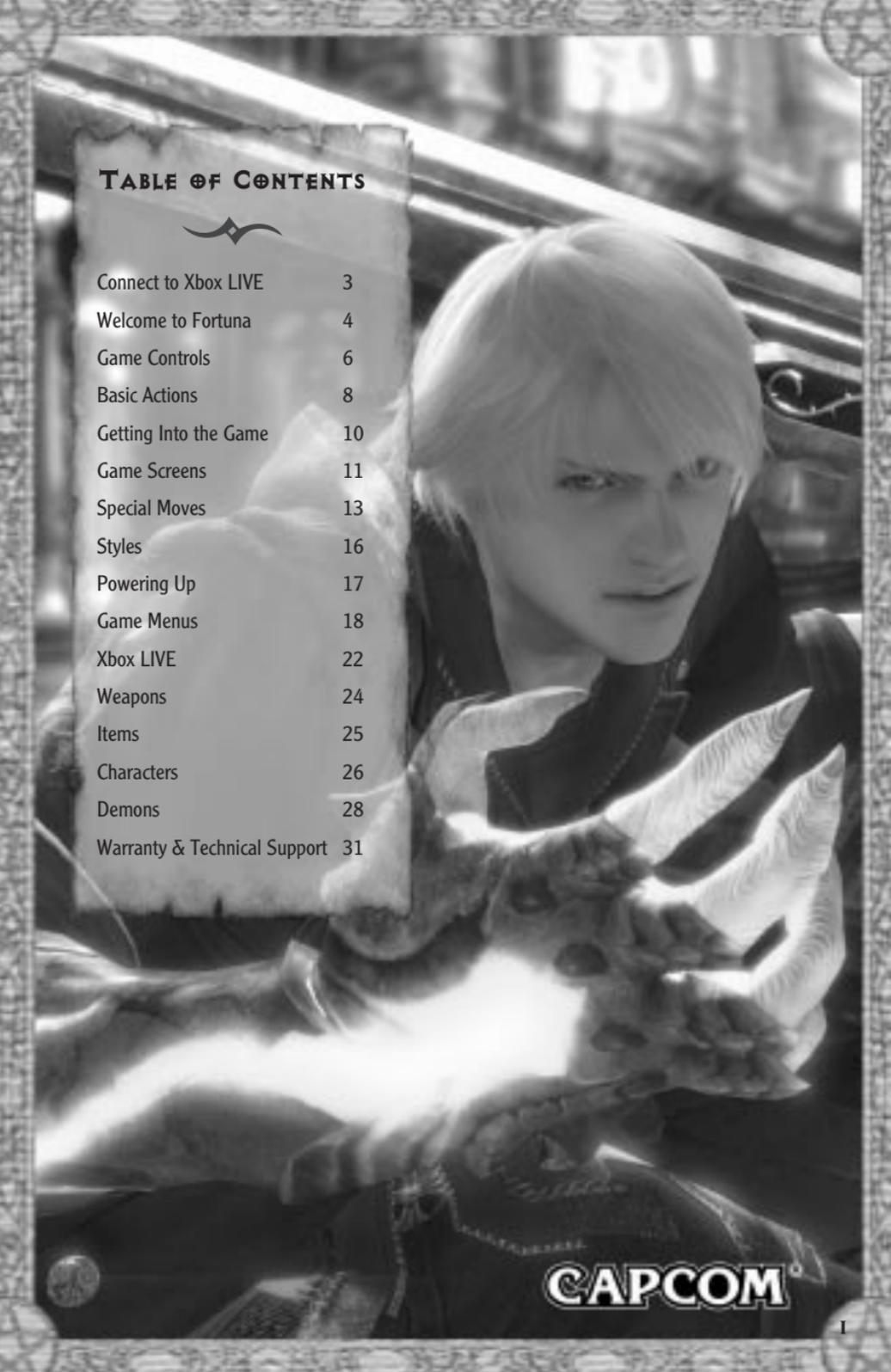


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CAPCOM

THANK YOU

From the Devil May Cry™ Development Team in Japan, we at Capcom wish to thank you for your purchase of this game and your support!

We had quite a lot of fun working with new next-gen consoles and really taking advantage of the graphics capabilities, as well as finding new ways to make this action game unique and newly challenging while staying true to the contemporary Devil May Cry style.

Capcom's fans truly have a passion for excellence in videogames. We are proud to present this next installment of the Devil May Cry saga to you and wish you many happy hours of discovering brand new chain-combos and your own style of gameplay. From one group of videogame fans to another, thank you.

