

DMC

Devil May Cry™



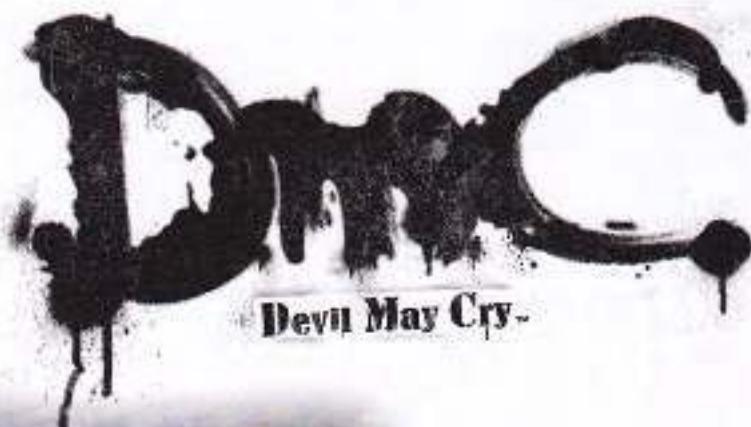
MICROSOFT XBOX® AND
SONY PLAYSTATION® 3 COMPUTER
ENTERTAINMENT SYSTEM

CAPCOM®

Written by Michael Lummis and Chris Burton

Lament@Xbox360iso





INTRODUCTION	2
STORY	2
CHARACTERS	3
THE WAY OF THE NEPHILIM	8
CONTROL SYSTEM	8
MOVE LIST	11
DIFFICULTY MODES	22
MOVEMENT	23
COMBAT	24
EVASION	27
STYLE	28
SCORE	29
UPGRADING YOUR CHARACTER	30
HIDDEN ITEMS	31
ACHIEVEMENTS/TROPHIES	32
DEMONS OF LIMBO	34
A ROAD TO HEAVEN AND HELL: MAIN STORY WALKTHROUGH	54
THE KEY TO POWER: SECRET MISSIONS	176
QUICK REFERENCE	188

INTRODUCTION



Billions of people wake up every day and go through their routines. They go to their jobs, do what they have to do to get by, and are unaware of what's really happening all around them. A building collapses downtown, something creeps through an alley on the edge of their vision, and all the while people listen to the easy explanations. There aren't monsters in the world. Everything is fine. But is it really?

Not everyone is blind to the demons that creep through the shadows. Dante, a young man with a forgotten past, can see these hidden dangers. They're everywhere! Demons lurk in Limbo, cameras spy on everyone, and nothing is as it seems. A masked man on TV tells the world to wake up, and the Raptor News Network decries him as the terrorist leader of a group known only as "The Order."

What part do they have to play in this?

Dante has a secret the demons are willing to kill over, even if he can't remember what it is. Fortunately, he is not easy prey. Dante will carve, shoot, slice, and smash his way through the demon ranks using his sword, Rebellion, and his trusty guns, Ebony and Ivory. Can he defeat all of the monsters on this path alone? Even if he finds allies in this struggle, will they be enough to stop the destruction?

This strategy guide can make the difference! In these pages, learn how to combat every demon and use every weapon with style and grace. All secret missions, Lost Souls, Challenges, and Keys are laid bare. Readers will learn how to pull off SSS rankings against the hordes of hell on the highest difficulty settings without ever taking a scratch. Read on, and unlock Dante's full potential.

The Story So Far

Resting after a night of debauchery, Dante is attacked by a Hunter Demon that is bent on killing him. Dante must find a way out of Limbo and unravel the mystery of his past. Kat, a young medium who's trying to warn him, wants Dante to help fight against the demons' stranglehold on humanity. Vergil, the enigmatic leader of "The Order" (and Kat's boss), seems to know more about Dante's past than Dante himself.

Who he really is and what he may yet become is about to unfold. Buried memories come to light, new enemies are revealed, and old crimes may yet be avenged.

Dante has all the forces of hell arrayed against him. He's got them right where he wants them!

The Cast

DANTE

Dante fights to survive with his blade, Rebellion, and his trusty guns, Ebony and Ivory. He doesn't remember much about his past, but his story is about to unfold (along with the perils that come from knowing the truth).

CLUB
KISS



VERGIL

Brilliant leader of the enigmatic group known only as "The Order." He knows much about Dante's past, and wants to recruit him to aid his cause. Only time will tell how far Vergil is willing to go to free humanity from the grip of the demons.



KAT

A member of a group so secret that it is known only as "The Order." Kat and the other members of this group have been branded as terrorists. But is what they're doing actually for the greater good? Kat can see into Limbo and manipulate the intersections between that world and our own. Despite being surrounded by nightmares, there are still things that even she won't talk about.



MUNDUS

In his human guise as Kyle Ryder, Mundus the Demon King controls the fate of humanity through money, drugs, and the media. He knows Dante exists and has mobilized the legions of hell to make sure the last thing Dante sees is his own beating heart.

LILITH

Lilith owns a nightclub that caters to extreme music, dancing, and more perverse interests. While heaven and hell may be the themes of the club, it's clear the place falls closer to the latter.

RAPTOR

New

CELESTE
WORLD

BOB BARBAS

The "King of Media" is a master manipulator of men. Bob Barbas is a reporter and critic for the Raptor News Network. He spreads fear, uncertainty, and disinformation throughout the human population, in the guise of doing "God's work." But he never told anyone which god he meant.

WAY OF THE NEPHILIM

This chapter explains the controls, movement, combat, and much more for *DmC Devil May Cry*. Read on to learn about hidden items, special attacks, and techniques that enhance this exciting addition to the series!

