



Introduction

Welcome to the peaceful, small-town burg of Willamette, Colorado. Here, you will encounter horrors which will boggle the mind and haunt your dreams for years to come. Step into the shoes of Frank West, a seasoned photojournalist, who is not nearly so seasoned that he could have predicted what is about to transpire. Zombies have struck in the most unlikely of places, a mall (who would've thunk it?), and it is up to you to figure out their mysterious origins. Good luck, not that luck will have anything to do with making it out alive.

In this Dead Rising strategy guide, you'll find:

- **BASICS** // General strategies to assist you on your way, as well as a breakdown of some of the more efficacious weapons in the game.
- **WALKTHROUGH** // Complete Dead Rising Walkthrough covering all of the game's missions.
- **SCOOPS** // A breakdown of when, where, and how each of the game's many optional scoops will need to be tackled.
- **SECRETS** // Learn the method for unlocking any of the game multiple endings as well as the various drink mixes that can be made.

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Items

Melee Weapons	Ranged Weapons	Special Weapons	Books
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Over the course of the game, you will need to use whatever you can find around you in order to save yourself from the legions of the undead. Some of these items are more useful than others. The most useful of these are detailed below.

Lead Pipe	These are strewn about throughout the mall and are fairly useful in taking out zombies one by one. One hit from the pipe will take out any zombie. The pipe is particularly useful because of its long range. You can find one on the floor of the warehouse next to the elevator, should you ever need it.
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Hunting Knife	You can find these all over the place. A zombie will drop one in the hallway leading out of the warehouse. These are quite useful as they are incredibly quick and can allow you to cut a path through a sea of zombies in no time.
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Baseball Bat	A pretty handy weapon with its large attack radius and substantial damage. This is a must-have item earlier on in the game. One can be found lying next to the large rack on the roof outside the security room.
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Katana	One of the best melee weapons in the game, the katana can kill any zombie in one hit and any psychopath in under ten. For most of the early portion of the game, make sure you have one with you at all times. There is a katana located on the orange overhang outside Colombian Roastmaster's in Paradise Plaza.
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Battle Axe	A Powerful weapon capable of slicing through several zombies at once. The battle axe is located in Ned's Knickerbackery in the Entrance Plaza. It has limited health, but it can really cut down the hordes of zombies in your path with little trouble.
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Melee Weapons	Ranged Weapons	Special Weapons	Books
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Handgun	These can be taken from many of the zombie cops found in the mall. Additionally, you will be given one at the beginning of Case 1-1. These guns are not very powerful, but can be helpful in a jam.
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Sub-Machinegun	This is a much more useful weapon than the handgun. It is particularly useful in dispatching the earlier bosses as it is the only automatic weapon you will have at your disposal for almost the entirety of the game. Make sure that you grab one every time you exit the warehouse. There is one located on an overhang just above Cam's Camera shop, as well as one in the fountain in Al Fresca Plaza. This is a handy weapon to give to survivors while you are escorting them.
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Sniper Rifle	This weapon is really not all that useful. You can find one inside the Huntin' shack as well as in the Entrance Plaza after you beat the Mark of the Sniper. The only real use for it is sniping bosses that let you get some substantial distance between you and them. Of course, this will leave you vulnerable to zombie attacks, so watch out.
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Shotgun	Every zombie's worst nightmare. The shotgun can be found inside the Huntin' Shack and will prove pretty valuable throughout your journey. This is the best weapon with which to equip survivors, so it is strongly advised that you bring a few with you at all times. Furthermore, this is one of the only ranged weapons that has even a small chance of finishing off a boss. Highly recommended.
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Machinegun	These only start to appear later in the game, so they are not really all that useful. Even so, they pack a much bigger punch than the regular SMGs, so pick one up when you get the chance.
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Melee Weapons	Ranged Weapons	Special Weapons	Books
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Adam's Small Chainsaws	These are hands down the best weapon in the entire game. If there is one weapon that you should make sure to bring with you at all times, make it this chainsaw. After completing Out of Control, this chainsaw will respawn next to the attraction in Wonderland Plaza every time you enter the area. This weapon is particularly useful for dispatching boss enemies, although it will really work on anything you encounter in the game. Note: If you equip the Criminal Biography, Engineering, and Entertainment books, then the chainsaw will last 27 times its normal duration. What more could you ask for?
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Heavy Machinegun	This will be dropped by the convicts in Leisure Park after you take them out. It cannot be stocked, and has only 150 bullets, but each of those sure packs a punch. This is really useful for any Psychopath encounters that are giving you a hard time.
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Machete	Dropped by Cliff Hudson in Crislip's Home Saloon. The machete is like a more powerful katana, except with less durability. Use it wisely.
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Chinese Cleaver	Dropped by Larry the Butcher in the meat processing plant. This is a quick and powerful melee weapon which can take care of several zombies quickly. Make sure to grab this when you can.
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Ceremonial Sword	Dropped by Sean in Colby's Movieland. This sword is durable, powerful, and quick. It is like an amped up katana. Wield it with extreme prejudice.
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Melee Weapons	Ranged Weapons	Special Weapons	Books
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There are dozens of books strewn throughout the mall. Each of these grants Frank a different bonus.

Paradise Plaza -- Contemporary Reading

- **Sports:** Hold onto sports related items 3 times longer.
- **Camera 1:** Get a bonus 25% added to your PP for every picture taken.
- **Weekly Photo Magazine:** Makes a PP symbol appear which gives a cue as to when the best picture taking opportunities are.
- **Hobby:** Hold onto toy items 3 times longer.

Paradise Plaza -- Bachman's Bookporium

- **Engineering:** Hold onto tools for twice as long. **Note:** This can be stacked with the Entertainment and Criminal Biography books when wielding the small chainsaws.
- **Entertainment:** Hold onto entertainment related items for 3 times as long. **Note:** This can be stacked with the Engineering and Criminal Biography books when wielding the small chainsaws.
- **Horror Novel 2:** Get a bonus 25% added to your PP every time you kill a zombie.
- **Interior Design:** Hold onto Interior design related items for 3 times longer.

Entrance Plaza -- The Sinister Read

- **Health 2:** Boosts the healing effects of items by 50%

- **Horror novel 1:** Gives an added 25% bonus after you kill 50 zombies.
- **Lifestyle Magazine:** Hold onto home decorating items for 3 times longer.
- **World News:** Get a 25% PP bonus whenever survivors join or you complete escort missions.

Entrance Plaza -- We Luv Books

- **Cooking:** The effects of the mixed juices last twice as long as usual.
- **Cycling:** Makes bikes last 3 times longer than usual.
- **Travel:** Hold onto travel related items 3 times longer than usual.
- **Wartime Photography:** Gives a 25% PP bonus for photographs.

Wonderland Plaza -- Sir Book-a-Lot

- **Criminal Biography:** Hold onto edged items for 3 times longer. *Note: This can be stacked with the Entertainment and Engineering books when wielding the small chainsaws.*
- **Health 1:** Boosts the healing effect of food items by 50%.
- **Japanese Conversation:** Allows you to speak basic Japanese. Necessary to complete the Japanese Tourists scoop.
- **Skateboarding:** Gives Frank the ability to perform a trick while on the skateboard.

Skills

Over the course of the game, you will unlock several skills which make Frank a more formidable character in a hand to hand combat situation.

Jump Kick

Frank's first skill. This is actually useful throughout the rest of the game as it can clear out a group of zombies quickly without much fuss. To perform this maneuver, simply just forward and press the X button.

Zombie Ride

This allows you to jump onto the shoulders of any zombie as well as traverse over a crowd of hungry zombies. While pushing the left analog stick towards a zombie, simply press A to mount him. From here you can either press A again to jump off the zombie, or move forward across the crowd.

Kick Back

As a zombie grabs you, you can push the left analog stick towards it over and over to initiate a kick which will get it off of you.

Flying Dodge

Press twice in any direction on the left analog stick to leap quick in that direction. Mainly useful in avoiding explosives and vehicles.

Power Push

When grabbed by a zombie, merely push the left analog stick to one side and you should hurl the zombie off of you onto other zombies in the area. Not all that useful, but will happen accidentally quite often.

Football Tackle

Click the left analog stick and press A in order to do a charging tackle at any zombie nearby. Not all that useful, but quite fun.

Judo Throw

When assailed from behind by any zombie, push down repeatedly on the left analog stick to do a shoulder throw of that zombie. He will be thrown quite far, and you will be rewarded with some PP.

Double Lariat

Press the X button at the same time as you click the left analog stick to send Frank into a frantic spin which should take out any and all zombies around him. After wards, he will need a slight down time to recover. If you do this with a weapon in your hand, it becomes much more powerful.

Roundhouse Kick

Just before you hit the ground after any jump, press X to make Frank deliver a roundhouse kick to the zombies around him. Nice to watch, but not as useful as your basic jump kick.

