into the purple room to battle a wicked steed living statue, followed by another. Evade roll their ground pound attacks and finish them with Ebony & Ivory. Another attacks shortly thereafter, so destroy it. Go into the green room to collect the Vital Star S. You must pay the price for grabbing it, however, as you must fight three wicked steeds and a few normal living statues.

Walk into the red room to battle two wicked steeds and a mage. Once they have been defeated, go into the purple room and go left through the doors. You must fight several wicked steeds and mages to obtain a Blue Orb Fragment. Go through the door and through to the next door after purchasing whatever items you'd like to have. Take care of the archers in the background, and head to the next area to find a Vital Star S. Backtrack to the Water Vein and go into the blue portal. You will be taken to the strip joint, Love Planet, once again. If you want to find a free Yellow Orb, backtrack to Dante's Devil May Cry office to find one. Come back to the Love Planet and go out to the Cerberus Street aftermath to find a Holy Water on the right side. Move forward to find the motorcycle, and the mission will be completed.



Mission 15: The Gatecrasher

Use Swordmaster for your Style and walk towards the door. This will piss the Damned Angels off, big time. Pull out Ebony & Ivory and pump them full of lead until you reveal the faces of evil near their torsos. Jump out of the way of their nasty landmine spear attacks, and attack the faces with your Devil Arm (Brothers' blades preferred). These guys are pains in the ass, so try to evade roll as soon as possible when they attempt to attack. Kill them one at a time, as well. In the next room, Devil Trigger and defeat the large spider before moving on to the two smaller spiders. When the room is clear, go through the other door and ignore the elevator for now. Go through the next door and find some hidden orbs near the eyeball of the beast.



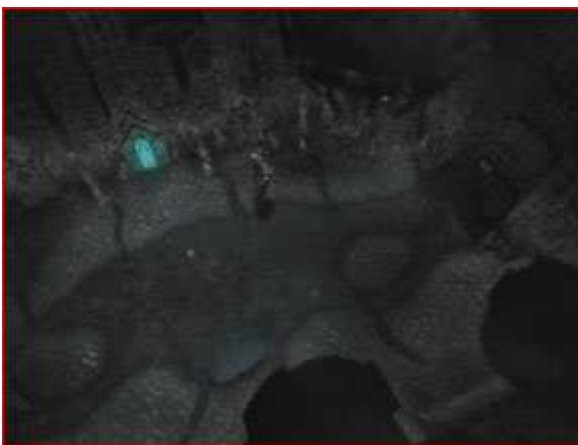
Beat up on the circular trigger to access a new area in the previous room. Collect the red orbs out of the statue above the exit doorway, and beat up on the next circular switch in the spider room. Go through the tri-colored gold door to enter the gear room. Defeat the few Stone Dragons in this room for (hopefully) for health orbs, and attack the circular switch in this room. Carry on to the next room to find tons of Vanishing enemies (some of which will drop health orbs). Collect the Orthalcon fragment at the end of the blade obstacle course, and backtrack. In the gear room, go through the doorway to reach the Rounded Pathway (if not, turn the circular switch).

Jump over the first blade and avoid the enemies in here. Go into the next room and defeat the five spiders (Devil Trigger frequently!) and search the altar to find the second Orthalcon fragment. Exit here and proceed to the gears room. Strike the circular object and go through the door to reach Top Subterria. There are tons of red orbs high above, so grab them and go through the doorway below to reach a room filled with spinning blades, Vanishing monsters and the final Orthalcon fragment. Backtrack and fight off the hordes of spiders and use the Orthalcon fragments in the elevator. Step inside and step out to complete the mission.



Mission 16: Win or Lose

Pick Gunslinger and go into this one with both guns blazin'. Go through the red door to the left and attack the archers and sandmen inside of the hall. After a while, go through the hole in the wall to the south. In this room, quickly light both of the circular switches and cling the balls together by combo'ing them apart from one another. This is frustrating, but definitely possible. Collect the Moon Shard and the place will seal up. You must now defeat a couple of Angels. Lovely. Get prepared for a careful fight, and do not let the auto-target screw you up when fighting one of the Angels' face.



