



## Review Devil May Cry 5

**Capcom**

Devil May Cry 5 is a devil fighting game, very similar to many other games with the same theme, but in which it doesn't matter how many demons and monsters you kill, but how you kill them. Each character has their own methods, which makes it even more fun

**Devil May Cry 5** is an action-adventure **hack and slash** video game developed by legendary developer **Capcom**. It is the fifth sequel to the **Devil May Cry** series and the actual game takes place 5 years after the events of its predecessor, Devil May Cry 4. The story follows a trio of warriors with demonic powers: Dante and Nero, well known for the prequels and new protagonist named V, as they try to stop and destroy the Demon King Urizen, who threatens humanity and the Earth itself. During the game, the player can use these three characters in different missions, since each of them has their own **game mode** and way of fighting, as well as the ways to become stronger. At the highest point of his powers, the mystery behind V is revealed along with his connection to the Demon King Urizen. **Devil May Cry 5** is available for PC, Playstation 4, and Xbox One.

**Devil May Cry 5**'s gameplay is not focused on how many enemies you kill, but how you kill them, which means fast and graceful action. As the player decimates hordes of demons, they receive a style rating, which is determined by a number of factors, such as the variety of moves, the duration of the combos used, or how they dodged attacks. In addition, which is very interesting, the music that plays during the fights changes according to the performance of the players during the fight, so if you don't fight well, the music will be less intense. You can choose the dubbing of the dialogues, having the option to switch between English or Japanese and with Spanish subtitles. You can buy some abilities for your character anyway, but since there are three, it forces you to use only one during the game.

**Devil May Cry 5** uses a system of combos that increase the level of difficulty but that makes it very accessible and easy to play, you can change the characters you want in the game itself, since each of them will have their own own ways of fighting, very different from each other. One of its advantages is that each of the three warriors will improve and expand their skills between missions.

For those who are not familiar with the saga, **Devil May Cry 5** includes a video so you can catch up on everything that has happened to date and do not miss anything. Now, let's analyze a little those three main characters of the game:

**Nero**, wielding the **Red Queen** sword for close combat and the **Blue Rose** revolver, has a high-tech robotic arm, called the Devil Breaker, that has a variety of functions, such as catching enemies from a distance with a hook or stop time to freeze enemies in place. But, those **Devil Breakers** are fragile, so they can be destroyed, however, he can find others along the way. Each arm is different and will be used in different situations, so you will have to collect all the ones you find.

**Dante** is the favorite demon hunter of lovers of the saga, being the most complete of the three. You can choose from up to 4 different fighting styles to create new techniques or defend against enemy attacks. In addition to wielding his legendary **Rebellion** sword, he now wields the demon sword **Sparda**, the new **Devil Arms**, and a motorcycle, which can split into two parts and become a saw-like weapon called the **Cavaliere**. His level of play is well above the other two, and it shows, being the clear protagonist.

The most mysterious of the trio of playable characters is **V**, a mysterious character who recites poetry by Shakespeare and William Blake and wields "only" a book and a silver cane. But what you will discover is that it uses

three demons based on enemies from the first fighting game. The first demon is **Griffon**, a ranged demon, **Shadow**, a panther that forms blades, spikes and a portal from its own body, and **Nightmare**, a very large golem. Once V enters the **Devil Trigger** state, his hair turns white and he uses his golem with a combination of melee attacks and lasers to fight enemies, while ending up fighting with his staff.

Pros	Cons
<ul style="list-style-type: none"><li>- Fantastic combat.</li><li>- Stylish scenes.</li><li>- Each playable character feels unique.</li><li>- The music goes with the intensity of the fight.</li></ul>	<ul style="list-style-type: none"><li>- The story doesn't really take off until the end.</li><li>- Some generic environments in the middle segments.</li><li>- Levels can be very linear.</li><li>- V's character has less presence.</li></ul>

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