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~*~ Official Devil May Cry 4 FAQ Ver. 3.0 ~*~ (56K = Armageddon!!!)
By Chaos Aptom, AKA Dahbomb

[color=blue][u][b]DMC4 UP TO NOW[/b][/u][/color]

(If you know all this already, feel free to skip through to the next section)

[image=http://img241.imageshack.us/img241/4373/tgs05conceptwk8.jpg]

DMC4 has properly shown its face twice before now, once at E3 2005, and then again at TGS 2005, and on both occasions a short teaser trailer was provided. (It, and RE5, were noticeably absent at E3 2006, much to the serious shock and disappointment of fans, who had expected at least some kind of news or mention) Concept art of characters and costumes were also released on a few occasions, along with sporadic interviews and comments from the director and producer. Solid information was pretty scarce though, and the development team let it be known most of what was seen in the teaser trailers was NOT indicative of what we would see in the actual game. More recently, Kobayashi stated that DMC4 was still “in flux” back when the teaser trailers were released, and their main purpose was to just get it out there that a next gen DMC was on the way rather than the reveal actual information. However, for the most part all the information released in previous articles appears to remain true, some has even been reiterated in recent interviews.

[hr]

[color=red][u][b]You can see the old teasers here[/b][/u]:[/color]
[b]E3 2005 Teaser:[/b]
http://uk.media.ps3.ign.com/media/748/748464/vids_1.html
[b]TGS 2005 Teaser:[/b] (now in 720p HD! Scroll down and right click save as): http://www.playsyde.com/leech_2990_1_en.html

[hr]

[b]E3 2005 teaser:[/b]
[image=http://img180.imageshack.us/img180/3203/dmc4e305dv8.jpg]

[li]The teaser trailer was mostly composed of footage from past games along with a cryptic comment for each, DMC4 was given the words: “Evil is punished”[/li]
[li]This trailer is set in a snowy environment, and we can see a dark castle in the background[/li]
[li]Dante is breifly seen using Ebony and Rebellion[/li]

[b]Famitsu article, a few days before TGS 2005:[/b]
[image=http://img167.imageshack.us/img167/3910/pretgs05gn1.jpg]
[li]DMC4 was said to be 5% complete[/li]

[li]DMC4 will continue the mission system seen in the previous DMC games[/li]
[li]Focus is being given to flowing hair and clothes, as well as facial expression.[/li]
[li]The article featured both screens from the then unreleased TGS 05 trailer, and various pieces of concept art. One featured a lot characters from the previous games, namely Dante, Lady (now with longer hair, an altered missile launcher and …bigger assets), Trish (in sillouette), Nelo Angelo, and someone that looked like Vergil (separately that is) although his hair was styled like Dante's. Most of the concept art then appeared to be of Dante, although also featured, was a much younger looking character, also with white hair. (he was being designed with quite old timey Victorian-esque clothes) Translations revealed that it was in fact labelled "new male character" There was also concept art of a blue coated character, which fans assumed was of Vergil.[/li]

[b]TGS 2005 teaser:[/b]
[image=http://img180.imageshack.us/img180/7479/tgs05traileryg9.jpg]
[li]The teaser is set in a more urban environment, a city street[/li]
[li]The message "PS3 exclusive" can be seen early in the trailer.[/li]
[li]Dante is seen to be using Rebellion, E+I and a shotgun, and performing a variety of attacks upon the loose camera, most notably hightime, classic DMC juggling, (along with shotgun fire flipping the "enemy" mid air) a variant of aerial rave, and even a helm breaker.[/li]
[li]There are 3 posters of choice DMC3 characters pasted around the area. There is one of Nevan (concept art image), Beowulf (CG art), and then one of Lady (concept art image) with the english text "learn to protect yourself" on it.[/li]
[li]A sign in the background says "Galerie Duve IR" and there's a "cafe" sign with "classic" on a board under it. Using these, it has been speculated that the street is based in either Germany or France, and given the background and style of the architecture, it is most likely in France. (the cathedral like building behind may or may not be Notre Dame) Following this, use of a real location as a base may have been used to save design time.[/li]

[b]Hyper PS magazine article, interview with the producer of DMC4, Hiroyuki Kobayashi:[/b]
[image=http://img183.imageshack.us/img183/5770/tgss05prehl1.jpg]
[li]Addressing the TGS 05 trailer, Kobayashi confirmed it was designed to demonstrate the PS3's power and isn't indicative of the direction he plans to take the sequel. For example, the Dante seen in the trailer is merely a continuation of the younger character from DMC3 whereas Dante is likely to adopt a much darker guise for the

next-gen game.[/li]
[li]The Dante that we control in Devil May Cry 4 will be following from the Dante of the original Devil May Cry.[/li]
[li]Devil May Cry's character designer Tatsuya Yoshikawa is currently experimenting with a darker, older, moodier look for the series' anti-hero.[/li]
[li]Kobayashi last worked on the series' first incarnation and he's apparently keen to make fans feel like they're discovering the franchise all over again. He wants to give players the feeling that Dante is making his world debut once again.[/li]
[li]In addition to Dante, we can, continuing with series tradition, expect a female lead. In the interview, Kobayashi asks readers if they'd prefer a previous heroine to return, or a completely new heroine. Jokingly, he adds that a heroine is important in order to show off how cool Dante really is. Other characters from past games may or may not make an appearance -- Kobayashi says that nothing has been decided.[/li]
[li]Kobayashi was keen to point out that he feels the balance between cinematics and gameplay was perfect in DMC3 and he hopes to emulate that successful structure for Devil May Cry 4, while adding new elements.[/li]
[li]Kobayashi promises to start thinking about a release date for Devil May Cry 4 once the PS3 has seen release.[/li]

[b]DMC3 SE's official Japanese website supposedly featured a few DMC4 related comments from Itsuno in the official column. A GAFer translated them, but there has been no further confirmation, so I am unsure of the validity of these comments.[/b]
[image=http://img105.imageshack.us/img105/4008/dmc3sexz1.jpg]
[li]Itsuno mentioned more accessible freedom with air-combat. Giving the game's combat system and advancing it into flight. (Hopefully something ZOE2ish)[/li]
[li]The next thing mentioned is that not only can you level up Dante in a set path (which at this point, is commonplace in action games), but you can assign certain attacks to whatever button input, commands you'd like.[/li]

[b]Kobayashi speaking to Famitsu Capcom Vol. 2:[/b]
[image=http://img105.imageshack.us/img105/3962/santadantegs4.jpg]
[li]Devil May Cry 4 will feature more weapons, maneuvers, enemies, locations, music, and cut scenes than all the previous releases combined. It is also being billed as being the longest release yet.[/li]
[li]Players "won't be able to go back." Possibly hinting that you can't backtrack to previous missions and/or locations until completing the game once.[/li]

[li]Kobayashi confirmed that - despite initial plans - the fourth iteration of the game won't be any easier. He explained that while he began development intending to lessen the challenge, he realised the decision would be unpopular with series fans. Instead, the development team is concentrating on making the title "easier to control" and simpler to "get into" i.e. rather than easier, DMC4 will be more accessible.[/li]
[li]The graphics seen in the TGS 2005 teaser are apparently the bare minimum that we will see in the actual game[/li]
[li]It was revealed that Dante was to sport a much more gruff appearance in DMC4, and would even have a slight beard. As seen in some concept art provided in the article.[/li]
[li]As well as being ever so slightly bearded, the concept art also featured Dante in a thick and fluffy-collared winter style jacket, implying he would be specially dressed for the cold environment.[/li]

[hr]

[color=red][u][b]THE RECENT NEWS[/b][/u][/color]

[image=http://img232.imageshack.us/img232/3214/neroconceptfu7.jpg]

So, now that we are done with the recap, we can get onto the really juicy stuff Note that some of the information was in Japanese (some was in Brazilian lol...), and there have been a few debates over the accuracy of some translations. Therefore, don't consider all of this information set in unbreakable stone. For the most part however, I have only featured information that has already been confirmed by multiple (and independent) translators, or came in good old fashioned English.

