

Dead Rising Review

Game Name: *Dead Rising*.

Game Platform: Xbox 360.

Game Overview:

Dead Rising is a zombie-bashing action game set within the Willamette Mall. Players take on the role of Frank West, a reporter who's determined to get the story. As Frank, players can pick up just about anything in the game and go to town on zombies. Weapons include cash registers, swords, trash cans, lawn mowers, skateboards, and much more. There's also a level system wherein players can get XP by taking pictures at the right moments, but there's also driving a Hummer in a field of zombies, which is much more worth noting.

What did this game do that was different from its predecessors?

Dead Rising took everything that was awesome about zombie flicks and put it into a game with a more humorous style of fun instead of fear-based entertainment a la *Resident Evil*. Just about every object in the game was a potential weapon, which really boosted the entertainment value. It featured a largely open, sandbox sort of gameplay style that let players wander around where they wished. There were multiple endings, and its only linearity came in the form of its time-based structure.

Favorite part about the game (and why).

The best part about the game is the sheer entertainment value of the creative selection of weapons available. There was a huge array of weaponry and just about every weapon was as entertaining as the next. The openness of the game is what made it unique but also made it a refreshing zombie experience. Like I said above, it took everything awesome from zombie movies and turned it into gameplay, and that's why this game is definitely worth playing.

Least favorite part about the game (and why).

There is as much to hate about the game as there is to love, which makes it a bittersweet experience. Perhaps the absolute worst in my opinion was the gameplay for the ending of the game. (Story-wise, it was fine.) Basically, without spoiling anything, the game ends with the player in a two-part final battle against the final antagonist. If the player fails the second part, he/she must redo the first part all over again. The other annoyance for this final part was that both of the fights in this end battle were mechanics that weren't really part of the main gameplay. One of them was a tank battle, which wasn't in the game at all until that point, and the other was a hand-to-hand melee fight, which *was* part of the game if the player specifically chose to work on learning the melee moves. However, given the vast array of weaponry, using hand-to-hand melee was an easily forgotten, unnecessary strategy.

How would you change the game to make it better?

Changing the gameplay for the ending would have made it a whole lot better. I would be much more willing to play through the whole game again if it weren't for that end battle. A battle with just a basic set of weapons would have been totally fine considering the setting of the last battle; it was dramatic enough without flailing about in hand-to-hand melee. I would have taken the tank part completely out and replaced it with simple driving, since that is an actual part of the game and fun. Also, I would have either changed the save system to a standard save with a menu at any time kind of setup or added more bathrooms (which are the save spots) to the game.