

# cheat happens

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## Dead Rising

XBox 360

Developer: **Capcom**

Publisher: **Capcom**

Rated: **"M" for Mature**

### Strategy Guide & Walkthrough

made by Berserker

## INTRODUCTION

Welcome to the small town of Willamette, where something is not quite right. Trouble is brewing throughout the streets and the source of these problems seems to be coming from the local Willamette Parkview mall.

To investigate these strange happenings, you take on the role of freelance photojournalist Frank West as he heads to the Willamette mall to investigate. What awaits Frank inside will be the story of a lifetime as he fights through legions of the undead to solve this mystery. What in the world is causing the dead to walk? Well, while that is important and all, there is something much more important. You see, Frank's career as a photojournalist has taken a nosedive over the recent years and he hopes that this scoop will be the one to get him recognized once again. In order to get this big story, the player must fight against a legion of zombies and take plenty of pictures along the way. Rescuing survivors and killing zombies all while snapping memorable photos of Frank's action packed journey will not only help out Frank's career, but it will also help you to level up. Frank can learn over 20 different moves from leveling up and will have access to a whole mall full of weapons found throughout the various stores. The armies of the dead don't stand a chance.

You'll have a total of 72 hours to kill at the Willamette mall while you defeat zombies, complete objectives, and snap some photos along the way. When those 72 hours are up, the game will end, and all of your deeds will help Frank get that big scoop he so desires.

This guide offers a full walkthrough of all the cases and scoops along with details on boss fights and how to make it out of the mall with every survivor that is possible to save. Check the Survivor List for the full notebook of survivors and be sure to download the checklists to help you get every achievement in the game! Please enjoy the guide and contact me through the email address in my profile if you have any questions, comments, or concerns.

When there's no more room in hell, it's time to grab the nearest chainsaw and paint the walls red while you unravel the scoop of a lifetime at the Willamette mall as you take on the role of Frank West, photojournalist! Remember that name, cause the whole world's going know it in 3 days. From fire axes to hedge trimmers to even lawnmowers, arm yourself well and prepare to chop till you drop. Read on!

# BASICS

## INTRODUCING FRANK WEST

### Controlling Frank

**A** - Jump  
**X** - Attack  
**Y** - Give Orders  
**B** - Pick Up/Cancel  
**LT** - Aiming Mode (camera)  
**LB** - Switch Weapon  
**Left Analog (push)** - Used While Performing Various Moves For Frank  
**RT** - Aiming Mode (weapon)  
**RB** - Switch Weapon  
**Right Analog (push)** - Centers Camera  
**Left Analog** - Move Frank  
**Right Analog** - Move Camera  
**Start** - Display Pause Menu  
**Back** - Pull Up Map  
**D-pad Up** - Unequip Item  
**D-pad Down** - Drop Item  
**D-pad Left** - Wristwatch  
**D-pad Right** - Answer Transceiver

### Prestige Points (PP)

In order for Frank to level up, he must collect Prestige Points (PP) by performing certain acts such as rescuing survivors, taking photographs, defeating zombies and psychopaths, along with many other different actions.

### Leveling Up

As Prestige Points (PP) are earned, the PP bar under Frank's life gauge will increase allowing him to level up once it becomes full.

### Stats

While leveling up Frank's stats will increase randomly throughout a certain level range. He will be able to take off more damage, run faster, live longer, carry more items, and throw items further. Below is a list of his starting stats for Lv 1:

Attack: 1/7  
Speed: 0/3  
Life: 4/12  
Item Stock: 4/12  
Throw Distance: 1/5

When Frank reaches level 50, everything will be maxed out.

### Skills

Frank will learn new skills throughout the game as he levels up as well. The skills will be given to him randomly among a certain level range. Check the Items/Move List for all of Frank's moves.

### Saving the Game

The only way to save your game in the mall is to go back to the Security Room and save at the sofa or find one of the restrooms in each plaza of the mall. Enter a stall, lie down, or take a pea break at a urinal to save your game.

## FRANK'S CAMERA

While in Camera View Mode (LT) the following will be displayed on Frank's camera:

### Target Marker

This will appear whenever a picture is taken. When the target is large, more PP will be given for that particular shot. The target marker will become bigger as you get closer to a desired target. The color of the marker will show what type of shot it is and it will register on

the right side of the screen as one of the following types.

### -- Brutality (Violent Images)

#### Color: Red

Any depictions of chaos or zombie feasting will give you this type.

- A zombie feasting on a human (even a severed hand)
- A zombie or person hit by an explosion
- A zombie or person being hit
- A zombie or person that is attacking

### -- Drama (Emotionally Stirring Images)

#### Color: Orange

These are some of the more rare shots and will yield the most PP out of any of the shots in the game.