Return to the Sun & Moon chamber, and place the Onyx Moon shard into the plate. Go to the Entranceway to the right passed the purchase statue. Clear the enemies out on your way to the door up the stairs. In here you will face some Stone Dragons and a few Archers. Clear them out and go upstairs to enter the Waking Sun chamber. Hit the circular switch to reveal a light globe. Equip Beowulf and attack the globe to break it open (or Devil Trigger with another weapon). **SECRET MISSION NOTE:** Secret Mission 10 is to the right of the Golden Sun. Collect the Golden Sun, and get ready for a rough fight.

Jump into the air whenever the Possessed Medusa's body opens up, and use Ebony & Ivory to destroy it. You must face another pair of Possessed Medusas, as well as a Wicked Steed. More Possessed Medusas appear as you clear the room. Return to the main room to unlock the doorway using your Sun and Moon items. Go through and enter the door. Kill the Stone Dragons and the archers as you jump your way to the second floor of this crumbling arena of unpleasantness. Avoid the enemies and go through the door up here to reach the Endless Inferno. Go into the former giant worm room to kill some spiders from the bridge and jump down to go into the bright blue room. Grab the Vital Star S and enter the Divine Library. Walk forward to confront Lady.



This area is really tough to escape enemy onslaughts in due to the fact that it is so closed off. The halls stretch into three separate areas, and use the bookcases to defend you against Lady's rocket launcher. Use the pillars, as well. Use Ebony & Ivory to patiently chip away at Lady's health while she reloads her rocket launcher. She will somersault away from you when you get up close to melee attack her, so use dashing moves with your Devil Arms such as a leveled up Stinger. When Lady jumps onto the pillar tops, back away! She is releasing several grenades that will blow holes in you. After defeating her, you will receive the Kalina Ann, a swifty nifty Rocket Launcher.



Hit all of the springs and go through the door to end the mission.

Playing as Vergil

Against Lady: Don't let her push you around. Don't let her run either. It's tougher to hop onto those book shelves without Air-Hike, but Vergil is strong, and when you find her, just unleash. Keep hitting her and don't let her run away. Her attacks are more annoying than anything. Yamato should keep her off her feet, by charging forward and slicing. Take off chunks of her life with Beowulf. Don't let the cute face fool you. Dante may have a warm heart, but Vergil don't take no \$#!%.

Mission 17: Inner Demons

Select Swordmaster for the Style in this toughy of a mission along with Beowulf and your most comfortable combat weaponry (we suggest Agni & Rudra) and start. You can find a Vital Star S on the platform above in the back, inside of the depression in the wall. Go through the crack in the wall to reach the Trial of the Warrior room. You will find a Yellow Orb upon defeating the enemies in this room. You must defeat them by activating both circular switches and taking them out before the switches deactivate. Afterwards, backtrack to the previous room and go through the door right near you. Break the red orb statue and get prepared for the obstacle room!



Equip Beowulf and break the Combo statue to collect a Blue Orb fragment. Jump onto the block in the center of the room and jump onto the one that moves horizontally. Jump onto a rotating block when you reach the very top to reach the doorway leading to the Firestorm Chamber. This room contains several archers and buff versions of the Vanguard Reaper himself. Go through the red door and break stuff inside to find red orbs, and a Blue Orb fragment in the circular room off of the side of the building. Return to the cube obstacle room and jump to the right. Ascend the room and jump to the solid platform. Follow the path of cubes along the wall.



Jump up the series of interlaying platforms as quickly as possible, and jump off to reach a door. Go up the staircase to the left to reach a trial room. You will be locked inside upon entering, and you must. Fight the series of spiders in this room and go through to the trial of skill. You must dodge two sets of spikes as you carry on throughout the hallway, which is quite a job in itself. Once through, go to the launch pad and jump on it. This will take you to the Pitch Black Void. **SECRET MISSION NOTE:** You will find Secret Mission 11 amongst the pillar arches, in the form of a glowing light near a statue. Go into the next door to reach another red sealed room.



Get prepared to fight several Inferno monsters. Since you're on a slope, their scythe toss maneuver will likely avoid you completely. Take care of them as you would normal enemies, and watch out for their earth sinking move where they can teleport behind you. The Kalina Ann is a great weapon to use here. Go through the door to reach Moonlight Mile. Use the purchase statue to collect a few extra Vital Star Ls, and go into the door up ahead to reach the boss: you.