[image=http://img100.imageshack.us/img100/1040/fortunaws6.jpg]

[b]General Game Information:[/b]
[li]DMC4 will be exclusive to PS3. This has been confirmed multiple times in and since the original Famitsu article, and when GI personally asked Kobayashi about moving the franchise to other systems (they even brought up the success of Dead Rising on the 360, and that DMC4 was clearly geared toward being accessible to new players) he replied that making DMC4 for PS3 is going to take all their resources and that is all they want to focus on at the moment.
[/li]
[li]In an interview with LEVEL Itsuno stated DMC4 was initially planned to be a PS2 game, made by another team. PS3 coming up made them ditch that idea and convince the management to assign

the DMC3 team for it instead. [/li]
[li]DMC4 will run at 60fps, but Capcom confirmed that they have had DMC4 running at 100+ fps[/li]
[li]Yuji Shinomura is once again directing the cutscenes (this is the same guy who directed DMC3s cutscenes) We have been told to expect even more OTT action, and by the clips in the trailer, it certainly looks to deliver.[/li]
[li]The cutscenes will be real time[/li]
[li]DMC4 will include a variety of next gen visual enhancements including high definition resolutions and self shadowing, as well as some impressive water and particle effects.[/li]
[li]Despite pressure from Sony's Japanese branch to release DMC4 as close to launch as possible, and the obvious desires of fans to get it as soon as possible, Kobayashi states that this isn't just any game, as it says Devil May Cry on the box it has a reputation to live up to, so he won't be rushing development.[/li]
[li]GI listed the release date of DMC4 as Winter 2007[/li]
[li]Commenting on why it was Dante, not Nero, in the early trailers, Kobayashi stated that at the time the details of the game were still in flux, and they just wanted to get the word out that DMC was coming to PS3. It wasn't a deliberate attempt to mislead fans[/li]
[li] In the GI article, Kobayashi laughed and said that when he promotes all the new features of DMC4 it feels reminiscent of when he promoted RE4, but reassured startled fans that although "accessible" sounds like the kiss of death, with connotations involving shallow oversimplified gameplay, this should not be a concern here. He says that despite all the talk about the new players and their needs, the team had no intention of forsaking the series' loyal followers and just because extensive experience isn't necessary doesn't mean that players wonted benefit from having played DMC in the past. Kobayashi emphasises that "the fans are our most important thing, and whether it is the action system or the characters, it's definitely made for and aimed at the fans."[/li]
[li]The TGS announcement turned out to be about an upcoming DMC anime series, rather than about DMC4 itself.[/li]
[li]Kobayashi revealed that because they are unsure of what the PS3 can really do, they have had to compromise a bit to ensure it will work on the console. DMC4 will likely only be using around 50% of the PS3's true power. They are looking at this one as "practice".[/li]
[li]In the interview with LEVEL, Itsuno stated: "In the previous games, we've had a maximum of 5 characters moving around on the screen at the same time. Now though, there will be a large number of civilians running for their lives during the most dramatic scenes. This makes the world much more realistic and alive than before."[/li]

[image=http://img246.imageshack.us/img246/5557/hightimev2cg7.jpg

]

[b]General Gameplay Information:[/b]
[li]The gameplay will be similar to the previous games, especially DMC3, but tweaked based on the fan response to DMC3s combat system, and featuring a few new systems.[/li]
[li]The DMC4 development team is using the revered third entry as a starting point for everything in DMC4. Taking what fans loved about the game play and enhancing it, gamers can expect to see even crazier combos and more fluid integration of the weapons[/li]
[li]The combo meters “ranks” have been revealed. They are: “[b]D[/b]o it! [b]C[/b]ome on! [b]B[/b]ig Up! [b]A[/b]ll that!” " [b]S[/b]lammin Beat!" "[b]S[/b]ma[b]S[/b]h Hit", and " [b]S[/b]tyli[b]S[/b]h [b]S[/b]howtime" Yes.. I know…[/li]
[li]Red orbs have been confirmed to be in DMC4 (not a big surprise at all obviously) and although it isn’t technically certain, GI speculate (probably quite accurately) that they will still be the currency used to purchase new moves etc Also seen was what appeared to be a Yellow Orb. How these will work in DMC4 is unknown.[/li]
[li]Kobayashi confirms again, that despite early plans, DMC4 will not be an easy game, and will continue the hardcore challenge and toughness seen in DMC3. [/li]
[li]Like the previous games, there will be a variety of difficulty modes so the player can choose their desired level of challenge, but this time, the team is being particularly careful to tune each setting so it is appropriate for the type of gamer who wants to play on that level[/li]
[li]DMC4’s default difficulty setting features a learning curve, so that when you start off, it is a bit easier than 3, so the players can get into it. Then, the game gets increasingly harder, “bringing the player up” and getting them better, until the game can start throwing the DMC3 level hard stuff at them.[/li]
[li]The targeting system will work much like the DMC3 one, rather than DMC2s target selection[/li]
[li]In the interest of taking full advantage of the PS3 hardware, the controllers tilt feature is being considered, but the team want to make sure it fits into the gameplay before they promise anything[/li]
[li]When GI brought up the PS3s online capabilities, Kobayashi stated that they were currently experimenting with network play and what they could do with it, but given the games demanding visuals it would be difficult if not impossible to have a lot of players fighting on screen at once without losing quality of gameplay or graphics. Despite this, GI pointed out the comments were based on the concept of large numbers playing at once, so the door for co-op gameplay might still be open.[/li]
[li]The style system will not be returning for DMC4. Kobayashi stated that while the DMC3 battle system was good, it felt too split up, and

he would prefer a more cohesive system.[/li]
[li]There will be more emphasis on aerial combat in DMC4. This comment was from Kobayashi this time, rather than Itsuno.[/li]
[li]A minor, but quite nifty addition that was noticed in the TGS demo, is that if the player runs for a short time, they break into a sprint. This of course allows you to get from place to place quicker between battles.[/li]

[image=http://img62.imageshack.us/img62/8339/corridorgn2.jpg]