Control System



Xbox 360 Controls

A	Jump
B	Special attack (various)
V	Close-range attack
X	Long-range attack
RT	Press and hold Demon mode
LT	Press and hold Angel mode
RB or LB	Evasive
Right Analog Stick	Camera control
Left Analog Stick	Move
Right+Left Analog Sticks (push)	Devil Trigger
Back Button	Item shortcuts
Start Button	Pause



PS3 Controls

△	Jump
○	Special attack (various)
□	Close-range attack
■	Long-range attack
L1	Press and hold Demon mode
R1	Press and hold Angel mode
□ or △	Evasive
Right Analog Stick	Camera control
Left Analog Stick	Move
R3+L3 Analog Sticks (push)	Devil Trigger
Back Button	Item shortcuts
Start Button	Pause

Main Menu Options

Continue	Continue the current mission from the most recent checkpoint.
Missions	Select from currently unlocked missions.
Secret Missions	Select from currently unlocked secret missions.
Training	Practice any move you've already purchased.
Extras	See concept art and cinematics.
Options	Change the audio/video options and controls.
Xbox LIVE Marketplace	Go to the Xbox LIVE Marketplace (Xbox 360 Only).
Playstation Network	Go to the Playstation Network store (Playstation 3 Only).

Select Menu

BACK/SELECT

Using the Back (or SELECT) button during a mission leads directly to the item shortcuts menu, where all of the collected or purchased health items are available for use. These items are explained later in the chapter. In short, they can boost Dante's current health or Devil Trigger energy, but using them lowers your final score for the given mission. These should be used as emergency supplies, and not something to rely on all the time.

Start Menu

START

Resume	Continue your current mission
Items	Access all purchased or collected health items
Restart from Checkpoint	Go back to the most recent checkpoint and start over
Restart Level	Restart a mission from the beginning of the level
Move List	See all currently available abilities, weapons, and attacks
Options	Change audio, video, and control options
Main Menu	Exit the current mission and return to the main menu



Commands

JUMP □ PS3/△ XBOX 360

Dante leaps into the air. The longer you hold down the button, the higher Dante goes. Press the button again in the air to make Dante double-jump, granting extra distance and height. For the best distance, jump as high as you can before double-jumping.



SPECIAL MOVE ▢ PS3/▢ XBOX 360

Attack with Dante's currently equipped melee weapon to send a foe flying into the air or allow him to attack an airborne target. The moves that are activated with this button are referred to as launchers, because they throw enemies around with almost every weapon.



CLOSE-RANGE ATTACK PS3/XBOX 360

Attack with Dante's currently equipped melee weapon. He uses Rebellion if you aren't in Angel or Demon mode. If you're in Demon mode, he uses whichever Demonic weapon is equipped currently (Arbiter or Eryx). If you're in Angel mode, he uses Osiris or Aquila.

**LONG-RANGE ATTACK** PS3/XBOX 360

Dante fires his currently equipped ranged weapon. Ranged attacks are often far less deadly than melee attacks, but they are excellent for hitting enemies that are too far away to attack otherwise and to continue to add hits to a combo. Feel free to shoot all flying targets, ranged opponents, and normal enemies that haven't closed the gap against Dante.

**DEMON MODE** PS3/RT XBOX 360

Dante's melee attacks use the currently equipped Demonic weapon, and Perfect Evasions trigger Demon Evade (once purchased). Demon mode is focused on high damage output.

EVADE OR PS3/LB OR RB XBOX 360

Evade lets Dante dodge enemy attacks. Normally, Dante dodges backward, but you can use the Analog Stick for movement to Evade in any direction you like. If you've purchased Angel Evade or Demon Evade, the Demon or Angel buttons determine whether you have a chance for special bonuses while Evading. Evade at the last moment before an enemy attack to gain Style bonuses and a chance for these special Evade buffs.

ANGEL MODE PS3/LT XBOX 360

Dante's melee attacks use the currently equipped Angelic weapon, and Angel Evade can be used (once purchased). Angel mode is better at wounding large groups over time and playing defensively.

**PARRY** ANY ATTACK COMMAND

Dante is much stronger than the demons he'll face throughout Limbo. If his weapons connect with their attacks, you know who's going to come out on top? Of course it's Dante! That's where Parrying comes in. If you hit a demon's weapon or attack with one of Dante's, the enemy's blow is turned aside (and you can keep hitting the victim for a few seconds while they recover). It's extremely dangerous to rely on this trick. Parrying requires really good timing. If you are comfortable with your weapons and the enemies' attack timing, it's much easier to score a parry. Wait until the enemy has already dedicated to an attack, and use a fast swing of your own to interrupt them at the last minute. When their blow is deflected, continue your assault. Get in several free hits of your own before your opponent recovers!

Osiris is one of the better weapons for Parrying. The scythe's large area of attack gives it the best chance to disrupt enemy strikes.

CAMERA CONTROL RIGHT ANALOG STICK

Rotate the camera around Dante to get a different perspective on the action. Make sure to keep as many enemies in view as possible. Otherwise, it's hard to know when to evade their attacks.

**MOVEMENT** LEFT ANALOG STICK

Move Dante around on land or in the air. Combine this with evasion to dive in different directions.

**DEVIL TRIGGER PUSH DOWN ON BOTH ANALOG STICKS**

Activating Devil Trigger grants Dante extra armor, damage capabilities, and sends enemies flying into the air. During this time, opponents with special immunities can be damaged with any attack, making this a perfect tool against defensive opponents (such as Witches, Frost Knights, and Ghost Rages).

Devil Trigger isn't available at the beginning of the game, but once it's unlocked this resource is very important for getting through some of the most difficult fights. The purple gauge under your health bar represents the Devil Trigger energy that is available. During Devil Trigger, Dante regenerates health. This is a useful way to keep yourself alive during difficult levels without resorting to items. The more self-reliant you become, the easier it is to maintain a high score!

Move List

Basic Attacks

These are Dante's normal techniques for moving around, repositioning enemies, and getting through the missions.

ENEMY STEP ⌂ PS3/Ⓐ XBOX 360

Dante jumps off the head of an enemy. This resets all airborne abilities (such as Angel Boost, Evade, or Double-Jump).

**PERFECT EVADE ⌂ EVADE WITH PERFECT TIMING**

Timing is everything when it comes to evasion. If you Evade an attack early on you can often avoid damage from the blow. However, you won't get any style points for it. In addition, you can't really turn the battle in your favor.

