Devil May Cry™

MATURE
M
CONTENT RATED BY ESRB

CAPCOM

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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- 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.

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A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting DEVIL MAY CRY for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway, Sunnyvale, CA 94085

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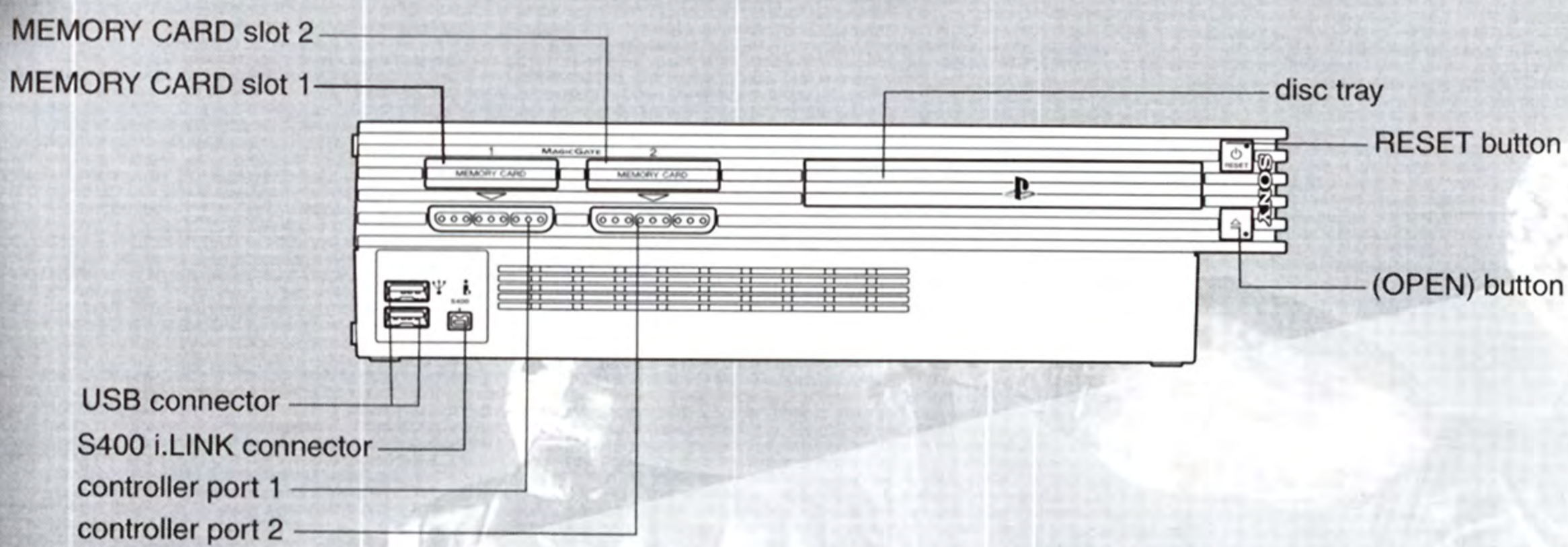
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SETTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the open button and the disc tray will open. Place the **DEVIL MAY CRY™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into **MEMORY CARD** slot 1 or **MEMORY CARD** slot 2. You can load saved game data from the same memory card, or from any memory card containing previously saved **DEVIL MAY CRY™** games.

At least **420Kb** of free space must be available in order to save. If less free space exists, erase older data before saving. Do not remove the memory card or turn off the power on the PlayStation 2 while data is being saved or loaded. Your game data may be lost if you do.



STARTING A GAME

When you turn ON the PlayStation 2 computer entertainment system with the DEVIL MAY CRY™ disc inserted, you may see a notice that a Memory Card (8MB) (for PlayStation 2) set up to save your games is not inserted. Turn OFF the system, insert a blank memory card (or one with previously saved DEVIL MAY CRY™ games), and then turn the power ON. If you do not have a memory card, the software allows you to play without saving game data. Press the START button to continue.

This game requires 420Kb of free space on a memory card in order to save games.



The goal in this game is to complete missions by solving puzzles, collecting items and powering-up Dante. In the Title Screen, press the START button to display the Main Menu. Press the directional buttons or move the left analog stick ⬆/⬇ to make selections, and press the START button to confirm.

LOAD DATA - Resume a previously saved game from the beginning of the last-played mission.

NEW GAME - Start a new DEVIL MAY CRY™ experience from the beginning.

OPTION - Adjust various game settings. To enter Option mode from gameplay, press the SELECT button to pause the game.

CONTROLS

DUALSHOCK™2 ANALOG CONTROLLER



DEVIL MAY CRY™ is best played with the **DUALSHOCK™2** analog controller. The **ANALOG** mode button and mode indicator are always set to **ON**, indicating that the controller is in analog mode.

DEFAULT CONTROLS & VIBRATION FUNCTION

The button controls on page **5** are the default settings. Use Option mode to change the default settings. (See page **27**.)

When Vibration is **ON**, the controller will vibrate in response to player movement. Use Option mode to turn Vibration **ON/OFF**. (See page **27**.)

