

= Devil May Cry (video game) =

Devil May Cry (Japanese : ??? ?? ??? , Hepburn : Debiru Mei Kurai) is an hack and slash action @-@ adventure video game developed and published by Capcom , released in 2001 for the PlayStation 2 . While the game primarily focuses on sword fighting , the player gains new weapons after beating the game 's bosses resulting in a variety of combos to perform .

Set in modern times on the fictional Mallet Island , the story centers on Dante , a demon hunter who uses his business to get his revenge on the demons after losing his brother and mother . He meets a woman named Trish who takes him on a journey to defeat the demon lord Mundus . The story is told primarily through a mixture of cutscenes , which use the game 's engine and several pre @-@ rendered full motion videos .

The game was originally conceived in 1999 as Resident Evil 4 . Due to the staff feeling it would not fit the Resident Evil franchise , the project dropped its ties to Resident Evil and was made into its own story instead . Devil May Cry received prominent coverage in the video game media due to the impact it had in the action game genre , its high difficulty and the high overall scores which many professional reviewers concluded to be one of the best and most innovative video games of all time . The game has sold more than two million copies , and spawned multiple Capcom @-@ developed sequels and prequels .

= = Gameplay = =

The gameplay consists of levels called " missions " , where players must fight numerous enemies , perform platforming tasks , and occasionally solve puzzles to progress through the story . The player 's performance in each mission is given a letter grade of A , B , C , or D , with an additional top grade of S. Grades are based on the time taken to complete the mission , the amount of " red orbs " gathered (the in @-@ game currency obtained from defeated enemies) , how " stylish " their combat was , item usage , and damage taken .

" Stylish " combat is defined as performing an unbroken series of attacks while avoiding damage , with player performance tracked by an on @-@ screen gauge . The more hits the player makes , the higher the gauge rises . The gauge starts at " Dull " ; progresses through " Cool " , " Bravo " , and " Absolute " ; and peaks at " Stylish " . The gauge terms are similar to the grades given at the end of the missions . When Dante receives damage , the style rating resets back to " Dull " . Players can also maintain their style grade by taunting enemies at close range .

The player can temporarily transform Dante into a more powerful demonic creature by using the " Devil Trigger " ability . Doing so adds powers based on the current weapon and changes Dante 's appearance . The transformations typically increase strength and defense , slowly restore health , and grant special attacks . It is governed by the Devil Trigger gauge , which depletes as the ability is used , and is refilled by attacking enemies or taunting in normal form .

Devil May Cry contains puzzles and other challenges besides regular combat gameplay . The main storyline often requires the player to find key items to advance , in a manner similar to puzzles in the Resident Evil games , as well as optional platforming and exploration tasks to find hidden caches of " orbs " . Side quests , called " Secret Missions " in the game , are located in hidden or out @-@ of @-@ the @-@ way areas and are not required for completion , but provide permanent power @-@ ups . They typically challenge the player to defeat a group of enemies in a specific manner or within a time limit .

= = Plot = =

Devil May Cry begins with Dante being attacked in his office by a mysterious woman named Trish . He impresses her by easily brushing off her assault , and tells her that he hunts demons in pursuit of those who killed his mother and brother . She says the attack was a test , and that the demon emperor Mundus , whom Dante holds responsible for the deaths of his family , is planning a return . The scene jumps to their arrival at an immense castle , whereupon Trish abruptly leaps and

vanishes over a high wall .

Dante explores the castle and encounters the game 's stock enemies , demonic marionettes . He also finds a new sword called Alastor , and battles the first boss , a giant spider / scorpion demon named Phantom . Dante wins the battle , but in what becomes a recurring theme , the defeated boss monster reappears a short time later in a corridor , forcing Dante to choose a narrow escape or to fight in the tight confines . After further exploration and combat , Dante battles a demon named Nelo Angelo who impresses Dante with his confidence . Dante manages to defeat Nelo Angelo and is about to deliver the final blow - but unfortunately , Nelo Angelo evades him , and counterattacks Dante furiously with a series of punches and kicks . The demon prepares to kill Dante , but suddenly flees upon seeing the half @-@ amulet Dante wears , which contains a picture of his mother . The demon attacks twice more in later missions , and is eventually revealed to be Dante 's identical twin brother , Vergil . After Angelo / Vergil 's death , his amulet joins with his brother 's half , and " Force Edge " , the game 's default sword , which had belonged to the twins ' father , changes into its true form and becomes the Sparda sword .

When Dante next meets Trish , she betrays him and reveals that she too is working for Mundus , but when her life is endangered , Dante chooses to save her . Claiming he did so only because of her resemblance to his mother , he warns her to stay away . Yet when he finally confronts Mundus , who is about to kill Trish , Dante again chooses to save her and is injured . Mundus tries to finish him off , but Trish takes the attack instead . This unleashes Dante 's full power , thus allowing him to take on the form of Sparda . Dante and Mundus then battle on another plane of existence .

