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## **⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

### **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

### **NOTICE:**

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

### **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

### **HANDLING YOUR PS3™ FORMAT DISC:**

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.




## **NOTICES:**

Video output in HD requires cables and an HD-compatible display, both sold separately.

## **GETTING STARTED**

### **PlayStation®3 system**

**Starting a game:** Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the (title name) disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the  button. Refer to this manual for information on using the software.

**Quitting a game:** During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

### **Hint**

To remove a disc, touch the eject button after quitting the game.



**Trophies:** Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

### **Saved data for PS3™ format software**

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.



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 already rules over the demon world of Limbo, plans to control all of the human world too.

# Diablo 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

PlayStation®3 Wireless Controller

**L2** Press and Hold / Angel Mode

**R2** Press and Hold / Demon Mode

**L1** Dodge

**R1** Dodge

**SELECT button**  
Item Shortcuts

**START button**  
Pause

**Left Analog Stick**  
Move

**Right Analog Stick**  
Move Camera

**Directional Buttons**  
Switch Weapon

- ↑ Switch Gun
- Switch Weapons in Demon Mode
- ← Switch Weapons in Angel Mode

**L3 + R3** Devil Trigger

○ Select × Cancel

□ Long-range attack

△ Close-range attack

○ Special Move (various)

× Cancel

\* 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 (PXX) menu.

\* If you want to use the vibration feature, press and hold the PS 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 × button

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



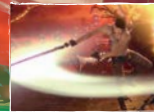
## DODGE L1 button R1 button

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

**DEFAULT EQUIPMENT: REBELLION**

## CLOSE-RANGE ATTACK △ button

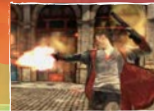
A close-range attack using your sword or other close-range weapons. Vary your timing with the left analog stick and the △ button to perform different combos.



**DEFAULT EQUIPMENT: EBONY & IVORY**

## LONG-RANGE ATTACK □ 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 ○ 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

## ACTION: CHANGING MODES

### 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!

**L2** Attack while pressing and holding the **L2** button

### OSIRIS

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



#### PROP

Hold the **L2** button and press the **○** button

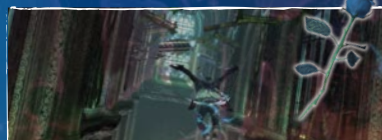
Spin Osiris vertically and let the blade cut into enemies, sending them flying!



#### ANGEL LIFT

Hold the **L2** button and press the **Ⓜ** button

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



#### ANGEL BOOST

Hold the **L2** button in mid-air and press the **×** button

Use your magical ability to fly through the air. The longer you hold the **×** button, 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!

### ARBITER

**R2** Attack while pressing and holding the **R2** button

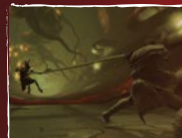
A heavy, magical axe that can destroy walls and shields that normal attacks cannot!



#### TREMOR

Hold the **R2** button and press the **○** button

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



#### DEMON PULL

Hold the **R2** button and press the **Ⓜ** button

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

### DEVIL TRIGGER

When your Devil Trigger Gauge is full: **L3** button + **R3** button

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 the **L3** button + **R3** button to end the effect. \*You will unlock Devil Trigger by progressing through the game.

# Game Start

## STARTING THE GAME

### Installing to your PlayStation®3 HDD

This game requires you to install the game data onto the PlayStation®3 HDD. Please follow the directions on screen to install the game data. You will need at least 2,462 MB of free space in order to properly install 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. Each save data will require 5,120 KB of free space on your PlayStation®3 HDD.



### 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.



### NEW GAME

Start a new game.

### CONTINUE

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

## STARTING THE GAME: MAIN MENU

### MISSIONS

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

#### Select Difficulty

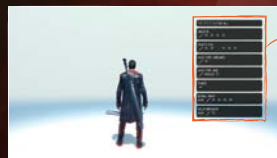
Human	Recommended for players who do not have experience with action games.
Devil Hunter	Recommended for novice players.
Nephilim	Recommended for players who have played previous Devil May Cry games.