To get more of an edge, wait until your enemies' attacks are about to hit Dante. Evading at the last second slows down the action and grants Dante a Perfect Evade bonus. You need to master this technique to get the damage buff from Demon Evade, so practice dodging later and later before each enemy attack until it starts to become second nature. This also gives Dante more time to slash at his opponents before leaping to safety. You end up having shorter, higher-scoring fights because of this!

DEMON EVADE ⌂ DEMON MODE + EVADE

Performing a Perfect Evade just before being hit while in Demon mode will give Dante a brief (but significant) damage boost. This ability must be purchased and can be upgraded to increase the damage bonus. This is an essential skill for higher difficulty modes, and mastering it is invaluable in all fights.

You may want to make Demon Evade one of your first purchases. Practice it faithfully and watch your score rise substantially once you get good at counterattacking with this technique.

**ANGEL EVADE ⌂ ANGEL MODE + EVADE**

Double-clicking Evade while in Angel mode causes Dante to phase through Limbo for a second, covering more distance than a regular Evade and making him invulnerable until he reappears. This ability must be purchased and can be upgraded to cover additional distance. There are a few enemy attacks that cover a wide area, and Angel Evade really helps to avoid those. It's especially good against ranged attacks.

ANGEL BOOST [ANGEL MODE + JUMP WHILE AIRBORNE]

Dante channels energy while in the air to gain a brief boost of speed, gliding forward. This helps cross large gaps, but it's also a great way to save time. Dante moves faster during Angel Boost, so players trying to complete levels as quickly as possible should jump, Angel Boost, land, and repeat. This lets you literally fly through most of the missions.

**OPHION ANGEL LIFT [ANGEL MODE + RANGED ATTACK]**

Dante's grappling hook latches onto enemies or special points in the environment, bringing Dante to them. This helps you engage flying opponents, approach enemies that are too far away, and navigate through dangerous obstacles.

Look for a blue glow to indicate whether an object in the environment can be used as an Angel Lift target. Almost all enemies can, but test each type to learn when and how you can turn this to an advantage.

PAYOUT [ANGEL MODE + RANGED ATTACK DURING ANGEL LIFT]

Press the ranged attack button again at the end of a Angel Lift. Dante uses an uppercut immediately after an Angel Lift against an enemy. This attack launches the target into the air. It requires careful timing to pull this off reliably.

**OPHION DEMON PULL [DEMON MODE + RANGED ATTACK]**

Ophion Demon Pull uses a grappling hook on enemies or points in the environment to quickly yank them towards Dante. This is another wonderful tool against flying opponents. Pull them out of the sky and rip them apart on the ground.

Demon Pull is also invaluable against enemies with shields. Pull the shield aside with an initial Demon Pull, and then Demon Pull or Angel Lift to bring Dante into melee range against those opponents. They'll be practically defenseless against his assault!

KICKER [DEMON MODE + RANGED ATTACK DURING DEMON PULL]

Press the ranged attack button again at the end of a Demon Pull. Dante kicks an incoming enemy as Demon Pull ends, sending them flying. This requires careful timing.

**LEAP [JUMP DURING ANGEL LIFT OR DEMON PULL]**

Leap allows Dante to jump off the head of an enemy just as an Angel Lift or Demon Pull ends. It can be used during a mid-air Angel Lift or Demon Pull to get even more distance and height.



Rebellion

Dante's sword strikes a good balance between speed and power. It cuts through the air (and enemies) faster than Demonic weapons and dishes out more single-target damage than Angelic ones, making it a useful weapon for almost any situation. Rebellion is weak against enemies with immunities or shields, as well as foes that know how to parry.

HACKER CLOSE-RANGE ATTACK X4

Hacker is a basic four-hit ground combo. It is useful against all enemies and can be upgraded for more damage. This attack is an excellent opener. Score a few hits while pushing an enemy back and switch attacks to do something more specific to the target.



DEATH COIL CLOSE-RANGE ATTACK X2, PAUSE, CLOSE-RANGE ATTACK X3

Death Coil is a five-hit ground combo that requires a pause after the first two hits. It is an excellent combo against a single target. Each melee weapon has a combo that incorporates the two-hit, pause, hit system. Switching to another weapon after the first two hits and a pause will chain directly into the third (and subsequent) hits for that weapon. This is a powerful tool in creating high-value Style point combinations!



HIGHTIME TAP OR HOLD SPECIAL ATTACK

Hightime sends an enemy flying with an upward strike. Hold the button down to follow the enemy into the air. This is one of the easiest ways to start an air combo or to single out an enemy to punish in the air.

Another trick is to tap the button so that Dante doesn't follow the target up. Instead, stay on the ground and launch one or more enemies so they're temporarily disabled. This gives you time to focus on other foes that you might be engaged with while the first few fall down and are slow to get back up.

AERIAL RAVE CLOSE-RANGE ATTACK X4 WHILE AIRBORNE

Aerial Rave is a basic four-hit air combo. It's great for destroying the light shields of a shielded Bathos or Pathos. Its damage and ease of use make this an attack that never goes out of style.

Aerial Rave is good for juggling Dreamrunners, various Stygians, and other light targets you've launched. After the final hit, the opponent falls away from Dante. Use Angel Lift to stick with the target.



ROULETTE CLOSE-RANGE ATTACK X2, PAUSE, CLOSE-RANGE ATTACK WHILE AIRBORNE

This is a spinning aerial attack that lifts Dante and an enemy further into the air. Combine Roulette with Demon Pull or Angel Lift to stay off the ground for extended air combos.

HELMBREAKER SPECIAL ATTACK WHILE AIRBORNE

Dante smashes an airborne enemy into the ground. Use Hightime and Helmbreaker to attack the same enemy many times in quick succession (this hits multiple enemies if they are close together). Helmbreaker's speed and power make it a superb attack in general.

Also, this move gets Dante back onto the ground rapidly. If you want to get back to earth without much delay, use Helmbreaker.

