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⚠ WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information.www.xbox.com/support.

Important Health Warning: 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 with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and 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, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures



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DmC is a reboot of Devil May Cry. It is a new origin story. The narrative involves Dante learning of his origins, and the legend of his father Sparda, and joining forces with his brother Vergil, to defeat the demon overlord Mundus. Mundus, who already rules over the demon realm of Limbo, plans to control all of the human world too. He controls humans through fissures of the world economy, the media and even through the food and drink that people consume. However Mundus's ultimate source of power is the hell gate. A rift between Limbo and the real world. In order to defeat him, the hell gate must be closed, leaving Mundus vulnerable. Vergil has been monitoring Mundus and his rise to power, through an organisation he has set up, called 'The Order'. Vergil recruits Dante into the order and together with the help of the order's top operatives, removes Mundus's influence from the world, finally confronting the Demon Overlord himself.

DmC Devil May Cry

PROLOGUE

Long ago, when Mundus ruled over the demons as their king, a demon known as Sparda fell in love with an angel, Eva.

Sparda was banished for his treachery, and Eva was slain, but not before the couple had given birth to twin children...

Present day, Dante, the child of demon and angel, suffers from memory loss.

As he lives a carefree but aimless life in a city that exists on the edge of the human and demonic realms, a mysterious girl, Kat, approaches him.

Guided by her, Dante travels to the headquarters of "The Order."

There awaits his twin brother, Vergil, who will share his ambitious plan with Dante...

DANTE

Dante is the son of Sparda, a demon, and Eva, an angel. As such, he is a Nephilim; half demon, half angel. He wears a distinctive red long coat and uses his shape-shifting longsword, Rebellion, and his two guns, Ebony & Ivory, to hunt demons.

VERGIL

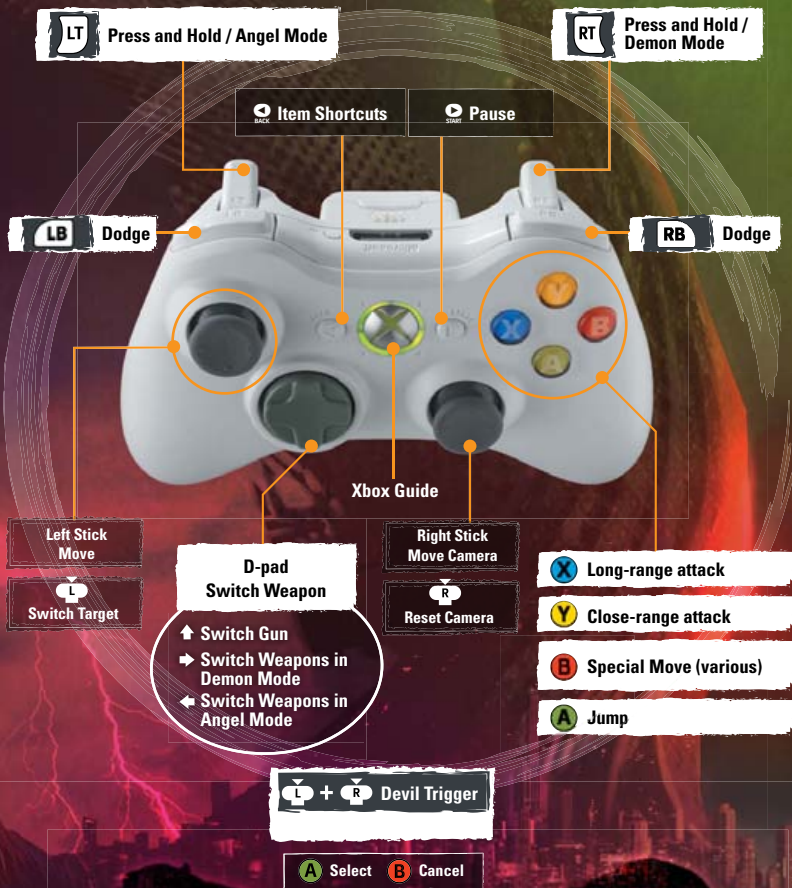
Vergil is Dante's twin brother, and the leader of "The Order." He established "The Order" with the goal of freeing humans from demonic influence. He is cunning and never loses his cool, using the sword he inherited from his Father in battle.