[b]General Storyline Information:[/b]
[li]The “story volume” will be greater than the previous games.[/li]
[li]Chronologically, DMC4 is set between DMC1 and 2. (The series chronology is 3, 1, 4, 2). In GI, Kobayashi went as far as to state that despite rampant internet rumours, the events of DMC2 are not being entirely removed from the canon, but they occur long after the events of 4.[/li]
[li]DMC4 takes place in Fortuna, a vast coastal fortress city on a remote island. Depending on the interview or translation, the island is sometimes called Fortuna, but usually it is the city which is called Fortuna. Most likely the city takes up most of the island so both are considered one and the same and the name can be used for both. Translations and early articles also said Fortuna was located in a European continent, but in the extended GI interview, Kobayashi was asked where Fortuna was geographically located and he replied that they never really thought of that..[/li]
[li]There is an ancient group of religious crusaders operating here. (Kobayashi stated in the extended GI interview that these crusaders were not some worldwide organisation or religion, they are something limited to the city/island) There have been various versions of the groups name released from different sources; From Famitsu: the Order/Cult of the Demon Sword/Blade (It might also be noted that in previous DMC storyline related material, there have been excerpts from something called the “Demon Sword Texts”, so these are possibly related to or even written by, the cult/order if this name is correct.), from Gamespot, the Order of Knights, or most recently in GI, The Order of the Sword, which came from Kobayashi himself. Some translations from the Famitsu article stated they protect the secrets and powers of demons from the world, and a few of the translations I read also stated that the order/cult was formed by people who possess demonic powers and that they want to undo Spardas seal i.e. (once again) open the gate to the demon world. (for some reason, a few people claim that the cult/order in fact want to resurrect Sparda, but I haven’t actually seen this in any of the translations or articles) The GI article and Kobayashi interview instead states that they worship Sparda and fight demons in his

name, believing in destroying all demons for the sake of humans, which appears to be the most likely of the explanations by far given the rest of the evidence, including a huge (and vaguelly humanised) Sparda statue adorning their inner temple/church in the trailer, and the fact all their cultural insignias utilise a clear Sparda theme. (they usually depict his horns or sword, or a mix of the two) Also, the Order of the Sword has a tendency to look down on guns, (Nero is in fact the only one in the order to use a gun) instead, swords are the most valued of weapons, and apparently the other knights use a more basic version of Nero's tricked out "Red Queen" as their standard-issue weapon. Using some kind of jet propellant discharge to fuel their attacks, their blows become alot stronger and even weak people can use them to perform powerful attacks. These were apparently developed by something called the "Bureau of the Arts" (art as in technique) which we could assume is a division of the Order.[/li]
[li]The overall feel of the game will be much darker this time, in terms of mood and environments.[/li]
[li]When asked if you would be able to play as Dante, Kobayashi stated that in order to proceed through the story, "the player's point of view will change".[/li]
[li]Although at the start Dante is the main antagonist, GI guesses (again, probably accurately) that he is not the ultimate evil of the game and there is as yet unrevealed bigger villain on the cards.[/li]
[li]Interestingly, one of the developer diary entries on the offical site shows what appears to be an in game pic of a snowy environment, hinting perhaps that the idea was not completely dropped after the E3 teaser. Plus, Fortuna so far looks to be set in a warm climate, perhaps indicating DMC4 doesn't take place totally in Fortuna.[/li]

[image=http://img90.imageshack.us/img90/6971/dantevnerokj4.jpg]

[b]DMC4 TGS 06 Trailer:[/b]
The direct feed version of this trailer can be seen on the [link=http://www.capcom.co.jp/devil4/main.html][b]official DMC4 website[/b][/link], just go to the "movies" section.

The voices in the trailer are quite blurred in places, certain words are slurred, some are morphed a bit by an echo effect, and some parts are obscured by the dramatic music.

The literal translation of the accompanying subtitles is as follows:
[b]Dante:[/b] Think you can beat me?
[b]Dante:[/b] Then lets play...Bring it on!
[b]Dante:[/b] Life is exciting, because of the thrill.
[b]Dante:[/b] ...don't you think?
[b]Nero:[/b] Thats right...

[b]Nero:[/b] Thats why this arm exists! To kill you!
[b]Dante:[/b] Leave that and scram, boy!
[b]Nero:[/b] Make me!
[b]Kyrie:[/b] Like I've said before...you are you. I've not seen anyone more human than you.
[b]Nero:[/b] Since that day...my arm was possessed by a demon...and a voice echoed in my head...'power...I want more power!'

However even when blurred, you can tell the English is quite different. After multiple fans got together, listening again and again and again to version after version until their very ears bled, the general consensus is as follows:
[b]Female voice:[/b] NERO!
[b]Nero:[/b] Kyrie!...KYRIE!!!!!
[b]Dante:[/b] You really think you're a match for me? Then show me. Let's play!
[b]Dante:[/b] Though a fight every now and then does make life more interesting... dontcha think?
[b]Nero:[/b] Now I know... this hand was made for sending guys like you BACK TO HELL!!!
[b]Dante:[/b] Return it to me... and I'll let you go.
[b]Nero:[/b] Try THIS!!!
[b]Kyrie:[/b] What did I tell you before? I know you're you... and that's who I want to be with. I dont know anyone else who's as human as you are.
[b]Nero:[/b] From that day forth... my arm changed... and a voice echoed... "Power... give me more power!!!"

Please note that it is a tradition for DMC trailers to mix quotes that are in fact from various parts of the game in a [i]seemingly[/i] coherent fashion. It is extremely likely that most of these quotes are not meant to be placed together as they are in the trailer, most won't even be from the same cinematic, so I really wouldn't attempt to counter analyse them together with each other or the accompanying footage. Take each quote on it's own merits.

[li]The trailers cinematic clips mostly take place within the Orders temple. We even see a large and vaguely humanised statue of Sparda inside. (in this Statue Sparda' basic shape can be seen, but it bears many human features, such as fingers rather than clawed hands, and a human face rather than his true demonic visage.) He also appears to be armed with the Force Edge in the statue. (seen more clearly later in the trailer) This could be an artists impression based on the stories and knowledge they have (implying they don't know what Sparda actually looks like) or a more deliberate twist, as a

demon hunting group of religious crusaders could hardly worship Spardas truly demonic form, so they have chosen to see Sparda this way instead. Either way, it is proof that the Order worship or at least revere Sparda as a grand figure. Making GI's interpretation of the Order the most likely. (Nero can also be seen hiding away his arm as the GI article stated, making it unlikely that the Order members have demonic abilities as some translations hinted, rather they would see such a thing as a corruption, a taint, and Nero would probably be excommunicated for it- Nero himself seems ashamed and troubled by it)[/li]
[li]Suddenly Dante smashes in through the Temples glass ceiling, landing before what looks to be a high preist (an old man dressed in a pope like get up) and apparently shooting him right in the face. (the camera cuts away but there is a flash and we hear a gunshot) He then swiftly dispatches a group of around 6 of the Orders knights, blood staining his face in the process. Groups of people dressed in simple peasant clothes are seen running around panicked at this shocking scene.[/li]
[li]Nero takes him on in combat, and we see some quick clips from what looks to be a pretty kickass fight scene, which even finds them on top of the Sparda statue at one point. Nero manages to land a dropkick right in Dante's face, but keeps his demonic arm in his sling the whole time and doesn't appear to have Red Queen with him, so just uses his revolver. Dante on the other hand doesn't visually use any of his weapons against Nero, and in fact despite the dropkick, Dante seems less than troubled by his opponent, and spends most of the scenes clips lazily dodging, deflecting and genearlly toying with an engraged Nero who is clearly trying very hard to hurt Dante.[/li]
[li]The trailer saw our first glimpse of "Kyrie", see further down for all the information we have on her.[/li]

[image=http://img108.imageshack.us/img108/5114/varieleh1.jpg]