Connect to Xbox LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

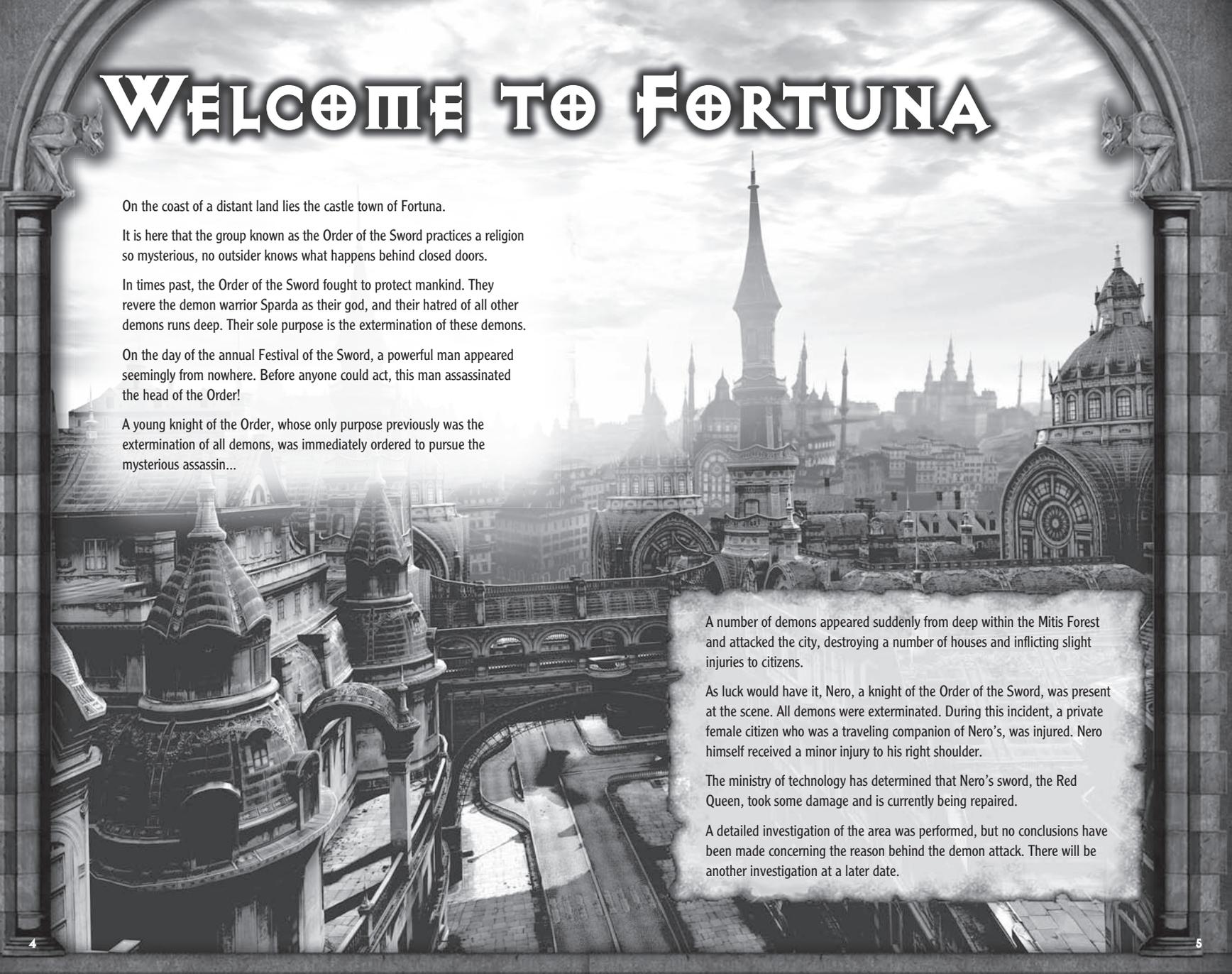
Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

WELCOME TO FORTUNA



On the coast of a distant land lies the castle town of Fortuna.

It is here that the group known as the Order of the Sword practices a religion so mysterious, no outsider knows what happens behind closed doors.

In times past, the Order of the Sword fought to protect mankind. They revere the demon warrior Sparda as their god, and their hatred of all other demons runs deep. Their sole purpose is the extermination of these demons.

On the day of the annual Festival of the Sword, a powerful man appeared seemingly from nowhere. Before anyone could act, this man assassinated the head of the Order!

A young knight of the Order, whose only purpose previously was the extermination of all demons, was immediately ordered to pursue the mysterious assassin...

A number of demons appeared suddenly from deep within the Mitis Forest and attacked the city, destroying a number of houses and inflicting slight injuries to citizens.

As luck would have it, Nero, a knight of the Order of the Sword, was present at the scene. All demons were exterminated. During this incident, a private female citizen who was a traveling companion of Nero's, was injured. Nero himself received a minor injury to his right shoulder.

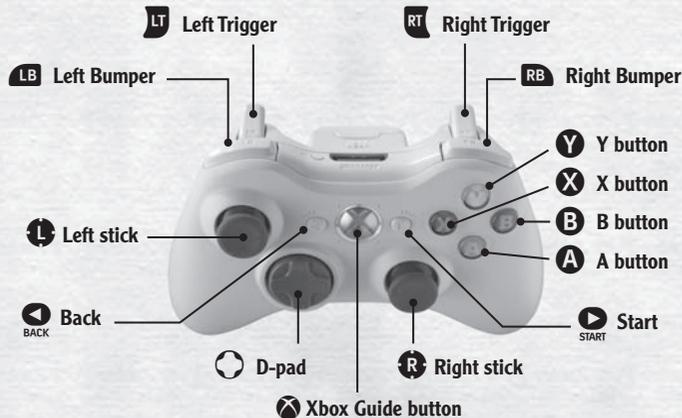
The ministry of technology has determined that Nero's sword, the Red Queen, took some damage and is currently being repaired.