KAT

Kat is a young girl who is part of "The Order." She has the ability to see into Limbo. Kat suddenly appears in front of Dante one day, seemingly with the purpose of helping him.

Control

Xbox 360 Controller



* Certain actions can only be performed once you progress through the game.

* These controls are the default settings. You can change your controller settings from the Options menu.

* If you want to use the vibration feature, press and hold the Xbox Guide button. Once the menu is displayed, make sure that vibration is turned ON.

Action



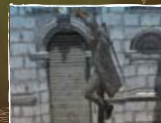
MOVE Left Analog Stick

Push the left analog stick to move towards that direction. You will walk slowly if you push the left analog stick gently.



MOVE CAMERA Right Analog Stick

Changing the camera angle will allow you to examine your surroundings. *Camera angles may not be changed at certain locations.



JUMP A button

Press the A button to jump. The longer you press and hold the button, the higher you'll jump. You can also press the A button in the air to perform a double jump.



DODGE LB RB button

Perform a dodging maneuver. This can be performed in mid-air as well.

DEFAULT EQUIPMENT: REBELLION

CLOSE-RANGE ATTACK Y button

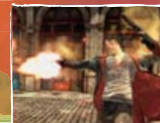
A close-range attack using your sword or other close-range weapons. Vary your timing with the left analog stick and the Y button to perform different combos.



DEFAULT EQUIPMENT: EBONY & IVORY

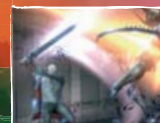
LONG-RANGE ATTACK X button

A long-range attack using your guns or other long-range weapons. You can attack enemies that you cannot reach with a close-range attack.



SPECIAL MOVE B button

A powerful attack that varies with the close-range weapon that you are using. Some weapons will allow you to hold the button down longer, resulting in a different attack.



Action

ANGEL MODE

HIGH-SPEED
ONSLAUGHT

Dante uses the power he gained from his mother, Eva, to transform Rebellion and attack a wide area with a barrage of swift blows!

Attack while pressing and holding **RT**

ACTION: CHANGING MODES

OSIRIS

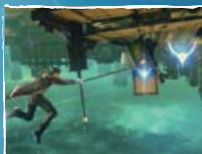
A magical scythe with a shifting mass. It can attack a wide area of enemies at once!



PROP

Hold **RT** and press **B**

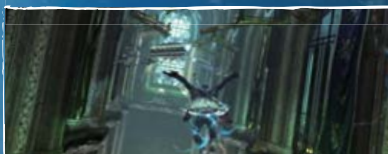
Spin Osiris vertically and let the blade cut into enemies, sending them flying!



ANGEL LIFT

Hold **RT** and press **X**

Transform Osiris into a whip, and move yourself towards either an enemy or any location with a blue mark.



ANGEL BOOST

Hold **RT** in mid-air and press **A**

Use your magical ability to fly through the air. The longer you hold **A**, the farther you will fly.



DEMON MODE

WICKED
DESTRUCTION

Dante uses the power he gained from his father, Sparda, to transform Rebellion and attack with powerful, menacing blows!

Attack while pressing and holding **RT**

ARBITER

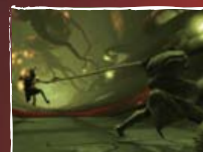
A heavy, magical axe that can destroy walls and shields that normal attacks cannot!



TREMOR

Hold **RT** and press **B**

Slam Arbiter into the ground to induce a powerful shockwave, sending enemies into the air!



DEMON PULL

Hold **RT** and press **X**

Transform Arbiter into a whip and pull enemies or locations with red marks towards you.