### 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

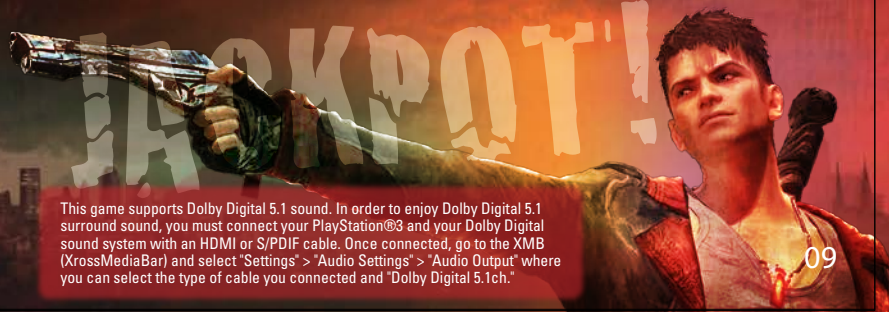
Bonus content such as rankings, game statistics, unlocked trophies, and concept art.

### OPTIONS

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

### PLAYSTATION®3 STORE

Purchase downloadable content.



This game supports Dolby Digital 5.1 sound. In order to enjoy Dolby Digital 5.1 surround sound, you must connect your PlayStation®3 and your Dolby Digital sound system with an HDMI or S/PDIF cable. Once connected, go to the XMB (XrossMediaBar) and select "Settings" > "Audio Settings" > "Audio Output" where you can select the type of cable you connected and "Dolby Digital 5.1ch."

# 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

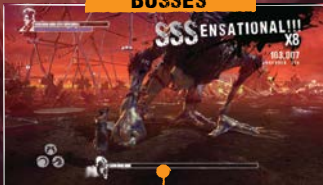
## Devil Trigger Gauge

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.

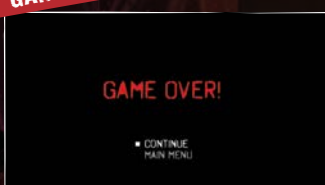
## BOSSSES



## 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

# Result

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

The screenshot shows the 'MISSION COMPLETE' screen with the following statistics and callouts:

- 1 Style Points**: The Style Points you accrued during the mission. (Value: 163,052)
- 2 Time**: The time you took to complete the mission. (Value: 00:07:51)
- 3 Completed**: The elements you completed within the mission. (Value: D)
- 4 Items Used**: The number of items you used during the mission. (Value: 0)
- 5 Deaths**: The number of times you died. (Value: 0)
- 6 Mission Bonus**: Bonuses for accomplishing special tasks during the mission. (Value: 668)
- 7 Final Score**: The sum of your scores from 1 - 6, and your final grade. (Value: 2,608,832)

Additional screen information includes: SS, SSS, A, COMPLETION 16%, ITEMS USED 0, DEATHS 0, MISSION BONUS 668, UPGRADE! 5, and navigation options: SUBMIT SCORE TO LEADERBOARD, NEXT MISSION, RESTART MISSION, MAIN MENU, LEADERBOARDS, and Select.

# 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.
- 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





# 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:

## 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.

## 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.

## 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.

## HUNTER

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

# Hints

## STUCK?



Can't get any further?

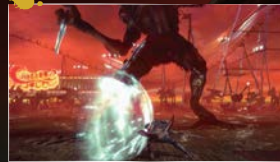
Try switching to Angel Mode and Demon Mode to bust through doors and walls. You should also move the camera around to see if there are any blue lift points or red pull points you've missed.

## 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.



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CAPCOM U.S.A., INC. ("CAPCOM") warrants to the original consumer that this game disc from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the game disc free of charge.

To receive this warranty service:

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2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the game disc to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your game disc certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM U.S.A., INC.

Consumer Service Department  
185 Berry St., Suite 1200,  
San Francisco, CA 94107.

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**ESRB RATING**

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at [www.esrb.org](http://www.esrb.org).

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