Lift Up

Press the X and A buttons at the same time when next to a zombie to pick him up over your head. You can then chuck the zombie into any nearby crowds of zombies to knock them over.

Knee Drop

While in the air, press down on the left analog stick and X in order to send Frank crashing to the ground delivering a powerful blow. This is more useful in avoiding damage when falling from heights than it is for taking out zombies.

Suplex

When facing a zombie's back, press X and A at the same time to perform a suplex. This is nice and flashy, but not entirely useful.

Wall Kick

Jump towards a wall and then press the left analog stick away from the wall and tap X to perform a flying kick. Not useful in the slightest.

Hammer Throw

Approach a zombie from the side and X and A simultaneously to grab them and begin to spin them around. Afterwards, simply press X again to launch them at any zombies still left standing. Not exactly the most useful skill, but totally fun to pull off.

Neck Twist

Stand near the head of any downed zombie and press X+A to rip its measly head off. This is a fun finishing move, but little more.

Giant Swing

Stand near the feet of a downed zombie and press X+A to grab it and begin to twirl it around you in a motion similar to the hammer throw. It will take out any zombies near you. Press X again to send the zombie flying. Again, this move is fun to perform, but really loses usability in an actual fight.

Face Crusher

Like almost every skill, this is not entirely useful, and is more for show than anything else. Face the back of a zombie and press the X and A buttons while simultaneously pushing the left analog stick towards the zombie. This should grab it by the head and send it crashing into the ground. More fun than it is useful.

Disembowel

Performed exactly like the face crusher, except that you must be facing the zombie from the front. It does what the name implies. Again, not actually a useful maneuver.

Somersault Kick

Press X immediately after pressing A while standing still to perform a kicking back flip. This is actually quite useful, and it can kick several zombies at once and can take out even some of the heftier bosses if you are out of weapons.

Karate Chop

Replaces Frank's basic attack at the end of the game. If there is ever a zombie behind you, simply press X to deliver a deadly karate chop. This is a fairly good move, but it will leave Frank vulnerable from attacks from the rear as you try to line it up.

Zombie Walk

Upon reaching level 50, Frank has become a master in the ways of the zombie. He can even imitate their mindless shuffling. When no weapon is equipped, press and hold X to begin mimicking the behavior of the zombies around you. They will ignore you while you are in this state. This seems like it would be useful, but it really isn't.

Walkthrough

Prologue	Case 1	Case 2	Case 3	Case 4	Case 5	Case 6	Case 7	Case 8	Overtime
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As the game starts, you'll be treated to a cut scene of our stoic hero, Frank West, as he coasts into the city of Willamette to investigate reports of civil disobedience. Thus will start the picture taking tutorial that serves as a sort of prologue to the game.

As you fly over the quiet town of Willamette, you will notice some shuffling hordes wandering around on the ground beneath you. You will approach a car with a baseball bat-armed man atop it trying to beat away the zombies that are grasping at him. Zoom in and take a picture of the man just as he hits the zombies for some hearty PP rewards. Take as many pics as you can of him after he gets mauled before the helicopter moves on its merry way. Next you'll approach a school bus surrounded by swarms of brain-hungry undead. Nab yourself another picture and some more PP. As you move forward, you'll approach a gas station. Keep your finger on the trigger as you await the impending explosion. If you time the picture just right, you'll get a whole bunch of PP for the ensuing brutality.



Next up on your tour of the carnage is a woman cornered on a rooftop by a menacing zombie horde. Get a few pictures as she fires her gun at them, and, if you can, get one just as they knock her off the rooftop. Of course, once she splatters all over the pavement, you should do your civic duty and take some more intrusive pictures of her grisly demise.

At this point, you'll land on the rooftop of the mall, and make an agreement with your pilot to meet back at this same spot in 72 hours. It is here that the game begins.

You'll see in front of you a suspicious looking Latin-American fellow named Carlito, not much can be done with him now, so just get a quick picture and move on your way. Go into the door next to him and you'll find yourself in the security room. This is the area which you will use as a safe house for the rest of the game, so it's best to get acquainted with it now. Head down the stairs and go straight ahead to the door to the security office proper. Examine the desk to find a movie of a girl getting devoured alive by a group of ravenous zombies. "What in the world," indeed.

Head out of the office and into a room with a bunch of ducts and vents. From here, head through the door on the right and proceed down the long hallway that follows. You will now find yourself in the Entrance Plaza where you will be treated to a cut scene of a large group of shopper who are doing their best to survive. After the cut scene, take as many pictures as you like of all of the shoppers as they freak out to varying degrees about the hellish event that is going on around them. This should net you some substantial PP bonuses if you line up the shots just right. Follow the directions of the self-proclaimed group leader and head to the back of the Plaza to grab some furniture to help block off the doorway. As you do, you will be treated to a seriously disturbing cut scene of a moronic and deranged old lady as she stupidly lets all of the zombies into the mall so that they can make the rest of your life miserable.



After the cut scene, you'll notice that there are zombies everywhere. Grab whatever items you can find lying on the ground and beat your way through the zombies towards the stair case. If you find that you have the time, it is a good idea to take pictures of the zombies as they maul people, as it will give you some great PP bonuses. Head up the stairs to trigger a cut scene and to be introduced to Brad, our buddy in the Department of Homeland Security.

Brad will escort you back to the security room where you'll get to meet the buxom blonde beauty, Jessie. Once the cut scene is over, exit the security room proper to the air vent room. At this point, the exit you took before is no longer open to you, so you'll have to actually climb through the air ducts to get into the mall. Before you get in, talk to Otis who will provide you with a [b]transceiver[/b] and a [b]map[/b] of the mall. After that's done, head into the air duct to get to the mall roof.

Prologue	Case 1	Case 2	Case 3	Case 4	Case 5	Case 6	Case 7	Case 8	Overtime
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Case 1-1: A Chance Encounter

Go straight ahead and you will find Jeff standing near the elevator. Rather than open the doors to elevator, talk to Jeff and he will tell you that he is looking for his lost wife, Natalie. He'll join your party and you'll be rewarded with some PP. Have Jeff follow you around the corner of the center building here. You'll find Natalie cowering right next to a door which leads into the warehouse. Have your camera ready as you reunite the estranged lovers, and make sure you snap a pic as they hug. Natalie will join your party now and you can lead the two of them back to the security room for a hefty chunk of PP. [i]Note: If you want to get to a higher level before proceeding with the rest of the game, restarting your game after finishing this escort mission is a pretty good idea. These two give you some substantial PP, and it is pretty easy to get up to level ten by just repeating the initial sequence up to this point a few times[/i].



Leave the security office again and go out onto the roof and through the door next to which you found Natalie (make sure you grab the baseball bat lying on the ground first). This should put you in the upper levels of the warehouse. Drop down into the warehouse and head down the hallway towards Paradise Plaza. As you approach the door, a cut scene will occur where you run into Jessie. Despite developing some sexual tension, this cut scene leaves you with a handgun, which should prove useful.

Case 1-2: Backup for Brad

Once you are in Paradise Plaza, the first thing you should do is get your bearings. This will be the area that you will go through the most times in the game, seeing as the door behind you is the only way back to the security room. To your right is a camera shop where you can refill the battery to your camera. Do so now if you need to. Directly above you is an overhang that has a crucial item for the early game, the [b]submachine gun[/b]. The only way to retrieve this SMG is to head halfway up the stair case that lies just ahead, and jump on top of the overhang. Creep along the edge, past the bear and the juice, until you get to the SMG. Pick it up and walk off the overhang. Be sure not to jump off, or you will take a point of damage.



Now, head all the way upstairs and make your way to Colombian Roastmasters. If Otis contacted you with the scoop, then pasty-faced photographer, Kent, will be waiting inside. Take care of his challenge for some nice PP, and a chance for further gains somewhere later on. After that's taken care of, go back inside Colombian Roastmasters, and climb over the balcony at the back side. You will find yourself on an orange overhang with a katana resting on it. Pick up the katana and you will be ready to go on your merry way. Drop down onto the first floor, and Locate the exit that should pretty much be right in front of you. This will lead you out to Leisure Park. From Leisure Park, you need to make your way the Food Court, the entrance to which lies directly ahead. Once you enter the Food Court, a cut scene will get triggered. You just walked into the middle of a firefight, and it's up to you to resolve it.

Boss Battle: Carlito



This is the first of many encounters with Carlito, and thankfully it is by far the easiest. The key here is to avoid his shots, while you find a way to climb up to his level. Before you try to do this, you should grab some wine from the bar that is located right next to you. Then run across the area to the food court proper. Here, you should be able to find a stack of boxes that will enable you to get on level footing with your assailant. This whole time, Carlito should be preoccupied with sniping Brad. If he notices you, get out your SMG and start pumping him full of as many rounds as it takes to finish him off. If he doesn't notice you, equip your katana and run up to Carlito as fast as you can. Swipe away at him four or five times to end this encounter.