DEFAULT SETTINGS TYPE A

START button	Start game Display Sub Screen
SELECT button	Skip movie/cut-scenes Pause and display Pause menu
directional buttons	Menu cursor
left analog stick	Move Dante/menu cursor
right analog stick	Toggle Thunder Devil/Fire Devil (after acquiring items)
▲ button	Cancel selection Jump/Action ▲ + ▲ button = Double jump (off an object) ▲ + ▲ buttons = Air Hike (after acquiring Red Orbs) R1 (hold) + ▲ buttons = Rolling dodge
● button	Sword or punch/kick attack ● button (hold) = Round Trip (after acquiring Red Orbs)
X button	Confirm selection Check R1 (hold) + X buttons = Gun attack ▲ + R1 (hold) + X buttons = Air Raid (as Alastor)
■ button	Same as X button
L1 button	Devil Trigger (see page 24) Turn pages in Sub Screen
R1 button	Turn pages in Sub Screen(hold) (hold) Lock on nearest enemy
L2 button	Display Map
R2 button	Taunt enemy

DEVIL MAN

According to legend, 2000 years ago while snow was falling on a clear, freezing night on Earth, a fierce devil prince was born deep in the darkest pit of the netherworld.

He grew rapidly. Within a short time he gained his full powers and took over the Devil Throne. His first act as ruler of all devils was to declare himself emperor of the Devil Kingdom. His next feat was an invasion of the human world. His plan was to conquer it and rule over both the lower and the upper realms.

But a powerful devil-knight known as Sparda took pity on humans for their brief, transient lives. In fierce battles he defeated all the Devil ruler's armies and finally imprisoned the emperor himself in a sealed vault.

Having achieved his victory, Sparda abandoned the Devil Kingdom to live in the human world. He married a human woman and soon fathered a half devil, half human son.

But beware, mankind. After 2000 years, the cursed Devil Emperor will be released and will return to invade the human world once again.

Sparda's son must be our protector!

— From *Devil World History* (age unknown)
housed in the Library of Forbidden Books

INFORMANT ENZO FERINO'S TESTIMONY:

"DANTE? YEAH I KNOW HIM. DOING THIS KIND OF BUSINESS MYSELF, I SEEN TONS OF DANGEROUS GUYS ... BUT I DON'T KNOW ANYBODY AS CRAZY.

"FIRST OFF, HE IS ONE SKILLED DUDE. I SEEN HIM TAKE ON A DOZEN VILLAINS WITH ONLY HIS STRANGE SWORD ... THE ONE HE CALLS WOOZY. HE DON'T RAISE AN EYEBROW, EVEN WHEN A BULLET GRAZES HIS NOSE.

"BESIDES, HE'S WEIRD. IF HE DON'T LIKE A JOB, HE WON'T TAKE IT EVEN FOR A PILE OF C NOTES UP TO THE CEILING. BUT SAY IT'S SOMETHING BIZARRE LIKE A GHOST HUNTING OR DEVIL PURIFICATION, HE JUMPS RIGHT ON IT ... IT DON'T MATTER IF THERE'S A REWARD OR NOT.

"RUMOR SAYS BLUE BLOOD MAY BE FLOWING IN THAT GUY'S BODY. I TELL YA, IF HE GLARES AT A GUY, EVEN THE DEVIL MAY CRY."

DANTE

Dante is a freelance underground mercenary in modern America. But his secret persona is even more extraordinary! He slays bloodthirsty devils from the depths of burning hell with his huge sword and dual-wielded handguns. Even a devil may cry begging for Dante's mercy.

TRISHH

Trish is a hauntingly beautiful woman who invites Dante to Mallet Island, gateway to the devil world. She possesses supernatural powers and vast knowledge about devils. It is said she knows Dante's secret history. But what is her true identity and purpose?

ENEMIES

MARIONETTE

As the name suggests, these enemies are controlled by the power of the devil's impure strings. At a glance, they seem slow, weak and easy to fight. However, beware the evil trap. Once Marionettes see their prey, they attack with their sword and scimitar nimbly and accurately. They sometimes throw their weapons at distant enemies. Some may already be armed with projectiles when you meet them.

SIN SCISSORS/SIN SCYTHE

Their appearance – floating in midair in long black cloaks, wielding a huge scythe and scissors – may remind one of the Grim Reaper. However, the Grim Reaper harvests only dead humans' souls. These devils decapitate humans while they're still alive! When confronting them, aim at their masks. It is useless to attack their bodies, arms or legs.

SHADOW

Resembling beasts of the cat family, Shadows can move extremely fast and baffle their opponents. However, that is not the only weapon in these cunning devils' arsenal. They sometimes change their body shape dramatically to finish off



their prey. In fact, they are shapeless evil spirits with no substance. They enter the human world by wrapping their spirits with black magic. Sword attacks won't work against them, but projectile attacks will.

NELO ANGELO

Since many of the greater devils appearing in literature were once greater angels, it is not surprising that this black knight is called Nelo Angelo, the "black angel." It is said that he fights his enemy fairly and squarely, a rarity in a warrior from hell. If he is truly a practitioner of honor, why does he follow the Dark Power?