The Doppelganger is constructed of Dante's shadow, so it knows you better than anyone else. The way to defeat it is to equip Beowulf and run up to one of the many spotlights that surround the battle arena. Begin hitting the light four times, and once the Doppelganger gets close, hit the light a fifth time to turn it on and blind the poor soulless creature. Use Beowulf to beat the living crap out of the Doppelganger, and repeat the pattern. It's best to evade roll when he comes in to attack and you're not prepared to hit the light. When darkness surrounds Dante, be sure to jump out of the way (or sprint, if you're already moving). After a few lights have been lit, the Doppelganger will use a dark spark to shut them off. This boss fight is rather easy, as long as you have your timing down. It's a long fight, so just be patient and you should beat the Doppelganger without using any healing items.



Playing as Vergil

Against Jester: Yes, he's back, and as cruel as ever. You'll see his teleport beam in the middle of the room that leads to the three (now two) puzzles. Remember to stay agile. Hopefully you've elongated your life bar to a comfortable point at this stage where you can withstand a lot of punishment. It seems almost impossible to dodge everything Jester throws your way. Dante fairs better because of his Air-Hike ability. Vergil must take advantage of his Summoned Swords and Beowulf whenever he gets a hit in edgewise.

Against Doppleganger: You should approach this fight the same way you would with Dante. Beowulf makes it easy as hell.

Mission 18: Invading Hell

Use your favorite/best style and enter the stage, because you will be facing the toughest stage in the entire game. You will start out at a beautiful area that is simply indescribable. Move forward as the platforms align for you, and jump through the mirror. You will be on a giant chess board, Harry Potter. Equip Kalina Ann and blast through the pawns and make your way through this onslaught using your baby rocket launcher. You can only attack them when they light up, so attack carefully. Watch out for the King and Queen, as they swoop in for the kill several times throughout the chess match. The Queen zooms across the board in order to kill you, while the King destructs like an atom bomb to get you.



Jump into the mirror once the King is dead, and face off against two Angels from an awkward yet beautiful camera angle. It's really best to just run away for the mirror up the hill. Go through the mirror and you will enter the graveyard. Similar to Mega Man games, the graveyard features all of the previous bosses in the game reborn. You must fight and defeat either all of the bosses again (Mission 2 enemies, Cerberus, Agni & Rudra, the giant worm, Nevan, Doppelganger, Beowulf, Geryon, the giant air creature's internal organs) for a prize, or three to complete the stage. NOTE: Yes, only three bosses. You can find green orbs to recover your health after these horrifying battles, and break open the red orb statue. **SECRET MISSION NOTE:** You can find Secret Mission 12 near the scripture slab. The three that you must defeat are Beowulf, Agni & Rudra, and Cerberus (we suggest that specific order, as well). Collect the Blue Orb fragment after defeating all of the bosses again (thanks to Myke256 on the IGN PlayStation 2 General Board for this tidbit), or if you decided on doing three, enter the mirror.

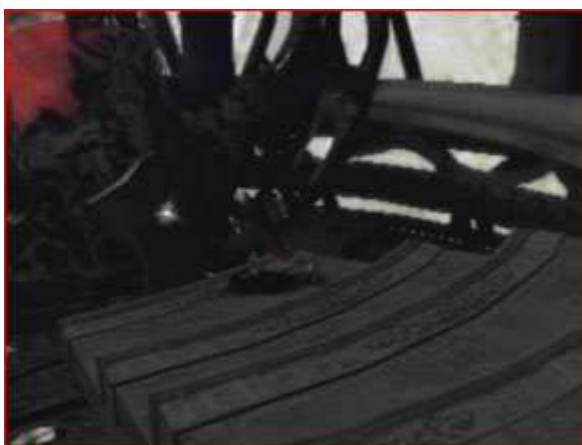


Mission 19: Forces Collide

Equip Swordmaster again and blaze into the Infernos. Begin hacking away at them with your best sword(s) and watch your footing as you fight them. Use Devil Trigger a few times to clear the room. Afterwards, go through the mirror to be transported to another room filled with Infernos, however, you cannot defeat these Infernos. Look for an overly green mirror in the room and equip Beowulf. Begin attacking the mirror with Beowulf as fast as possible. When the mirror breaks, all of the Infernos will die. Repeat the process until the room is cleared out. Hop onto the chandelier to find a Vital Star L, which should come in handy later on. Jump into the mirror to clear the area and proceed to the hourglass room.