[b]Enemies:[/b]
[li]GI stated that the enemies visual style will be similar to DMC3, but as in previous games, they will be brand new opponents[/li]
[li]The enemies are going to be full of special FX, especially the bosses.[/li]
[li]GI mentioned that although the enemies they encountered could be dispatched through standard shoot and slash tactics, Kobayashi hinted there are monsters later in the game who won’t go down as easily.[/li]
[li]The lesser enemies featured in the demo and seen in all the early screens appear to be the basic enemies of DMC4. (to DMC4 what the hells were to DMC3, or the Agonofinis were to DMC2) They look like messily stitched together patchwork puppets, some feature

blades and wooden pegs as different limbs. They are in fact comparable to oogie boogie and his minions from Nightmare before Christmas lol and are in many ways sort of like a twisted form of DMC1s Marionettes. (this choice is probably because fans have constantly expressed a love of DMC1s enemy designs) The demo featured a short in game cutscene where we saw the creation of some of these monsters, wherein Nero approaches a mess of rags and material, when suddenly swirling darkness rushes below his feet and fills the cloth pile, bringing it to life. When hit, they spray a bizarre and sickly green fluid, and lose some of that swirling black stuff. Also, due to their malformed appearance, these enemies hop and stumble around unsteadily in a bizarre jerky motion.[/li]

[li]A huge flaming fire enemy was seen in early screens. This has since been confirmed to be one of the bosses, and his name is Variel. In appearance Variel is a badass mix between a Balrog and Beowulf, but with the body of a centaur. He also weilds a gigantic flaming blade. The playable demo at TGS ended just when Variel made his entrance. Nero looks up to a deep black slab of metal on a hill, which suddenly super heats and boils, Variel stepping through from this "portal". Many players were disappointed that the demo cuts off before they got to fight him, so Kobayashi appeased fans the next day with a stage presentation of the boss fight. You battle him in what appears to be a small abandoned village or ghost town, and Variel is huge, seen to be around the size of a small building, and towering over most of the houses in the area. His very presence causes all the nearby structures to catch fire, making it hard to get close to him, and his huge sword is able to effortlessly level whole lines of houses. GI was apparently unable to beat him, and were told by Kobayashi there was a specific trick to it, but he wouldn’t say what. During the on stage presentation the person playing against Variel also died, much to his own embarrassment. He actually claimed he had beat him just yesterday without even being hit. (yep, sure you did) Also evident however, was considerable slowdown whenever Nero got close to Variel. I thought it was intentional slow mo effects to make the battle more epic, but apparently if Nero distanced himself from Variel, the problem went away. This is likely why the playable demo didn’t include Variel, they had yet to perfect it so the battle ran smoothly. Kobayashi later reassured everyone the slowdown was a graphical problem in the PC hardware they were using to play the demo at TGS, and on PS3 there will be no slowdown.[/li]

[li]Kobayashi stated in GI that they were experimenting with enemies alike the Shadow Cats from DMC1[/li]

[li]It has been suggested by some fans that Nero will be able to absorb the essence of the bosses that he defeats, and summon their power to help him in battle. This is based on a peice of concept art ([link=http://img232.imageshack.us/img232/3214/neroconceptfu7.jpg]

pic[/link]), where the shadowy demonic form around him bears quite a resemblance to the already revealed fire enemy, and Nero's demonic arm and sword can be seen to be burning with fire. Note: At the moment this is just a theory, although later information hinted Nero would be able to "collect" abilities for his arm.[/li]
[li]Concept art of Dante features what appears to be Blades in the background, which suggests they might be making a return for DMC4.
([link=http://www.capcom.co.jp/devil4/images/illust/dante_illust01.jpg] pic[/link])[/li]

[hr]

[image=http://img91.imageshack.us/img91/3393/nerocgza5.jpg]
“Nero” is of course the hottest topic of all. He is the subject of all kinds of theories, speculation and discussion, so rather than directly endorse any particular one, I will just provide all the information we have to work with, and list the facts that have been revealed about his character. Consider it a one stop “Nero” FAQ.

[hr]

[color=blue][b]Transliteration error: Nero/Nelo[/b][/color]
[li]“Nero Angelo” is Italian for Black Angel. Nero, means black in Italian, whereas “Nelo” doesn’t actually mean anything, and is transliteration error based on the fact Japanese substitute the r sound with an l when pronouncing foreign names, i.e. they pronounce “Nero” as “Nelo”. This eventually led to the name actually being spelt Nelo Angelo, however this is a mistake based on Japanese pronunciation rather than the names actual spelling. The mistake has since been endorsed on several official websites, Japanese and English, and in DMC3SE, the playable character was promoted as “Nelo” leading everyone to assume that Nelo was now considered and accepted as the official spelling of the DMC1 characters name.
[/li]
[li]However, in the recent Famitsu article, they apparently bring up this topic, and remind everyone it was always meant to be Nero, not Nelo. It is entirely possible Koboyashi intends to fix the mistake in DMC4, and correct the spelling for all future games.[/li]
[li]Regardless however, it can be basically confirmed that the DMC4 character was intentionally named after the DMC1 character. But, to save confusion, I will continue using the name “Nero” during the blog when I mean the DMC4 character.[/li]

[image=http://img86.imageshack.us/img86/1785/nerofaceji1.png]

[color=red][b]Is Nero Vergil?[/b][/color]
No. Nero is NOT Vergil. Not only is Nero not Vergil, but he is in no way blood related to Sparda. It has been confirmed in GI by Kobayashi himself that unlike Vergil's connection, there is no story based reason for Nero's striking resemblance to Dante (or Vergil) It's a purely design/marketing based decision. The team wanted a character that although different was still familiar to gamers, and felt that the long coated white haired main character was a key tradition and an instantly recognisable element of the DMC series. "DMC is about swords and guns and we wanted people to understand that" This noticeably contradicts the various other hints made by Kobayashi that there is some kind of deeper connection between Dante and Nero, and a deeper reason for their similarity. But for now, we will just have to assume there is not.

[image=http://img165.imageshack.us/img165/9412/vergilbm9.jpg]

[color=blue][b]So what about Vergil?[/b][/color]
Kobayashi stated in GI that he sees the existence of Vergil as a very important part of the DMC story, and that it is not something that is going to end soon. However, he is not ready to reveal what part Vergil plays in the story of DMC4 just yet. Dan Southworth (Vergils DMC3 VA) is also known to be under some form of legal contract stopping him from discussing DMC4 details at the tales of anime cons Q and A session, just like Rueben and Johnny, who are now officially confirmed to be in DMC4, heavily implying he is back also. So, Vergil AND Nero confirmed for DMC4? Bizarre indeed. Read on for some speculation on that front.

[hr]

Ok, now that we are past that:

[b]General Nero Information:[/b]
[li]Nero will be the main character/protagonist of DMC4, and is so far the only character confirmed as playable.[/li]
[li]Nero is voiced by Johnny Yong Bosch, perhaps best known as the english VA for Vash the Stampede in Trigun. (interestingly, another ex power ranger/stuntman) Johnny posted on a site he expected Nero to be "some of his best work"[/li]

[image=http://img127.imageshack.us/img127/2082/neroairyd2.jpg]

[b]Nero Storyline Information:[/b]
[li]Nero is a human demon hunter, a young knight within the Order of religious crusaders operating on Fortuna and one of their strongest