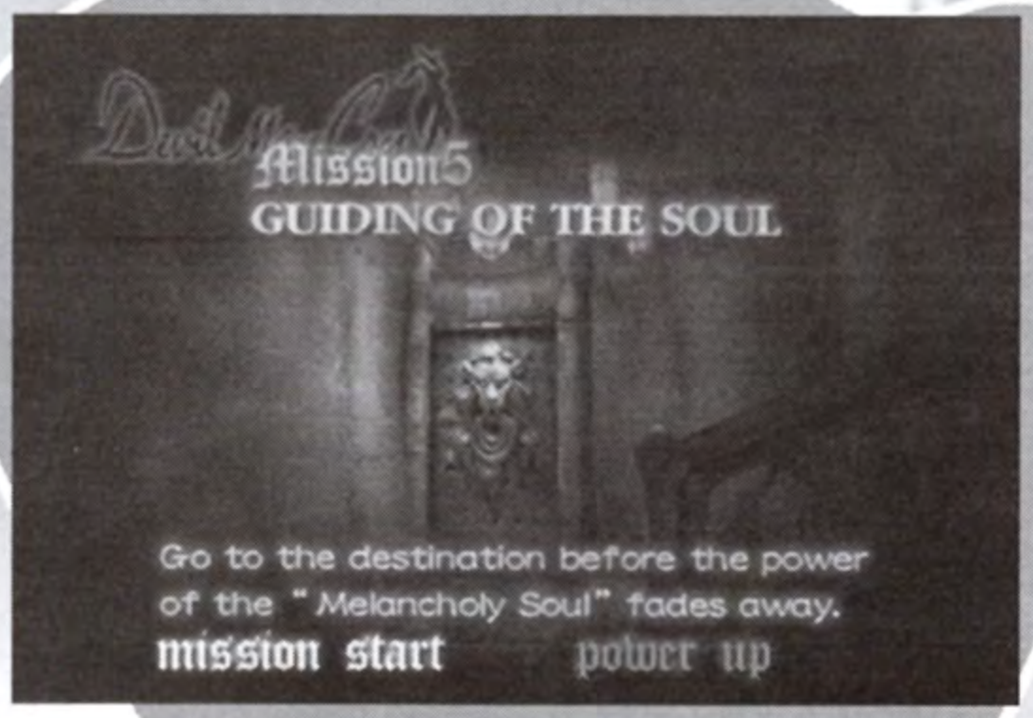
PHANTOM

As far as we know, the biggest threat of the Dark Army is the Phantom. It resembles a spider, but its body is as gargantuan as an elephant's and its shell harder than a rock. Its blood, when shed, is made of scorching lava reminiscent of the flaming rivers of hell. This monster often leaves a trail of fire as it walks. Phantom may be one of the highest-ranking generals in the Devil Kingdom, but since no one has ever returned to tell tales, even more powerful devils could exist there.

GAME SCREENS

MISSION OBJECTIVE

You'll see your mission goal before the start of a mission. Select MISSION START to begin.



GAME ACTION

The following items appear on the main gameplay screen:

VITALITY GAUGE - The color bar decreases as Dante is attacked. When it's empty, your game is over.

D. T. GAUGE - This gauge builds up as you attack or take injury. When three or more gauges are charged, you can use the Devil Trigger to transform into a devil. (You must first acquire Alastor in order to use the Devil Trigger.)

RED ORB - Shows the number of red orbs you've acquired.

COMBO DISPLAY - A message will appear when you attack enemies successively.

BOSS VITALITY GAUGE - Corresponding to your vitality gauge, this shows the vitality of an enemy boss when you fight it. When it empties, the boss is defeated.

GAME OVER & CONTINUE

When Dante's vitality gauge drains to zero, your game is over.
You can continue if you have a Yellow Orb (see page 25).

SAVE

When you complete a mission, you can save your game.
Select **SAVE** in the mission clear screen to save your game.

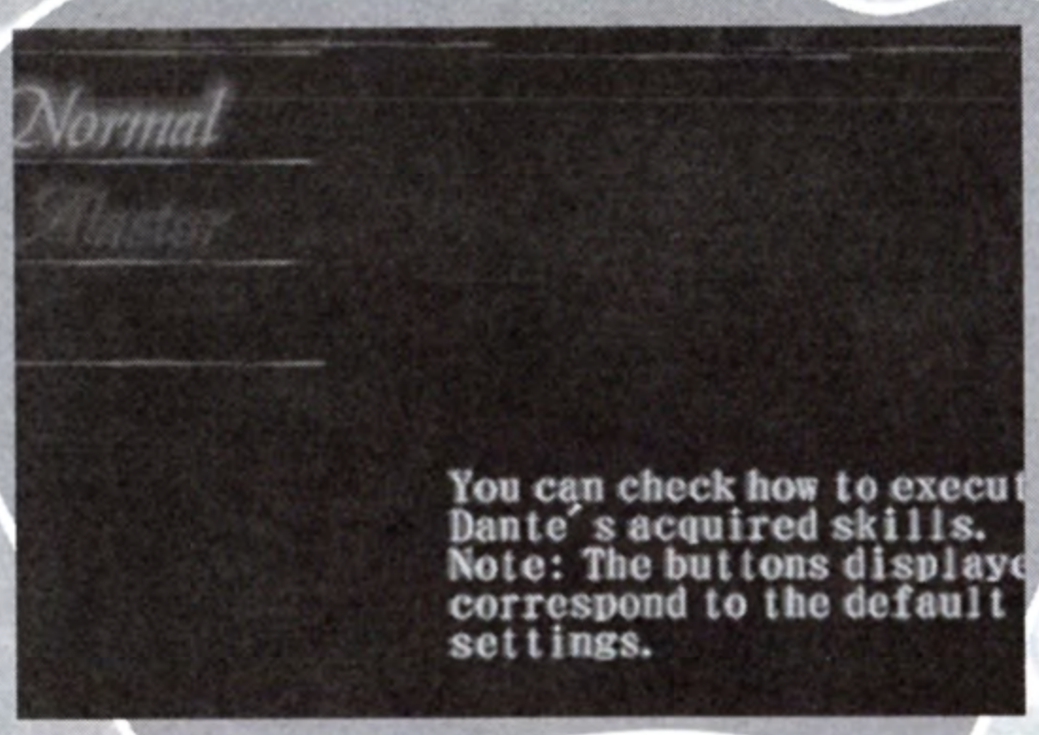
* A Memory Card (8MB) (for PlayStation 2) is required to save your game.
* This game requires **420Kb** of free space in the memory card. You can save up to **10** files on one memory card.
* Make sure to insert your memory card into **MEMORY CARD** slot **1** or **MEMORY CARD** slot **2**.
* While saving or loading, do not turn off the PlayStation 2, press the **RESET** button, or disconnect the memory card. Doing so may destroy data.