**STINGER PRESS TOWARD ENEMY TWICE,
CLOSE-RANGE ATTACK**

Dante lunges forward at high speed, covering the distance to his target and ending with a stab. This is a risky maneuver, as Dante cannot evade during the lunge. Time the attack carefully so that Dante doesn't get nailed before he finishes the attack.

Despite this risk, Stinger is extremely useful for repositioning or attacking an enemy that's lurking on the periphery.

**DRIVE HOLD THEN RELEASE CLOSE-RANGE ATTACK**

Drive sends a shockwave of energy toward an enemy. This can be charged (by holding the button) for more damage.

OVERDRIVE AFTER DRIVE, CLOSE-RANGE ATTACK

After a Drive shockwave, send two additional shockwaves racing after it with Overdrive.

**TRILLION STABS AFTER STINGER, PRESS CLOSE-RANGE
ATTACK REPEATEDLY**

Trillion Stabs ends Dante's lunge attack with a series of blindingly fast stabs, followed by the Stinger strike. Use this against isolated enemies. The full attack takes a long time to complete, but your target often can't counterattack because they're too busy getting slammed. If other enemies are in the area, watch Dante's back and break off Trillion Stabs if anything approaches.



This Demonic axe does incredible damage with each heavy swing. It is unparalleled in dealing out the pain, but each attack takes time and leaves Dante unable to evade mid-swing. Once mastered, Arbiter is a truly fearsome weapon.

JUDGEMENT DEMON MODE + CLOSE-RANGE ATTACK X3

Judgement is a three-hit combo that strikes for massive damage. Combine this with the damage boost from Demon Evade to take down even the toughest foes in just a few strikes. Because Style points are awarded for the amount of damage dealt, this is an excellent end to an extended series of combos or when the rank multiplier is high.



TRINITY SMASH DEMON MODE + CLOSE-RANGE ATTACK X2, PAUSE, CLOSE-RANGE ATTACK

Trinity Smash consists of two hits followed by a pause and a third attack that sends out three shockwaves. While this is an excellent attack, the second hit can knock lighter enemies out of range of the third (and heaviest) blow. It is also risky when used against foes with quick attacks, since Dante cannot evade while in mid-swing. If all the hits land, the damage is incredible.

The best time to use Trinity Smash is when Dante has several targets close by. Hit the first target twice with ground attacks, pause, and use Trinity Smash to hurt everything else. Otherwise, use this as a mix-up against really slow opponents. Start with Judgement, and then hit them with Trinity Smash to keep your Style points as high as possible.



TREMOR DEMON MODE + SPECIAL ATTACK

Dante smashes Arbiter into the ground, sending a shockwave forward in a line. Tremor then launches any enemies hit into the air. Although this attack is slower than Rebellion's launch, Tremor is a great way to disable Hell Knights and Blood Rages (because of their immunity to non-Demonic weaponry).

AERIAL FLUSH DEMON MODE + CLOSE-RANGE ATTACK WHILE AIRBORNE

While Dante is airborne, he throws Arbiter at a distant target. Even though this is a slow ranged attack, you won't be disappointed at its damage! Aerial Flush cannot be used at enemies above Dante. It's more of a way to punish distant ground targets.



DROP DEMON MODE + SPECIAL ATTACK WHILE AIRBORNE

While Dante is airborne, he uses Drop to come back down with a thunderous impact. This attack sends an impact line that launches everything it hits. This is a superb attack to finish an airborne combo.

FLUSH DEMON MODE + PRESS TOWARD ENEMY TWICE, CLOSE-RANGE ATTACK

Flush lets Dante throw Arbiter at a distant target. The damage of the projectile is considerable, making this a good combo opener or closer. The best time to use Flush is after an evade. If you find yourself far away from the action, use Flush to throw the axe at a foe and then close the gap to continue the pain.



Osiris

An Angelic scythe that reaps through waves of enemies with its wide swings. Osiris feeds off the energies of the slain to grow stronger. The more you attack with it, the brighter the scythe glows, and the stronger it gets.

Even though it is of limited use against shielded enemies, it is a potent weapon when Dante is surrounded or faced with light targets (such as Stygians).

KARMA ANGEL MODE + CLOSE-RANGE ATTACK X4

Karma consists of a series of arcing horizontal sweeps with the scythe. The wide arcs of this combo make it ideal for engaging multiple targets at once. When Osiris is fully powered, this combo can reap large Style point bonuses.

CLEAVER ANGEL MODE + CLOSE-RANGE ATTACK X2, PAUSE, CLOSE-RANGE ATTACK X3

Cleaver is a pausing combo that combines arcing strikes with a strong forward attack. This can be used to great effect against multiple enemies. Because of the number of attacks and the potential to hit multiple targets, this is a good way to quickly Feed Osiris to its maximum damage potential.



PROP ANGEL MODE + SPECIAL ATTACK

Dante spins the scythe vertically, sending a demon flying and juggling it on the blade as it twirls. This is one of the meanest launchers because it disables the target for a long time. Use Prop once to launch and then employ Shredder while the target is coming down for even more damage. This also throws the victim away from Dante, wasting more of their time getting back to him afterward.

SHREDDER AFTER PROP, TAP OR HOLD SPECIAL ATTACK

After a Prop attack, Dante continues to spin the scythe after its initial burst, maintaining the punishment of a jugged enemy.



HANGER ANGEL MODE + CLOSE-RANGE ATTACK X3 WHILE AIRBORNE

Hanger is a sweeping aerial combo. Use this to juggle multiple enemies around Dante. This is a good combo against groups of airborne enemies, such as Harpies, or after gathering ground targets with Aquila's Aerial Buy In.

DOUBLE UP ANGEL MODE + CLOSE-RANGE ATTACK X2, PAUSE, CLOSE-RANGE ATTACK X2

Double Up lets Dante spin his scythe like the blades of a helicopter, lifting himself and surrounding enemies higher into the air. Before you obtain Aquila, this is a decent attack for cutting open vinyl doors.



RAKE ANGEL MODE + SPECIAL ATTACK WHILE AIRBORNE

Rake snags a ground-bound enemy below Dante, pulling it into the air.

