

(Movement and other obvious pointers should be easy for you to explain, so I am putting important pointers that makes you understand what's going on for each footage)

Quick Orb 10x Video: <https://twitter.com/BlackOni8/status/1182336606101016576>

Majin Form: <https://youtu.be/NH1EobafLmQ>

Mission 1

- For people who just started running this game. It's recommended to grab hidden orb cache 1k
 - The first fight is total of **10 Agnofinis**
 - **RNG** is depended on **third Agnofinis** dropping down (optimal) or you chasing it
 - Sometimes the **6th Agnofinis** stays on the roof
 - Must be ready whatever situation to manage your **style points**
 - You don't have to worry about **orb bonus x10** when you first start the game maintaining **"Show Time"** will just be as fine.
 - The second fight is total of **20 Misras**
 - You will need to maintain **"ShowTime"** and pick up orb as you kill. At very least **700 to 800** without the mainp. **4k** or higher with mainp.
 - Unlike the basement in DMC1, RNG heavily depends on Misra's behaviour. A very good fight should trigger a **key drop cutscene** between **2m 40s - 2m 45s** from your timer. **2m 50s** is decent. Anything more than that as long as it's **sub 3m** is average.
 - Start by down the **right angle misra wave (5)**. This is the only consistent start
 - By the time you reach **12 O'Clock**, you'd really **3 misra to drop down and approach you** so you can melee them (Sadly, I got bad RNG there)
 - Once you reach **on the left side** start using caligua invest about **3-5%** of your DT **(Beware of locking the misras behind the wall and stinger whatever is in your sight for one-shot kill for more efficient use). You should have killed 12-4 by now.**
 - **Three misras** should start approaching you for opportunity to build few more **DT**
 - Use the remaining DT finish off 6 Misras
 - For the last misra the faster way to despawn it misra is **to shoot E&I on 1 pixel hp**
 - Don't get hit unless you have enough orbs and did not drop a combo after like killing 13 misras
 - Do not let White Orb drop mess up your cycle and full DT shoot is not the key for this fight
-

Dante - Mission 2

- Movement is important, try to not side roll too much
 - Refer to the **written supplement guide** on how you can deal with each sphere wave. You need to get **full 4 x 4**
 - Bait the **flame bats**. So you can earn some **style point**
 - Getting an optimal sphere on a **mage wave** is tough, sometimes Dante stays in the same spot, enabling you to spam the combo for faster activation.
 - You might earn free style point if you accidentally dodge their flamethrower attack
 - On the mandatory room fight Aerial Heart, **Rebellion Lv2** has advantage of building faster style meter due to electro heart property of hitbox extension
-

Dante - Mission 3

- If you go with **Million Stab strat**, you are gold on Orb currency
 - Don't worry if you died **using gold orb there is still extra back-up picks**
 - Getting hit with goatling fire pillar (without knock down) boosts your movement but don't get too much of it
 - Pray for boss to cooperate with you along with goatling
-

Dante - Mission 4

- If you don't have **Rebellion Lv2**, go for **Crimson Bolide (Fireball shooting)** shoot method for majin. Because, majin melee scales on your equipped weapon. Although, you should already be able to afford it since mission 2 orb cache.
-

Dante - Mission 5 (Ain't anything is blessing with this Mission)

- Very RNG heavy and complex Mission
- Remember the melee opportunities against Greki/Freki (**saves a lot of DT**)
- Your second wave of blood goat and puia fight depends on how your wolf fight ended up and how much your **DT** left due to **1,2,3 DT f+4, stinger** cycle on goats.
- Tank wave is a double-edge sword fight.
 - Highly recommended to kill **the first tank asap with your DT helm breaker** spam once you have enough DT gauge
 - Second and third tanks are hard to end perfectly. Because, it depends on your current **state of HP and DT gauge**.
- Majin flight is faster only if you have **hp and DT** set

- Regardless of **Safe/Risky** strat on the chopper. Make sure that you align your height and distance well before you start shooting it down.
-

Dante - Mission 6

- If you think that you have finally got a run after M5. That's where you are wrong kiddo.
 - Very consistent fight on Majin, however has 0 recovery once a mistake made
 - Regular strat ends the second phase with 2 cycles only
 - The DT gauge is super free on the first phase with mini bats killing
 - Try to get **A or S** rank if you don't go for Majin
-

Dante - Mission 7

- Movement Mission
 - **Activate Elevator** → **Vendetta** → **Flame Heart**
 - Refer to the **written supplement guide** on how you can pick up **Flame Heart** optimally, even though it's not that mandatory
 - If you don't have enough funds for the overall route. You can ignore Vendetta. However, be mindful that it will affect any Majin strat that involves melee heavily.
 - Do not pick **Offence Heart**
 - Try **A or S** Rank
 - 10x Orb bonus is blessing during train transportation fight
-