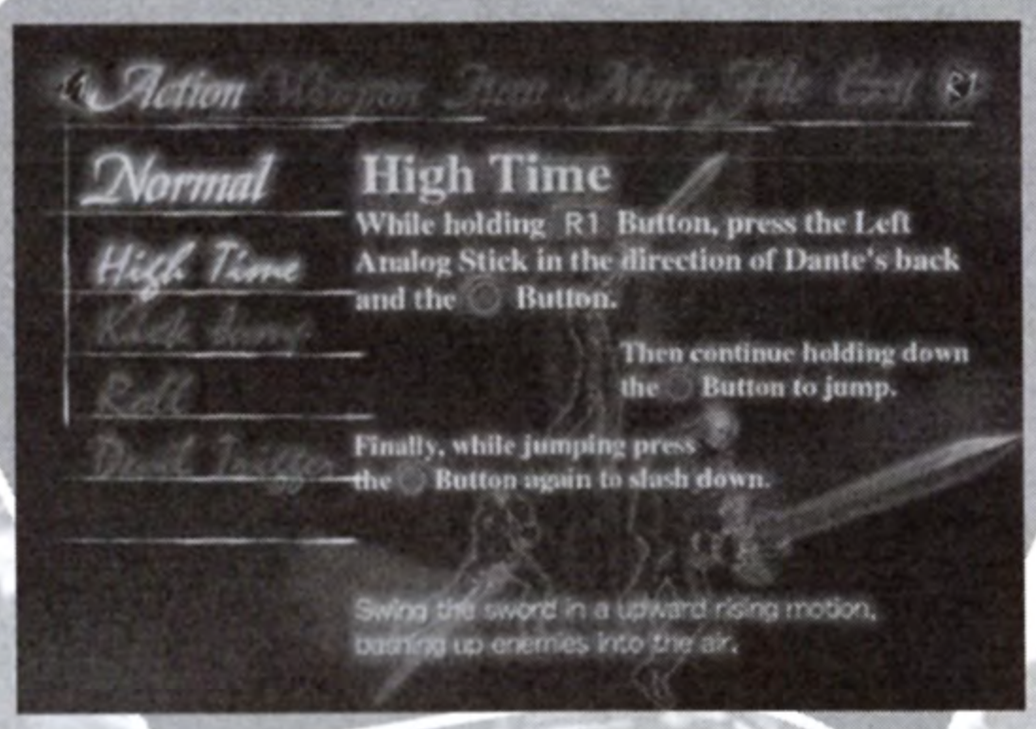
SUBB SCREEN

Press the START button during gameplay to display the Sub Screen. Then press the L1 or R1 button to turn pages.

ACTION

Check out how to execute Dante's skills. Select an ability or special move to see the details and/or control for it. (The buttons are default setting Type A.) As you acquire more abilities, more items will be added to the Action list.