Case 1-3: An Odd Old Man

After the following cut scene, Brad will enlist your aid in finding the old man that you saw when you first got to the mall. To do this will require running through AI Fresca Plaza to the Entrance Plaza. If it is now after 4 o'clock, you will be contacted by Otis with some scoops that all happen in AI Fresca. Make sure you take care of them after helping out Brad.

Follow Brad through AI Fresca Plaza. As you make your way past a fountain, be sure to search around inside, so that you can grab the SMG hidden there. Brad will occasionally get cornered by zombies and it is your responsibility to help him out. Follow closely behind him and attack zombies as necessary. Once you get to Entrance Plaza a cut scene will be activated.



Case 1-4: A Temporary Agreement

After the cut scene, retrace your steps through AI Fresca Plaza on your way back to the security room. Make sure to take care of any scoops that are active at this point. You will find yourself back in the food court, from here head out the doors into Leisure Park. If you took too long to get here, then you may run into some trouble as you find a military jeep filled with armed convicts. They appear to be riding around, raping and killing helpless civilians. Furthermore, as the clock strikes seven o'clock, you will notice that the zombies' eyes begin to glow eerily red as they gain strength. As you

exit into the Park, your best bet is to cut straight across it to Paradise Park. It is best to keep close to the trees because the convicts will chase after you if they get too close. This is especially recommended if you have survivors with you. The trees really stop them dead in their tracks. While you are fleeing for your life, you should notice the young object of the convicts' burning desires, Sophie. If you can approach her, and talk to her, she will join your group. After that, make your way the rest of the distance across the Park, into Paradise Plaza, and (relative) safety.



As you enter Paradise Plaza, stop and make sure all of your party members are with you. Also double check to see that they all have weapons. And then send them all towards the exit door. You may have to stop periodically and make sure that no one is caught up on a zombie. Head through the door, into the Warehouse, up the elevator, and back into the safe house for a hefty PP bonus. Enter the security room and be treated to another cut scene signaling the end of Case 1-4 and the start of some massive down time.

Prologue	Case 1	Case 2	Case 3	Case 4	Case 5	Case 6	Case 7	Case 8	Overtime
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Case 2-1

To initiate the next case, you must be back at the security room at 6:00 AM. Before that happens, you should have plenty of time to go back and take care of any scoops that you missed as well as the new ones that are soon to come. *Note: **Out of Control** is absolutely the most important scoop in the game. It happens at 9:00 PM in Wonderland Plaza. If there is one scoop in the game that you do, make sure that it is this one.*

The only caveat at this point is to make sure to get back to the security room by 6:00 AM otherwise it becomes much harder to progress through the next group of missions. As the clock strikes six, a cut scene will get activated wherein that dastardly villain Carlito will show up again. Damn his nefarious ways!

Case 2-2: Rescue the Professor

You and Brad will again need to team up if Brad has any hope of taking him out. The gate separating Paradise Plaza and the Entrance Plaza will now be open. Head out of the safe house, and down through the warehouse to make your way into the Paradise Plaza. Make sure to grab yourself a katana and a SMG while you are here. Next, head south to the Entrance Plaza. Once you arrive, you will be greeted by a cut scene revealing that Dr. Barnaby is being suspended over a group of ravenous zombies and it is your responsibility to help him out.

Boss Battle: Carlito II



This is the second battle with Carlito, and it is significantly harder than the first one. This time around, Carlito will have a sniper rifle and he will be taking pot shots of you and Brad. Once the cut scene ends, dash upstairs and head to the left.

There should be a sporting goods store here, quickly go inside and grab a hockey stick before you square off against Carlito. There are two ways to take on Carlito this time around. If you have Adam's small chainsaws, then the easiest method is to merely run up to Carlito and start swiping away at him. The chainsaws should only take a few hits to finish him off.

If you try to take him on face to face, he may attempt to knock you over if you get too close; just be aware and hit him with the chainsaws as he does this. If he runs away from you, he will drop grenades behind him. These are best dealt with by retreating and taking up a defensive position behind one of the pillars. If you find that it is too hard to get close to him for any melee attacks, then a suitable alternative is to keep your distance and use either the SMG or the hockey stick on him. The upside to using the hockey stick is that the pucks do more damage than bullets and that you do not have to aim, as it should automatically do this for you. A few hits with either of these weapons should put a stop to Carlito's evil ways.

Case 2-3: Medicine Run

After Carlito makes his devious escape, you will head back to the security room with the injured Brad and the rescued Professor. After this, you will need to pick up some medicine for Brad from Seon's Food & Stuff in the North Plaza. Before going anywhere make sure you save. Hopefully, you unlocked the bathroom shortcut from taking out Adam in Wonderland Plaza. If so, merely drop down to Paradise Plaza, and cut through the ladies' room. Go directly North from Wonderland Plaza to get to North Plaza and subsequently Seon's. Upon arriving, you will notice that the super market is mysteriously quiet, head to the back in order to gain entry to the butcher's shop.

Boss Fight: Steven



As you attempt to head into the back of the store, you will be confronted by a maniacal grocer. He will attempt to ram you with his bladed shopping cart if you get close. If you get too far away, he will pull out his shotgun and start firing on you. Make sure to always keep some obstacle in between the two of you in order to obstruct him from ever hitting you with his cart.

Dash over to the checkout counters, and wait for Steven to catch up with you. He has a really difficult time maneuvering through the narrow aisles there, so it is the perfect opportunity to blow him away. *Note: Steven will occasionally climb atop his cart giving you a chance to snap a pic worth 10,000 PP if timed correctly. A yellow PP symbol will appear over his head when the time is right.* Once you have Steven stuck on the checkout counters, merely whip out any ranged weapon you have and blast away at him. If you don't have anything worthwhile, then it is possible to run up behind him and hit him with your chainsaws which will take him out in 3-4 hits. Of course, he will probably get at least one hit in on you this way, but there is plenty of food in the store if your health gets low.

Once you have taken care of Steven, pick up his pharmacy key and go through the doors in the rear of the store and from there into the pharmacy. Grab the medicine pack and head straight back to the security room, ignoring any scoops you get along the way. It is important to make sure you do this quickly because you will have plenty of time for scoops after you finish the mission.

Prologue	Case 1	Case 2	Case 3	Case 4	Case 5	Case 6	Case 7	Case 8	Overtime
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This is less of a mission, and more of a cut scene that reveals absolutely no vital information. What it should provide you with, assuming you took care of Case 2 fast enough, is some ample time to finish up any of the scoops you may have missed along the way. In the North Plaza in particular are two scoops that yield ample results if you complete them, The Hatchet Man in Crislip's Hardware, and Cletus in the gun shop. Of course, each of these involves defeating a psychopath, so make sure you have your trusty chainsaws ready.

Otis will not notify you about the scoop in the gun store in North Plaza, so make sure that you take care of this now. You

will not be able to later. Head there to face off against the gun wielding Cletus.

Psychopath Battle: Cletus the gun wielding redneck

Cletus is perhaps the psychopath that people have to most trouble dealing with besides Adam. A surefire way to take him out is to head here with the small chainsaws and dice him up into little bits before he can hit you with the butt of his shotgun. If this doesn't work for you, it is always possible to find cover behind the magazine racks, and snipe him with the SMG. He will hide behind the counter and take pot shots at you with his shotgun, so be careful. If you want to grab picture of him, the best way is from outside the store. While he is drinking, a yellow PP symbol will materialize over his head providing you with a chance to snap a pic worth some decent PP.

Be aware, that if you enter Paradise Plaza after 2:00 PM, there will now be a group of crazed cultists sacrificing a woman for her evil ways. If this happens, make sure to nab yourself a few pics of the cultists as they stand round, for some ample PP rewards. If you have any survivors with you, make sure they stay back as you approach the cultists. The cultists themselves are not all that difficult. Do not let them surround you, or else they will attempt to take you out with some knockout gas. Also, watch out for any cultists that stretch out both their arms and then run up to you and grab your collar. They are attempting to blow you up, so make sure to back up once you have freed yourself. Like with every enemy in the game, Adam's small chainsaws are your friends when taking on these guys. One hit from it will drop even a large group of them. Once they are out of the picture, remember to free Jennifer and then head back to the security room to complete any escort missions that you currently have.



Prologue	Case 1	Case 2	Case 3	Case 4	Case 5	Case 6	Case 7	Case 8	Overtime
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Case 4-1

As you enter the surveillance room any time after 3:00 PM, you will trigger a cut scene, where the mysterious girl you saw earlier will be riding around outside Seon's on a motorcycle. This is your chance to finally get some answers out of someone, so head back there to square off against her as fast as you can. Make sure you save before leaving the security room.

