Facing your demons has never been so much fun

Play as Dante, a young cocky man spending his life drinking, having sex and killing demons. Pulled into a quest for freedom against his will, make him grow up to discover who he really is.

Last year Capcom and Ninja Theory launched their new baby. DmC: Devil May Cry is a reboot of four previous games whom (anti)hero is Dante.

The game is dark, a mix of fantasy and sci-fi. The world is divided between the "reality" of humans and the parallel "limbo". Ignorant and abused human race has no idea that demons are ruling everything. This background of the game is easy to believe in. We recognise the consumer society and the omnipotence of the media. In the game, the TV News presenter is a "boss", one of your main enemies.

As you complete the missions, Dante discover who and what he is. He has a decisive encounter: his twin brother, Vergil. Together, they organise the rebellion – also the name of Dante's sword.

Most of the game consists of combats against a large range of demons... with a good variety of weapons. The force of DmC is that it can please initiated people as well as beginners - Dante is discovering his talents while you get use to the combos.

The music is both a strength and a weakness. Noisia (electro) and Combichrist (metal) fit perfectly in the game but also make it less accessible for a portion of the public.

A good story and an entertaining game, yes. But also an amazing quality of designs and graphics - far better than the previous Devil May Cry episodes - and a good job on the dialogues – some really amusing – make DmC a game you will not want to stop playing before at least a few months.

It is addictive, your desire to know the end of the story. You believe in Dante. And like him you want to find out "what the fuck is going on?!"