

‘Devil May Cry is for Kids’ by timmm

References with timestamps

DMC1

0:02:35 - 0:03:15 (Kamiya’s want for RE4 and the team’s early vision)

◊uDevil May Cry◊v◊i◊f◊r◊◊◊◊◊C◊N◊◊◊C◊j◊^COLUMNS. (n.d.). Retrieved

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Wikipedia contributors. Capcom. Archived on Internet Archive.

<https://web.archive.org/web/20100306002045/http://www.capcom.co.jp/devil/column/vol002.html>

IGN Staff, I. (2012, May 20). *E3 2001: Interview with Shinji Mikami - IGN*. Retrieved March 28, 2023, IGN.

<https://www.ign.com/articles/2001/05/17/e3-2001-interview-with-shinji-mikami>

0:10:35 - 0:10:40 (Metacritic used to gauge critical reception)

Devil May Cry. (n.d.). Retrieved March 28, 2023, Metacritic.

<https://www.metacritic.com/game/devil-may-cry/>

DMC2

0:15:55 - 0:16:00 (Metacritic used to gauge critical reception)

Devil May Cry 2. (n.d.). Metacritic. <https://www.metacritic.com/game/devil-may-cry-2/>

0:14:12 - 14:40 (DMC2’s reported development)

Official Playstation Magazine (2002, June). *Devil May Cry 2*. PSM. Vol. 6, no. 6 #59.

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Lawson, C. (2021, January 4). *IGN Presents: Inside Devil May Cry creator Hideki Kamiya’s Secret Arcade - IGN*. Retrieved March 28, 2023, IGN.

<https://www.ign.com/articles/2014/09/15/ign-presents-inside-devil-may-cry-creator-hideki-kamiyas-secret-arcade>

0:14:44 - 14:55 (Itsuno's quote in:)

Capcom. (2015). *Devil may cry: 3142 Graphic Arts*. Translated by Caleb Cook; M. Kirie

Hayashi. Compiled through the collaborative efforts of Wikipedia contributors.

Retrieved March 28, 2023, Udon Entertainment.

DMC3

0:19:45 - 0:20:00 (Itsuno wanting to lead the project)

Capcom. (2015). *Devil may cry: 3142 Graphic Arts*. Translated by Caleb Cook; M. Kirie

Hayashi. Compiled through the collaborative efforts of Wikipedia contributors.

Retrieved March 28, 2023, Udon Entertainment.

0:20:52 - 0:21:05 (DMC3 difficulty reports)

Fandom. (n.d.) *Difficulty mode*. Retrieved March 28, 2023, Devil May Cry Wiki.

https://devilmaycry.fandom.com/wiki/Difficulty_Mode

DMC4 (+DmC)

0:45:34 - 0:45:40 (Metacritic used to gauge critical reception)

Devil May Cry 4. (n.d.). Retrieved March 28, 2023, Metacritic.

<https://www.metacritic.com/game/devil-may-cry-4/>

0:45:40 - 0:45:50 (Capcom choosing to reboot the series)

MacDonald, K. (2010, September 22). *DMC: Devil May Cry*. Retrieved March 28, 2023,

Eurogamer.net. <https://www.eurogamer.net/dmc-devil-may-cry-interview>

0:46:08 - 0:46:12 ('Disappointing sales' of DMC4)

Multiple users reporting a, since-deleted article on play.tm

_Uwye (2010). Retrieved March 28, 2023, Gamespot.

<https://gamefaqs.gamespot.com/boards/605601-dmc-devil-may-cry/56485257>

DPatroit (2010, September 23). Retrieved March 28, 2023, Playstation Trophies.

<https://www.playstationtrophies.org/forum/topic/62980-capcom-dmc4-sales-not-enough-wants-5-million/>

Quote by Capcom Corporate Officer Christian Svensson in:

Thang, J. (2012, May 12). Capcom disappointed by DMC4 PC sales - IGN. *IGN*.

<https://www.ign.com/articles/2008/08/04/capcom-disappointed-by-dmc4-pc-sales>

0:46:40 - 0:47:00 (Metacritic used to gauge critical reception)

DmC: Devil May Cry. (n.d.). Retrieved March 28, 2023, Metacritic.

<https://www.metacritic.com/game/dmc-devil-may-cry/>

DMC5

0:48:35 - 0:048:45 & 0:49:13 - 0:49:23 (Xbox E3 press conference)

Xbox. Hosted on Gamespot. (2018, June 10). *Devil May Cry 5 Full Reveal | Microsoft Xbox E3 2018 press conference* [Video]. Retrieved March 28, 2023, YouTube.

<https://www.youtube.com/watch?v=q1WAXQv5Ztk>

0:48:55 - 0:49:00 (Metacritic used to gauge critical reception)

DmC: Devil May Cry. (n.d.). Retrieved March 28, 2023, Metacritic.