Case 4-2: Girl Hunting

For this mission, you will have to take on Isabella on her motorcycle, which is much easier said than done. This one of the few boss encounters that can't be solved through the use of the small chainsaws, so make sure to bring plenty of firepower with you. *Tip: If you are having trouble taking out Isabella with any of the normal weapons, you can always kill the convicts in Leisure Park, and take their heavy machinegun with you.*

Boss Battle: Isabella

This encounter with Isabella will be a tricky one. She will hop onto her motorcycle, and immediately attempt to run you down. If you have the heavy machinegun from the convicts, it will only take 4-5 shots to put her out of commission. You merely square off against her with the gun, and wait on her take her out before she even has the chance to get close to you. If you are attempting to take her out any other way, this may be significantly more difficult. There is a dumpster nearby upon which you can position yourself so that Isabella can't reach you with her bike, but you can certainly hit her with your guns. The whole while, she will attempt to ram you with her motorcycle. She can maneuver to pretty much anywhere there is a ramp, so make sure that you are positioned where none are available.

Make sure that you take her out with plenty of time remaining before Midnight, otherwise, you may fail the mission due to timing difficulties. Several shots to the head with either the shotgun or the SMG should make short work of her. Afterwards, you will agree to meet her back in the abandoned store next to the camera shop at midnight. Hopefully, you

did all of this fast enough, and you have time to go clean up some scoops before you have to do this. Head back to the security room and make sure you bring some food for Ronald if you saved him earlier, as this guy is a total glutton.

Prologue	Case 1	Case 2	Case 3	Case 4	Case 5	Case 6	Case 7	Case 8	Overtime
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Case 5-1: A Promise to Isabella

Take care of any random scoops that you can, and then head into the North Plaza to meet Isabella. She is inside an abandoned storefront directly next to the camera shop. Head through the double doors into her room to watch a cut scene of her being attacked by a zombie. Shoot the zombie off of her and talk to her to get her to join up with you.

Case 5-2: Transporting Isabella

Now, like always, you'll need to make your way back to the security room with Isabella on your back. If you head out the double doors and go left a little ways, you should find the gun-toting Kindel standing around. Talk to him, and he will join your party. With the two of them safely in tow, head towards the fountain, and out the doors there into Leisure Park. Cut directly across the Park, to Paradise Plaza, and from there back to the security room. Make sure that Kindel is following closely, as he will often stop to shoot the crap out of any zombies that get too close to you.



Prologue	Case 1	Case 2	Case 3	Case 4	Case 5	Case 6	Case 7	Case 8	Overtime
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Case 6-1: Santa Cabeza

That's right, "Saint Head". At this point, some of the back story explaining just where the zombies came from will be divulged. Of course, it is nothing that you couldn't have figured out on your own.

Once this case starts, you will have ample time to run around before the next case, so it is advised to run around and clean up any scoop missions that you missed before hand (these should include **A Strange Group** and **Long Haired Punk**). After rescuing as many survivors as you can, just hang out in the security room until Carlito hits the loud speaker again and triggers the next Case.

Prologue	Case 1	Case 2	Case 3	Case 4	Case 5	Case 6	Case 7	Case 8	Overtime
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Case 7-1: Last Resort

At this point, Carlito's bomb threat will be revealed. You need to collect all of the bombs before Carlito has a chance to blow up the mall and spread the zombie plague all over the area.

Case 7-2

This mission is made infinitely easier if you have Adam's small chainsaws with you, so it is heavily advised that you bring it along. Head out into Leisure Park and to the access point of the maintenance tunnel in the North West side of the Park. Hop in the motorcycle, and make your way down into the tunnel. Once you are here, instead of following your arrows, head to the left. You will find a dead end where there are two trucks. One will have a bomb in the back, and the other will be running. Grab the bomb from the back of the immobile truck, and hop into the other one. Now, you can follow the Mission arrow as normal.

Boss Battle: Carlito III

This will be your third and final encounter with the scoundrel Carlito. The whole time you are attempting to disable his bomb, he will be following you in a truck and lobbing explosives your way. If he catches up to you, your best plan of attack is to get out of your truck, and force him to try to ram you. If you dodge him, he will smash into a wall and get stuck for a bit before he can get back on track. This is your chance to run up next to him, and take him out with your small chainsaws. As with any other boss, these will put a stop to Carlito's mischievousness with little to no difficulty. If you do not have access to the small chainsaws, then a shotgun is a suitable alternative, although it will take much longer.

After you stop Carlito, remember that you still have a limited time to grab the rest of the bombs and escape from the maintenance tunnels. Follow your mission arrows, and collect the remaining bombs. Each of these will be in the back of an immobile truck just like the first one was. Once you have collected them all, head back to the tunnel entrance and make your escape. If your truck is no longer running, you can always do this by foot, but it does take a bit longer. You should still have enough time, though depending on how long it took you to take out Carlito. After it's all said and done, a cut scene will be triggered. Poor Brad. If you saved Floyd earlier, now is a good opportunity to head over to the Food Court and nab him some wine. Just use the convertible to get there as fast as possible.

Prologue	Case 1	Case 2	Case 3	Case 4	Case 5	Case 6	Case 7	Case 8	Overtime
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Case 8-1: Jamming Device

This case should reveal the location of Carlito's secret hideout. Isabella will offer to escort you there and Case 8-2 will start.

Case 8-2: Hideout

Now you get to follow someone else for once. After leaving the security room, make sure to take a pic of the air duct leading to the safe house, you'll need it soon. Isabella will lead you out through Paradise Plaza into Leisure Park and then to the North Plaza. The entrance to Carlito's hideout is right next to the Huntin' Shack. Head inside to stock up on shotguns. If you defeated Cletus earlier, there should now be a group of survivalist crazies inside. Show them the picture of the air duct, to appease them. Now grab yourself some shotguns and follow Isabella into the Hideout.

Case 8-3: Jessie's Discovery

Awesomely enough, you will now have to run all the way back to the security room at the behest of Jessie who says she has found something for you. Do this as quickly as you can. Once you get there, you will, of course, be directed back to the maintenance tunnels to check up on Carlito.

Case 8-4: The Butcher

Once you are in the maintenance tunnel, head left to where you found that first bomb. There should be double doors here leading into the meat processing plant. Here you will come face to face with yet another villain.

Boss Battle: Larry

Like always, your best bet in dealing with Larry is to bring with you some healing items and the small chainsaws. The chainsaws will take him out in less than 4 hits, making this a pretty easy battle. Larry will attempt to slice you up with his cleaver if you get too close, and he will throw knives and sides of beef at you if you are too far away. If you do not have the small chainsaws, then the next best thing is a few shotguns. If position yourself behind one of the tables in the room, Larry will be hard pressed to reach you. You can easily dodge any of his ranged attacks while you eat away at his health with your shot gun. It should take at least two full shotguns to take him out, though, so be forewarned.

Thus, Case 8-4 will come to a close. All you have to do now is make sure that you get to Carlito's hideout by 10:00 PM to meet up with Isabella before you make your way back to the security room.

The Facts

After a heart wrenching scene with Isabella, you will need to again traverse the mall back to the security room. As you do so, there will be numerous explanatory cut scenes along the way. Once you reach the security room, everything will

have fallen to pieces. Make sure that you snap a pic of zombie Jessie before you filet her.

After this, leave the security room, to trigger a cut scene wherein the mall will be flooded with special forces troops. These are the hardest single units in the game to defeat, so be careful when approaching them. Each of them carries with him a machinegun which is capable of damaging you pretty severely. If they manage to take you out, you will be stripped of all of your items and held captive on their helicopter. To escape merely spin the analog stick in circles when the special forces troops have their backs to you. This should cause the meter on the bottom to fill up. If they see you struggling, they will jump up next to you and beat the living daylight out of you causing significant time to pass.

If you want to really make short work of the special forces troops, the small chainsaws are your best bet. Merely run up next to them and hit them once to drop them quickly. Other methods of killing them are slightly harder. When one dies, you can strip him of his machinegun, and use that to kill others, but it is not recommended, because they just have too much life for this to be all that effective. As always, the chainsaws are your friends. *Tip: Each time you kill a special forces troop, you will be rewarded with 5,000 PP. If you have the chainsaws, this is an way to earn extra PP.*

You will need to kill time until a little before 10:00 AM, so it's best to just run around and take out as many special forces troops as you can. Once it is morning, head over to the hideout and talk to Isabella yet again. After 10:00 AM, leave the hideout and you will find the wall completely deserted. All of the zombies will have been dispatched by the special forces troops, and the troops themselves will have abandoned the mall. Head back to the security room, and then head up the stairs to the helicopter pad. Make sure to get there before Noon in order to secure for yourself the best ending. And thus our game comes to a close, or does it?