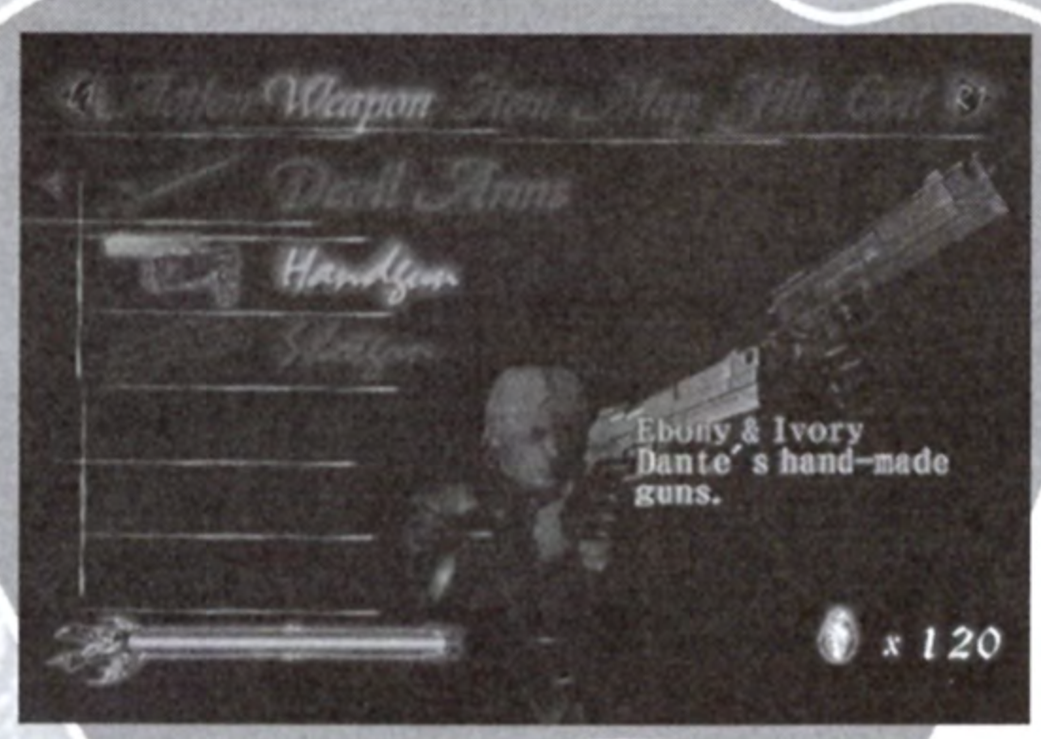
WEAPON

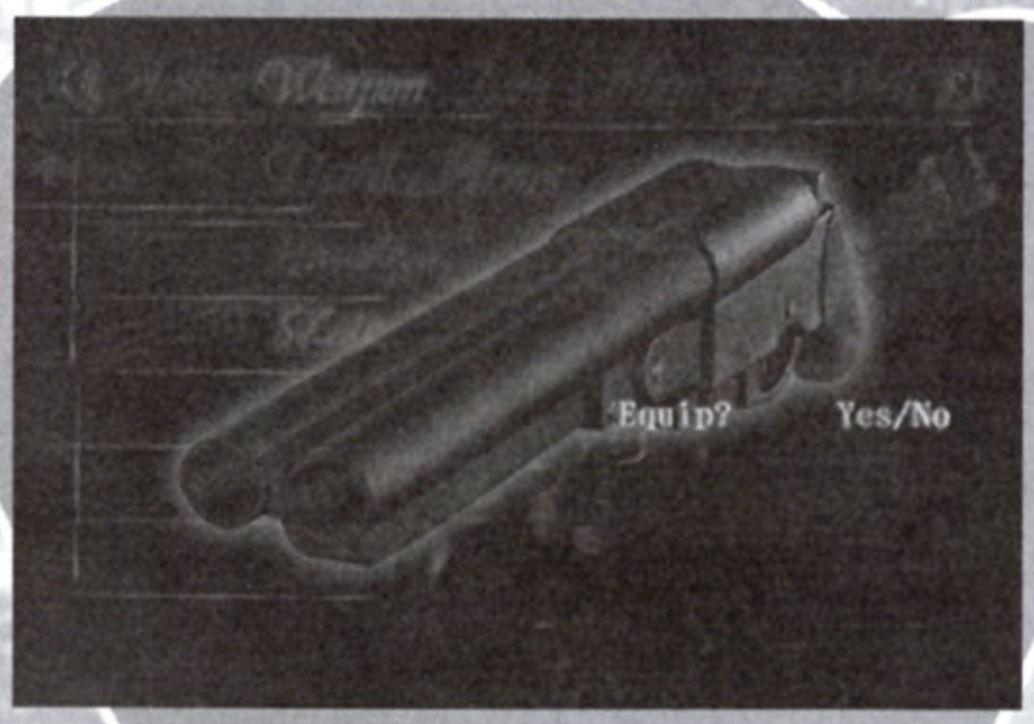
When you select **WEAPON**, you'll see the weapons you have acquired. Highlight a weapon to see information about it. To equip the weapon, press the **X** button, answer **YES** and press the **X** button again.

DEVIL ARMS - Sword and Gauntlet for close range combat.

WEAPON - Gun type weapons for long-range combat.

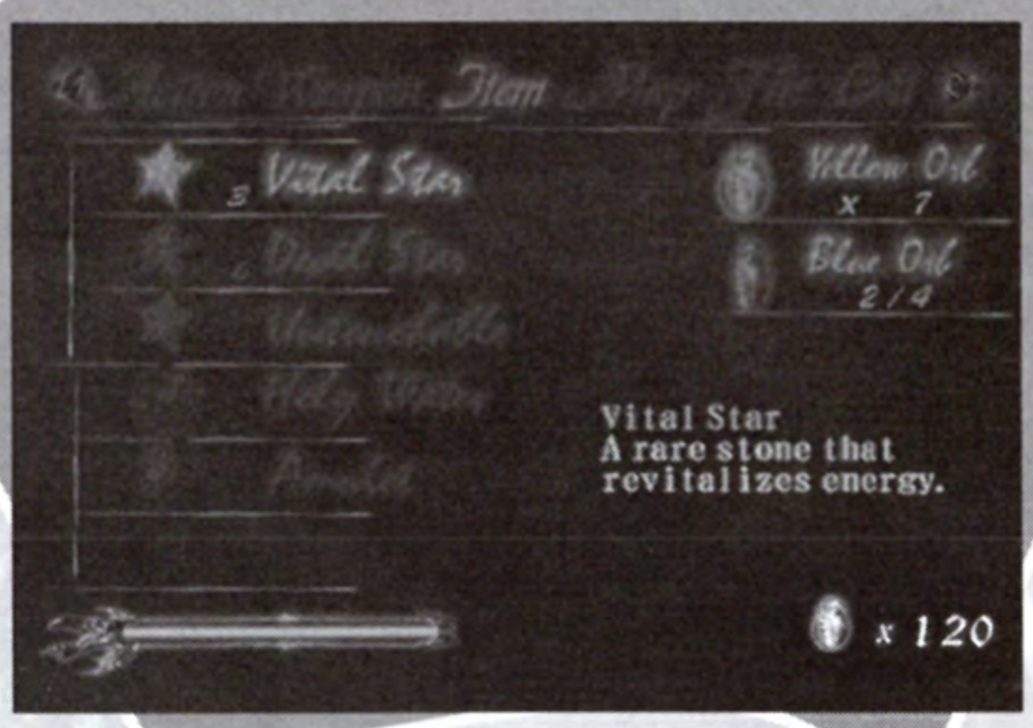
You can use a Devil Arms and Gun at the same time.
See page 25 for more details.