RAZE HOLD AND THEN RELEASE DEMON MODE + CLOSE-RANGE ATTACK

Raze is a charged attack that lifts Dante and surrounding enemies into the air.

STREAK ANGEL MODE + PRESS TOWARD ENEMY TWICE, CLOSE-RANGE ATTACK

Using Streak, Dante lunges forward with speed, swinging the scythe in wide sweeps. This is a good attack to use as a combo opener against a large group.

FEED AUTOMATIC

Continuous attacks with Osiris power the scythe with energy siphoned off its victims. Point rewards for Osiris attacks increase as the scythe's power grows. The damage buff fades rapidly when strikes cease, so it works best with an aggressive offense.

Gather enemies with Aquila's Buy In, and then switch to Osiris for a dark harvest!



Eryx

These burning Demonic gauntlets beat down enemies one at a time. Each attack can be charged for increased damage and range, and its attacks stagger enemies. Eryx is best used in situations where Arbiter is too slow or when quick evasion is a priority.

BRAWLER DEMON MODE + CLOSE-RANGE ATTACK X3

Brawler consists of three punches at a single target. Each punch staggers the enemy slightly, and attacks can be charged for more damage. Because each strike is faster than one from Arbiter, Brawler is excellent for keeping the pressure on fast enemies while still causing respectable damage. This is an excellent attack against Blood Rages.



SLAM DEMON MODE + CLOSE-RANGE ATTACK X2, PAUSE, CLOSE-RANGE ATTACK

Slam is a pausing combo with three strikes. The third strike slams into the ground, staggering and throwing back nearby enemies. Each strike can be charged, and a fully charged final strike increases the area of impact.

It's possible to strike twice with Eryx, stagger the enemies, then pause, switch to Arbiter, and end with the final massive hit of a Trinity Smash.

UPPERCUT DEMON MODE + SPECIAL ATTACK

Uppercut is a powerful upward strike that sends the enemy flying into the air. Charge it to send Dante flying after his foe. A fully charged Uppercut can send even the most heavily armored foes flying! Knock Tyrants out of the park with this technique.



ERYX CHARGE HOLD ATTACK BUTTONS TO CHARGE ERYX ATTACKS

Eryx Charge increases the damage and range of all charged Eryx attacks.

SHOWDOWN DEMON MODE + CLOSE-RANGE ATTACK WHILE AIRBORNE

Showdown is a downward punch that sends an airborne enemy rocketing to the ground. Charge this attack to hit even harder. This is also a way to break through rod crystals on the ground. Once you have Eryx, look for these throughout the game. They sometimes conceal free items and collectibles!

STOMP DEMON MODE + SPECIAL ATTACK WHILE AIRBORNE

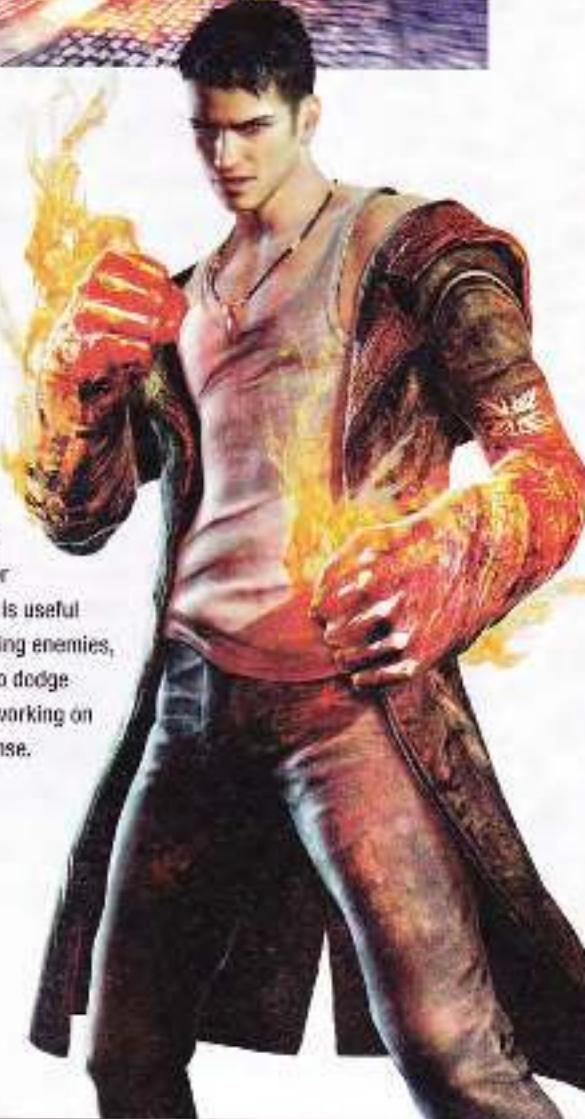
Dante plummets to the ground, unleashing a shockwave when he lands. Charge Stomp to increase its area of impact and force.



SNAKE EYE

DEMON MODE + PRESS TOWARD ENEMY TWICE, CLOSE-RANGE ATTACK

Snake Eye lets Dante fade back to evade an attack and then counter with a devastating punch. Charge this attack for a stronger counterattack. This is useful against shield-bearing enemies, as it allows Dante to dodge their strikes while working on breaking their defense.



Aquila

Aquila is a pair of Angelic bladed discs that are powerful in combat against large groups of enemies. They have the widest melee range of any weapon, and one of their signature attacks stuns foes for several seconds. Though excellent for their defensive and controlling attacks, Aquila is awful on direct damage. Use Aquila in conjunction with other weapons for the best of all worlds!

KILLER ANGEL MODE + CLOSE-RANGE ATTACK X4

Killer consists of a weak but wide-ranging series of strikes at enemies around Dante. It's useful as a mix-up if you've used too many Osiris attacks and want to continue damaging an enemy group without wasting Style points.