Prologue	Case 1	Case 2	Case 3	Case 4	Case 5	Case 6	Case 7	Case 8	Overtime
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After the credits roll save your game, after which you will be treated to another cut scene of Frank giving up on life entirely. Isabella will come to your rescue before you black out. Once you regain consciousness, you will be greeted with the awesome news that you have now become zombified. You will need to collect the necessary supplies for Isabella in order that she might cure what ails you.

As you leave the hideout, you will find that there are mini-helicopters patrolling the mall. A few shots from any gun will take them out, but make sure to keep your eyes peeled anyway, as they will alert more special forces of your location should they spot you. You will also notice that every single zombie in the mall is dead.



1	Cold Spray	Head out to Paradise Plaza and to the second floor of Sport Trance. There you will find the cold spray on a rack with the skateboards.
2	Blender	Next to the juice rack there will be a blender. Grab it.
3	Developing Solution	Jump downstairs and go to Cam's Camera. Behind the counter you should find the developing solution.
4	Coffee Filters	Head up the elevator in the warehouse to the security room. On the desk in the surveillance room you will find the Coffee Filters.
5	Perfume Bottle	Take the usual route out through the warehouse and then head south to the Entrance Plaza. Go upstairs and grab the perfume bottle from Estelle's Fine Lady Cosmetics.
6	Camp Stove	Jump downstairs and continue down the promenade until you reach Sport's High (where you found Wayne cowering during the sniper mission). On the shelves here is the stove.
7	Magnifying Glass	Go back through Paradise Plaza to the bathroom warp to Wonderland Plaza. Head straight out and enter Wonder Jewels to discover the magnifying glass.
8	First Aid Kit	Now go to the North Plaza and into Seon's Food & Stuff. Head back into the pharmacy (where you got Brad's medicine earlier), where you will discover the last remaining ingredient of your serum.

Now merely hoof it back to Carlito's hideout to give Isabella all of this stuff. Of course, nothing in Dead Rising is ever that easy. Isabella will inform you that without proper electricity, she cannot mix up your vaccine. You will need to get her a back up generator from Carlito's secret storage container in the Clock Tower. Leave the hideout and go out to Leisure Park. In the middle of the Park is the Clock Tower.

As you approach it, you will find the wreckage of your rescue helicopter as well as a newly revealed cave beneath the Tower. Run to the other side of the Clock Tower and examine it to retrieve your generator. Bring it back to Isabella to initiate the final step in this process. Isabella needs as many queens as she can get her grubby little hands on at this point. Give her any that you have on you, and then go down to the maintenance tunnel to collect the rest. She will need 10 queens in total, which should take you only two trips depending on how many queens you just gave her.

The most efficient means of collecting queens is to head left in the maintenance tunnel until you find yourself outside of the meat processing plant. Merely run over the hordes of zombies until queens start to pop out. Jump out of your vehicle and nab the queens before you head inside the meat processing plant to reset the room. Repeat this process until your inventory is full of queens. Like always, it is highly recommended that you bring the small chainsaws with you, as they will make wading through the undead legions all that much easier.

After you give Isabella the queens she needs, she will administer the serum. She will then inform you of a pheromone that she isolated which should keep the zombies at bay. Save here. Make your way with Isabella back to the ruined clock tower and then down into the caves. While in the caves, Isabella's pheromones will keep the zombies away from her and your chainsaw should do the rest.

Go down the stairs and cut a path through the zombies until your progress is barred by a gate. To your left should be a small tube which you can open with Isabella's help. She' will then open the gate from the other side, allowing you safe passage. Keep heading forward until you reach another gate. This one has a door, open it and continue on your merry way. Of course, you will eventually reach yet another gate. Send Isabella through the tunnel on the left so that she can open the gate for you. Hack and slash just a little further to activate another cut scene.

Now you will be carrying Isabella on your back since there is only enough pheromone to protect one of you. Make sure to save here, and then head down and to the left. You will find a staircase leading directly to the switch you need to flip. Hit the switch to open the gate. Grab Isabella again and proceed back down the stairs and through the newly opened gate. Make sure to set Isabella down before you kill the special forces troops hiding in the corner, and then cut your way through the zombie hordes blocking your progress. Hop into the jeep and watch a particularly distressing cut scene.

Boss Battle: XM3 Prototype Tank

This boss seems like he is going to be tough, but in reality, he is a pushover. Aim for the laser turret atop the tank until it blows apart. Then fire shots at the missile bays on the front sides of the tank until those are disabled as well. The tank will periodically launch some of the mini-copters into the air, but these should present no problem to dispatch. The tank may also launch missiles at you, four at a time. Make sure to shoot those down before they reach you, or else you will take some damage. Repeat this cycle until the tank is done for

Once you have depleted the tank's energy, the bald, scar-faced commando will switch the manual control and will ram your jeep and tip you over.

Boss Battle: Brock

For this fight you will be stripped of all of your weapons. Even so, Brock presents little challenge to anyone skilled in Frank's hand to hand combat techniques. The best way to quickly and easily take out Brock is to stand still and repeatedly perform the Somersault Kick (press A then X while standing perfectly still). After 5 or 6 hits, Brock will drop like the wuss that he is. If you do not have this move yet, then the Double Lariat will have to suffice. Brock is vulnerable when he changes levels on the tank, so try to keep him climbing up and down onto the turret in order to take him out easily.

After this, another cut scene will be triggered and the game will end rather unsatisfactorily. Congratulations, you have just completed Dead Rising.

Scoops

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Cut From the Same Cloth	
Who	Kent
When	Sept. 19, 2 PM
Where	Colombian Roastmasters, Paradise Plaza
How	Some scrawny ass Photographer named Kent will appear in Paradise Plaza at 2 PM on September 19. If you find him and talk to him, he will not only mock your skills as a photojournalist, but he will also challenge you to snap a worthwhile pic as he cavorts around like the lanky idiot that he is.

First you need to nab yourself a picture of Kent as he aims his camera at you. It's some sort of recursive loop of pictures that really excites Kent, and earns you 700 PP if you do it right. After that, he'll tell you about the zoom function of your camera and ask you to photograph him as he does his totally awesome pose. At this point, if you are quick, you can get a picture of him as he jump kicks a zombie, which, if timed right, will earn you a whopping 10,000 PP.

Of course, this isn't enough for little old Kentie, apparently, by his "pose" he means either when he is snapping a picture of you yet again, or when he does his downward fist-swinging celebratory motion. As long as you are zoomed in on him and can get a picture worth over 700 PP, you will accomplish this task no problem.



Photo Challenge	
Who	Kent
When	Immediately after finishing Cut From the Same Cloth
Where	Paradise Plaza
How	During the cut scene following the previous scoop, Kent will show you his best pictures and challenge you to take one that can beat his in dramatic, violent, or erotic content. This challenge is actually pretty easy, if you know what you are doing. All you need to do is to show Kent an erotic picture that is worth at least 700 PP. It may seem like a chore to find an opportunity to do this, but if you are patient, later on the security room should yield at least two opportunities for a shot that satisfies this requirement.

After you save Sophie from the Convicts in Leisure Park, if you approach her in the security room, she should sit down on the floor. Once she does, you can quickly zoom in and nab an upskirt shot of her that'll net you well over 700 points. Additionally, if you can handle the wait, once Brad gets shot, Jessie will sit down allowing you perfect access to not only an upskirt shot, but a cleavage shot as well. Hello, PP! Frank is such a pervert.

Barricade Pair	
Who	Burt and Aaron
When	Sept. 19, 4:00 PM
Where	Weber's Garments, Al Fresca Plaza
How	The way into the store will be blocked by some various items. Pick these up and throw them out of your way to gain access. As soon as you enter, Burt will begin to assail you with his bat. Unequip your weapon, and then hit him a few times with your fists to knock a little sense into him. After talking to him, he and Aaron will both join your group. Make sure they both have weapons and then have them follow you back to safety.



A Mother's Lament

Who	Leah
When	Sept. 19, 5:00 PM
Where	Riverfield Jewelry, Paradise Plaza
How	You will find Leah covering behind a display case inside the jewelry store. Talk to her to find out about her baby's untimely demise. After you have talked enough she will agree to join your party. Have her climb over the counter on her own volition, and then approach her and pick her up to carry her the rest of the way.

Out of Control

Who	Greg Samson
When	Sept. 19, 9:00 PM
Where	Wonderland Plaza, after trying to deactivate the ride
How	IMPORTANT! This is absolutely the most important scoop to do in the entire game. If you only take care of one scoop, make sure that it is this one. The chainsaws that Adam drops are without a doubt, the best weapons available to you in your first time through 72 hour mode. Furthermore, if you rescue Greg, you will unlock a shortcut connecting Wonderland Plaza with Paradise Plaza. Awesome, indeed.