ITEM

This screen appears first when you display the Sub Screen.
Highlight an item to see information about it. To use the item,
press the X button, answer YES and press the X button again.





MAP

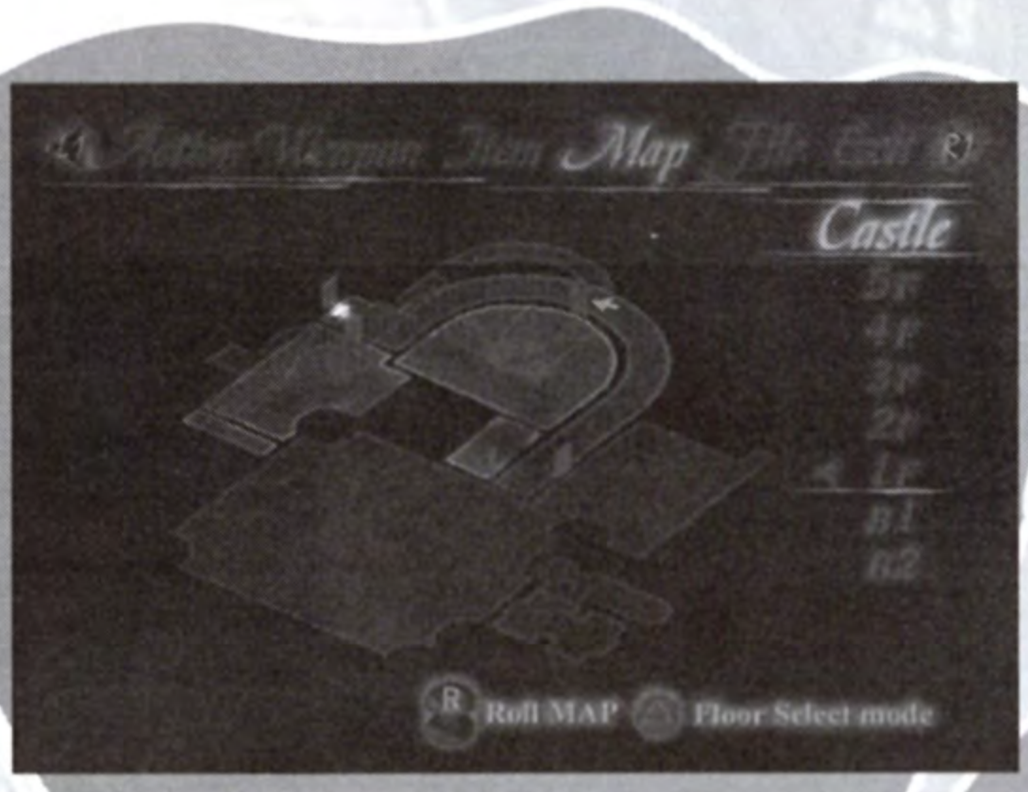
Check the Map to examine the layout of the stage you are currently in. Select a floor of the Map to see the layout of that floor. The section related to your current mission is highlighted.

Map colors indicate the following:

YELLOW - Unlocked door.

GREEN - Door can be unlocked by solving a puzzle.

RED - Door you cannot currently open.





Use the controls shown on the Map screens to roll and move the Map.

FILE

Look at your current Mission file and various Enemy files.
Highlight a file and press the X button to look at it.

MISSION FILES - See information about your current mission.



ENEMY FILES - Review information about enemies you have encountered. Select an enemy name and press the **X** button to display its information.

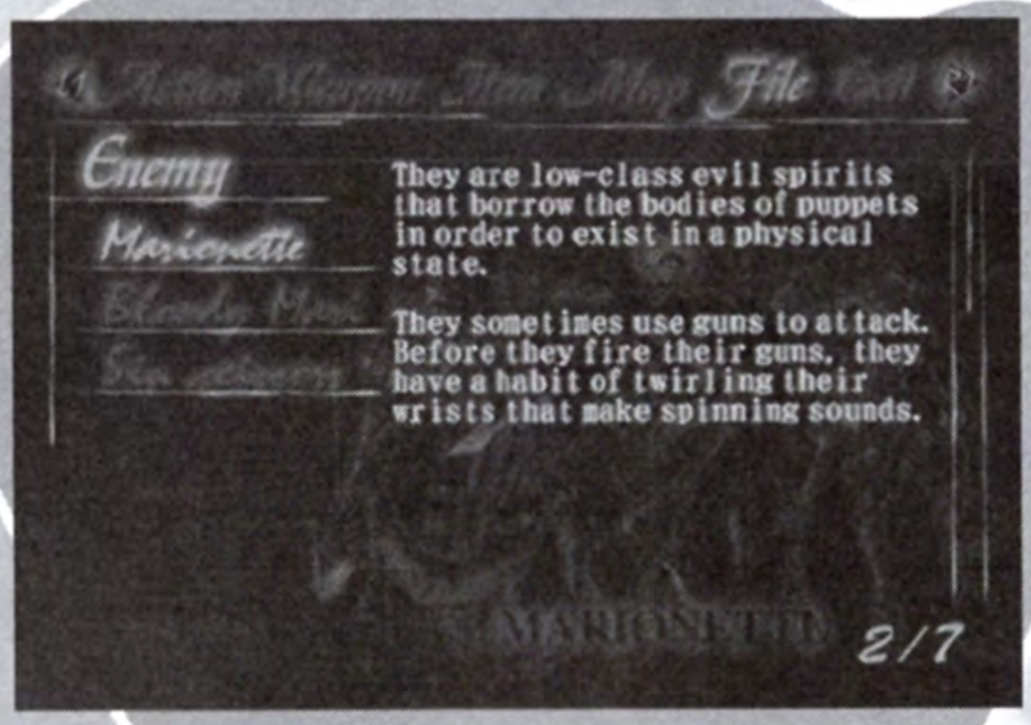
When you encounter a new enemy, its name is added to the files. The first time you meet it, you only know the name. As you fight the enemy and discover its abilities, weaknesses, etc., more information is added to the file.