BUY IN ANGEL MODE + CLOSE-RANGE ATTACK X2, PAUSE, CLOSE-RANGE ATTACK

This pausing combo ends with the spinning blades gathering enemies around Dante. Buy In is very useful for setting up combos and pairs well with Osiris. Use Buy In to pull clusters of enemies together, and then give them hell with your best attacks.

ROUND TRIP ANGEL MODE + TAP OR HOLD SPECIAL ATTACK

Round Trip lets Dante throw ranged, spinning blades that trap and stun an enemy for a few seconds. The blades also persist against shields and Witch shield bubbles, making this one of the best ways to penetrate the defenses of Frost Knights and Witches. It can also be used to lock down enemies when facing multiple dangerous targets, such as Rages.

If you need to slow down a fight and make it safer for Dante, this is the best ability in the entire game. Nothing else gives you this powerful an attack for crowd control.



SKIRMISH ANGEL MODE + CLOSE-RANGE ATTACK X2 WHILE AIRBORNE

Skirmish is an airborne juggle with a wide range. It is useful against Harpies and low-health airborne enemies that can stay out of the reach of Osiris.

AERIAL BUY IN ANGEL MODE + CLOSE-RANGE ATTACK X2, PAUSE, CLOSE-RANGE ATTACK WHILE AIRBORNE

Aerial Buy In is an attack that ends by gathering enemies to the air around Dante. It is excellent for setting up an air combo with Osiris.



CALIBER ANGEL MODE + SPECIAL ATTACK WHILE AIRBORNE

Dante performs a quick aerial dash toward a flying target. This is useful for dealing with flying enemies. Although, Angel Lifting and Demon Pulling are generally preferable on higher difficulties to avoid reprisal attacks.

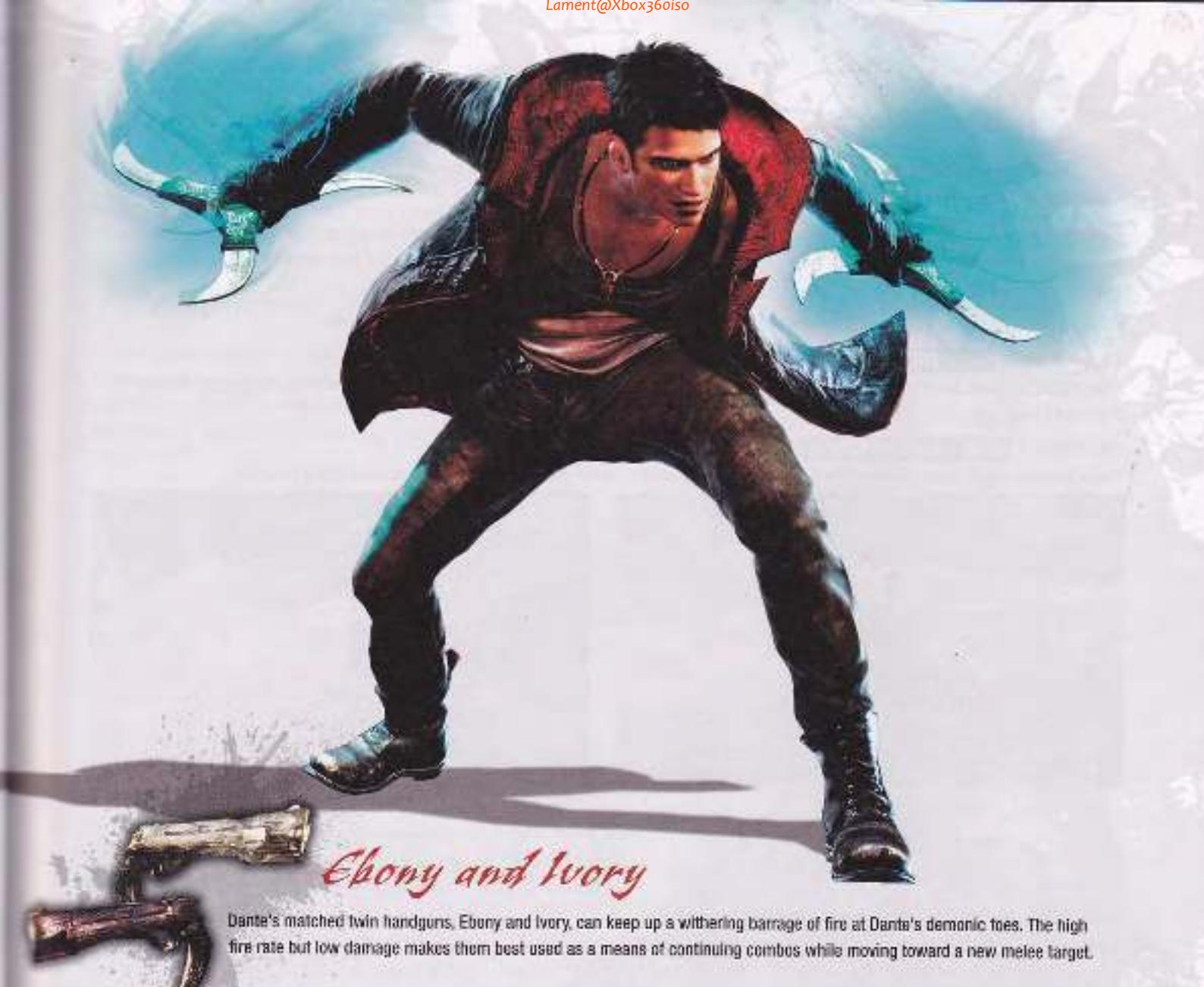
TORNADO ANGEL MODE, HOLD AND RELEASE CLOSE-RANGE ATTACK

Hold Tornado to become a spinning dervish of blades. This is a high-risk move, as Dante cannot evade while spinning. It can be useful against Frost Knights to destroy their shields or against packs of Stygians.



BIG SLICK ANGEL MODE + PRESS TOWARD ENEMY TWICE, CLOSE-RANGE ATTACK

With Big Slick, Dante dashes toward an enemy, lifting both Dante and the target into the air. This is a decent way to escape enemies that are surrounding Dante.