After trying to deactivate the roller coaster, you'll see a terrifying cut scene, which should make anyone with a fear of clowns drop a load right in their pants. Of course, Frank West is a seasoned photojournalist, so he does not even miss a beat after Adam comes on the scene.

Psychopath Battle: Adam the Clown



Adam is a seemingly unstoppable clown of fury, but that's not to say that there aren't some key tricks to defeating him. At close range, Adam's two chainsaws will tear to you pieces, so it's best to keep your distance from him in order to ensure a long life for Frank. At middle range, Adam will blow a plume of flame your way that'll eat off a considerable chunk of Frank's life if you're not careful. At long range, he will inflate a gas filled balloon, and lob it in your direction. If it hits you, Frank will get stunned by the resultant cloud of gas.

It is recommended to avoid Melee weapons when taking on Adam. If you get too close to him, his chainsaws will make short work of you. Also, if he blocks your weapon, the chainsaws might destroy it outright. The simplest tactic for taking out this creepy bastard is to grab a handgun or two from one of the cops near the entrance to Sir Book-a-Lot. Do not try to directly shoot Adam, though because he will most often deflect your shots with his chainsaws. Instead, keep your distance. This should cause him to pause to inflate one of his gas filled balloons. Once he does this, simply shoot the balloon out of the air. This will cause the poison gas to stun Adam, giving you the perfect opportunity to blast away at him. Repeat this a few times, and you will have earned yourself what is inarguably the best weapon in the game, the

small chainsaws.

After you defeat Adam, you can grab the chainsaws and the ID card. The small chainsaw respawns if you leave Wonderland Plaza, so make sure to come back here periodically, to grab yourself a new one. Go over to the control panel and examine it. This will trigger a cut scene, where the ride will slow to a stop and a security guard, Doug will get off. He will tell you to follow him. He'll lead you downstairs into the bathroom. If you lag behind a little bit, he will pause and motion for you to keep up. Snag a picture at this point for a decent-sized PP bonus.

He'll lead you into the bathroom. If you climb up on the counter top and get in the corner, you can crawl into the air ducts and warp to the Paradise Plaza bathroom. This shortcut will make the rest of the game much easier, so it is highly recommended to follow Doug at least this far. Lead him back to the security room to earn yourself some PP.

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Japanese Tourists	
Who	Shinji and Yuu
When	Sept. 19, 10:00 PM
Where	Sir Book-a-Lot, Wonderland Plaza
How	Otis will call you and let you know that there are two Japanese tourists holed up in Sir Book-a-Lot. Make your way there and find the two guys jumping al over the place trying to get away from you. Go behind the cash register to find a Conversational Japanese textbook lying on the ground. Pick it up and then go talk to them which should trigger a substantial dialogue between the two. Eventually, they will decide to join you and will bow in your direction. Snap a picture of the two of them while they are doing this for some massive PP bonuses.

Before you leave the book store, give each of them a weapon. These guys can really take care of themselves, so it is highly recommended that you arm them early on. Also, make sure to go to the back corner of the store to pick up the criminal biography book. This book triples the duration of any edged weapon, which includes things like the Battle Axe, katana, and (awesomely enough) the small chainsaws.

Lead the two of tem downstairs, through the bathroom shortcut and into the security room to rescue them.

Shadow of the North Plaza	
Who	David
When	Sept. 19, 11:00 PM
Where	Abandoned Storefront, North Plaza
How	Follow your guide arrow into the North Plaza and to an abandoned store where you will find David cowering on the ground, surrounded by food. Talk to him to get him to stand up. He'll tell you his story about some crazed supermarket employee, but pay it no heed right now. Instead, once he is done talking, give him your shoulder in order to help him make his way back to the security room. The best route for this is straight down to Wonderland Plaza and through your sweet little shortcut. Escort him back to the security room for a substantial PP bonus.

Lovers	
Who	Tanya and Ross
When	Sept. 20, 7:00 AM
Where	Run Like the Wind, Wonderland Plaza
How	Find the two of them hiding in the back of the store awaiting their demise. Tanya will be freaking out, and you'll have to calm her down. Keep talking to them to find out that Ross is too injured to get to safety on his own. At this point, he will ask you for a gun. Do not give him one because he'll just kill himself with it. Instead keep talking to Tanya until you convince the two of them to join up with you. Give Tanya whatever weapon you have handy, and pick up Ross. Lead them downstairs and into the bathroom shortcut to Paradise Plaza. Once you get there, go straight through to the warehouse and up the elevator to the security room. Huzzah!

The Hatchet Man	
Who	Josh, Barbara, and Rich
When	Sept. 20, 8:00 AM
Where	Crisplip's Home Saloon, North Plaza
How	Enter the store to see a cut scene of a particularly menacing fellow wielding a machete and accusing you of being Viet Cong. Of course, we all know that Frank fights for truth, justice, and the American way. He's no Communist. There must be a communication error between these two or something.

Psychopath Battle: Cliff the Vietnam Vet

Cliff is quite a formidable foe. He has a number of attacks all of which deplete your health pretty substantially. When up close, he will attempt to slice you up with his machete. If you get too much distance, he will drop down into various crawl spaces along the sides of the store. If you are quick, you can nab a picture as he jumps down for a nice little PP bonus.



After he drops into one of his holes, he will appear on top of one of the shelves in the store. This is your opportunity to shoot at him if you have any guns that have any hope of damaging him. He will be lobbing grenades your way, so stay alert! After you hit him, he will drop down and approach you again to try to hit you with his machete. If you have Adam's small chainsaws, he should be an absolute pushover. Three hits is all you will need to take him out.

After Cliff dies, he will give you the empty store key. Use this to open the doors to an empty store directly outside Crislip's where you will find three survivors. Luckily, each of them can be equipped with a weapon, so give them whatever you can find and then head back to the security room.

The Coward

Who	Gordon
When	Sept. 20, 9:00 AM
Where	McHandy's Hardware Store, Al Fresca Plaza
How	You will find Gordon huddled in the corner unwilling to budge. Simply kick him once to make him snap out of it and join your group. You can then give him a weapon and lead him back to the security room.

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Restaurant Man

Who	Ronald
When	Sept. 20, 11:00 AM
Where	Jill's Sandwiches, Paradise Plaza
How	Make sure that you bring some food with you as Ronald has an insatiable appetite. When you encounter him, give him whatever food you brought and he will proceed to devour it. Keep your camera handy, so that you can snap a picture just as he pushes the food down his gullet. Afterwards, talk to him again to get hi to join your party and follow you back to the safety of the security room.

Above the Law

Who	Kay, Lilly, Janet, and Kelly
When	Sept. 20, 1:00 PM
Where	Lovely Fashion House, Wonderland Plaza
How	As you enter the store, you will be treated to a heartwarming scene involving this depraved cop molesting helpless girls. It's a lot more disgusting than it sounds.

Psychopath Battle: Jo the Fat Pig

To make short work of Jo, make sure that you have a good melee weapon like the katana or preferably the small chainsaws. Jo will chase you around the room and attempt to shock you with her stun gun. This will knock you off your feet and give her an opportunity to attack you where you are the weakest, the balls. Try not to let this happen by staying in motion the entire time. Get some space between the two of you and then turn around and wail on her with whatever weapon you have equipped. Ranged weapons are all but useless here, so it is best to stick to melee stuff. 3 hits with the chainsaws or about 8 with the katana should put her out of commission for good.

Mark of the Sniper

Who	Wayne
When	Sept. 20, 4:00 PM
Where	Estelle's Fine Lady Cosmetics, Entrance Plaza
How	Once you enter the Entrance Plaza, a cutscene of some hick family will be triggered. These survivalists think that it is their right as Americans to snipe Frank in the head, so it's up to you to show them otherwise.

Psychopath Battle: The Hall Family

As with any other boss in the game, these guys are easy assuming you have the small chainsaws. Merely slice them up good and proper to stop their reign of terror. If you do not have the chainsaws, then your next best bet is to take out the father first with a katana or an SMG, and then pick up his sniper rifle. You can then shoot the other two sons in the head over and over again until they both fall before you. They will hardly fight back after their dad is out of the picture.

After you have killed the Hall family, head to Estelle's Fine Lady Cosmetics where you will find Wayne. Talk to him and he will join. Give him a weapon like the SMG and he will pretty much be able to take care of himself.

The Woman Who Didn't Make It

Who	Jolie and Rachel
When	Sept. 20, 4:30 PM
Where	Gramma's Kids, Entrance Plaza
How	You will find Jolie lamenting the loss of her best friend inside Gramma's Kids. Bring Jolie upstairs to Lady's Place in order to reunite her with her friend. Make sure to have your camera at the ready so that you can take a picture as they hug. Then lead the both of them back to the security room.

