

In game stores

“DmC: Devil May Cry”



By Staff Sgt. Jason Colbert



Devil hunter Dante returns in another great addition to the acclaimed series, “Devil May Cry.” Wait, maybe “returns” isn’t the right word since it’s actually a complete franchise reboot.

In 2010, Capcom riled up part of their fan base by announcing that they were releasing another Devil May Cry game. The outcry was for the change in character design and story. Well, fans of the series can relax. You will be happy to know they have done a great job. It was released Jan. 15 and 19 for the Playstation 3 and Xbox 360, respectively and Jan. 25 for Microsoft Windows.

Developed by Ninja Theory, the company that introduced the new Ninja Gaiden series, and published by Capcom, DmC puts the player in control of Dante, a young man who has supernatural powers. The game is set in Limbo City, a contemporary city that seems altogether unremarkable but is secretly controlled by powerful demons and transforms into a twisted alternate parody of itself. Simply called Limbo, the demons and other nightmarish creatures delight in attempting to end Dante’s life. Average humans are unaware of Limbo’s existence. While in Limbo, the city itself also tries to kill Dante, changing its shape to hinder his progress,

outright crush him or make him fall into oblivion.

The player begins the game playing as Dante after he wakes from a liquor-fueled night in his trailer on a pier. A girl is banging at his door, telling him he’s in trouble, that he’s been careless and “they” have found him. Dante is then dragged into Limbo. The girl, a psychic named Kat who is able to see him in Limbo, guides him through the pier while a Hunter demon chases him. In pursuit of Dante, the Hunter causes all sorts of damage which reflects in the human dimension, including making a Ferris wheel come lose and roll down the pier. Finally, Dante confronts the Hunter in a battle that ends with the Hunter dead but his last words calling Dante the “Son of Sparda” leave him confused.

Speaking of battles, the battle system in DmC retains the series’ great qualities. Dante starts armed with his sword, Rebellion, and his twin pistols, Ebony and Ivory, but get more weapons as the game progresses. Combat involves the player attempting to defeat enemies and doing so as “stylishly” as possible with the weapons and skills available. Combining various moves, a player can build combos without taking any damage, which otherwise would drop the “Style” rating. Controlling Dante is smooth and going from enemy to enemy is a breeze. Still, the enemy A.I. will catch you off guard, rarely allowing a moment’s respite in battle and never attacking just one at a time.

Dubbed as a reboot of the franchise, DmC acknowledges the changes to the game. The major change was the design of Dante directed by Capcom. His original character was designed from a Japanese perspective while this one is from a Western perspective. His character’s overall personality and flare are still present, although a little more subdued.

All in all, the game is very well done. While the fights can seem to become repetitive, often turning into a button mash session, the monster design is very original and the concept of the world and game are spot on. It suffers from the same problem the whole series does; it’s short; but it has great replay value.

I enjoyed the breathing of new life into familiar characters and the introduction of new ones. While the game is not shy with letting you know why it earned its “M” rating, I don’t feel it’s overdone. It is dark, gritty, nasty, and sets a great mood for the game. For new fans of the series, this is a great place to start. For old-school fans, keep an open mind, and dive right in. It won’t take long until you find yourself loving the new versions of the characters as well.