DEVIL TRIGGER

When your Devil Trigger Gauge is full: **Y + X**

Dante unleashes his inner demonic powers, launching all nearby enemies into the air. While Devil Trigger is active, Dante's health regenerates and his attacks are more powerful. Once the Devil Trigger Gauge is empty, the effects of Devil Trigger will end. You can also press **Y + X** to end the effect.

*You will unlock Devil Trigger by progressing through the game.

Game Start

STARTING THE GAME: MAIN MENU

STARTING THE GAME

Save

This game will automatically save your game whenever you pass through a checkpoint or successfully complete an episode. Never turn the power off when the save icon is present in the top right corner of the screen. If you wish to start the game from a saved file, select "Continue" from the Main Menu.



This game requires 1,700KB of free space to save game data.

Load

When the game is loading, a loading icon will be present in the bottom right corner of the screen.



STARTING THE GAME

You will progress through the game by beating missions. Your goal is to complete all of the missions.

MAIN MENU

- NEW GAME
- MISSIONS
- SECRET MISSIONS
- TRAINING
- EXTRAS
- OPTIONS
- Xbox LIVE Marketplace

Select
Back

NEW GAME

Start a new game.

CONTINUE

If you have a saved game, you can start the game from the last checkpoint you passed.

Devil May Cry

MISSIONS

You can play through missions that you have previously completed. Once you beat them, you can adjust the difficulty.

Select Difficulty

Human	Recommended for players who do not have experience with action games.
Devil Hunter	Recommended for novice players.
Nephilim	Recommended for players who have played previous Devil May Cry games.

SECRET MISSIONS

You can access secret missions that you unlocked in certain missions.

DOJO

A training mode where you can practice the moves that you have learned.



Command List

A list of Dante's moves. A demonstration of the selected move will be shown. *You can exit the training mode from the pause menu.

EXTRAS

Bonus content such as rankings, game statistics, unlocked trophies, and concept art.

OPTIONS

You can select whether or not to display tutorials, customize your controls, and set up the video and audio settings.

XBOX LIVE MARKETPLACE

Purchase downloadable content.



Game Screen

As Dante takes damage, his vitality will decrease. When it reaches zero, the game is over.

Vitality Gauge

Your current style rank. When you attack an enemy with a special move, a comment and your score will be displayed.

Style Rank



Equipped Weapon

The weapon you currently have equipped.

Number of Red Orbs you have

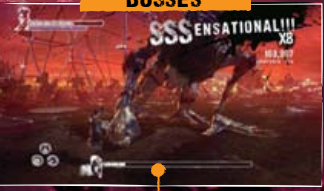
Devil Trigger Gauge

Increases when you attack an enemy, or when you take damage. Once it is full enough, you can activate Devil Trigger. (Usable after you progress through the game)

Number of Upgrade Points you have

The number of times you can upgrade your weapon.

BOSSSES



Boss Vitality Gauge

The vitality gauge of the boss you are facing.

GAME OVER



When your vitality gauge is depleted, the game is over. However, if you have a Gold Orb you will regain your health and can continue the game.

Pause

Number of Red Orbs you have

Number of Upgrade Points you have

Number of Gold Orbs you have



Number of keys you have

Where you will start from if you continue this game from the Main Menu

The number of elements hidden within the mission

Return to game You will exit the pause menu and return to the game.

Items Browse through and use your items.

Restart from checkpoint You will restart the game from the last checkpoint you passed through. *The number of restarts will be counted as deaths at the results screen.

Restart the mission You will restart the mission from the beginning.

Command List Display the moves that Dante can currently perform, separated by weapon.

Options Access various settings.

Main Menu Return to the Main Menu

Devil May Cry

Result

When you complete a mission, your statistics will be displayed on the Results screen.

The elements you completed within the mission

6 Completed

The Style Points you accrued during the mission

1 Style Points

The time you took to complete the mission

2 Time

The sum of your scores from 1 - 6, and your final grade

3 Final Score



4 Items Used

The number of items you used during the mission

5 Deaths

The number of times you died

7 Mission Bonus

Bonuses for accomplishing special tasks during the mission

Items

During a mission, you can find Orbs scattered throughout the stage, or from enemies. Each Orb has a unique effect.



