



## Code 2: Vergil

*Suguro Chayamachi*

Download now

Read Online ➞

# Code 2: Vergil

*Suguro Chayamachi*

## Code 2: Vergil Suguro Chayamachi

Based on the best-selling game, Devil May Cry 3 is an action-packed adventure, pitting good against evil...and brother against brother! Old man Arkham explains to Vergil the secret of the seven seals--once broken, they will unleash the demon world back onto the earth. But as the ultimate dark resurrection is upon the brothers, Dante discovers another mystery about the seals--and to solve it, Dante will have to pay with his own blood!

## Code 2: Vergil Details

Date : Published March 1st 2006 by TokyoPop (first published July 23rd 2005)

ISBN : 9781598165586

Author : Suguro Chayamachi

Format : Paperback 204 pages

Genre : Sequential Art, Manga, Horror, Graphic Novels

 [Download Code 2: Vergil ...pdf](#)

 [Read Online Code 2: Vergil ...pdf](#)

**Download and Read Free Online Code 2: Vergil Suguro Chayamachi**

---

## **From Reader Review Code 2: Vergil for online ebook**

### **Mary says**

I've included both Code 1: Dante and Code 2: Vergil in this review since these are all that is when it comes to the Devil May Cry 3 manga series. (The artist quit in the middle of the three book and that was it for DMC3.) The story line between the two has enough continuance to truly consider them one book as it is.

To start, Devil May Cry has always been my favorite video game series. Dante has always been the perfect anti-hero and the lore is so amazingly well-imagined. There seems to be a polarization when it comes to how people feel about this manga. Some people love it and feel like it is a great addition to the Devil May Cry universal lore and others can't seem to understand that this is a manga series that is based on some fairly violent video games.

Yes, it is violent and gory and sarcastic. Yes, there are demons and guns and giant swords. The artwork is dark and disjointed but still maintains a beautiful intricacy that any comic reader could enjoy. The art helped to present the same "feel" that the games gave you. Odd camera angles and dark shadows that made playing difficult also make reading and understanding what is going on hard to follow. The writing at some points was too small and in a font that was too difficult to read. And while it offered the typical snarky Dante dialogue, I felt like I was just looking at a psychotic break in manga format.

Like I said before, I'm an avid DMC fan. But these just fell flat to me. It could be because the story was cut short but honestly, I'm not sure if there truly is anything that could redeem them.

---

### **Steph says**

Good.

---

### **Chels (farewell autumn) says**

Reseña de los dos tomos en mi blog ^\_\_^.

---

### **Catilia says**

Its really good but the 3rd was never published.

---

### **Wombo Combo says**

This was better than the first volume, but still not as good as the game. The dialogue was very faithful to the characters though, which I greatly appreciate.

---

**Theresia says**

More and more ouch. The gore made me wince, but the noir art makes it worth.

Oh, and you don't ask for a plot in this book.

---