Antique Lover

Who	Floyd
When	Sept. 20, 4:00 PM
Where	Ned's Knicknackery, Entrance Plaza
How	The only trick to getting Floyd to join you is patience. It will take a whole lot of dialogue before he will finally agree to go with you. Once he does, you will have to carry him on your back to the security room. If you have other survivors with you, make sure that you are protecting them while carrying him. You can set him down every so often and he will be able to walk of his own volition.

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A Strange Group

Who	Ray, Nathan, Michelle, Beth, and Cheryl
When	Sept. 21, Midnight
Where	Colby's Movieland, Paradise Plaza
How	Be careful as you progress through Colby's as there will be a group of cultists around one of the corners. Enter theater 4 at Colby's Movieland to be treated to a cut scene of the maniacal cult leader.

Boss: Sean the Cult Leader

If you have Adam's small chainsaws, Sean should present little challenge. He will attempt to rush you, and you must merely swipe at him a few times to take him out. He is incredibly fast, and his sword is amazingly strong, so be careful even with the chainsaws. Without the chainsaws, your best bet is either the shotgun or the SMG. Have Sean follow you to the back of the theater and then run back down, jumping over the railing dividing the floors. When Sean tries to follow you, he will be slowed down considerably, allowing you an opening to pump him full of rounds. Be careful as you fire your weapons in this room, as there are survivors bound up all over the place.



Once you have taken care of Sean, scour his dead body for a warehouse key and a brainwashing book. Free the other survivors and give them all weapons. Their aggressiveness will increase if you are holding the book. Make sure that you remember to free Cheryl from her captivity in the back room. Gather the survivors around the alter and then have them stay there. There will be a massive group of cultists blocking your way out, but they really shouldn't be much of a challenge if you have the chainsaw. Afterwards, lead everyone back to safety.

Floyd the Sommelier

Who	Floyd
When	Sept. 21, 1:00 AM
Where	Security Room
How	Otis will send you a dispatch alerting you to the fact that drunkard Floyd thinks that some wine would calm everyone's nerves. Make sure to grab a bottle of wine wherever you can find one (The Food Court or Seon's are two good bets). Bring the wine to Floyd and talk to him to get a modest PP reward.

Long Haired Punk

Who	Paul, Mindy, and Debbie
When	Sept. 21, 6:00 AM
Where	Casual Gals, Wonderland Plaza
How	As you enter the store, some freakish lunatic will be waving around a Molotov cocktail threatening some women in the back. It's your job to take him out.

Psychopath Battle: Paul the Loser



Paul will rush straight at you and drop Molotov cocktails behind him as he does. Merely swipe at him with the chainsaws as he approaches you to make short work of him. If you miss and he slips away, follow him out into the Plaza, do not attempt to catch up to him as he will repeatedly drop explosive behind him. Instead pull out whatever gun you have available and shoot at him until he is finished.

After this, he will drop his Molotov all over himself giving you a chance to take a great outtake picture of his crotch on fire. After that, grab the fire extinguisher and spray it at him until the fire is put out. He will realize the error of his ways and will join up with you. Remember to grab the women being held hostage in the back and then lead them all back to the security room.

A Sick Man

Who	Leroy
When	Sept. 21, 11:00 AM
Where	Estelle's Fine Lady Cosmetics, Wonderland Plaza
How	Just talk to him and he will join you. If you have time, you will notice after rescuing him that there is an old lady trapped atop the large soccer ball in the middle of the room. Slice and dice your way through the zombies surrounding it, and then talk to the lady to get her to join too. Grab her hand and lead her and Leroy back to the safety of the security room.

Photographer's Pride

Who	Tad
When	Sept. 21, 12:00 PM
Where	Colombian Roastmaster's, Paradise Plaza
How	If you took care of the earlier challenges involving Kent, you will again need to square off against him if you enter Paradise Plaza this afternoon. This time he has completely lost it and has taken the helpless Tad as his hostage.

Psychopath Battle: Kent the Photojournalist



If you get there soon enough, Tad will still be alive and Kent will be rather easy to take out. Simply hit him a few times with your chainsaws and he will drop faster than you can say manslaughter. However, the difficulty in this mission comes into play if you get there more than an hour after Noon. If you are too late, Kent will have already killed Tad and he will knock you out and strip you of all your clothes and items before you are able to kill him. If this happens, stay on your toes. You will be in an area with no food items and no reusable weapons, so your best bet is to pick up the vases and repeatedly smash Kent in the head with them. This is, however, a pretty difficult way to get rid of him, so it is highly recommended that you get back to Paradise Plaza as close to Noon as possible.

After you kill him, escort Tad and any other survivors you have with you back to the security room.

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A Woman In Despair

Who	Simone
When	Sept. 21, 3:00 PM
Where	Player's, Paradise Plaza
How	If you talk to Simone long enough, she will agree to join up with you even though she is afraid that she has been bitten. Lead her back to the security room, which should be easy enough.

Paul's Present

Who	Paul
When	Sept. 21, 5:00 PM
Where	Security Room
How	Simply talk to Paul and agree to keep your mouth shut and you will get some PP as well as unlimited access to Molotov cocktails. Talk to Paul whenever you want to restock.

Simone the Gunslinger

Who	Simone
When	Sept. 21, 7:00 PM
Where	Security Room
How	Bring Simone a pistol at her request so that she can kill herself should she ever end up becoming a zombie. Don't worry, she won't use it and you will get a nice PP reward.

Secrets

PP Stickers

Unlockables

Juice Mixtures

Achievements

Paradise Plaza

- Store sign above Kids' Choice Clothing
- Girl cutout in front of Players cd shop
- On the clock-face in Universe of Optics
- Between the two basketball hoops on the staircase inside Sport Trance
- On the green vase inside Marriage Makers
- On the back of the giant servbot statue in Child's Play
- On the MegaMan shirt inside Tucci's of Rome
- On the sign for Jill's Sandwiches
- On the sign for Tunemakers
- On the bear behind the cash register inside Ye Olde Toybox
- On the clothing advertisement inside Kids' Choice Clothing
- On the green sign for Colombian Roastmasters
- On the MegaMan standee inside Colby's Movieland
- On the Ratman standee inside Colby's Movieland
- On the Colby's Movieland sign itself

Leisure Park

- On the north, east, and south faces of the clock tower
- Above the entrance to the maintenance tunnels

Entrance Plaza

- On the shoes set upon the pedestal located inside Refined Class
- On the advertisement inside Estelle's Fine Lady Cosmetics
- On the Fox standee in front of Robsaka Digital
- On the Green vase located in the center of Special Gifts
- On the bee statue near the entrance to the mall
- On the exit doors themselves
- On one of the teddy bears inside Children's Castle
- On the tent inside Sports High
- On the standee of a girl outside Robsaka Digital

Al Fresca Plaza

- Between two of the wall paintings inside the gym
- On one of the weight-lifting benches inside the gym.
- On the "E" of the banner inside the gym
- On one of the treadmills in the gym
- Above the poster of the muscle-bound kid in the gym
- On a treadmill in the gym
- Atop one of the bikes inside the gym
- On the sign at the entrance to the Food Court
- On the sign for Colombian Roastmasters
- On the shoes wet upon the pedestal placed inside Brand New U
- On the menu inside Hamburger Fiefdom
- On the poster inside Eyes Like Us

Wonderland Plaza

- On the Sir Book-a-Lot sign outside the store
- On the big pink bunny statue near the entrance to the Food Court
- On the big pink bunny statue near the entrance to the North Plaza
- On one of the windmills inside the southernmost playground
- On the yellow house in the northern playground
- On the yellow house in the southern playground
- On the alien sign atop the Space Rider attraction
- On the astronaut sign atop the Space Rider Attraction
- On the opposite side of the same sign
- On the Kokonutz Sports Town sign
- On the sign for the Space Rider attraction
- On the green/yellow ballon next to the cash register inside Small Fry Duds
- On the sign located behind the cash register inside Small Fry Duds
- On one of the display shirts located inside Scuffs and Scrapes
- On one of the pictures of a sports person inside Homerunner's

Food Court

- On the Teresa's Oven sign
- On the Jade Paradise sign
- On the Central Nachos sign
- On the Dark Bean sign
- On the Frozen Dreams sign
- On the Meaty Burgers sign
- On the chef statue in front of Chris's Fine Foods
- On the chef statue behind Chris's Fine Foods
- On the sign with the bull in the Food Court
- On the sign with a bee in the Food Court
- On the cowboy standee beneath the sign with the bee

North Plaza

- On the sign for Crislip's Home Saloon
- On the sign promoting gardening inside Crislip's
- Behind the checkout counter inside Crislip's on a tack board
- On the statue of Cupid in the center of the fountain outside Crislip's
- On the sign for seafood inside Seon's Food & Stuff
- On the sign for meat inside Seon's
- On the Pharmacy sign inside Seon's
- On the nose of the mounted deer head in the front of the Huntin' Shack
- On the nose of the mounted deer head in the back of the Huntin' Shack
- On the American flag in the window outside the Huntin' Shack
- On the standee of the rifleman in the window to the Huntin' Shack
- On the northernmost helmet inside Ripper's Blades
- On the southernmost helmet inside Ripper's Blades

Colby's Movieland

- There are 4 located on movie posters behind the snack counter
- On the Ratman standee outside the gift shop
- On the fox standee inside the gift shop
- On the fox standee outside the gift shop

Abduction Room

Note: You must get abducted by the cult members in order to find these.