RED ORB

Used to purchase items at Divinity Statues



WHITE ORB

Used to upgrade weapons at Divinity Statues



GREEN ORB

Restores some vitality



PURPLE ORB

Restores some of your Devil Trigger Gauge



GOLD ORB

Continue your game from the spot where you died



LOST SOUL

Sometimes you will come across a fallen soul that is trapped in Limbo. If you attack it and release it from Limbo, you will gain a Red Orb.

These items can be purchase from the Shop, or from Divinity Statues within a mission.



VITAL STAR

Restores some vitality



DEVIL STAR

Restores some of your Devil Trigger Gauge



GREEN CROSS

Collect 4 pieces or obtain a complete Green Cross to increase your maximum vitality



PURPLE CROSS

Collect 4 pieces or obtain a complete Purple Cross to increase the maximum of your Devil Trigger Gauge

Devil May Cry

SHOP/Secret Mission

You can purchase items and upgrade your weapons by accessing the Shop before starting a mission, or by using a Divinity Statue while in the game.



OBTAINING ABILITIES AND UPGRADING WEAPONS

You can upgrade your abilities and weapons. Upgrade Points can be reassigned any number of times.



PURCHASING ITEMS

You can use your Red Orbs to purchase items that will restore vitality and your Devil Trigger Gauge. There is a limit to how many of each item you can carry.

Missions contain a number of keys and matching doors. If you open a door with the correct colored key, you can access a secret mission with a special objective.



Bronze Key



Silver Key



Bronze Door



Silver Door



The color of the door is related to the difficulty of the mission. Once you've accessed a secret mission, you can play them again by selecting "Secret Mission" from the Main Menu.

RANKING

If you select "Ranking" on Special Features or on the result screen, you will be connected to the online ranking system through Xbox LIVE. You can view rankings of other players and friends in "Ranking." You can also post your results to the rankings after each mission by selecting "Post results to Rankings."

* Posting to and viewing Rankings requires a connection to Xbox LIVE with a broadband connection.



	Toggle Difficulty
	Change Mission
	Refresh
	Switch scores
	Back
	View gamer card



Enemy

Limbo exists between the human world and the demonic world, and contains many demons. Some have always been demons, while others are humans who fell under demonic influence. Here are some examples:

HUNTER

Agents of Mundus sent to hunt Dante. Known as "Trackers," they rarely lose their target once they have been deployed.

PATHOS

A demon that feeds on the minds of humans. It uses its arrows to afflict a human's mental stability, bringing about uncontrollable rage and sadness.

TYRANT

A demon that has grown from feeding off of human greed. Consumed by destructive urges, Tyrants charge towards their enemies to deliver crushing blows.

SUCCUBUS

Demons that have lived over 1200 years by feeding on human energy. They use a poison that saps humans of their ability to think and emote, keeping them alive only as a food source.

Hints

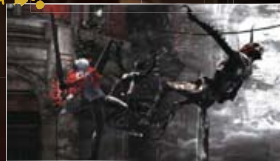
STUCK?



Can't get any further?

Try switching to Angel Mode and Demon Mode to bust through doors and walls. You should also move the camera around to see if there are any blue lift points or red pull points you've missed.

DEVIL TRIGGER



Your Devil Trigger will knock all of the nearby enemies into the air. Even the heaviest enemy will go flying, but they'll be fine once they fall back to the ground. Use Angel Mode and Demon Mode to hit them hard while they're helpless.

PARRY



Hit an enemy attack with your own attack to parry them away. This has the bonus effect of stunning the enemy. Offense is the greatest defense, after all.

THE TRICK TO COMBOS



You can switch between Angel Mode and Demon Mode even while you're performing a combo. That means you can hit an enemy with a barrage of quick attacks with Rebellion, and then finish them off with a powerful blow from Arbiter. The loading screen will show you some examples, so pay attention.