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About This Game

Dead Rising® 2: Off the Record sees Frank West – photojournalist and original hero of the Dead Rising® Willamette incident – take center stage as players experience a re-imagining of the Fortune City outbreak. Forget what you know about Dead Rising® 2, "Frank West is back in the game!"

The new "Off the Record" storyline means an all new Dead Rising 2 experience. Frank will face off against more twisted enemies, build more outrageous combo weapons, follow his own unique mission structure and explore brand new areas of Fortune City to get his biggest scoop yet. Join Frank as he indulges in the insanity of "Uranus Zone," Fortune City's very own theme park. Full of deadly rides and crazy attractions, the sci-fi themed Uranus Zone is a true zombie-killing paradise.

Frank's come-back means the return of his trusty camera, with players able to earn Prestige Points (PP) for specific photo opportunities that are graded against criteria such as horror, drama, erotica and brutality.

In addition to the new scenario and gameplay enhancements, Dead Rising 2: Off the Record offers a suite of technical updates including load time optimizations, improved network performance and a host of system upgrades to deliver a more satisfying Dead Rising experience.

Key Features

- **Frank West is back** – The original Dead Rising hero returns to get the scoop on the Fortune City outbreak
- **Fortune City but not as you know it** – Experience a re-interpretation of the Fortune City outbreak through the eyes

and camera of photojournalist Frank West:

- New story and missions unique to Frank West
- New environments including Fortune City's latest attraction, "Uranus Zone"
- New enemies and more psychotic Psychos
- New crazy and hilarious combo-weapons
- New items and vehicles
- **Say "Cheese!"** – Capture those classic, violent, scary and hilarious Dead Rising moments, earn Prestige Points and complete all new missions with Frank's new and improved camera feature.
- **Upgraded Experience** – Full of technical improvements, system enhancements and feature upgrades to create a faster, smoother, more satisfying Dead Rising.

Title: Dead Rising 2: Off the Record

Genre: Action, Adventure

Developer:

Capcom Vancouver

Publisher:

Capcom

Franchise:

Dead Rising

Release Date: 11 Oct, 2011

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English,French,Italian,Japanese,Korean







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played without vr okay game lots of jump scares

played in vr mode with htc vive just bad really bad motion sick like anything

fix the problems might be a good vr game. It's really quite good - sort-of Tetris but really not Tetris...

It has a load of game modes and plenty of hooks - it has that "nearly dead and rescued at the last second" thing which Tetris was brilliant at

Highly Recommended

p.s. if you like that, seek out Slydris - it's not available on Steam but is worth finding as it's also a rather excellent Tetris Variant!!!. A great game with lots of potential, reminds me of a film called 'pleasantville'. the world is black and white, each area is filled with color after reaching goals and solving small puzzles. i loved it. and it has a very, very good oculus mode, which in VR looks incredible.. I've watched JourneyQuest for the first time years ago, and I instantly fell in love with it. At first glance it's merely an extremely well written fantasy/comedy series. Pay attention however, and you'll notice an incredible attention to detail in the world building and the acting. The first season is a bit short and not quite as epic as the second one, but it's still incredible. Strongly recommended to anyone who likes fantasy.. Like Zombie Exodus before it, this CYOA is very intricate in it's decisions which are all impactful up until the ending which for the most part remains the same. Up until the end the very end of the game it is great and almost feels like a standard visual survival game where you're looking for items to survive (food, weapons, etc.). The end of story is the problem though and it stops almost immediately in a rush and is almost the opposite of the rest of the game but even with that it is still worth the price.. bought this game just for fun, to customize my profile page using the alphabetic achievements. worth to buy if you like farming achievements

all voiced by the same guy and is too lazy to add more detail than Mario 64, you put together the rest. Towerfall Ascension + ...air hockey?

I love it! Great party game, up there with Towerfall. Just needs some features to complete it, such as replays and per-player custom loadouts. At that point, it would pretty much be on par with Towerfall, which I know is saying a lot!

But regardless of whether it's quite up there is Towerfall, it's definitely a great party game to have. What would make it even better for parties? 8 player mode!. Just another badly made RPGMaker game. Everything about it is off, as only sometimes things work. Even though I won the battle and leveled up, I still got a game over. Great game.. Why can't I buy the OST?

This game made me reevaluate my life and convert to the cult of the Great Space Hole. YOU GOTTA GO IN THE SPACE HOLE.