You will be presented with more of those pesky Infernos in the hourglass room. Use the Kalina Ann to mow them all down to size, and take the Samsara from the middle of the room. Now, head for the exit and you will find yourself in the graveyard again. Don't worry, no more fighting bosses over and over again. Collect the green orbs and purchase some upgrade and/or healing items at the purchase statue. Go through the mirror and ignore the first room. Jump into the mirror again and use the Samsara on the golden statue. Enter the mirror and go through the door at this breathtaking area.



Start the battle out with Agni & Rudra equipped, and go for the throat! Jump into the air and begin your assault with the hardest aerial combos known to man! It is best to Devil Trigger as soon as possible when fighting this crazy kook, as he will soon burrow into the ground soon after and allow his devilish dolphins to take over. Equip the Kalina Ann and jump around to gather the dolphins together before blasting their heads off. By the time that Arkham appears again, you will have your Devil Trigger somewhat full. Keep assaulting him little by little through the air until he is eventually halfway dead. You might need a few Vital Star Ls for this battle. Watch the cut-scene and take over the battle. The battle remains the same except for two things: Arkham has a new move where he was grab Dante. You must switch to Vergil by pressing circle and kick Arkham's ass to get him to drop Dante. The second thing is that you no longer have a Devil Trigger meter.

Playing as Vergil

Against Arkham: Be brave. Run at him, Devil Trigger, and unleash your hardest combos in your arsenal. When he dives, stay jumping, and dispatch the slugs with you Summoned Swords. Repeat the process over and over, until you switch to the second half of the fight. Again, Dante doesn't join you, but red-coat Vergil does. From here, you can simply send your Summoned Swords in for attacks and let red-coat Vergil do all the work. This strategy will save you some life so you're better able to deal with the task ahead. After all, Arkham isn't so bad. Red-coat Vergil, on the other hand, is a nightmare.

Mission 20: Screaming Souls

Use the Swordmaster style, or your favorite/preferred style if you have one, and enter the stage. Try bringing three Vital Star Ls, 1 Holy Water, and 2 Devil Stars. Use Ebony & Ivory from the very start of the battle, as Vergil is too fast for Kalina Ann. Vergil is more powerful than the previous battles, which is what you would expect from a last boss in any game, much less one as hard as this one. The thing about defeating him is that he's pretty much identical to his previous form that you faced, only this time he will Devil Trigger entirely too much, and he has extremely fast teleportation skills. After he Devil Triggers, which you should run away from immediately, Devil Trigger yourself to take down a chunk of his health bar with a Devil Trigger combo.

At around halfway to death, Vergil will Sparda Trigger, turning him into a blue inferno of unpleasantness. During this time period, Devil Trigger yourself to gain extra speed and use this time to run like hell! Just run around to escape Sparda Triggered Vergil, and return to him to get a few cheap hits in when he returns to normal state. Vergil will also Devil Trigger a lot faster when nearing death (around 25% or so of health points left), making things a lot harder since you cannot Devil Trigger on time every time anymore. Get close to him and use the Holy Water to finish him off.



Congratulations! You have completed one of the hardest games on the PlayStation 2, *Devil May Cry 3*! Now go celebrate by playing some *Pong*.

Playing as Vergil

Against Vergil: By now you've realized that I've suggested you to use Beowulf for almost every boss fight you encounter using Vergil. This wasn't done to limit you creativity, but to train you for this very moment. Similar to how Mr. Miyagi trained Daniel-son to fight by sanding his floor, by using Beowulf so much, you should be an expert with the weapon by now. You should have the skills to take on Red-coat Vergil, a vicious and merciless foe. Slide around with your trickster-like moves, known as Dark Slayer Style to Vergil. Jump-up, hit Triangle, and slide down with that power kick. If he blocks, slide away, and hit him from the side. If it registers, unleash a furious combo, and chunks of his life will come flying off his life bar. When he gets Devil Trigger Happy, jump out of the way, as he will rain down from the sky with cheap attacks. As soon as he comes out of DT, you DT and repeat the same slide kick combo process. When he sets up to do his Yamato attacks, slide out of the way, and slide back toward him to deliver a hit from the side. You can beat him. Now go, and punish.