Dante is victorious , and leaves the amulet and sword with Trish 's immobile body before departing . Mundus returns and corners Dante , who is now back to his regular strength , before he can flee the island ; Trish also returns and lends Dante her power . Dante defeats Mundus , who vows to return and rule the human world . When Trish tries to apologize she begins to cry , and Dante tells her it means she has become human and not just a devil , because " devils never cry " . Dante and Trish escape on a plane as the island collapses . After the credits , it is revealed that Dante and Trish are working together as partners , and have renamed the shop " Devil Never Cry " .

= = Development = =

First hinted at in early December 1999 , Devil May Cry started out as the earliest incarnation of Resident Evil 4 . Initially developed for the PlayStation 2 , the game was directed by Hideki Kamiya after producer Shinji Mikami requested him to create a new entry in the Resident Evil series . Around the turn of the millennium , regular series writer Noboru Sugimura created a scenario for the title , based on Kamiya 's idea to make a very cool and stylized action game . The story was based on unraveling the mystery surrounding the body of protagonist Tony , an invincible man with skills and an intellect exceeding that of normal people , his superhuman abilities explained with biotechnology . As Kamiya felt the playable character did not look brave and heroic enough in battles from a fixed angle , he decided to drop the prerendered backgrounds from previous Resident Evil installments and instead opted for a dynamic camera system . This new direction required the team to make a trip to Europe where they spent eleven days in the United Kingdom and Spain photographing things like Gothic statues , bricks , and stone pavements for use in textures . Though the developers tried to make the " coolness " theme fit into the world of Resident Evil , Mikami felt it strayed too far from the series ' survival horror roots and gradually convinced all of the staff members to make the game independent from it . Kamiya eventually rewrote the story to be set in a world full of demons and changed the hero 's name to " Dante " . The cast of characters remained largely identical to that in Sugimura 's scenario , although appearances of the hero 's mother and father were written out of the story . The game 's new title was revealed as Devil May Cry in November 2000 .

The game was developed by Team Little Devils , a group of staff members within Capcom Production Studio 4 . Some of the major gameplay elements were partially inspired by a bug found in Onimusha : Warlords . During a test @-@ play , Kamiya discovered that enemies could be kept in the air by slashing them repeatedly , which led to the inclusion of juggles by gunfire and sword

strikes in Devil May Cry . According to the director , Devil May Cry was designed from the ground up around Dante 's acrobatics and combat abilities . The decision was made late in the development process to change the game to a more mission @-@ based advancement , instead of the more open @-@ ended structure of the Resident Evil games . Devil May Cry 's difficulty was intentional , according to Kamiya , who called it his " challenge to those who played light , casual games . "

= = Reception = =

The game was critically acclaimed , with reviews from video game news websites typically praising its gameplay innovations , action , visuals , camera control , and gothic ambience . The game also received positive reviews from video game print publications for similar reasons . Game Informer summarized their review by saying the game " makes Resident Evil look like a slow zombie " . Devil May Cry also frequents several Top Video Games of All Time lists . Gamefury , for instance , listed Devil May Cry at # 31 in their Top 40 Console Games of All Time feature . In 2010 , IGN listed it at # 42 in their " Top 100 PlayStation 2 Games " . Dante also received noteworthy praise to the point of becoming one of the most famous characters in gaming .

The game was also subject to criticism , however . Next Generation objected to the difficulty level , wondering if the challenge was added to prolong the gameplay . The Electric Playground pointed to the unusual control scheme and lack of configuration options . GameSpy cited the camera 's behavior , the learning curve for the controls , and graphical shortcomings such as flickering and jaggiess . GameSpot criticized the game 's conclusion for its dramatic change in gameplay to a rail shooter @-@ like style at the story 's climax , as well as a leveling @-@ off of the difficulty . Lastly , Gamecritics felt that the story was overly short and the characters were underdeveloped .

= = = Legacy = = =

Devil May Cry has spawned a sequel , Devil May Cry 2 and a prequel , Devil May Cry 3 ; both of which have sold more than one million copies . A fourth game , Devil May Cry 4 , was released on February 5 , 2008 in the United States for PlayStation 3 , Xbox 360 and PC . Total sales for all versions as of February 10 , 2009 is approximately 2 @.@ 48 million copies . The game has likewise resulted in the release of two novels by Shinya Goikeda , and an anime series . On October 15 , 2004 , three years after the game 's release , a soundtrack containing the game 's music was released alongside the soundtrack to Devil May Cry 2 . Plans for a PlayStation Portable installment , tentatively titled Devil May Cry Series , and a live action film adaptation have been announced , although it was later confirmed in 2009 that the PSP adaptation of Devil May Cry was officially cancelled . A reboot titled DmC : Devil May Cry was released in 2013 by Ninja Theory and Capcom . Kamiya considers his 2009 video game Bayonetta to have evolved from Devil May Cry although he played the sequel Devil May Cry 4 when developing it .

Devil May Cry has been cited as the beginning of a subgenre of action games called " Extreme Combat " , which focus on powerful heroes fighting hordes of foes with a focus on stylish action . The game has also been described as being the first game that " successfully captured the twitch @-@ based , relentlessly free @-@ flowing gameplay style of so many classic 2D action games " . The series has become the standard against which other 3D action games are measured , with comparisons in reviews of games including God of War , Chaos Legion , and Blood Will Tell .