(and youngest) fighters. He is charged with safe guarding the religious group, doing special jobs and cleaning up particularly messy situations. Kobayashi was quick to point out in GI that Nero was not the leader of the Order, “there is someone above him”.[/li]
[li]Kyries profile on the official site revealed that Nero is an orphan. (perhaps he was raised by the Order)[/li]
[li]In an event before the story begins, Nero’s arm is possessed by an “evil force”, an occurrence he works hard to conceal, going as far as to hide his arm in a sling. (given the religious dedication of the Order, if they knew about his arm they would probably see Nero as corrupted and tainted and excommunicate him, or worse, try and kill him like any other demon) [/li]
[li]Since his arm changed, Nero has been hearing a voice echoing in his head telling him he needs more power, (the new favourite theory is therefore that Vergil has possessed Nero’s arm somehow) and he appears worried that he is losing his own humanity. (Evidenced in the fact Katie is attempting to reassure him in the trailer) However GI tells us a time comes when it can be no longer be hidden, and Nero discovers, along with the player, that his demonic appendage comes with a range of combat possibilities and powers. [/li]
[li]To Nero, Dante is just some mysterious old guy who breaks into the Orders temple and starts brutally slaying members of the Orders high clergy. Nero battles and chases after Dante, and apparently spends the start of the games story pursuing him through the city.[/li]
[li]The Famitsu article talked a bit about Neros personality. It apparently stated that Nero wasn’t a “good person”, and was quite sullen and serious, lacking a sense of humour or fun-loving spirit. Other translations have stated that Nero is a sarcastic, cynical and world-weary misanthropist. However, in the trailer he appears to be quite dedicated and even heroic, protecting Katie, and taking on the mysterious attacker (Dante that is). He also appears to despise the demonic, and fears for his humanity now that this strange force has tainted him. In the extended GI interview Kobayashi said Nero is similar to Dante in terms of personality, but unlike the young DMC3 Dante who was pretty crazy, Nero is more “thoughtful and wavy”, he is shyer and more reserved. “He is not a very straight forward guy” “But he is young so does have that rebellious quality about him” Kobayashi also describes him as a powerful “lone wolf” kind of character. (hehe, Nero is emo FTL) [/li]
[li]Early translations stated there is apparently some connection between Dante and Nero, and a deeper meaning behind their similarity, but the GI article seems to contradict this, claiming there is no story based reason.[/li]
[li]The awakening of Nero’s powers and his development as a character will be one of the major plot elements in DMC4.[/li]
[li]Nero is said to be a bit of a “tuner” having personally remodelled

his revolver, as well as modifying and tweaking his personal sword, as a motorcycle owner might tune their bike.[/li]

[image=http://img230.imageshack.us/img230/4115/nerogunvy1.png]

[b]Nero Gameplay Information:[/b]
[li]Nero will have a near identical fighting style to Dante so that “old fans” can get used to him easier. Essentially, he has almost all the same abilities as Dante, and all the classic DMC skills have been guaranteed to return. However, as seen in the trailer, his moves are slightly altered from Dante’s, and renamed accordingly. For example, Nero’s “Stinger” is instead a kind of dash swipe called “Streak”, basically a half way between Dante’s Stinger and Vergil’s rapid slash, meaning it can hit multiple enemies now. His Hightime is also renamed, and called “High Roller” however it appears to function exactly the same as Hightime itself. Also seen were variations of Aerial Rave and Free Ride.[/li]
[li]Whereas he saw DMC3 as a binary relationship of guns and swords, Kobayashi states he wants DMC4 to be a triangle, which relies on the 3 way interplay of guns, swords and the special abilities of Nero’s arm to keep combat flowing. He also stated players would need to balance gunplay, sword moves and demonic abilities to keep your style rating high.[/li]
[li]In the demo, Nero firmly doesn’t use his possessed arm to hold his other weapons, instead, his fighting style revolved around wielding his sword and gun one handed. This could be because he is used to having it in a sling and ignoring it, or to leave it free for his demonic abilities. But this does make it likely we won’t see Nero dual wielding during the game.[/li]
[li]Neros pistol is called the "Blue Rose". Once a basic high calibre revolver, Nero has remodelled it himself, forcibly adding a second barrel. This allows him to fire two bullets at almost the same time, and thanks to this, the gun is now able to hold its own against multiple demons, and even when firmly surrounded by demons. Kobayashi reassured GI that reloading wasn’t an issue, and this is clear in the demo, where it was able to fire at speeds matching Ebony or Ivory without interruption. It also comes with a large blue/purple flash affect. Since the Order look down on guns, favouring swords instead, Nero is the only member of the order to use one.[/li]
[li]The "Red Queen", Nero’s sword, is a specially tricked out custom version of the standard-issue weapon for knights within the Order. These swords were developed by something called the Bureau of the Arts (art as in technique) which we might assume is a division of the Order. Part of the handle is like the accelerator of a bike, and if it is twisted, propellant is discharged from a jet nozzle at the peak, fueling

its attacks and allowing even weak people to perform powerful attacks. That was the original concept anyway, but Nero has “tuned” it himself, pushing it to the limit and turning it into a very powerful weapon, something no mere human could use. In the GI article it was mentioned to have a will of its own. The Red Queen has been confirmed to feature a special new system called “Acceleration.” Which has been partially described as follows: "While equipped with this sword, Nero can surpass human limits and have enough strength to deal with even the strongest demons. However, this strength depends on the speed of the strikes: the hilt of the sword works just like a motorcycle's handle, and as it is pushed harder, the force of the delivered strikes will also be greater” In the HUD featured in the screens, the circular meter thing beside the stamina gauge is based on a motorcycle's speedometer, no doubt linked to the new Acceleration system.[/li]
[li]Some translations also state that the Red Queen will be able to change it’s form. It is unknown if this is another different power or linked to acceleration.[/li]

[image=http://img150.imageshack.us/img150/2060/demonicarmxz7.jpg]

[li]Nero’s right arm has it’s own demonic powers, and will feature a special new system called “Devil Bringer” (which occasionally seems to be called “the devils right arm”, or, the two abilities are actually separate and we just don’t know the other yet) Originally the translations said that the Devil Bringer skill was impossible on current hardware, but this has been updated. The system COULD have been done on current hardware, but due to limited specs, it would have looked very primitive. The PS3s extra power will allow them to get the visual effects right. This ability basically allows Nero to project a fiery energy fist, which can pull, throw, repel and bind enemies. This skill won’t be able to reach across the whole room, but will still have an impressive range. It was mentioned in the official Japanese DMC4 sites developer diary that they wanted to take several stylish screenshots of this ability in action, but it was so fast that they eventually gave up, since they couldn’t get the ideal shots they wanted. [/li]
[li]GI went into a lot more detail when discussing the possibilities and uses of his arm. It is not just another weapon but in fact a way to completely shift how DMC is played. The arm puts a whole new focus on positioning your enemies, setting them up and moving them around. Nero’s demonic arm is the technical anti-thesis of Vergil’s dark slayer. Instead of you going towards/away from the enemy or you manipulating yourself, you are manipulating the enemy and moving them towards/away from you. You are able to manuever it a

variety of ways, including pulling enemies towards you, throwing them away, bringing down enemies from the sky and smacking them, or tossing them up in the air for juggles. This has all kinds of practical applications to the combo system. For example, the quickness of the Devil Arm allows the player to completely negate the Stinger knockback, meaning as soon as you pull off Stinger, you can pull out the the enemy back to you! Stinger is now changed from a combo finisher to a combo starter. Initially this skill is all about setting up enemies, but later in the game it will be able to do damage as well.[/li]
[li]In the TGS demo, the devil bringer only had 2 standard abilities. Using O at close range performed a move called “Buster” where Nero caught the enemy, and slammed them into the ground, and “Snatch” performed via R1+O, which grabbed and brought the targeted enemy right to you. On stage, it was demonstrated how when used in the air, Buster throws the enemy down but pushes you up, so by combing snatch and buster you could stay in the air near indefinitely.[/li]
[li]Since Nero is not a son of Sparda he can’t DT. Kobayashi stated that this area of the character was under development and didn’t want to reveal anything, but said “the key word in devil trigger is “devil””.[/li]