This game has a beautiful, well developed storyline that makes games like Life is Strange seem like the workings of a toddler. Mr. Sam Atlas has created a classic that will be played for generations.. Extremely fun, exactly as promised. Not the most complex game, but great story telling and choices that really matter. Plus, fun art.. Update 12/15/15: Though my initial review of the game and its mechanics stands, some glaring issues have forced me to revise it to a not recommended. That said it's a middling not-recommended and if the game and its mechanics appeal to you, chances are there's still fun to be had. The issues are that there are a number of gameplay bugs and a handful of bugs for achievements (won't pop-up no matter what, and this isn't just me, they're widely documented) that really bring it down. Normally this wouldn't be enough to bring a game down for me but the fact that the dev has gone completely silent and refuses to talk about it speaks incredibly ill of them. So changing this to a negative review has more to do with shady business practices, not wanting to support a dev that forgets its buyers and a handful of bugs than it does that standing games worth.

I'm not entirely certain where the hate is coming from, save that it's a mobile game and there are certain people who just hate mobile game ports, even decent ones.

So yeah, let's get that out of the way. It's a mobile port and if that bugs you then you're probably going to dislike this game. Though it's been retooled for purchase on the PC there are still plenty of signs it was at one time a mobile game. The graphics, the controls, and definitely the gold and daily-quests mechanic.

That said as far as mobile ports go this one has seen a pretty solid revamping. The controls have been reworked to play like any other ARPG, the combat is simple but satisfying. Though the gold mechanic remains the way you gain it has been drastically altered. You get an acceptable amount of gold simply by playing the game, and unlike I imagine the mobile was, a lot of mechanics used to gain more gold are in fact free here.

There is definitely a grind to be had, but then that can be said of plenty of games. If you hate grinding then again the game isn't for you, but at no point have I felt like the grind was excessive to the point of frustration. The early game moves quite quickly, and though scaling results in a longer grind later on the short missions (none lasting more than five minutes) ensures that you never get stuck doing one thing for too long.

Though this game isn't made for the story as someone who likes to know this I'll include it for others. The story is 100% forgettable and nothing you'll remember in a month or two. But for what it is it's serviceable. It moves you from one objective to the next and isn't so horrible as to be painful like you might think.

So long story short I don't think there's anything wrong with the game. It won't be your new favorite game, and it was clearly a mobile game at one point. But it's a decent game and a decent port, and for the price there's nothing truly objectionable about it.. I finally got to play one of the infamous Shantae's Half Genie Hero DLCs! After playing Shantae and the Pirate's Curse I was really curious how risky would play in her own game, given that toolkit allowed by her weapons was pretty great! And I liked her as character!...

....But... **not like this...**

Pros:

- Risky is finally playable, and her toolkit is great and nice to use!
- The game at first makes a decent challenge with interesting enemies placement and freedom of choice of where to go first...

Cons:

- ...but the challenge is quickly lost. It quickly becomes apparent that the stages were not designed with Risky's toolkit in mind, thanks to which most of the challenges are quickly effortlessly skippable with upgraded hat.
- Recycling.... Almost everything is recycled. Stages are basically the same as in original game, with very minor modifications - mostly enemy placements or small adjustments to make for that fact that Risky do not have certian Shantae's ability. Even almost all bosses are recycled! if it wasn't enough, Last boss, the only original one, is almost a copy of a boss from a previous installment too...
- The story is barebones - it could be described in maybe 10 sentences....? Which is a large disappointment. I hoped for more interesting PoV of Risky, especially given that she got something of a depth in her character development after Pirate's Curse game.

- The DLC is too short. I fully completed the game (as in all achievements) in around 2 and a half hour, without using any guide.... I wouldn't mind this if it was something fresh and original, but given how much of the game is recycled, I find this unacceptable. I do not expect brand new second Shantae game with Risky as protagonist, but I'd much rather get smaller piece of fresh content, like, one or two larger stages that could be completed in an hour, hour and a half, that are completely new and suited for RIsky, than having not only a short game, but made of only recycled and unoriginal content...

With that being said, if I had to give number score to this DLC, it would be 4/10. Technically the game is okay. It's not the worst game ever, and there aren't any major bugs. But.... the fun also isn't really there. Stages aren't made with Risky's toolkit in mind, and it quickly shows, with how easily the upgraded hat makes most of the obstacles easily skippable. Playing this DLC makes me wonder, what is the fuss about Ultimate Edition - this DLC is pretty bland and bad, and reading reviews for the other two, it doesn't seem that they are any better. I really don't think content like this is really worth arguing over. I personally believe that it's product that, unlike original Half-Genie Hero game, is not a labour of love, but labour of necessity (aka promises for reaching certain kickstarter goals). This DLC should have been named "Risky - Character Pack", because that's honestly what it is. New character, new toolkit, but basically no new content.. Both are good, a bit Risky and Tricky to use, Iru is like Altenative version of Marc with powerful passive you can use her to choose wins or Stars Norma

Mira also good if you like stabbing people from behind,and spamming traps

Sweet and Cute Voice,Decent BGM

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