Ebony and Ivory

Dante's matched twin handguns, Ebony and Ivory, can keep up a withering barrage of fire at Dante's demonic toes. The high fire rate but low damage makes them best used as a means of continuing combos while moving toward a new melee target.

SHOOT LONG-RANGE ATTACK

With Shoot, Dante fires a shot from each gun (chain this for continuous fire). This is useful in continuing a combo as Dante gets in position to use more damaging melee attacks.



RAINSTORM JUMP + RANGED ATTACK WHILE AIRBORNE

Rainstorm allows Dante to spin into the air, firing in a circle.

INVERSE RAINSTORM JUMP + RANGED ATTACK

Inverse Rainstorm makes Dante spin in the air, firing in a circle as he descends. As a flashy move, this is good for showing off when you're chaining various attacks together.



RICOHOT HOLD AND THEN RELEASE RANGED ATTACK

Charge Ricoshot to shoot a bouncing shot between several enemies.

Revenant

A powerful shotgun, Revenant does horrible things to nearby foes. Lighter enemies are knocked back a step by the force of the shot. This is mitigated by the slow firing rate and limited range of the weapon.

If you don't know what's ahead, Revenant is the best ranged weapon to leave equipped. Its damage and spread are superior against groups of targets, the weapon destroys the spinning shards that ambush Dante from time to time, and it's easier to use than Kablooeey.

SHOOT LONG-RANGE ATTACK

Shoot creates a single blast with a wide arc and high power. This is one of the best ways to destroy Demon Shards.

CHARGE SHOT HOLD AND THEN RELEASE RANGED ATTACK

Charge Shot creates a powerful sticky bomb that detonates shortly after impact. This attack is good for firing on enemies that are out of range of Revenant's basic shot.

FIREWORKS JUMP + RANGED ATTACK

Dante fires three rapid shots around himself. This is useful in clearing a swarm of nearby enemies. It also looks totally hardcore.



Kablooey

Kablooey fires explosive darts that are manually detonated. It is best used as a tactical weapon to interrupt demons preparing attacks or to start off a fight. For single-target damage, it's the best ranged weapon of the three.

SHOOT LONG-RANGE ATTACK

Shoot makes Dante fire an explosive dart into the target. The darts do nothing until detonated. Darts bounce off of shields and armor, so this attack is useful against most heavier targets.

DETONATE JUMP + RANGED ATTACK AFTER FIRING SEVERAL DARTS AT A TARGET



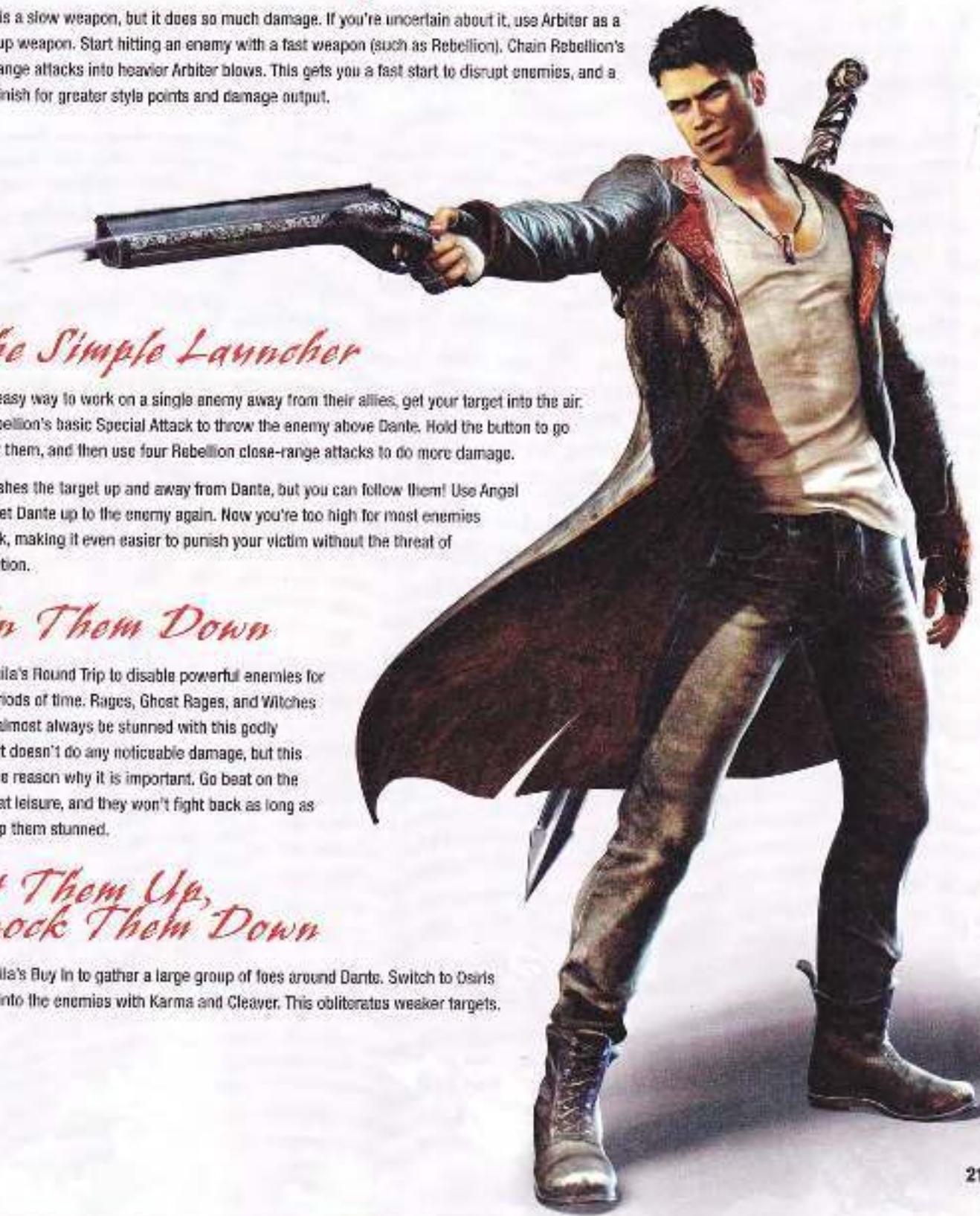
All embedded darts explode. Four darts exploding in a frenzied target at once will knock it out of frenzy.