- Survivors expressing emotion
- Survivors calling for help
- Cult members chanting
- Boss performing certain moves

### -- Outtake (Humorous Images)

Outtakes shots are your blooper pics. Taking a pic of an unusual action through Frank's mischief or any strange action that a character performs will net you these shots.

Examples of Outtakes

- A zombie with a clothes hanger stuck in its mouth
- A zombie that is tripping over gumballs or pet food
- A zombie with a hunk of meat (severed hand) or condiment shoved in its mouth
- A zombie getting up from being knocked down
- A zombie with a mask or other item on its head
- A zombie with a painting or skylight bashed over its head

### -- Horror (Horrifying Images)

#### Color: Blue

These photos are basically normal shots of zombies as they move.

Examples of Horror

- Any pic of a zombie acting normally

### -- Erotica (Sexually Stimulating Images)

#### Color: Pink

These are basically any revealing shots of any female zombie or survivor's lingerie. Erotica shots are rare.

Examples of Erotica

- Female zombies in lingerie
- Jessie at certain points of the game
- Sophie while she lies down on the ground
- Cheryl and a few other young women survivors

### -- No Genre

## **Color: Grey**

These are basic shots anything that doesn't fit into another category.

### Examples of No Genre

- Store signs
- Store displays
- Normal shot of survivor

## **A Closer Look at the Camera**

### **PP Indicator**

This is only used for PP Stickers (See Checklist). A certain percentage found on the bottom of the screen will show how much PP the shot will be worth. Move around and zoom in and out until you have 100% for the greatest PP amount.

### **Battery Indicator**

The Battery Indicator is shown in the lower right hand corner and will show how many pictures can be taken before the battery is completely dead. Go to any camera store to recharge the camera's battery.

### **Processing Gauge**

A red processing gauge will appear in between each shot and you must wait until that gauge is charged to take another pic. The more pics you take, the longer you will have to wait in between each shot. Stop taking pics for a few seconds to revert it back to its default processing time.

### **Picture Viewer**

Access the Picture Viewer through the pause menu. 30 of the most recent pics that have been taken will be showcased in the Picture Viewer. From this screen, you can Zoom (A), Keep (Y), or Delete (X) a pic from the viewer. An icon of a lock will appear on the pictures that you elect to keep. The Picture Viewer will be very important for completing the "Photo Challenge" scoop.

### **Photo Op**

Throughout the game, a PP icon will appear above a character when they perform a certain action worthy of a snapshot. These Photo Op opportunities will yield some very high PP depending on how well the shot is captured. Be sure to take the pics quick though, since some of the Photo Ops move by very quickly.

### **PP Sticker**

These are secret PP bonus items that are hidden throughout the game. They will give you a maximum of 1,000 PP depending on how well the shot is taken. Look for the PP Indicator percentage at the bottom of the Camera View screen to be able to tell when one of these is in the area.

## **FRANK'S JOURNEY**

### **Scoops**

Throughout the game, Otis will give you several scoops that you can take advantage of to earn more PP. The scoops will display in the upper right hand corner of the screen while in the middle of gameplay and will have a certain color depending on how much time is left to reach each one.

- Blue - More than 6 hours remain
- Yellow - Less than 6 hours remain
- Red - Less than 3 hours remain
- No Color - No time limit

Press D-pad left to make Frank look at his watch. This will let you know the game time and will display the current scoops available. From this screen, you can also set a Guide Arrow that will help you to get the selected scoop. To set a guide arrow, select a scoop on the right hand side then press the A button to have the guide arrow in the top middle portion of the screen point the way to that particular scoop while moving around with Frank. You can also set these on the map screen by pressing X to bring up the scoops. You must wait for Otis to call and tell you about a scoop before you can do one. Otis will not call if you are in the precise area where the scoops take

place. Leave the area and he will call.

## Cases

These are the vital missions of the game. Failing any of these cases will automatically guarantee termination of all the following cases afterwards. Make sure to get to each case on time or you will miss out on the main storyline for the game! The time limit for most set of cases will end an hour after the starting time for the next set. So if you have one set that starts at 6:00 AM on September 20 and the next one begins at 11:00 AM on the same date, you must finish the first set before 12:00 PM on September 20. Some of the case sets only have a single part and that part must be completed an hour after the starting time for that case. For instance, Case 3-1 starts at 11:00 AM, so you have until 12:00 PM to meet up in the Security Room; if you finished Case 2-3 and met up in the Security Room for that case in between 11:00 AM and 12:00 PM then you will automatically get the cutscene that ends Case 3-1 after the cutscenes that end Case 2-3. So in other words as long as you complete the cases at the required times you should be fine. Otis will always call you when you are late for the first part of a case if you have done all the rest of the prior case - in other words, he will contact you before the first part if you got the "The Next Case Will Start at XXPM/AM" message after completing the prior case.