A detailed investigation of the area was performed, but no conclusions have been made concerning the reason behind the demon attack. There will be another investigation at a later date.

GAME CONTROLS

This default configuration can be changed at the OPTIONS screen. This game is compatible with the vibration function (see page 21 for more details).

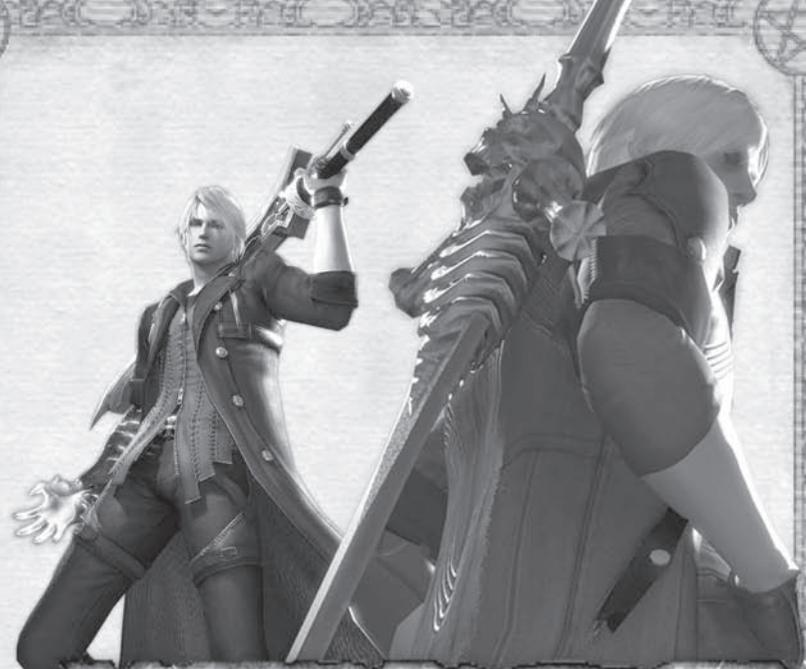
Control Pad



NERO



| | |
|-----------------|--|
| Y button | Close-range attack |
| X button | Long-range attack |
| B button | Examine / Devil Bringer / Cancel |
| A button | Jump / Examine / Confirm |
| RB Right Bumper | Lock-On target |
| LT Left Trigger | Exceed |
| L Left Stick | Move / Change lock-on target (press L) |
| R Right Stick | Move camera / Reset camera (press R) |
| START button | Pause Menu |
| BACK button | Taunt |



DANTE

Dante becomes a playable character only after certain goals are accomplished.



| | |
|------------------|--|
| Y button | Close-range attack |
| X button | Long-range attack |
| B button | Examine / Style Action / Cancel |
| A button | Jump / Examine / Confirm |
| LB Left Bumper | Devil Trigger |
| LT Left Trigger | Switch long-range weapon |
| RB Right Bumper | Lock-On target |
| RT Right Trigger | Switch close-range weapon |
| L Left Stick | Move / Change lock-on target (press L) |
| R Right Stick | Move camera / Reset camera (press R) |
| D-pad | Change style |
| START button | Pause Menu |
| BACK button | Taunt |

BASIC ACTIONS

Walk / Run : Left stick

Press the left stick partially forward to walk, and press it fully forward to run.

Examine: **B** button, **A** button

Devil Bringer, Style Action: **B** button

To examine an item or move through a door into the next room, stand in front of it and press the **B** or **A** button.



Press these buttons to use Nero and Dante's special moves, the Devil Bringer and Style Actions.



Jump / Evade: **A** button

Press the **A** button to jump. The longer you press and hold the button, the higher you'll jump. While in midair close to a wall or object, press the **A** button again to kick off and go even higher. To evade, hold the **RB** button, move left or right and press the **A** button.

Lock-on target: **RB** button

Press the left stick in the direction of the enemy or object you want to target, and then the **RB** button to lock-on. As long as you stay locked-on, your attacks aim for that target. If the left stick is not pressed, you lock onto the nearest opponent. (You can change your lock-on type at the Options screen.)



Close-range attack: **Y** button

Press the **Y** button to attack with your sword or other close-range weapons. Repeatedly press the **Y** button for a variety of attacks or combine it with the **RB** button and/or the left stick. (With two or more close-range weapons equipped, press the **RT** button to select and switch weapons instantly.)



Long-range attack: **X** button

Press the **X** button to fire your gun or other long-range weapon. Repeatedly press or hold the **X** button for a variety of attacks. (With two or more long-range weapons equipped, press the **LT** button select and switch weapons instantly.)



Exceed: **LB** button (Nero only)

As Nero, briefly press and hold **LB** to charge the Exceed Gauge, which has a max of level three. The Red Queen sword hits harder and faster when fuelled by the power of the Exceed propellant system.