Important Combos

You're likely to find many fun tricks of your own while you play *DmC Devil May Cry*, but there are several combos that are always useful to master. None of these are especially flashy, but they're all extremely effective.

The Arbiter Follow-up

Arbiter is a slow weapon, but it does so much damage. If you're uncertain about it, use Arbiter as a follow-up weapon. Start hitting an enemy with a fast weapon (such as Rebellion). Chain Rebellion's close-range attacks into heavier Arbiter blows. This gets you a fast start to disrupt enemies, and a heavy finish for greater style points and damage output.



The Simple Launcher

For an easy way to work on a single enemy away from their allies, get your target into the air. Use Rebellion's basic Special Attack to throw the enemy above Dante. Hold the button to go up after them, and then use four Rebellion close-range attacks to do more damage.

This pushes the target up and away from Dante, but you can follow them! Use Angel Lift to get Dante up to the enemy again. Now you're too high for most enemies to attack, making it even easier to punish your victim without the threat of interruption.

Pin Them Down

Use Aquila's Round Trip to disable powerful enemies for long periods of time. Rages, Ghost Rages, and Witches should almost always be stunned with this godly attack. It doesn't do any noticeable damage, but this is not the reason why it is important. Go beat on the targets at leisure, and they won't fight back as long as you keep them stunned.

Set Them Up, Knock Them Down

Use Aquila's Buy In to gather a large group of foes around Dante. Switch to Osiris and lay into the enemies with Karma and Cleaver. This obliterates weaker targets.

Difficulty Modes

DIFFICULTY MODE	CHALLENGE LEVEL	UNLOCKED WHEN	CHANGES TO GAMEPLAY
Human	Very Easy	Available at start	Fewer enemies, enemies have reduced health and do reduced damage
Demon Hunter	Easy	Available at start	Enemies have reduced health and do reduced damage
Nephilim	Medium	Available at start	Enemies have normal health and do normal damage
Son of Sparda	Hard	After beating the game (any difficulty)	Waves are composed of more difficult enemies earlier on; enemies start using new attacks and parrying more
Heaven or Hell	Hard	Beat the game on Son of Sparda	Both Dante and enemies die in one hit; wave composition and attacks are the same as Son of Sparda
Hell and Hell	Very Hard	Beat the game on Heaven or Hell	Dante dies in one hit, but enemies have full health; wave composition is the same as Son of Sparda
Dante Must Die!	Ultra Hard	Beat the game on Son of Sparda	More enemies in each wave, more enemy waves, enemy health and damage increased

HUMAN: The Human difficulty level is for players who are more interested in the story than a challenge. The enemies are slow, use only basic attacks, come in small groups, do less damage, and have less health.

DEMON HUNTER: A step up from Human, the enemies on Demon Hunter difficulty do moderate damage but only use basic attacks.

NEPHILIM: On the Nephilim difficulty, enemies have full health, do full damage, and use some of their special attacks. This is the highest initial difficulty available. We suggest that you start on Nephilim for a good challenge. This prepares you well for Son of Sparda.

SON OF SPARDA: Son of Sparda is unlocked after beating the game (on any of the previous difficulties). The enemies are stronger and come in larger waves. Difficult enemies will be encountered earlier in the game. Also, many enemies get improved attacks. Pathos shoot an extra time, Butcher's team their four-hit combo, etc.



HEAVEN OR HELL: Unlocked after beating the game on Son of Sparda, Heaven or Hell difficulty changes the game with enemies and Dante dying in one hit. Combat is fast, furious, and tolerates no mistakes! Dante starts each mission with three lives and gets three lives more after each continue. This isn't as hard as it sounds, and you can finish missions very quickly because of the shortened encounters.

HELL AND HELL: Hell and Hell is unlocked after beating the game on Heaven or Hell. Enemies have full health (the same health level as Nephilim) but Dante still dies in one hit. Dante starts with three lives and gets three lives more with each continue. This is a tough mode for people who haven't mastered evasion. In some ways, it's harder than Dante Must Die!, but the enemies themselves aren't too brutal. You just have to fight with extreme precision to win.

DANTE MUST DIE!: Dante Must Die! is unlocked after beating the game on Son of Sparda. This difficulty features enemies that do massive damage, use new moves, have more health, and come in large waves. This is the ultimate challenge! You're going to love it!



sample content of DMC: Devil May Cry (Bradygames Signature Guides)

- [download Declarations of War](#)
 - [download The Most Dangerous Enemy: The Definitive History of the Battle of Britain book](#)
 - [click The Easy Way to Write Romance That Sells](#)
 - [Workplace Learning & Leadership: A Handbook for Library and Nonprofit Trainers pdf, azw \(kindle\), epub, doc, mobi](#)
 - [click How to Watch a Movie](#)
 - [click The Tibetan Book of the Dead: Awakening Upon Dying pdf](#)
-
- <http://twilightblogs.com/library/The-Doctrine-of-God-in-Reformed-Orthodoxy--Karl-Barth--and-the-Utrecht-School--A-Study-in-Method-and-Content--S>
 - <http://kamallubana.com/?library/Yellowcake.pdf>
 - <http://drmurphreesnewsletters.com/library/BEGINNING-HTML--XHTML--CSS--and-JavaScript.pdf>
 - <http://drmurphreesnewsletters.com/library/Workplace-Learning---Leadership--A-Handbook-for-Library-and-Nonprofit-Trainers.pdf>
 - <http://creativebeard.ru/freebooks/How-to-Watch-a-Movie.pdf>
 - <http://honareavalmusic.com/?books/Hell-s-Gate--The-Battle-of-the-Cherkassy-Pocket--January-February-1944.pdf>