

Dead Rising 2 **Review**

Game Name: *Dead Rising 2*

Game Platform: Xbox 360

Game Overview:

Dead Rising 2 is the successor to *Dead Rising*. It features the same open, sandbox, zombie-bashing gameplay as its predecessor. Players are now taking on the role of a motocross star named Chuck who's out to clear his name, regain what he lost, and keep his daughter alive. The game has a series of story-progressing missions as well as side quests, and friends can join one another in surviving the zombie hordes in cooperative play.

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

In the case of *Dead Rising 2*, its predecessor would obviously be *Dead Rising*. The majority of the game stayed quite the same really. The new addition was the ability to combine two weapons together, which had to be earned as the player leveled up. This game did not have a camera like its predecessor did, which provided for a fair amount of entertainment. The location is new; it takes place in Fortune City, which is essentially a mock Las Vegas. The place is much bigger than the old Willamette Mall, but the general idea is very similar. Cooperative play is also new, but I have not yet tried it out.

Favorite part about the game (and why).

The best part about the game is still the sheer entertainment value in using the innumerable weapons lying in every part of the city. Once again, *everything* is a weapon, and they found a way to make that even more fun by adding *more* weapons and the ability to combine them. It adds a layer of interest to the game and makes the player feel some kind of ownership over his or her weapons. Also, putting chainsaws on a boat paddle is just plain awesome anyway. It's that kind of feeling that keeps this game golden because that's about the only leg it has to stand on. Everything else about it including cutscenes, story, missions, and overall design leave a lot more to be desired, but its core gameplay makes it worthwhile.

Least favorite part about the game (and why).

The worst part about the game is actually playing the *game* part of it. All of the game's missions are on a timeline, which is annoying. It adds a layer of realism to the game, which is something to be appreciated, but it is still just a game. Players want to be able to explore Fortune City at their leisure without worrying about rushing from place to place. The missions themselves aren't particularly fun due to the lacking combat system. The player is usually faced off against a number of human enemies with guns, leaving the player to run up and bat them with a melee weapon until finally getting a gun. When finished, the player is rewarded with an awkward cutscene.

How would you change the game to make it better?

Taking out the missions completely would just leave the game aimless and pointless. However, if the internal game time ran slower and the side missions were open for a full 24 in-game hours, then the game would give the players a lot more time to play around *and* complete missions. It would still keep the realism while being more fun. Also, players would feel a lot less stressed during missions, and the reward of the eye-twitchingly bad cinematics wouldn't seem so crappy.