Devil Trigger: **LB** button (Dante only)

As Dante, when the Devil Trigger Gauge reaches level three, press the **LB** button to become a demon. Dante's demon form is stronger and faster, and his health recovers slowly. This effect lasts only as long as the gauge has energy; when the gauge is empty, Dante returns to human form. To return to human form sooner, press **LB**.

Camera: Right stick

Use the right stick to get a good look at your surroundings during battle and while searching rooms. (There are some areas where the camera cannot move.)

GETTING INTO THE GAME

GAME START

Press START at the Title Screen to go to the Start Menu.

NEW GAME

Start the game from the beginning.

Tutorial ✦ When this option is turned ON, game play advice will be displayed during play.

Human/Devil Hunter ✦ Select game difficulty. (Human = beginner / Devil Hunter = advanced) Player and enemy strength, etc. will vary depending on difficulty.

Automatic ✦ When Automatic is turned on, various combos and attacks are easier to perform.

LOAD GAME

Resume a previous game from a save point.

OPTIONS

Confirm or adjust game settings. (You can also access the Options menu from the Pause Menu.)

GAME OVER

When your character's Vitality Gauge reaches zero, the game is over, and the Continue Screen appears. Select CONTINUE to restart your mission from a set point. If you have a Gold Orb, use it to revive where you died.



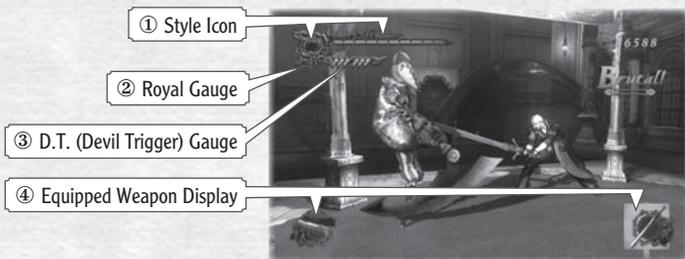
GAME SCREENS

MAIN GAME SCREEN



- Vitality Gauge** ✦ As you take damage, your vitality decreases. When it reaches zero, the game is over.
- Red Orb** ✦ Displays number of Red Orbs acquired.
- Combo Meter** ✦ The Combo Meter critiques your fighting skills as you combine attack moves together. The more impressive the attack combo, the better the score.
- Mini Map** ✦ A map of the current room is displayed. The map shows the player's position and location of doors.
- Lock-On Cursor** ✦ When locked-on a target, this cursor appears and displays the target's vitality.
- Exceed Gauge** ✦ Nero's Exceed Gauge indicates the level of energy stored in the Red Queen sword.

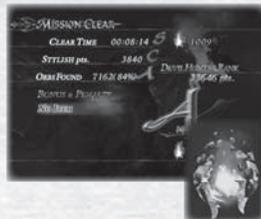
DANTE GAME SCREEN



- ① **Style Icon** ➤ Displays the name and logo of the style currently being used.
- ② **Royal Gauge** ➤ When using the Royal Guard style, this gauge fills as you block enemy attacks.
- ③ **D.T. (Devil Trigger) Gauge** ➤ As Dante attacks enemies or takes damage, this gauge increases. When 3 or more units fill up, you can engage the Devil Trigger.
- ④ **Equipped Weapon Display** ➤ When you equip weapons, the currently equipped weapon briefly appears. Long-range weapons appear on the left, and close-range weapons on the right.

MISSION

The game is divided into missions, and each mission has specific goals to accomplish to proceed to the next mission. When you clear a mission, the Results screen appears with your score and the number of Proud Souls collected.



SAVE

Select SAVE at the Results screen to save your game. You can also save from the Pause Menu, the Continue screen and the Mission Select screen. If you save in the middle of a mission, reloading will start from the beginning of the mission. This game requires 200KB of free space to save game data.

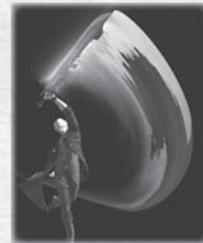
SPECIAL MOVES

You can use many moves and abilities depending on the weapons equipped and the Styles used. Some special moves are available from the beginning, while others can be acquired at the Skill Up menu. This is a list of a few of Nero's special skills.

RED QUEEN MOVES

HIGH ROLLER

While holding **RB**, press the left stick away and press **Y**. Move in close to your enemy, then with a mighty swing of your sword, send them flying!

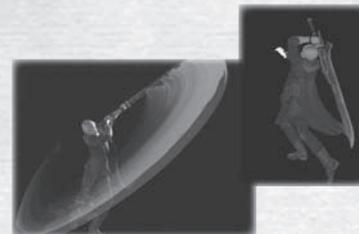


STREAK

While holding **RB**, press the left stick toward and press **Y**. Charge toward your foes and mow them down with powerful blazing speed!

SHUFFLE

While holding **RB**, quickly press the left stick away, toward and press **Y**. Take a step back and, with one quick motion, blast forward with a powerful stroke!