[hr]

[image=http://img165.imageshack.us/img165/5650/dantecgcw1.jpg]

[b]General DMC4 Dante Information:[/b]
[li]Dante is no longer the main character. Instead, the classic DMC hero will appear in the game as a "mysterious person.” To Nero, Dante is just some old guy who breaks into the Orders temple and starts brutally slaying members of the Orders high clergy. Nero battles and chases after Dante, and apparently spends the start of the games story pursuing him through the city. [/li]
[li]His exact motives and his reason for attacking the Order are unknown at the moment; but he can be heard in the trailer demanding something be returned to him and in the extended GI interview Kobayashi stated that Dante turns up on Fortuna to eliminate the Order. When asked what Dante had against the order, Kobayashi replied “Dante shows up on Fortuna and has something to do, but we will leave you to find that out in the game” On the official site, Dantes profile page ends with "His true intentions are to carry out..." and then trails off. What a tease! lol[/li]
[li]Dante is known to be grimmer and more mature in DMC4 than he was in 3, but GI assures fans that his wisecracking, unflappable personality will remain intact. In the extended GI interview Kobayashi stated Dante is older, “but he is still Dante, and he is still kind of hot

blooded, Dante will always have the sort of audacious quality to him”[/li]
[li] Kobayashi has stated Dante will be in his 30s in DMC4. In case you didn’t know, Dante was 28 in DMC1, so DMC4 takes place at least 2 years on from then.[/li].
[li]Close up screens have revealed that the early comments were indeed true, and Dante does have a (slight) beard in DMC4 ([link=http://www.capcom.co.jp/devil4/images/illust/dante_ss01.jpg]pic[/link]), and a generally more rough and ready “gruff” appearance. He is also older and more mature looking, and his features are much more solid and masculine.[/li]
[li]Dante is clearly using Rebellion and E+I in DMC4.[/li]
[li]Rueben Langdon (DMC3 Dante) has returned to do the voice for Dante again[/li]

[image=http://img144.imageshack.us/img144/4145/dmc4dantegraphicalct4.jpg]

[color=blue][b]Will Dante be playable in DMC4?[/b][/color]
This is probably the second hottest topic around at the moment, and there is no direct evidence either way.
[li]It has yet to be confirmed if Dante will be playable in DMC4.[/li]
[li]Early translations said that Dante and Nero would both be playable, and the game would alternate between Nero and Dante missions, however this has not been mentioned since, so was almost definitely a mistranslation or falsification.[/li]
[li]There are 3 real time screenshots of Dante, but unlike the in-game Nero screenshots, they don’t feature a HUD, and some guess they might be from some kind of event scene rather than gameplay. GI however, who have seen both cinematics and gameplay, put forward the images as proof Dante will be playable at some time.[/li]
[li]Despite all the focus on Nero, Dante still got a page of the original article to himself, and shares the official Japanese website near equally with Nero, with all the same sections on his page (although he has one less screenshot)[/li]
[li]Recently Gamespot said that when Kobayashi was asked if you would be able to play as Dante in DMC4 he laughed and asked “Do you want to be able to play as Dante?” He then stated that in order to proceed through the story, the player's point of view will change, and cheekily added: “but.. who knows?” This is a powerful nod towards the likelihood of a playable Dante, but still not 100% solid confirmation. Clearly Capcom intend to tease us either way before giving us an answer.[/li]
[li]A special page has been added to the character section which examines Neros in game model in detail, following the symmetry seen in the character section and the site in general, Dante may soon

get the same treatment, and if so, it goes a long way to proving Dante as a playable character[/li]

[image=http://img154.imageshack.us/img154/905/dantefacedu4.jpg]

[color=red][b]Why isn't Dante the main character anymore?[/b][/color]
There have been various comments made by the development team to clarify the thinking behind such a controversial change.
[li]Itsuno stated that the change was made to put fans and newcomers on equal ground with the game. One of the worries was that if the game looks too much like a sequel, new players will have a hard time of playing.[/li]
[li]Kobayashi said that Dante was overused and had already been played out.[/li]
[li]Kobayashi also stated that since DMC4 is on a completely new platform, they wanted to give those new to the series a "fresh start". [/li]
[li] In GI, Kobayashi handled the subject a bit gentler. He said that the team wanted to open new avenues of gameplay and expand on the DMC formula, so the easiest was to introduce the new game mechanics, was to introduce a brand new character. Kobayashi stated that in his opinion, if they gave Dante Nero's abilities, he wouldn't be Dante anymore, therefore, it became obvious a new protagonist was required.[/li]
[li]However, in the extended GI interview available on their website, he also added "Users have been playing as Dante for four (? Maybe VJ counted) games now, and we were worried that players were bored of him"[/li]

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[b]Kyrie:[/b]
[image=http://img225.imageshack.us/img225/9150/kyriewz2.jpg]

[li]We first saw Kyrie in the TGS trailer, but she was later added to the official site, and given her own profile page.[/li]
[li]For a long time, her actual name was the subject of rampant controversy. She shouted for Nero in the trailer, and he shouted back, but the name he was screaming was almost unintelligable. Although the popular guesses were "Katie" "Jeannie" or "Trinity", Nero's VA, Johnny Yong Bosch, stated it was "Kyrie", which was later confirmed in Famitsu 935 and then by the official website.[/li]
[li]"Kyrie" is pronounced Kee Ree Ay[/li]
[li]Kyrie was born and raised in Fortuna, and she is described as kind hearted.[/li]
[li]Kyries older brother is the leader of the order, and her duty within

the order is as a songstress in the "Demon sword festival" (note, translations from the original article claimed the Order was "of the demon sword" this later proved to be wrong, so the festivals name MAY change when released in english) Sure enough, in the TGS trailer she is singing opera style for a large group of people and clergy members inside the temple.[/li]
[li]Although it first appeared blatantly obvious she was Neros love interest (some even assumed for a while that they were married) because of how he and her cling so closely and scream for each other in the chaos of Dantes attack, and because she can be heard in the trailer reassuring Nero that he is still human, and that he is still the one "she wants to be with." (we assume that was her talking anyway... seemed logical at the time) her profile on the official site states that due to "circumstances" she has come to see Nero as family, and to Nero she is something alike a mother or big sister... (Then again, this is not the first time a DMC protagonist has been accused of such a psychosis, wink wink nudge nudge) At this time it is unsure what role she plays in the main story, but the way it is described, it sounds like she and Nero are childhood freinds.[/li]

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[u][b]The Official Japanese DMC4 website[/b][/u]
[b]Link:[/b] http://www.capcom.co.jp/devil4/main.html

[b]Intro:[/b]
The opening quote is from Nero (just to avoid noobish confusion) and can be heard in the TGS trailer. The opening then ends with the official DMC4 logo.

[b]Background music:[/b]
The kickass music on the site was revealed to be a shortened version of a chorale to Sparda, and was written and spoken in italian. The full version was played at TGS and will be seen (heard) in the actual game.

[b]Nero/Dante:[/b]
Dante and Nero are easily the biggest feature on the sites main page, and share the site pretty much equally. (Since the last update, clicking them on the main page now links to the character section, rather than directly to their own character page.)

