

# Dante's Inferno Boss FAQ

by vinheim

[Donate](#)

Updated on Apr 5, 2010

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

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|      Liked the Walkthrough? Why don't you help me out and recommend it      |
|              to other users? That's the best way to say:                    |
|              "Thanks for the Walkthrough". Thanks...                        |
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                               < ASCII art created by Wiej 2010 >
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Dante's Inferno  
Boss FAQ  
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Version Death  
Last updated: 04/05/10  
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- Homepage: <http://vinheim.webs.com> -  
-- Video Walkthroughs: <http://youtube.com/vinheimk> --

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Table of Contents  
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To navigate much easier through this guide, I added the search system, which works just by following these simple steps:

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

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

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

1] Introduction.....[sx100]

    1.1] Contact Rules . . . . .[sx101]

2] Boss List.....[sx200]

3] Latest Update.....[sx300]

4] Closing.....[sx400]

    4.1] Credits . . . . .[sx401]

    4.2] Last Words . . . . .[sx402]

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Yay for a Boss FAQ. Since I made a separate FAQ for my Judas Coins section, why not make one for the Bosses, before someone starts spamming me to make one. Here it is. It's very easy to follow, since I tried to describe all the attacks of all the bosses. Have fun :).

Well, I hope you like both the FAQ and the game but before starting, there are some things I want to address, so please read the following paragraphs:

- I'm writing this for free and because I'm falling in love with this game. If you are looking for tons of eloquent ways for me to say "move here and start a battle", you are going to be so disappointed.
- The spoilers are great issues in making guides. I am a player of the game,

just like you are. The first time I played through this game was completely by myself. I didn't read any spoilers, therefore nothing was spoiled for me. All the story's ups and downs that were supposed to surprise me had such effect. And I really think it's not fair spoiling such story elements to you.

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

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

--> vinheim@gmail.com <--

I always reply to all the mails I get, since feedback is the best reward of all.

o Important  
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The only sites allowed to host my FAQ's from here on out are the following:

- www.gamefaqs.com
- www.supercheats.com
- www.neoseeker.com

This is because many sites either steal my guides or they don't update them, making it really hard on me because many readers from other sites often ask me question from an incomplete guide, so this is a better way to keep track of my FAQ's and my readers. Please, if you're not on the list above, don't even bother asking about hosting them because the answer will be NO. Thanks.

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

MSN: xander\_may\_cry@hotmail.com  
AIM: vinh3im

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

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| | | | / _ | | | | | 2] Boss List | | | | | / _ | | |
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If you're looking for a specific boss, look here so you don't have to scroll through the whole guide just to find it.

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~~~ BOSS: DEATH ~~~~~

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

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

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

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

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

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

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

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~~~ BOSS: MINOS ~~~~~

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

1. Skewering tentacle: Some tentacles will come from underground and try to skewer you. Keep moving at all times to evade this attack.

2. Breath: He'll approach the floor and starts blowing breath. Press the R button to grab from the pillar when prompted to evade the attack completely.

3. Tongue: He stays in the same position as in his attack [2], but this time, he sticks out his tongue from time to time to hit you. Simply jump over it.

4. Summon: He summons some minions to play with you.

5. Arm: He places his arm on the ground and sweeps the whole battlefield. He can also hit the ground with it. Jump over the first attack and dodge the second one.

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

complete the Finisher move at the end to take care of him.

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

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

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

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

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

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~~~ BOSS: CERBERUS ~~~~~

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

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

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

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~~ BOSS: ALIGHIERO ~~~~~

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

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

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

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

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~~ BOSS: FRANCESCO ~~~~~

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

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

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

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

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~~~ BOSS: LUCIFER ~~~~~

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

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

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

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

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

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

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

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~ ~ ~ ~ ~ 4.1] Credits ~ ~ ~ ~ ~  
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### 1. People

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

### 2. Internet sites

- [www.gamefaqs.com](http://www.gamefaqs.com): For hosting my guide.
- [www.supercheats.com](http://www.supercheats.com): For hosting my guide.
- [www.neoseeker.com](http://www.neoseeker.com): For hosting my guide.

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~ ~ ~ ~ ~ 4.2] Final Words ~ ~ ~ ~ ~  
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Like I said, I had no plans on doing this FAQ, but the outcome is beautiful. If you like this FAQ, if you found it useful, make sure to check my other FAQs in case you need help with any game in particular. Here's a little list of FAQ I've made:

1. Tales of Symphonia (GCN)
2. Jericho (360)
3. Tales of Legendia (PS2) [In progress]
4. Tales of the Abyss (PS2)
5. Devil May Cry (PS2)
6. Tales of the Abyss Enemy Database (PS2)
7. Jericho Monster List (360)
8. Jericho Achievements (360)
9. Castlevania: Portrait of Ruin (DS) [In progress]
10. Metal Gear Solid 3: Snake Eater (PS2) [In progress]



11. Lloyd Irving Character FAQ (GCN) [In progress]
12. Devil May Cry 3: Dante's Awakening (PS2) [In progress]
13. Devil May Cry 3: Dante's Awakening Special Edition (PS2) [In progress]  
(will be updated at the same time as the original)
14. Pokemon Platinum (DS) [In progress]
15. Soma Bringer (DS) [In progress]. Might take this one down, but still unsure
16. Dragon Quest VIII (PS2)
17. Shin Megami Tensei: Devil Survivor (DS)
18. Kingdom Hearts 358/2 Days (DS) [In progress]
19. Tales of Eternia (PSP)
20. Sands of Destruction (DS)
21. Yu-Gi-Oh! 5D's Tag Force 4 (PSP)
22. Dante's Inferno (PSP)
23. Dante's Inferno Judas Coins Locations (PSP)
24. Dante's Inferno Boss FAQ (PSP)

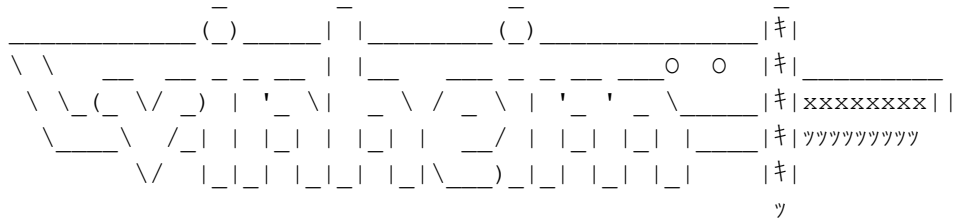
Please check these games if you have any doubts in one future. So, with all this said and done, I bid you farewell!

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