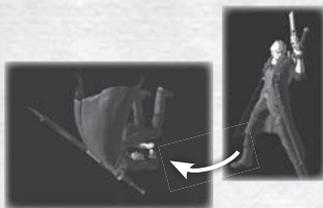
SPLIT

While in midair and holding **RB**, press the left stick toward and press **Y**. Drop down from above with all your might to slice your foes!

SIDE ROLL

While holding **RB**, move to either side and press **A**.

Quickly roll to the left or right out of harm's way!



AIR HIKE

Press **A** in midair.

Create a magic platform beneath your feet to jump even higher!

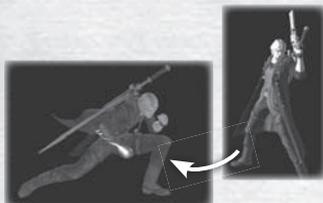


TABLE HOPPER

While holding **RB**, move to either side and press **A** just as the enemy attacks.

Slide to avoid an attack with blinding speed!

BLUE ROSE MOVES

CHARGE SHOT

Hold **X** for at least one second, then release.

Fire a shot imbued with powerful magic from Nero's right arm!



DEVIL BRINGER MOVES

BUSTER

Press **B** with an enemy at point-blank range.

Grab an enemy with your right arm, and hurl them with magical strength! (Not all enemies can be grabbed.)



SNATCH

While holding **RB**, Press **B**.

Extend your right arm, grab an enemy, and yank them toward you. (Not all enemies can be grabbed, you cannot use snatch if you don't meet the correct conditions.)



You can also use Snatch to:



✦ Reach breakable objects in the distance.



✦ Grab objects and use them to move through the stage.



✦ Grab items such as Red Orbs, etc.



STYLES

As Dante, you can select different fighting styles and try each style's unique abilities. Use the **B** button to perform a style move. You can press the directional buttons while in combat to change styles.

TRICKSTER ◯ ↑

This style makes use of high speed acrobatic maneuvers. Dodge attacks and toy with enemies using an array of high speed moves!

SWORDMASTER ◯ →

Excel in using a variety of close-range weapons to their fullest potential. Perfect your dazzling swordplay!

GUNSLINGER ◯ ←

Keep your enemies at bay by making full use of a variety of long-range weapons. Show off your magnificent marksmanship!

ROYALGUARD ◯ ↓

Use your enemy's attack against him! This defensive style allows you to counter enemy attacks, turning the situation to your advantage!

STYLE PROGRESS

By using collected Proud Souls at the Skill up screen, you can level up each of your styles and gain new Style Moves.



Level 1



Level 2



Level 3

POWERING UP

Select Power Up at the Mission Start screen, or access the Power Up screen via a Divinity Statue during a mission. You can Power Up using Proud Souls or by buying new items with Red Orbs.



SKILL UP

Use Proud Souls to increase your character's skills, or revert your character to a previous state and use the Proud Souls for another skill at a later time.



Close-Range Weapons ✂ Increase/Decrease your character's ability to use swords and other close-range weapons.

Long-Range Weapons ✂ Increase/Decrease your character's ability to use guns and other long-range weapons.

Devil Bringer ✂ Increase/Decrease the power of your Devil Bringer and other special abilities.

Abilities ✂ Increase/Decrease the power of your Devil Trigger and other special abilities.

Auto Skill Up ✂ Automatically Skill Up your character in one of three ways based on your playstyle.

Skill List ✂ View a list of all your currently usable skills and acquired weapons.

Cancel All ✂ Clears all skills you have acquired thus far.

ITEM

Buy items with Red Orbs at this screen.



EXIT

Leave the Power Up screen.

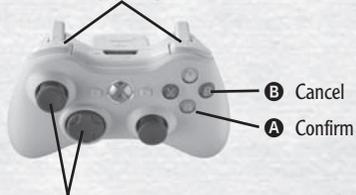
GAME MENUS

PAUSE MENU

Press the START button during play to display the Pause menu. Save, check items, check map, review skills and change options on this screen.

Pause Menu Controls

LB / RB Cycle Pages



Left Stick (Directional buttons) Move selection cursor



Item ↗ Check which items you have.

Skill List ↗ View skills that are currently usable with the weapons and abilities you possess.

Map ↗ View a map of the current stage.

Systems ↗ Abort or restart the current mission, save your progress, or adjust game settings.

Exit Pause Menu ↗ Leave the Pause menu and return to the game.

Item

Check or use your purchased and key items.

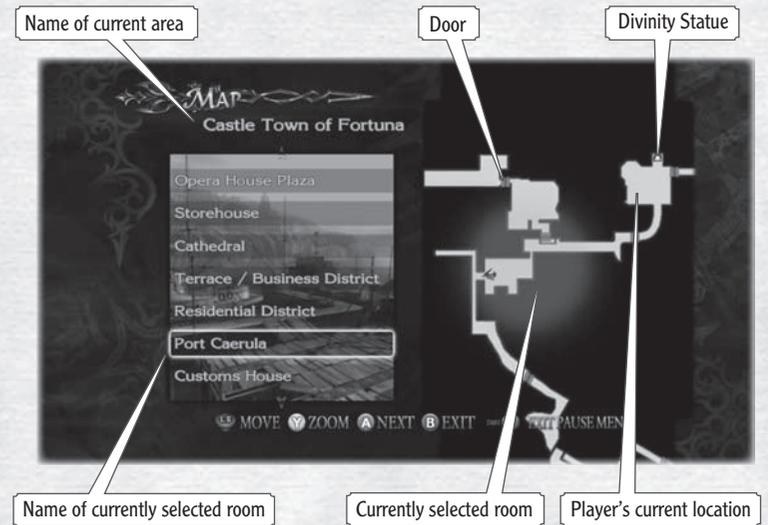


Skill List

View a list of skills that are usable with your currently selected weapons and abilities. You can view an explanation of each usable skill and its actions by selecting it.