[b]WHAT'S Devil May Cry:[/b]
This section has tabs for all the previous games, complete with pics and links to where you can buy them. The japanese text was partially translated and it is pretty much a quick "DMC for dummies" guide,

explaining the world, settings, atmosphere gameplay, weapons etc Kind of a quick introduction to DMC for people who have never played it before.

[b]STORY:[/b]
Translations revealed this to be a rehash of all the same stuff we have heard before. Nero's arm is posessed, the order operating on Fortuna worship Sparda and battle demons, Dante suddenly appears and kills people blahblah, nothing new.

[b]CHARACTERS:[/b]
Only recently added, it currently features Dante, Nero and "Kyrie", the girl seen in the TGS trailer, but it looks to me like they left space for quite an few more. Each character section contains CG art, promo pics, concept art and screen captures of that character. The text has been translated, and the info assimilated into the main post above. More recently, a sub page has been added to this section, beside Neros proper character page icon. This page features close ups of Neros clothes and equipment, via a selection of HD screens of his in game model. Following the generally symetrical design of the section and general website, we might expect Dante to get the same treatment very soon.

[b]WEAPONS:[/b]
Currently, this only contains Neros starting weapons, the Red Queen and Blue Rose, and each section comes with HD pics of the weapon model and a screen of it from a cutscene. The text has been translated, and the info assimilated into the main post above.

[b]SCREENSHOTS:[/b]
Speaks for itself doesn't it? lol, currently contains 20 awesome quality screen shots.

[b]STAGES[/b]
Discusses level design, art direction and architecture, partial translations revealed this was rather meh stuff, but I never got hold of a full translation of it.

[b]MOVIES[/b]
Currently this section contains a direct feed version of the TGS 06 trailer, as well as some direct feed gameplay footage from the TGS demo. Note: this time it is being played by one of DMC4s development team, rather than some randomer who has never touched the game before. As such, the gameplay is of a much higher standard. (the player doesn't suck ass!)

[b]Diary[/b]
This is basically a developer blog. In the run up to TGS the page was changing daily but now updates weekly along with the rest of the site, (on Thursday or Friday generally) and now features links to all the previous entries whereas before TGS the old diary pages were unavailable after the day they were put up. During the translation of diary 6, it was found the name of the overall diary is apparently "Mortal Devil" up to around entry 8, when it changed to something else, although some entries have their own titles also.
[b]Translated Diary Entries:[/b]
[li]The first diary entry was entitled “Welcoming Hell”. They talk about being positive and making the best game that they can, and say everyone should look forward happily to TGS. We see the art director is looking at scenery designs, checking they are how they want them to be, there is then a pic of someone test-playing DMC4s TGS demo and making notes, and another pic of someone tweaking the lighting in a demo scene, with Nero on the rendering surface. Finally there is a photo of a concept art wall, which features various designs, including the art from the pre TGS 05 Famitsu article and even the cover of DMC3SE. This is accompanied with a comment saying it is important to check all the little details, such as identifying Nero and Dantes differences.[/li]
[li]The next diary entry dealt with the background music featured on the site. It is apparently a chorale for Sparda, and was written and spoken in Italian. The version on the website is just a short version, the full song will in the actual game, or perhaps at TGS.[/li]
[li]Diary entry 3 discussed the powers of Nero’s demonic arm. They are confident it will get the most focus and attention at TGS, and say they tried to get some stylish shots of it in action, but gave up because it was too fast to get the ideal shots they wanted.[/li]
[li]The 4th diary entry was put through a few translating programs, and appeared to be simply about preparing the visual effects for TGS, including some talk about screens, monitors and displays. However, since it didn't appear particularly vital or interesting, no one spent time properly translating it.[/li]
[li]Diary entry 5 is entitled "Operation Explanation". It is about playing around with the game's interface, which is going to be used to explain how to play the game: particularly how to use Neros demonic arm. (probably a diagram of the control set up/tutorial screen, as partially visible in the pic) I would say this is probably for the TGS demo. It also says the PS3 hardware proved difficult to use at first, but they are getting the hang of it. They finally explain that they want to make the interface as simple as possible but still maintain the "Stylish factor" of DMC series. [/li]
[li]Diary entry 6 was rather vague... The blogger deeply and sincerely apoligised for having to be so secretive all the time, and that although

we check the diary each day, they still can't tell us anything truly new as they would like to. It also noted there is a "length limit" to what they can show at TGS. He/she then goes on to say that it will however be worth the wait, and everyone is rushing to get ready for TGS. More general hype hype fluff after that. Also, it was mentioned that "sometime after tomorrow, the diarys name will change" (I assume this means it won't be "Mortal Devil" anymore, although the blogger notes "It certainly feels like a mortal devil, wouldnt you say?", which tbh, I don't quite understand) BTW, the pic featured with this diary entry featured the fire enemy we had seen before[/li]
[li]The 7th diary entry was rather abstract, with the blogger using broken sentences to demonstrate thinking processes... basically he says that they are messing around with bits and peices, seeing what works and what doesn't, what they want in and what they don't, still playing with ideas. They then get a little jokey near the end, "look forward to shaking hands with nero during the event!!" and in brackets beneath it he wrote "nah.. that was a lie. u can't do that." They did however say that they will be using a PC to play the game at TGS (which is a common practice when the console and game are still in development) The pic that came with this diary is a gameplay shot in a brilliant courtyard, and the character seen actually resembles Dante more than Nero... but it is so small that you can't be sure. The sword looks like Rebellion, the coat looks red, but the hand definitely appears to be glowing. At this time, playable Dante remains unconfirmed.[/li]
[li]After diary entry 7 the translators decided the diary isn’t going to provide us with new information, so it is unlikely we will see translations of later entries.[/li]

[b]Q & A[/b]
This features generic questions such as “why isn’t Dante the main character”… and provides the same generic answers seen in Famitsu and GI.

[b]DEVIL GOODS[/b]
This section advertises and sells DMC merchandise, such as posters, frames, stamps, Trinity of Fates and Dangerous Hits.

[b]TGS 06 Report[/b]
This is just some commentary on what happened at TGS, and how the event went.

[b]WOWOW[/b]
This is a link to a page about the new DMC anime, including a very early teaser trailer. It has recently been confirmed that the DMC anime series is due next spring and will run for 12 episodes.

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[u][b]DMC4 Media[/b][/u]

[b]Direct feed shots captured from the “special interview” video on Famitsu.com:[/b]
http://www.strangereaction.com/imagehost/albums/userpics/10345/vlcsnap433883tb1.png
http://www.strangereaction.com/imagehost/albums/userpics/10345/vlcsnap437088dv8.png
http://www.strangereaction.com/imagehost/albums/userpics/10345/vlcsnap437148js3.png
http://www.strangereaction.com/imagehost/albums/userpics/10345/vlcsnap437714ga9.png
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http://www.strangereaction.com/imagehost/albums/userpics/10345/vlcsnap438014ip1.png
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http://www.strangereaction.com/imagehost/albums/userpics/10345/vlcsnap438093np0%7E0.png

[b]Game Informer Shots:[/b]
http://www.gameinformer.com/NR/rdonlyres/3848B2AC-3B68-4596-A2A5-6056035715B0/9966/gi3dmc4small.jpg
http://www.gameinformer.com/images/media/%7B3848B2AC-3B68-4596-A2A5-6056035715B0%7D/gi-2-dmc4.jpg
http://www.gameinformer.com/images/media/%7B3848B2AC-3B68-4596-A2A5-6056035715B0%7D/gi-1-dmc4.jpg

