

WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org

COMPLETE CONTROLS



Below are the controls necessary to navigate and fight through the nine circles of Hell. Dante has many talents and combat skills that are all crucial if he wishes to ever see the light again. Study these controls in the hope that he may find salvation.

| | |
|------------------------------|--|
| Move Dante | |
| Dodge | |
| Light attack | |
| Heavy attack | |
| Holy Cross | |
| Grab | |
| Jump | |
| Use magic | |
| Object interact | |
| Block/Special combo modifier | |
| Systems menu | |
| Options | |

THE DESCENT...

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

PLAYING THE GAME

GAME SCREEN



+ COMBAT

Combat within *Dante's Inferno*™ takes place in the third-person, with Dante in the center of the action. You must control Dante as he defends himself against the minions and demons of Hell. Use Dante's surroundings and skills to keep him alive and moving through the darkest reaches of Hell.

+ FIGHTING

To vanquish the prisoners of Hell that challenge Dante, he must learn to wield Death's scythe with precision and deadly force. Using the scythe largely consists of mixing light attacks with heavy attacks to create combos, but that is only the beginning. Incorporating jumps and grabs within Dante's arsenal adds another layer to combat, and then when dodging and the Holy Cross moves are thrown into the mix, Dante truly becomes a force to be reckoned with. Without using all of Dante's combative skills and techniques, there is no hope of him ever reaching Beatrice.

+ BLOCKING AND COUNTERS

Dante can't expect the denizens of Hell not to fight back. Learning to block their attacks quickly becomes a vital component of battle. When an enemy is winding up for an attack, pull and hold **[R]** to have Dante block the attack. Some enemy attacks are unblockable and, in these cases, Dante should quickly use dodge to escape the attack. Purchasing the repayment ability allows Dante to perform counter-attacks. If Dante can perfectly time a block to coincide with the enemy's attack, then Dante is momentarily filled with light. While Dante is glowing, execute an attack move to perform a deadly counter-attack.

+ HOLY CROSS

With Beatrice's Holy Cross at Dante's side, he is able to shine a holy light through the impenetrable darkness. Press **[E]** to unleash the Holy Cross as a powerful ranged attack. The Holy Cross is an excellent weapon for ranged and flying enemies.

+ EVADE

Dante's agility allows him to quickly dodge enemy attacks from all directions. Move **[D]** in the direction you want Dante to evade, and he quickly performs an evasive dodge in that direction. Knowing when to dodge versus block is crucial in combat and is only gained through careful practice.

+ REDEMPTION

By battling the hordes of the damned, Dante builds Redemption from within. Once the Redemption Meter has been filled, press **[A]** + **[R]** to release its powers and grant Dante a temporary boost to his attacks.

+ MAGIC

As Dante moves through the circles of Hell, his ability to fight the damned continues to evolve. Dante earns new Magic throughout his journey and can assign these Magic abilities to the four face buttons. Dante may perform his Magic abilities by pressing **[A]** and the corresponding face button. Every Magic ability has its own strengths and weaknesses. Dante needs to experiment with his newfound abilities to learn how to wield them best.



WWW.DANTESINFERNO.COM

+ JUDGMENT

Within Hell's confines, Dante is granted the unique ability to judge the souls of the damned. During certain finishers or while before one of the damned, Dante may choose to either Punish or Absolve the sins of the one before him. Dante's judgments, however, come with their own consequences. For punishing souls, Dante gains Unholy experience points, whereas absolving souls grants him Holy experience points. Each path unlocks its own sets of rewards in the forms of Upgrades.

+ THE DAMNED

Throughout Dante's journey, he discovers the damned souls of past mortals of great importance within human history. Dante can judge these souls to gain righteousness in his quest. After judging one of the damned, access them within Dante's Journal to learn more about that person's life.

+ GRABBING ENEMIES

With Death's scythe at his disposal, Dante is able to grab certain enemies and even skewer some of his lesser adversaries on its end. Grab moves can grant Dante a quick way to toss around enemies, or give him the ability to finish enemies by either choosing to Absolve their sins or Punish them with his power of judgment.

+ FORGIVENESS

Certain damned souls have become twisted and tangled within their sins, requiring more effort on Dante's part to absolve them. During these moments, Dante must forgive them by pressing the correct button to capture the approaching sins from the top, bottom, left, and right. Successfully capturing as many sins as possible not only absolves the soul, but also rewards Dante with bonus Souls.

+ FINISHERS

Some enemies allow Dante the opportunity to perform glorious finishers that wipe them from existence in brilliant style. After Dante softens an enemy up with his scythe, he or she may become weakened and let his or her defenses down. When this happens, a **Q** hovers over the enemy's head. Pull **Q** to begin the finisher move and then follow the onscreen instructions to complete it. At the start of a finisher, Dante is able to choose whether he would like to take the Unholy path and Punish enemies or the Holy path and Absolve them.