Map

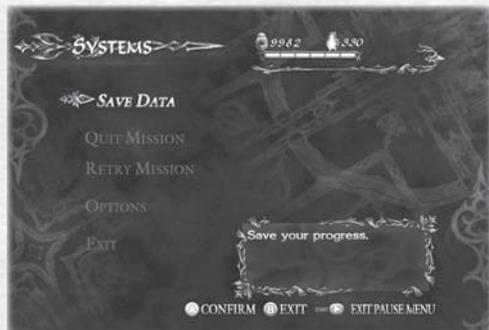
View a map of your current area.



Rooms that you have already entered as well as the doors leading to and from those rooms are displayed on the map. Rooms you have not yet entered are not displayed. The currently selected room shines yellow.

Systems

You can save game data, abort or restart the current mission, and change game settings at the Systems menu.



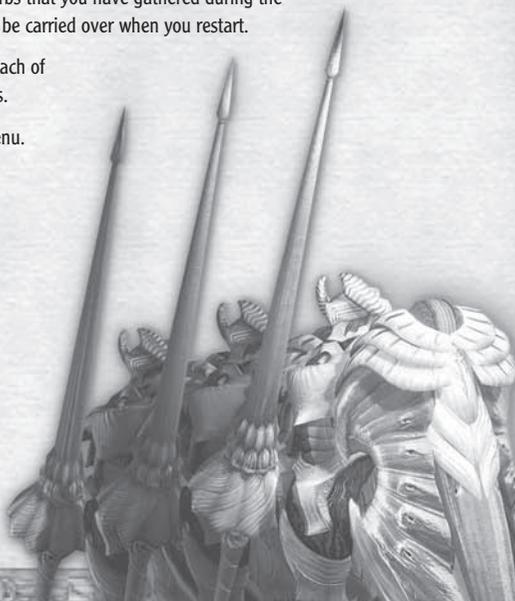
Save Data ↗ Save your game progress.

Quit Mission ↗ Select Yes to end the current mission. Game data will not be saved.

Retry Mission ↗ Restart the current mission from the beginning. Items and orbs that you have gathered during the mission will be carried over when you restart.

Options ↗ View and change each of the game's settings.

Exit ↗ Return to the Pause Menu.



OPTIONS

Game Options

This screen offers more detailed settings than the Pause menu.

Lock-On Display ↗ Turn the Lock-On target on or off.

Lock-On Type ↗ Select the type of Lock-On target.

Mini-Map ↗ Display settings for the in-game mini map.

Camera ↗ Change camera control settings.

Tutorial ↗ Turn the tutorial text display on or off.

Sound

Adjust the music and sound effect settings.

Brightness

Adjust the game's brightness.

Control

Customize the game's controls.

Subtitles

Turn movie subtitles on or off.

Vibration

Turn the controller's vibration function on or off.

Default

Reset game options to default settings.

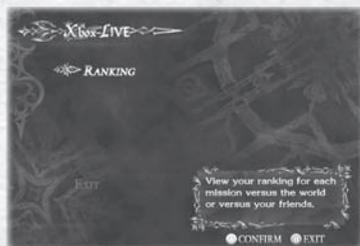
Exit

Exit the Options menu and return to the previous screen.



XBOX LIVE

At the Network menu, view player rankings divided according to difficulty, as well as various accomplishments. By using the Xbox LIVE service, you can view the world leaderboards and play information of players around the world.



Ranking

View leaderboards divided according to difficulty.