[b]Official pics from the DMC4 site (BEST QUALITY)[/b]
[b]Dante:[/b]
http://www.capcom.co.jp/devil4/images/illust/dante_cg01.jpg
http://www.capcom.co.jp/devil4/images/illust/dante_illust01.jpg
http://www.capcom.co.jp/devil4/images/illust/dante_illust02.jpg
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[b]Nero:[/b]
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http://www.capcom.co.jp/devil4/images/illust/nero_ss02.jpg
http://www.capcom.co.jp/devil4/images/illust/nero_ss03.jpg

[b]Screens:[/b]
http://www.capcom.co.jp/devil4/images/ss/ss01.jpg
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http://www.capcom.co.jp/devil4/images/ss/ss05.jpg
http://www.capcom.co.jp/devil4/images/ss/ss03.jpg
http://www.capcom.co.jp/devil4/images/ss/ss04.jpg
[b]see the site for many many more[/b]

[b]Dengeki pics:[/b]
http://www.dengekionline.com/news/200609/16/img/n20060916_01_dmc420.jpg
http://www.dengekionline.com/news/200609/16/img/n20060916_01_dmc413.jpg
http://www.dengekionline.com/news/200609/16/img/n20060916_01_dmc414.jpg
http://www.dengekionline.com/news/200609/16/img/n20060916_01_dmc418.jpg
http://www.dengekionline.com/news/200609/16/img/n20060916_01_dmc417.jpg
http://www.dengekionline.com/news/200609/16/img/n20060916_01_dmc415.jpg
http://www.dengekionline.com/news/200609/16/img/n20060916_01_dmc411.jpg
http://www.dengekionline.com/news/200609/16/img/n20060916_01_dmc407.jpg
http://www.dengekionline.com/news/200609/16/img/n20060916_01_dmc402.jpg

[b]Shaky cam trailer footage:[/b]
http://www.gamespot.co.kr/videos/0,39048625,39235399-39095963p,00.htm
http://www.youtube.com/watch?v=djsqe_RRd28
http://rapidshare.de/files/33928031/39235399.asf.html [b] (downloadable)[/b]

[b]TGS Trailer:[/b]
[b]Direct feed (just go to “movies”):[/b]
http://www.capcom.co.jp/devil4/main.html
[b]off cam HD:[/b] http://www.gametrailers.com/player.php?id=13291&type=wmv&pl=game

[b]TGS Trailer rips:[/b]
http://img230.imageshack.us/img230/7690/courtyardlt4.jpg
http://img128.imageshack.us/img128/8448/templenj7.jpg
http://img107.imageshack.us/img107/7885/spardastatuedk8.jpg
http://img176.imageshack.us/img176/7079/neroheadyl1.jpg

http://img244.imageshack.us/img244/9893/katiexb9.jpg
http://img182.imageshack.us/img182/2366/katiesingol6.jpg
http://img63.imageshack.us/img63/2453/dantedeskdf5.jpg
http://img116.imageshack.us/img116/2185/dantekillssk6.jpg
http://img245.imageshack.us/img245/2264/bloodyface1mx2.jpg
http://img179.imageshack.us/img179/1964/bloodface2gv4.jpg
http://img63.imageshack.us/img63/9509/dantestatuevo7.jpg
http://img102.imageshack.us/img102/3420/neroandkatieqf1.jpg
http://img231.imageshack.us/img231/9144/varielwalkqr6.jpg
http://img65.imageshack.us/img65/9435/dropkickxz3.jpg
http://img117.imageshack.us/img117/5458/neroaimqf3.jpg
http://img230.imageshack.us/img230/5240/dantevnerocr6.jpg
http://img68.imageshack.us/img68/7960/nerogunoi1.jpg
http://img79.imageshack.us/img79/3582/dantestandvv8.jpg
[b]Or alternatively:[/b] http://devils-lair.org/dmc4trailer.php

[b]TGS Demo footage and vids:[/b]
[b]Full 1up demo playthrough:[/b]
http://www.gamevideos.com/video/id/6178
[b]Courtyard battle[/b] http://www.gametrailers.com/player.php?id=14075&type=mov&pl=game
[b]Variel boss battle:[/b] http://www.gametrailers.com/player.php?id=14074&type=mov&pl=game
[b]IGN gameplay clips:[/b]
http://media.ps3.ign.com/media/748/748464/vids_1.html
[b]Realtime demonstration:[/b]
http://www.gametrailers.com/player.php?id=14076&type=mov&pl=game
[b]Gameplay montage:[/b] http://www.gametrailers

http://dexterxs.blogspot.co.uk/

DexterXS, Sep 11, 2006 Report

Pokey86
Noob

Date Posted: Sep 11, 2006 #2

Yeh, i just noticed her "Assets have taken a boost" Stupid game genracies (Is that even a word)

I had no idea the cutscenes were Realtime, that pwns

wow, your blogging skills are sick...shere perfection

http://blogs.ign.com/Pokey86/ = The Video Maker

Joined: May 5, 2005
Messages: 8,639

^^Info on getting started at the bottom^^
Cheers for the Adoption Moses (Top Bloke)
Tempt not a desperate man
The Cake is a Lie

Pokey86, Sep 11, 2006 Report

kiera2 ★
Mods are people too.

Joined: Jan 8, 2001
Messages: 31,857
Location: London

Date Posted: Sep 12, 2006 #3

Awesome awesome post. I want to read it more properly but I'm in an internet cafe and I think I'm about to be kicked off my computer.

"(The series chronology is 3, 1, 4, 2)."

3142 is my postcode back home in Australia XD

<Dragonmaster> kiera is drawing naked men, she's soooooooo gay

kiera2, Sep 12, 2006 Report

ChaosAptom
The N00b Killer Returns

Joined: May 15, 2006
Messages: 12,621

Date Posted: Sep 12, 2006 #4

Epic entry, Dahbomb/Aptomc approves!

Dahbomb is back... Let's welcome him as Chaos... Aptom?
Currently Finishing: Batman: AA, Prototype & Ninja Gaiden 2
Thanks to Rising_Dragon for the adoption!

ChaosAptom, Sep 12, 2006 Report

Date Posted: Sep 12, 2006 #5

Thanks for the great post Dex, it really is helpful and clarifies what is the real news, and what is spam.

ThyEvilness, Sep 12, 2006 Report

ThyEvilness
Noob

Joined: Apr 2, 2005
Messages: 3,770

greendaycrazy50
Noob

Joined: Jan 17, 2006
Messages: 4,522

Date Posted: Sep 12, 2006 #6

Damn man. I didn't even read all of it cuz it was huge! Great job though.

Currently Playing:KILLZONE; I don't play FPS and I love it!
Awaiting: DMC4, FF 12 &13 & the money to buy a PS3 |
Green Day-I'm absolutely crazy about them!
5K, here I come, not
I Dragon_rocks for adopting me twice!

greendaycrazy50, Sep 12, 2006 Report

Devil_May_Cry_Freak
Noob

Joined: Jul 21, 2006
Messages: 4

Date Posted: Sep 22, 2006 #7

Sweet entry. Its very informative. Thank you for posting it. I'm still pissed that Dante isnt the main, haha, I've been trying to swallow that for quite some time now. I dont think I'll get over it XD.

-Shlie

Devil_May_Cry_Freak, Sep 22, 2006 Report

ytsejam89
Noob

Date Posted: Nov 16, 2006 #8

WTF! I am WULLing you fo this kind of dedication. Awesome Job.

Street Fighter GOD Daigo!
The Beast Is Unleashed...