+ NAVIGATION

Dante's journey sets him on a path of ultimate despair and suffering. Only the fire in his soul and the passion in his heart can keep his body moving. However, fortune favors Dante and has granted him Virgil as a guide. With the help of Virgil, Dante may be able to achieve the impossible task set before him.

+ HELL'S TREACHEROUS PATH

Navigating through the nine circles of Hell requires constant vigilance and awareness. Dante must take in his surroundings and decide on the best course of action. Move Dante throughout the world by moving **1**, and have him jump to higher planes by pressing **1**. To cross large gaps and jump even further, press **A** again to have Dante perform a double jump. While exploring, keep an eye on Dante's surroundings and never overlook the small details, because there are many hidden items to be found.

+ CLIMBING AND SWINGING

Hell's descent requires a fair amount of climbing, swinging, and rappelling on Dante's part. While on a rope or ladder, move **1** in the direction you would like Dante to move. Press **1** to have Dante jump, and hold **RB** to have Dante quickly slide down. While on certain ropes, you can press and hold **RB** to have Dante run across the wall face or swing from side to side. Keep holding **RB** to have Dante gain momentum.

+ LEVERS AND OBJECTS

To pass through Hell's many circles, Dante must deal with all of Hell's devices. To pull levers, press **RB**. If there are objects around Dante that can be moved, press and hold **RB** in front of them and move **1** to move them through the environment.

+ VIRGIL

Virgil is an invaluable asset for Dante on his quest. Sent by Beatrice, Virgil's purpose is to guide Dante through Hell and keep him as safe as possible. Press **RB** when standing before Virgil to talk to the poet. Whenever Dante sees Virgil on the path through Hell, be sure to listen to what he has to say. Virgil may also grant Dante special items to help him on his quest to save Beatrice.

+ BEAST MASTER

With the power of Death's scythe, Dante is able to mount the beasts of Hell and use them against his enemies. All of this, however, requires Dante to rid the beast of its current rider first. After attacking the beast and rider into submission, perform a finisher move to begin mounting the beast. If successful, Dante mounts the beast and becomes its new master. Control the beast as you would Dante, and use its power to pulverize enemies and complete tasks that require a beast's strength.

+ OBJECTS OF HELL'S DESIRE

While Hell is home to the wretched and damned, it also holds many items that may assist Dante on his journey. Dante can collect these items to grant him new powers, replenish his health, or record his progress.

+ SOULS

Souls bound within Hell's gates can be freed through Dante's actions. Once freed, these celestial orbs of light can be used as currency to upgrade Dante's skills.

+ GREEN ORBS

Once collected, Green Orbs replenish Dante's health.

+ PURPLE ORBS

Once collected, Purple Orbs replenish Dante's mana.

+ FOUNTAINS

Overflowing with Orbs, fountains may be found throughout Hell. Walk up to a fountain and press **RB** to have Dante slam his Holy Cross into its well and then repeatedly press **1** to break it open.

+ STATUES OF BEATRICE

Dante can save his progress at the Statues of Beatrice. Simply stand before her and press **RB** to be taken to the Save menu.

+ SILVER PIECES

Judas Iscariot's 30 Silver Pieces are scattered among the nine circles of Hell. Through his travels, Dante may collect these Silver Pieces, if he can find them. Every time Dante collects five Silver Pieces, he receives a Soul bonus. Silver Pieces are found in special fountains.

+ BEATRICE STONES

There are a total of three Beatrice Stones hidden throughout Hell. These stones fit into each point of the Holy Cross given to Dante by Beatrice. If Dante collects all three stones, he unlocks the ability to auto-absolve the damned in the Forgiveness mini-game. Beatrice Stones are found in special fountains.

+ RELICS

In some of Hell's darkest corners, Dante may discover Relics of the past. Dante can collect these Relics and equip up to four of them to gain unique abilities.

MAIN MENU

+ START GAME

Select START GAME to begin a new game. Dante starts his journey on the outskirts of Acre and must make his way home to Beatrice. Playing through the game unlocks Special Features, which may be accessed through the main menu.

+ LOAD GAME

Load any previously saved game. Saved games are named after the checkpoint they begin at.

+ DOWNLOADS

View and purchase any downloadable content currently available for *Dante's Inferno*. Once purchased, downloadable content may be played through the Play Downloadable Content menu.

+ MOVIES

Access the Movies menu to watch any cinematics that you unlocked during gameplay.

+ SPECIAL FEATURES

Special Features unlocked during the game can be accessed through this menu. Take your time browsing through Special Features to learn more about the game and the poem it was based on. You may browse between Special Features by pressing **LB / RB**.