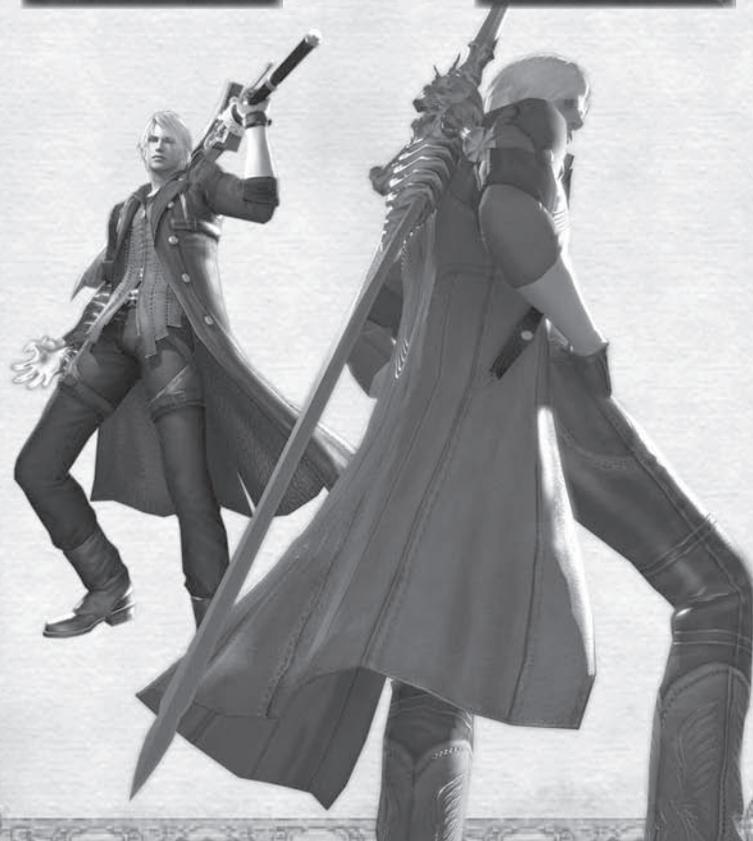
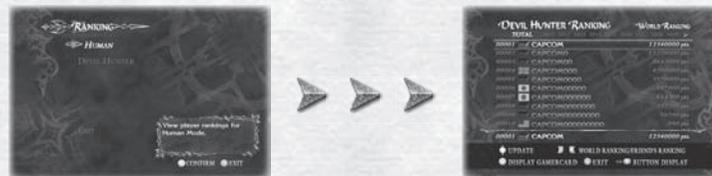
Exit

Exit the Network Menu and return to the previous screen.



RANKING

View various world player leaderboard statistics according to difficulty and mission. In World Leaderboards, your personal ranking appears with the top ten players. View Friend Rankings to see your rankings alongside your friends.



WEAPONS

NERO'S WEAPONS

RED QUEEN

A blade developed by the Order of the Sword. Nero customized it heavily to suit his needs.



BLUE ROSE

A six-shooter customized by Nero to fire with a double barrel. Capable of taking down multiple foes or enemies encased in armor.



DANTE'S WEAPONS

EBONY & IVORY

Personally designed by Dante, these pistols are the weapon of choice for rapid-fire situations.



REBELLION

A powerful blade that is the physical manifestation of Dante's power. Passed down to Dante by his father.



COYOTE-A

A hunting shotgun that spreads buckshot over a large area. Tremendously powerful at point-blank range.



ITEMS

ORBS

Red Orb

Sacrifice Red Orbs at Divinity Statues to obtain new items.



Green Orb

Restores some vitality.

White Orb

Restores part of your Devil Trigger Gauge.

Blue Orb Fragment

Collect 4 Blue Orb Fragments to make a whole Blue Orb.

Gold Orb*

Continue your game from the spot where you died.

Blue Orb*

Increases your Vitality Gauge maximum by a little.

Purple Orb*

Increases the maximum of your Devil Trigger Gauge.

*Some of these items can be bought with Red Orbs

STARS

Vital Star

Use Vital Stars to restore vitality. There are three varieties: S, M and L.



Devil Star

Use Devil Stars to restore some of your Devil Trigger Gauge. There are two varieties: S and L.

PROUD SOUL



Sacrifice Proud Souls to Divinity Statues to acquire new abilities.

HOLY WATER



Use the water's holy power to inflict heavy damage on all enemies in the area.



CHARACTERS



KYRIE

The songstress at the Order's Festival of the Blade, the beloved Kyrie is also the younger sister of the Holy Knights' Supreme General, Credo. Having accepted the orphaned Nero into her family as a child, their ambiguous relationship contains aspects of family, friend and lover.

NERO

Although respected by his fellow Holy Knights for his talents, Nero's sardonic attitude proves that he doesn't play well with others. Preferring to work solo, Nero is often given the Order of the Sword's dirty work.

CREDO

Charged with protecting Fortuna from demons via his role as Supreme General of the Holy Knights, Credo earned his title through skill with the blade, gaining the respect of the Order's members and the hundreds under his command. As Kyrie's brother, he too has accepted Nero as a member of his family, despite the youth's constant insubordination.



DANTE

The son of the dark knight Sparda, Dante is the hero who defeated the demon emperor and sealed off the demon world, saving all of humanity. Now making his living tracking down demons as a Devil Hunter, his illustrious career of fighting the demons that dare to threaten humanity has made him a truly superior warrior. Some say that his skill and power have surpassed even that of the legendary Sparda himself.

DEMONS

BERIAL

A demon hailing from a cruel circle of the underworld known as the Fire Hell. The otherworldly flames that wrap Berial's body prevent him from magical attacks. However, when these flames are extinguished, Berial becomes vulnerable.