Try various attacks during combat to find out more about the enemy.



EXIT

Return to gameplay.



POWER UP SYSTEM

RED ORB

Collecting a certain amount of Red Orbs allows you to open sealed doors. After collecting Red Orbs, check a Divinity Statue to purchase power-ups and items by spending the orbs.



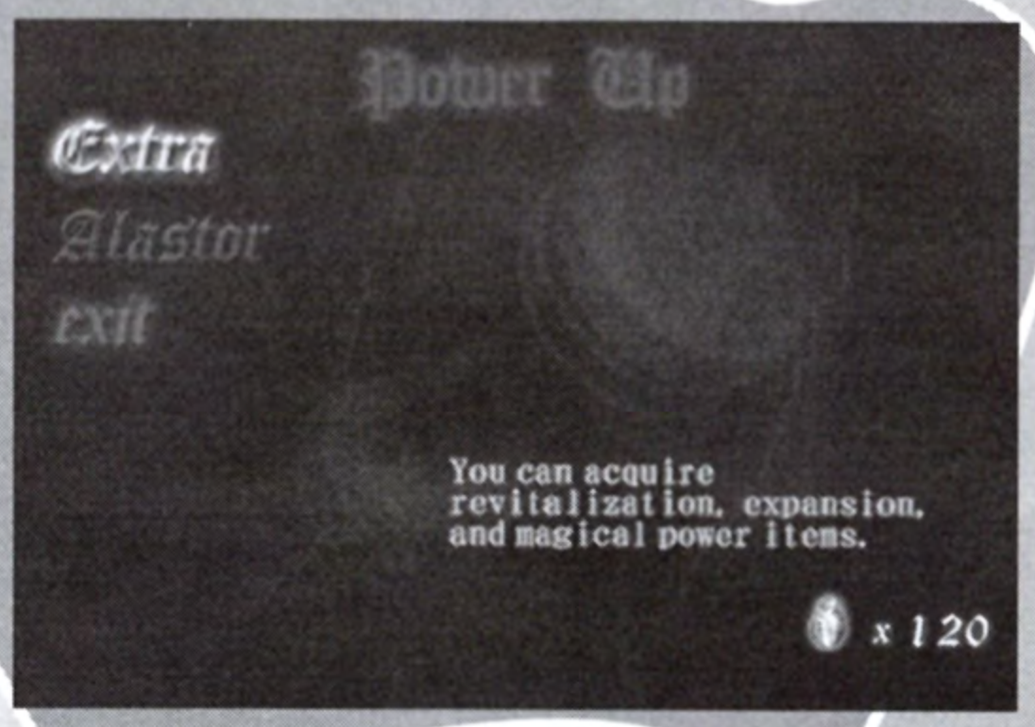
The following items are available at Divinity Statues:

ALASTOR - Learn special moves and abilities for Thunder Sword.

IFRIT - Learn special moves and abilities for Flame Gauntlets.

EXTRA - Increase basic abilities such as Dante's maximum vitality or the **D. T. Gauge**. You can also increase your number of healing items, etc.

When you select either **ALASTOR**, **IFRIT** or **EXTRA**, you'll see a list of obtainable abilities and the number of **Red Orbs** each ability costs. Select an ability and press the **X** button to acquire the ability (and decrease your **Red Orbs** by the stated amount).



DANTE'S ACTIONS

WALK/RUN

Move the left analog stick slightly in a direction to walk. Move it all the way to run. While you're holding down the R1 button (see actions below), Dante can only walk.

SWORD & KICK/PUNCH ATTACK

Press the ● button. Attack the nearest enemy or destroy an object with a sword attack, punch or kick. You can attack during a jump.

CHECK

Move Dante in front of an item and press the X or ■ button.

JUMP

Press the ▲ button. Jump length varies depending on how long you hold down the button. You can jump again (double jump) by pressing the ▲ button again at a wall or other surface.

ROLLING DODGE

With the R1 button held down, move the left analog stick toward Dante's side and press the ▲ button.

SOMERSAULT

With the R1 button held down, move the left analog stick toward Dante's front or back and press the ▲ button.



LOCK ON

Press and hold the R1 button. Dante will target the nearest enemy and draw his gun(s).

GUN ATTACK

Hold down the R1 button and press the X or ■ button to fire your gun. Continue holding the X or ■ button to charge your next shot with demon power.

HIGH TIME

Hold down the R1 button, move the left analog stick away from the direction Dante is facing and press the ● button. Continue holding the button to jump. Finally, while jumping press the ● button again to slash and bash enemies in the air.

DEVIL TRIGGER

You can use Devil Trigger by equipping either Thunder Sword or Flame Gauntlets. When either item is equipped and three or more D. T. Gauges are charged, press the L1 button to perform the Devil Trigger and use the devil power while it lasts.

ALASTOR: THUNDER DEVIL – Dante can turn into this devil form by releasing the power of the Thunder Sword. By enhancing these abilities, Dante can fly in the air and use powerful attacks.

IFRIT: FIRE DEVIL – Dante changes into this devil form by releasing the power of the Flame Gauntlets. By enhancing these abilities, Dante can perform attacks using the power of nature and special jump attacks.