+ CREDITS

View the credits of those who worked on *Dante's Inferno*.

+ OPTIONS

Access the Options menu to adjust the settings of the game.

+ VIDEO CALIBRATION

Use the Video Calibration menu to adjust the contrast, brightness, and gamma of the game. You may use the image of Dante within this menu to achieve the perfect calibration.

+ SOUND EFFECTS VOLUME

Adjust the volume of the sound effects within *Dante's Inferno*.

+ MUSIC VOLUME

Adjust the volume of the music within *Dante's Inferno*.

+ CONTROLLER VIBRATION

Choose to turn controller vibration ON/OFF.

+ CONTROLLER MAP

View a diagram of the controller with all of its controls labeled.

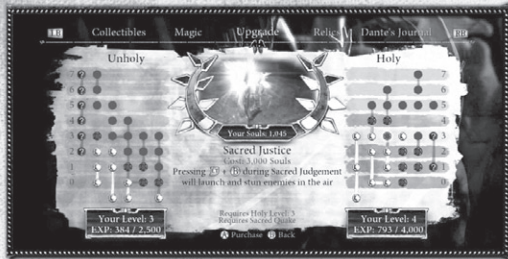
+ SUBTITLES

Choose to turn in-game subtitles ON/OFF.

SYSTEMS MENU

Through the Systems menu, you can upgrade Dante's abilities, swap his magic skills, equip Relics, and view both his Collectibles and Journal. Visit the Systems menu often to upgrade Dante's skills and learn more about his surroundings.

+ UPGRADE



By spending the Souls that Dante has collected, he may upgrade his skills to earn boosts or new abilities. Upgrades are broken into two sections, one Holy and the other Unholy. The number of upgrades that Dante can purchase is dependent on his Unholy or Holy level. Gaining Holy Righteousness unlocks more Holy upgrades, whereas gaining Unholy Righteousness unlocks more Unholy upgrades.

+ MAGIC

During his journey, Dante collects Magic abilities that he can use against the legions of Hell. Dante may equip up to four Magic abilities at a time. Select which Magic to equip by assigning them to the four slots within the Magic menu. Try to select Magic that work well together in combat, and use them to elevate Dante's combat skills.

+ HOLY POWERS

+ RIGHTEOUS PATH

Dante performs a dash attack and leaves a trail of icy shards in his wake.

+ MARTYRDOM

Dante sacrifices health and mana to deal a heavy amount of damage to surrounding enemies.

+ DIVINE ARMOR

Dante regenerates health and is protected from damage.

+ UNHOLY POWERS

+ LUST STORM

Dante surrounds himself with a storm of dark energy that deals damage to enemies.

+ SINS OF THE FATHER

A magic pendant attacks nearby enemies.

+ SUICIDE FRUIT

Dante slams the rotting fruit of a suicide tree into the ground, stunning nearby enemies.

+ COLLECTIBLES

Within the Collectibles menu, Dante can view the Silver Pieces and Beatrice Stones he has collected throughout his journey.

+ RELICS

Relics can be found throughout Hell or collected off of certain Souls. Through the relics menu, Dante can view his Relics and choose to equip up to four at a time. Each Relic has its own unique qualities that help Dante through his travels.

+ DANTE'S JOURNAL

Dante may view his Journal to discover the histories and stories behind the people and creatures he has met, or he may view a map of the nine circles of Hell.

+ ALL

Select ALL to view a complete list of all the damned, beasts, and stories from Virgil that Dante has collected.

+ THE DAMNED

Read the histories and stories of the damned's previous lives. Did Dante make the right choice when he judged them?

+ BESTIARY

Bear witness to the terrors of Hell as you scroll through a record of the creatures and demons that Dante has defeated throughout his descent.

+ VIRGIL

Experience the wisdom of Virgil through his collected conversations with Dante.

LOST SOULS

+ DANTE

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

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

+ VIRGIL

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

+ BEATRICE

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

+ FRANCESCO

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

+ BELLA

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

+ ALIGHIERO

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

+ DEATH

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

+ CHARON

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

+ KING MINOS

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

+ LUCIFER

Lucifer was once a Holy Angel residing in Paradise with God. He was the highest created Angel among God's order and became arrogant in his beauty and status. When God created man, Lucifer was ordered to watch over Earth. He saw the love that God had for man, and grew jealous. Lucifer decided he did not want to serve his Lord anymore; he instead sought more power so that he could sit on a throne above God. Lucifer, with several other Angel followers, cast a war in Heaven against God and the other Angels. Lucifer was defeated in his war on Heaven and, along with the Angels who followed him, was cast out of Heaven and down into Hell. Lucifer now waits for Dante within the innermost ring of Hell.