MEPHISTO

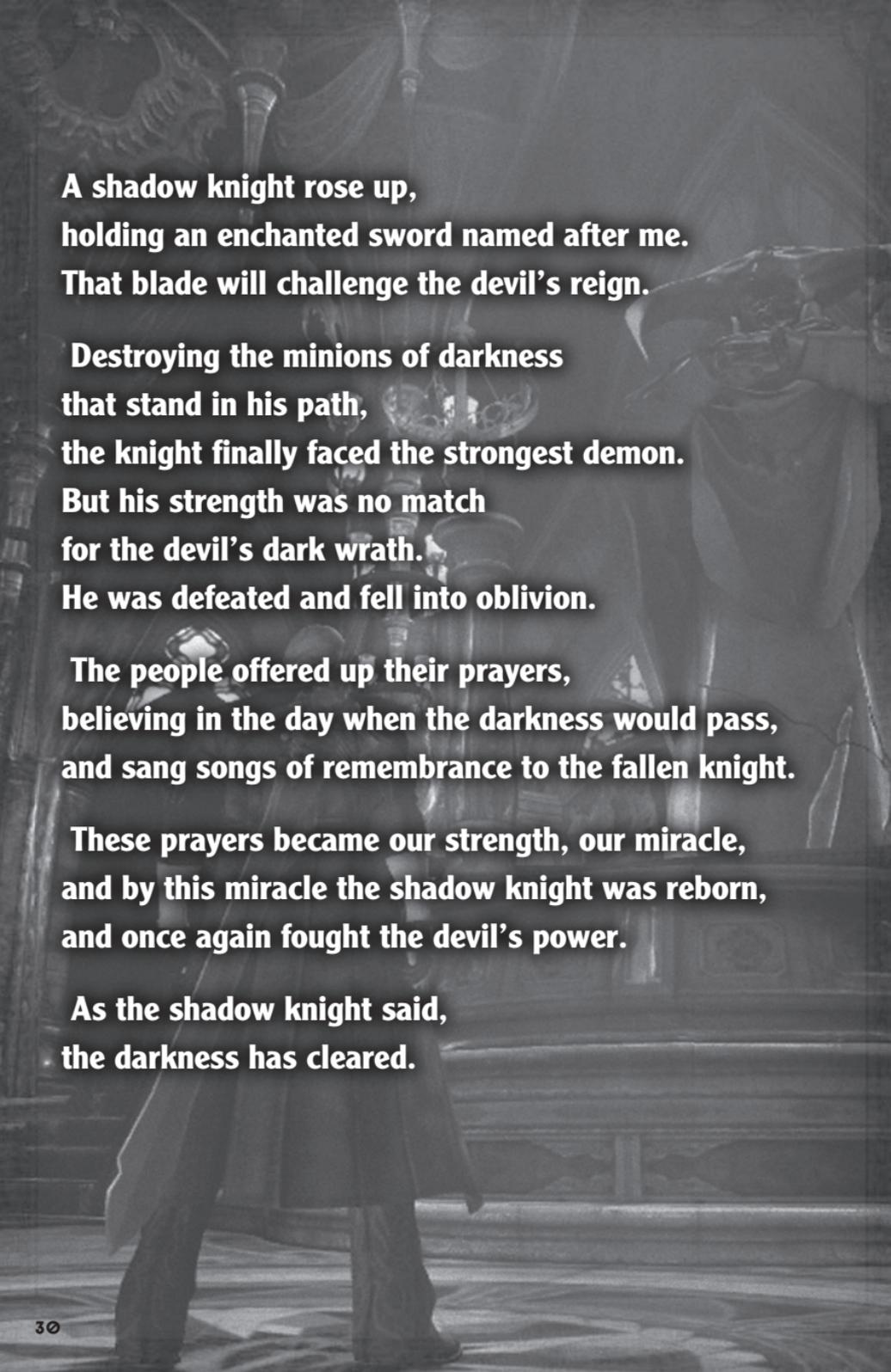
A floating demon wrapped in a black cape of special gas that allows it to pass through objects. Mephisto appears to its foes as a black demon of death; however, its true physical form is nothing but a tiny coward.

FRÖST

An elite demon sired by the emperor of demon-kind, Frosts are all-purpose soldiers used in a variety of situations. Frosts encase themselves in ice to recover their strength, so quickly destroying their icy cocoon is key.

SCARECROW

A demon which takes the form of sacks filled with Trypoxylus. These insects are unintelligent. However, by moving as one, they form a Scarecrow-like being. With a bladed arm, this type of Scarecrow often takes the role of executioner.

A dark, atmospheric scene. In the foreground, a shadow knight in dark armor stands with a sword. In the background, a demon with horns and a cape is visible. The lighting is dim, creating a somber and mysterious mood.

**A shadow knight rose up,
holding an enchanted sword named after me.
That blade will challenge the devil's reign.**

**Destroying the minions of darkness
that stand in his path,
the knight finally faced the strongest demon.
But his strength was no match
for the devil's dark wrath.
He was defeated and fell into oblivion.**

**The people offered up their prayers,
believing in the day when the darkness would pass,
and sang songs of remembrance to the fallen knight.**

**These prayers became our strength, our miracle,
and by this miracle the shadow knight was reborn,
and once again fought the devil's power.**

**As the shadow knight said,
the darkness has cleared.**

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*Depending on handset capability either a 2D or 3D version
of the game will be available.

**Screenshots taken from 3D version of the game

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3

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T-Mobile...
simply closer