

ANIME NETFLIX'S DEVIL MAY CRY

A reimagining with mixed results

SABIL SADAT ZAHIR

Netflix's *Devil May Cry* animated series provides a new take on the classic games released by Capcom. While the show has stellar animation and a mostly enjoyable story, it diverges from the source material in polarising ways.

The series primarily follows demon hunter Dante as he tries to stop an invasion from Hell while coming to terms with his childhood trauma and lineage. He is driven towards this quest by a government agency known as DARKCOM and a powerful demonic figure named the White Rabbit, who serves as the main antagonist.

The show does not directly adapt any particular game from the franchise, though it does borrow elements from *Devil May Cry*



(2001) and *Devil May Cry 3: Dante's Awakening* to tell a completely original story. Dante himself is portrayed quite well and retains his aura from the source materials. The games are known for having amazing soundtracks, and the show continues that tradition. The animation and action sequences in the show are absolutely stunning. The show also features lots of fun easter eggs to the *Devil May Cry* games as well as other franchises from Capcom.

Now, to the weak parts. While the villain's backstory is well-written, he falls into a particular trope that can be best described as "the villain is actually right, but he must be the bad guy, so let's make him crazy". His villainous actions directly contradict his noble goals and character during the flashbacks, and the show doesn't do a good job of

showing that transition into madness.

The weakest aspect of the show has to be the portrayal of Lady/Mary, a fan-favourite character from the games. In *Devil May Cry 3*, she had an amazing character arc that involved her overcoming childhood trauma caused by her father and changing her perception of demons. While some of those elements remain in the show, Lady is, instead, portrayed as a cold government agent who is awfully discriminatory towards demons to the point where she makes lots of counterproductive choices in the plot.

Overall, *Devil May Cry* is a fun show with great animation, but it is best enjoyed as an alternate take on the source material. For the true *Devil May Cry* experience, it's probably best to just play the games instead.

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