

Written by Amanda Dyar
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Despite a title that would be easily mistaken for a first release, DmC: DEVIL MAY CRY is actually the fifth in the acclaimed action series from Capcom. The new moniker has developer Ninja Theory, known for their work on HEAVENLY SWORD, under the hood, but the refreshing reboot may have been just what the doctor ordered. Easily one of the best action titles in recent memory, the game should count DEVIL MAY CRY among the top dogs of the genre once again. With a compelling storyline and fantastic combat all wrapped up in an amazing new art design, DmC: DEVIL MAY CRY is the best the series has seen and likely a name that will come up at the end of 2013 for Game of the Year honors.

The DmC: DEVIL MAY CRY series, and quite frankly, nearly any hack and slash action title outside of GOD OF WAR, will always lack in the story department, but the new release provides one of the most thought provoking and deeply emotional experiences fans have ever seen. While the game is packed with plenty of action, there are numerous moments of emotional investment as Dante relives memories of childhood with his mother, finds in a love interest named Kat or shows his brotherly bond with Vergil. Still, DmC: DEVIL MAY CRY is heavy on the swear words, sex, nudity, alcohol, middle fingers, one liners and all of the other quirks fans would expect. This is a younger Dante after all, and the protagonist will be slaying plenty of demons on his way to getting revenge on Mundus, the King of all Demons. Needless to say, DmC: DEVIL MAY CRY delivers a great narrative on all fronts.

DmC does a good job of mixing together fun platforming with challenging combat. Dante will quickly get around the world of Limbo City by using weapons that allow him to pull objects closer to him or by grappling quickly to nearby areas and utilizing his inherent abilities to double jump and glide across the air for short distances. Unlike other games however, DmC: DEVIL MAY CRY doesn't typically penalize the player for making mistakes in the jumping. Players lose nothing more than a little time when falling in bottomless pits. Dante almost instantly restarts from the beginning of the platforming sequence, and the same applies for combat where Dante can use the same weapons to quickly attack enemies from long distances or bring the enemies to him to land quick combo chains. Old classics such as the sword Rebellion, the twin pistols Ebony & Ivory and the Devil Trigger limit gauge return to retain combat that is authentic and reminiscent of the previous games. Other game modes are available outside of the main storyline too, including Missions and Secret Missions mode, a Training mode and the downloadable Bloody Palace arena-type mode, coming after the game is launched to add even more fun to an already great game.

BioGamer Girl: "DmC: DEVIL MAY CRY" (Video Game Review)

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