

I'm not a bot



Its just not useful in the early going, and your earned points are better spent elsewhere. The lone exception to this is the food categories option; put a combo point there to unlock the ability to create combo shakes out of two healing items. Its still not something you should prioritize, but definitely consider it once you feel youve got a comfortable amount of health and inventory slots.

Time is a factor if youve been following Dead Rising 3s development, then you might be under the impression that the games Normal difficulty ditched the ticking clock that puts a deadline on all of your tasks in the game. Well thats just not true. The timer is back in Dead Rising 3, and although you have a very generous amount of time to complete the story and all secondary tasks, if you sit idle for too long and spend too much time smacking zombies with crowbars, youre going to run out of time and get the dreaded Ending F, where everything explodes, all hope dies, and all puppies everywhere are lost forever. We cant actually confirm that last point, but its probably true given the whole zombies eating everything issue inherent to any zombie apocalypse.

Time. You dont have an infinite amount of it. Remember that. Especially if youre multitasking on your Xbox One. Make sure you pause your game if youre not solely focused on playing. Seriously. Ending F is no fun.

Safety in safehouses

Early on in the story youll get a mission that introduces you to the concept of Safe Zones. While having a zombie-free hideout isnt new to Dead Rising, theres typically just one central hub that you operate out of in the previous games. Not so in Dead Rising 3. Safe Zones are scattered across the city of Los Perdidos, with several in each neighborhood. You can find them easily on your map; theyre the square icons with the image of a house inside them. Green ones are unlocked and deemed safe whereas red ones need to be cleaned up. The first time you visit one, youll find a small horde of zombies waiting to be eradicated. Do that once and the Save Zone stays clear for the remainder of the game. You can also spot Safe Zones in the open world by looking for very obvious red circles spray painted on nearby walls.

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Youve got a few handy resources available in any given Safe Zone. Theres generally enough random crap lying around to build a combo weapon or two, for starters. If youre using Dead Rising 3s SmartGlass feature, youll also have a repeatable quest linked to every Safe Zones that involves dropping four food/healing items into a crate in exchange for a support request (airstrikes and the like) from your anonymous guardian angel. Youve got the clothes cabinet for switching your wardrobe up using any article of clothing youve gathered. A survivor bulletin board that allows you to call in help from those youve rescued. And lastly youve got the weapons cabinet, which is a beefy enough feature that it gets its own section below.

Zombie world replicator

Ah, the weapons cabinet. Also known as Dead Rising 3s most refreshing assault on tedious gameplay. You no longer need to go scrounging for parts every time you want to put together your favorite combo weapon. Instead, just go to a safe house, open the weapons cabinet, go to the combo weapons tab, and spawn whichever weapon you want.

Any non-food/healing item that you pick up has a copy stored in the weapons cabinet, even if you drop said item immediately (down on the D-pad to drop any item in your hands). This includes combo weapons, so be sure to piece items together whenever you pick up a new blueprint; youll always find the parts needed to build a combo weapon right near the blueprint for it.

Its not a total weapon spawn free-for-all. If you look at the bottom of the weapons cabinet window, youll see a blue bar divided into separate chunks. For standard item categories meaning, non-combo weapons youll see eight chunks in the bar. Go to the combo weapon tab and half the chunks combine, leaving four in all. Go to the Super Combo tab a combo weapon combined with a third item, for added effect and the number of chunks is reduced to two.

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Each chunk of the meter represents one item that can be spawned. Thats why you get eight standard item chunks but only four combo weapon chunks; you could spend two chunks to spawn in the grenades and sledgehammer for your Pummel Blast, or you could just spend the equivalent of two chunks on a pre-built Pummel Blast. Its the same price either way. The meter recharges automatically over time.

Dead Rising 3 also features combo vehicles (returning from Dead Rising 2) and, much like the weapons cabinet, a vehicle lot accessible from any garage (green car icons on your map) allows you to spawn them in. Much like items, any vehicle you sit behind the wheel of is automatically added to your vehicle lot, regular rides and combos alike. Same idea here, only the meter limiting how many items you can spawn differs for the vehicle lot. You can summon up to four standard vehicles or two combo vehicles.

With all combos, weapons and vehicles alike, youll need blueprints. Look for circular blue icons on your minimap. Theyre often tucked away in hard to reach places, and theyre occasionally locked behind quest-dependent doors. Many more are freely available, however, so keep an eye out. Blueprints give off a golden glow, so theyre fairly easy to spot.

Numerical advantage

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Los Perdidos is a dangerous place, one that is best not explored all alone. Youve got a few options here. Survivors return from previous games, with some slight rule tweaks. For one, people you rescue arent completely helpless nitwits. You dont have to babysit them on your journey back to the safehouse. Sometimes theyll join with you right when you save them, but thats so they can help you slaughter zombies, not die horribly as a decoy when you decide its just not worth it to save their useless asses. Whenever youve got a survivor following you around, be sure to give them a weapon firearms works best and keep their health topped off by handing them food items when needed.

Survivor AI might not be brilliant, but its considerably more competent than its been in the past. If you decide youd rather cut straight through a horde as opposed to slaughtering it, your follower is smart enough to realize that its probably best to just push through the crowd. Theyll take a little damage along the way, but thats why you want to keep handing off food. Survivors generally hold their own just fine as long as youre diligent about keeping them supplied with weapons and health. You can call in any rescued survivor (or dismiss current followers) using the bulletin board at any safehouse, but you can only have one joining you at a time (until you unlock more on the skill tree, that is).

Of course, Dead Rising is also all about the co-op play. Having a second human along to help you is by far the preferable approach, especially since you can both summon in separate followers, effectively creating four-person zombie-smashing teams (or larger, at higher levels). To make co-op happen with a friend, form a party, have one person load their save, and that person can then send an invite from the pause menu once the game loads. Joining a strangers game as Dick, the creepy, mute guy in the background of many story cutscenes is as simple as choosing Online from the main menu and following the prompts from there.

If you dont want to play with a friend and youd rather not be paired with strangers, you can set Dead Rising 3 to single player mode from the play styles menu. It pops up whenever you start a new game, but you can also get there at any time from the pause menu. The chosen play style Completionist, Speed Run, Casual, Hardcore helps to pair the right players together, but theres a fifth Single Player option as well that sets your game to solo play.

Man on a mission

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Missions in Dead Rising 3 work a lot like they did in previous games. The ticking clock that governs the length of the story doesnt relate to specific story missions; in other words, theres no timetable for completing any individual story mission, it simply behooves you to get through them all before the clock runs out. Sometimes youll get to a point where the game tells you to explore while you wait for one character or another to do something, but youll never have a ticking clock on an individual story mission unless the narrative demands it in some way.

Secondary missions, on the other hand, must be completed before a timer runs out. All queued up secondary missions are listed on the left side of the screen, with a meter below the name of the mission that denotes how much time youve got left. Blue missions are typically focused on survivor rescue, and theyve often got some fetch quest attached. Red missions are Dead Rising 3s Psychos, deranged lunatics that you fight in exchange for PP (the series XP) and unique weapons. Your main story missions are always marked by the yellow objective marker that is visible at all times. Previously, Adam worked in the games press as a freelance writer and critic for a range of outlets, including Digital Trends

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