Dante - Mission 8

- If you don't have vendetta **pure Million Stab**
 - Don't start Round Tripping immediately until you are sure that you've landed at least 3-4 full **Million Stab**. As well as bull not doing **THE JUMP** pattern.
 - The Mission is automatically bad, if bull did a bad pattern.
-

Dante - Mission 9

- Movement Mission
 - Don't forget to pick **Offence Heart**
 - Pick the launcher if you don't want to do **risky strats on moth or playing safe on argosax**
-

Dante - Mission 10

- RNG fiesta
 - Kill Savage Golem as last for faster despawn
 - If it occurs, try to kill first larva hatch before getting eaten by larva
 - **3-4** Larva is optimal fight anything more than **5** is bad
-

Dante - Mission 11

- Movement Mission
 - Pray for bolverk to cooperate
-

Dante - Mission 12

- I will need to put this somewhere in **chapter III**, but there are many variations of how you can deal with triangles effectively. Javelina pretty much listed them here <https://youtu.be/5YeOKtZ1Ew>
 - If you don't have a devil star, then you need to stun luck pluto by using things **f+1,2 High Time**. Pluto has a higher stun threshold compared to gorilla that's why **1,2,3 High Time** gives you a risk of being hit.
-

Dante - Mission 13

- PRACTICE THE CONSISTENT CYCLE
-

Dante - Mission 14

- Don't forget to equip **Electro heart** after using **large devil star**
 - If you aren't comfortable with **kick cancel** yet, you can use round trip on the first sphere
 - Beware that you have to get the rest of sphere right as well since you will end up having much less DT gauge
 - **Fast Sphere aka only 2x RT** depends on how well **RT** hitbox connects
 - **The last 2 sphere** I always go back into Human form because
 - The hitbox connected enough to the point where only one hit is needed
 - Save DT gauge
 - The main cycle of phantom is **1,2,3,DT Stinger then 1,2,3,DT f+4, Stinger, Stinger repeat**
 - **Electro Heart** is extremely viable on this fight not only because of its **efficiency** but also the **extended thunder** hitbox
 - If **DT gauge** and **phantom hp** running low **Stinger spam** and pray for the kill
 - In order to get full damage potential from it phantom must not get stunned from **DT f+4** but **stinger** instead
-

Dante - Mission 15

- One of the most stressful Mission in game
 - First wave **3 statues and 4 misras** and wait for the last spawn for **doomsday**
 - Second wave Kill the goats normally if you don't have large DT pool for round trip
 - Final wave **kill 3 misras** and wait for the last spawn for **doomsday**
 - To maximise the chance of dropping **White Orb 30%** and **Holy Water 1 out of 256 from green orb (50%)**
 - Your **hp** has to be less than **25%**
 - Your style needs to stay in **ShowTime**
 - Roll transform, so the style meter won't be gone and do not get hit
-

Dante - Mission 16

- There is two ways you could perform this mission
 - Safe method involves **maximising your DT near to max**, so you could cycle **Bolverk** and **Trisigma** properly
 - That's why you don't use some extra **DPS (DT)** against blood goat
 - You can use **Round Trip** against bolverk, but it's much harder due to camera and how fast **Bolverk** moves in general
 - **Dante's Round Trip** pretty much destroys **Trisigma** you need about 4-5 hits. Meaning the vulnerable head will only need to approach twice.

- Risky method is making is the opposite of all that
 - You will have more than enough DT for transformation. Make some use of it for tanking instead of dying fast since **Terrofinis** hits like a truck
 - Pay attention to **Bolverk's defense stance** while going ham on Majin. Even though he gets a perma stun per hit. He still can get away with teleportation
 - Kill the **abyss goat** before setting up Majin for **Trisigma**
 - You might lose gold orb in this Mission
-

Dante - Mission 17

- **Equip** FlameHeart after using **L Devil Star**. For big dps
 - The **round trip** is yet to be approached on the same consistency level as the first arius. You can practice and make your own adoption of it if you wish
 - If you are going with stinger spam then pray for him to not meme teleport/shield..etc.
-

Dante - Mission 18

- The worst part about this is dying and redoing argosax after **investing devil stars**
 - **If you are worried about messing up and dying save before starting out the mission so you can reload in case you mess up**
- If you are not confident with melee strat, you can do shooting strat with Majin, but requires **extra devil star 2 s 2 L instead of just 1 L**
- Make note of each head hp when they actually die. Refer to written note
- The order for majin strat is **Nefasturris → Oranguerra → Phantom → Jokatgurm → Furiataurus → Griffon (Majin ends with laser shot)**
- The order for Round Trip is **Oranguerra → Phantom → Jokatgurm → Furiataurus → Nefasturris**
- Despair is a very fast paced fight. The set up depends on the state of your hp and DT gauge. Along with how your fight ended with argosax whether you have some **additional devil stars, gold orbs..etc.**