- On the red sacrificial tarp
- On the fox standee

Security Room

- On the tack board behind the couch inside the surveillance room

Rooftop

- On the ventilation duct which serves as your entrance to the security room

Maintenance Tunnels

- There is one located on each of the five bomb trucks

Meat Processing Plant

- On top of the meat grinding chute
- On the poster of a cow

PP Stickers

Unlockables

Juice Mixtures

Achievements

Items

These should all be available inside the security room once you complete the game and get the necessary achievement

Item	Achievement
White Hat	Census Taker
Prisoner Garb	Carjacker
Hockey Mask	PP Collector
Pro-Wrestling Boots	Item Smasher
Pro-Wrestling Briefs	Karate Chop
MegaMan Boots	Unbreakable
MegaMan Tights	Punisher
Real MegaBuster	Zombie Genocider
Special Forces Uniform	Hella Copter
Special Forces Boots	Legendary Soldier
Ammo Belt	Perfect Gunner
Laser Sword	5 Day Survivor
Arthur's Boxers	7 Day Survivor

Game Modes

Each of these modes can be unlocked by completing 72 hour mode and finishing all of the cases. Important to note is that you must talk to Isabella around 10:00 AM on the final day or you will not be able to unlock Infinity Mode. If you get the A rank ending you will unlock both of the following:

- **Overtime:** More of an epilogue to the game than anything else.
- **Infinity Mode:** You must first beat Overtime Mode in order to unlock Infinity Mode. This is a survival mode where you must hunt the other remaining humans for their food and horde it for yourself to stave off death. During this mode of play, your health is constantly being depleted.

Endings

- **True Ending:** Complete Overtime Mode
- **Ending A:** Solve every case, and get to the helipad on time
- **Ending B:** Rescue many survivors, but fail to complete all the cases
- **Ending C:** Solve every case, but fail to make it to the helipad on time
- **Ending D:** Get arrested by the special forces and fail to escape in time
- **Ending E:** Fail very early on in the game
- **Ending F:** Do not disable all of the bombs in time

Extras

These are miscellaneous actions that when done will yield impressive PP bonuses.

- Punch one of the punching bags in the gym in Al Fresca Plaza
- Walk on one of the treadmills in the gym in Al Fresca Plaza
- Walk on every treadmill in the gym in Al Fresca Plaza
- Ride the Space Rider attraction inside Wonderland Plaza

PP Stickers

Unlockables

Juice Mixtures

Achievements

Along your way, you can combine various food items in any of the blenders strewn about the mall in order to make mixtures each of which does something different.

Untouchable (Red)

Prevents Frank from being grabbed by zombies.
However, he will still be vulnerable to other attacks.

Known Mixes:

- Pie + Pie
- Cooked Meat + Corn
- Untouchable (Red) + Zombait (Purple)
- Untouchable (Red) + Quickstep (White)
- Spitfire (Blue) + Nectar (Yellow)
- Spitfire (Blue) + Randomizer (Black)

Spitfire (Blue)

Makes Frank's spit as powerful as bullets.
To spit, hold RT while pressing X without equipping an item.

Known Mixes:

- Snack + Snack
- Cooking Oil + Cooking Oil
- Condiment + Condiment
- Untouchable (Red) + Nectar (Yellow)
- Nectar (Yellow) + Randomizer (Black)

Energizer (Green)

Renders Frank invulnerable.
Although he can still be grabbed and knocked down, he won't lose any health.

Known Mixes:

- Untouchable (Red) + Raw Meat
- Zombait (Purple) + Randomizer (Black)

Zombait (Purple)

Makes Frank the primary target of zombies.
This can be used to lure zombies away from other survivors.

Known Mixes:

- Corn + Corn
- Baguette + Corn
- Uncooked Pizza + Cooked Pizza
- Raw Meat + Cooking Oil
- Untouchable (Red) + Spitfire (Blue)
- Untouchable (Red) + Randomizer (Black)
- Spitfire (Blue) + Zombait (Purple)
- Zombait (Purple) + Quickstep (White)
- Quickstep (White) + Raw Meat

Nectar (Yellow)

Makes a queen appear near Frank.
To lure another queen, be sure to wait for this effect to completely wear off before drinking another Nectar.

Known Mixes:

- Orange Juice + Orange Juice
- Orange Juice + Snack
- Energizer (Green) + Zombait (Purple)
- Nectar (Yellow) + Zombait (Purple)

Quickstep (White)

Increases Frank's running speed.

Known Mixes:

- Milk + Milk
- Wine + Wine
- Wine + Baking Ingredients
- Wine + Uncooked Pizza
- Wine + Condiment
- Yogurt + Ice Pops
- Nectar (Yellow) + Wine

Randomizer (Black)

Makes Frank suffer from stomach aches periodically.
Every time he has a stomach ache, he will drop his currently equipped item and stop moving.

Known Mixes:

- Wine + Cooking Oil
- Zombait (Purple) + Orange Juice

[PP Stickers](#)

[Unlockables](#)

[Juice Mixtures](#)

[Achievements](#)

There is a whole slew of achievements that can be unlocked throughout Dead Rising. Each of these can be accomplished by performing a specific task in the game.

Achievement Name	Description
3 Day Survivor	Frank must survive for at least 72 hours.
5 Day Survivor	Frank must survive for 5 days.
7 Day Survivor	Frank must survive for 7 days.
Bullet Point	Frank must fire at least 1,000 bullets.

Carjacker	Kill the convicts in Leisure Park and steal their car.
Census Taker	Frank must take photograph at least 50 of the survivors.
Costume Party	Frank must place novelty masks on at least 10 zombies.
Clothes Horse	Try on every article of clothing inside the mall.
Frank the Pimp	Escort at least 8 female survivors with you at one time.
Freefall	Fall from a distance of at least 10 feet.
Full Set	Get all of the NPC bios in your character book.
Gourmet	Eat every type of food item available inside the mall
Group Photo	Photograph at least 50 things at once.
Hella Copter	Shoot down the special forces copter in Leisure Park.
Humanist	Get at least 10 survivors out of the mall.
Indoorsman	Spend at least 24 straight hours inside.
Infinity Mode	Complete Overtime Mode.
Item Smasher	Break at least 100 items throughout the game.
Karate Champ	Kill at least 1,000 zombies without the use of a weapon.
Legendary Soldier	Kill at least 10 special forces troops.
Level Max	Attain Level 50.
Marathon Runner	Run a total of at least 26.2 miles in the game.
Outdoorsman	Spend at least 24 straight hours outdoors.
Overtime Mode	Get Ending A by finishing all the cases and getting to the helipad on time.
Peace Keeper	Defeat 5 psychopaths.
Perfect Gunner	Never miss a target with a machinegun.
Photojournalist	Get one photograph worth at least 1,500 PP.
Portraiture	Photograph at least 10 survivors.
PP Collector	Take a picture of each of the PP stickers.
Psycho Collector	Take photographs of at least 10 psychopaths
Psycho Photo	Take photographs of at least 4 psychopaths.
Punisher	Defeat at least 10 psychopaths
Raining Zombies	Shove aside at least 50 zombies with the parasol.
Saint	Rescue all 50 survivors
Self Defense	Defeat one psychopath
Sharp Dresser	Change into at least 20 different outfits.
Snuff Photo B	Take a picture of zombified Brad in the maintenance tunnels.
Snuff Photo J	Take a picture of zombified Jessie in the security room.
Strike!	Launch at least 10 zombies into the air through use of the bowling ball.
Stunt Driver	Jump a car more than 33 feet into the air.
Stunt Rider	Jump a motorcycle more than 33 feet into the air.
The Artiste	Snap one picture worth at least 3,000 PP.
Tour Guide	Transport at least 8 survivors at one time.
Transmissionary	Answer every transmission from Otis.
Unbreakable	Beat Overtime Mode to get the true ending without being knocked unconscious by either the special forces or the cultists.
Zombie Genocider	Kill 53,594 zombies all in one game.
Zombie Hunter	Kill at least 1,000 zombies in one game.
Zombie Killer	Kill at least 10,000 zombies all in one game.
Zombie Road	Use Zombie Walk to travel more than 33 feet on the backs of zombies.