While using Devil Trigger, Dante's attack becomes more powerful and his vitality recovers a little.

* Extend Devil Trigger by using a Purple Orb.
* Cancel Devil Trigger mode by pressing the L1 button.

WEAPONS

DEVIL ARMS

THUNDER SWORD — Has the power to turn its user into Alastor.

FLAME GAUNTLETS — Have the power to turn its user into Ifrit.

GUNS

HANDGUN — Dante's favorite customized gun.

SHOTGUN — Attacks in a wider range.

GRENADE GUN — Its bullets explode when they hit the target.

STARS

DEVIL STAR — Restores the D. T. Gauge.

VITAL STAR — Restores Dante's vitality.

UNTOUCHABLE — Dante becomes invincible and can use Devil Trigger unlimitedly for awhile.

ORBS

RED ORB — Opens sealed doors and powers-up Dante.

YELLOW ORB — Allows you to continue when Dante is defeated.

PURPLE ORB — Increases the maximum D. T. Gauge.

GREEN ORB — Restores Dante's vitality.

BLUE ORB — Increases Dante's maximum vitality. Four pieces of broken Blue Orb combine into one whole Blue Orb.

SPECIAL ITEM

HOLY WATER — Inflicts damage on all enemies in the room.



RED ORB SPECIAL MOVES

Acquire special moves with Red Orbs. Use the moves by executing the button controls listed in each description.

STINGER – Move the left analog stick in the direction Dante is facing, hold down the R1 button and press the ● button. Dante will quickly dash and stab the enemy.



ROUND TRIP – Hold down the ● button to throw your sword like a boomerang. You can also simultaneously attack with your gun.

AIR HIKE – Press the ▲ button during a jump to double jump in the air.

Unleash the devil's power! Alastor and Ifrit are the names of living weapons that try to defeat the human who acquires them. But they are also key to releasing Dante's inner unlimited power. Rule the weapons of the devilish gods and pull the Devil Trigger! For example, one of the moves is given below:

AIR RAID (Alastor move) – Jump, then press the R1 button + the X or ■ button to fly into the air and attack with lightning

. . . see what other moves you can discover!

OPTION MODE

Use Option mode to adjust various settings. Select the Option menu from the Title screen or press the **SELECT** button during play to display the Pause menu and select the Option menu.



Use the left analog stick or the directional buttons to make selections and press the **X** button.

SUBTITLES - Turn the subtitles for parts of the cut-scenes **ON/OFF**.

CONTROLLER SETUP - Select a controller setting from different button assignment types.

VIBRATION - Turn the controller vibration **ON/OFF**.

AUDIO - Select **STEREO** or **MONAURAL** depending on your speaker system.

MONITOR TUNING - Adjust the screen brightness. (Your monitor must have a brightness adjustment function to use this option.)

DEFAULT SETTINGS - Reset all options to default status.

EXIT - Return to the Title screen or gameplay.

Note: Changes made in Option mode are automatically saved in the system file.

EVERYTHING GOING TO HELL? HERE'S HELP

CHECK AND DESTROY

Check everywhere. Slash every suspicious object. You may find an item or orb.

FIGHT ONE-ON-ONE

When attacked by multiple enemies, you don't want to be surrounded or get an enemy on your back. Use Rolling Dodge and Backward Jump to keep enemies in your sight. If you are surrounded by enemies, use Stinger or Shotgun to defeat and separate them. Create a situation where you can fight one-on-one.

JUMPING ATTACK IS POWERFUL

Jump toward a wall and attack! Get close to an enemy quickly and perform a powerful jumping attack. When it hits, it will pulverize the enemy. You can also shoot guns while jumping.

COMBO FROM HIGH TIME

If you just slash enemies randomly, they will block and counterattack. Try to slash up enemies with High Time. They will be defenseless in the air.

DISCOVER EFFECTIVE ATTACKS

Certain enemies are weak against sword or gun attacks. Find the effective attack for each enemy. Don't forget to check enemy files. When fighting a boss character, pay close attention to the boss vitality gauge to discover which of your attacks are most effective!

PERFORM DEVIL TRIGGER

When you perform Devil Trigger, your body will shine with a radiant aura and all the attacks will become more powerful. Your sword will break an enemy's block and your handgun will discharge bullets rapidly. The Shotgun and Grenade will be more powerful! Abilities to fly in the air and perform lightning attacks become available. Also, Dante's vitality recovers a little. When you equip Alastor, your speed becomes faster. In a pinch, or rather, right before you get in a pinch, pull the Devil Trigger!

CHECK OUT THE DEMO

Leave the controller idle for a few moments at the Title screen, and a gameplay demo will start. Watch the demo for loads of gameplay tips. Check out the masterful fighting style!

TO BEGINNER DEVIL HUNTERS ...

This game has a hidden "Easy Automatic Mode" where even a beginner can enjoy brilliant action! However, you must try your skills first in the normal game!

Bring the Devil to Tears and Fulfill Your Destiny...

with the BradyGames®

DEVIL MAY CRY™

Official Strategy Guide

- **DETAILED WALKTHROUGH AND AREA MAPS** *to guide you through the castle.*
- **COMPLETE LISTING** *of weapons and important items.*
- **BOSS STRATEGIES** *that show how to defeat the dreadful enemies.*
- **SOLUTIONS** *for puzzles and game secrets revealed!*

To purchase the BradyGames *Devil May Cry Official Strategy Guide*, visit your local electronics, book, or software retailer. Also available online at bradygames.com.

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