Be extra careful about saving since you can actually lock yourself into a position which will lead to an instant fail for the cases every time if you don't keep up with the time. If that happens, you will not be able to get certain endings and will not unravel the truth behind the zombie incident in that game. The only missions that will be available from a failed game will be scoops.

## FRANK'S WRISTWATCH

The concept of time plays a big role throughout the main game of Dead Rising. Cases and Scoops will only be available at certain times of the day on certain days. Once the time has run out on a case or scoop, there is no going back unless you have a backup save. Frank can see the current time of the game at anytime during gameplay by pulling up his wristwatch on his left hand (D-pad left). Each hour of gameplay in the actual game is equal to five minutes in the real world. In 72 Hour Mode you will have 72 hours to complete everything and in Overtime Mode you will have 24 hours to complete everything.

## Important Times

07:00 PM - Zombies get more aggressive and greater in number.

10:00 PM - All power in the mall turns off.

10:00 AM - All power in the mall turns on and the zombies become less aggressive and fewer in number.

## FRANK THE TANK

### Barehanded Combat

By earning PP points, Frank will level up to learn many more barehanded moves compared to what he starts out with. He will only start with the following:

Punch: Tap X (continuously).

Punt Kick: Press then hold X.

Check the Item/Move List section for more moves that he can gain.

### Weapon Combat

The whole mall is at your disposal and Frank has access to tons of weapons found in various stores throughout the mall. All of the items will replenish upon your next visit to that location. Each item has about two commands initiated by tapping X or pressing and holding X. Some items are more useful when thrown by holding RT and tapping X.

### Books

Books will add certain skills to Frank's stats that will help him to gain bonuses that he would not normally receive. Check under the skills menu while holding a book to see what abilities it holds. You must have the book in your current inventory to receive the effect. Check the bookstores in the mall to find many different types of books. The Item/Move List section has a list of them all.

### Food

Grab food items from around the mall to replenish Frank's health. Food is automatically consumed once the attack button is pressed while Frank has the item equipped. These can actually be considered weapons since you can throw them at zombies and actually get some good results sometimes. Pie in the face anyone?

### Shoving

While next to a group of zombies Frank sometimes spreads his arms out and shoves away the zombies as he runs by them. The shoving animation is usually triggered by him running directly into a zombie. Frank will immediately stop in front of the zombie and say "Oh." then when you continue to move he will shove back any zombie that he comes in contact with for a limited amount of time. Sometimes the shoving happens automatically and sometimes it will happen if Frank starts to stagger from getting attacked, but either way, this will help to keep the zombies off of you while you run through the hordes of zombies spread throughout the mall. Frank will automatically shove aside survivors upon contact, which is good when you need to get them unstuck from a certain area.

### **Fast Running**

While surrounded by zombies, Frank will run slightly faster and spread his arms out while running if you run with the left analog. When he gets to an area with few zombies he will slow down to his normal pace once again.

### **Escape Commands**

Whenever a zombie grabs Frank, you can move the left analog back and forth to get free, but whenever multiple zombies grab Frank, you must enter the specific command that pops up on the screen. These commands range from a single button to moving the left analog back and forth while pressing two buttons. If you are successful, Frank will throw the zombie off, but if you fail, Frank will take more damage than usual from the zombie's attack.

## **FRANK TO THE RESCUE**

### **Survivors**

Throughout the game, you will encounter several survivors in the different areas of the mall. Most of them are seeking shelter to which you can offer by escorting them to the Security Room. The situation has gotten the best of some of them however, causing them to have a mental breakdown and go on a killing spree. Either way, you can take it upon yourself to deal with these complications and earn extra PP in the process. Many of the survivors are found by performing a scoop, but Otis has not noticed some of them, so you must find the extra survivors yourself.

### **Escorting Survivors**

When you find a sane survivor, you can talk to them or perform a certain action based on their request to get them to join you. Once they have successfully joined, based on the message on the screen, you will be in charge of leading them back to the security room. An option will appear whenever you get close to a survivor with the actions of "Give", "Carry", "Hold Hands", etc. You must always return to Paradise Plaza, take them through the warehouse, then lead them to the air duct that leads to the Security Room in order to save them.

### **Survivor Commands**

While escorting a group of survivors you can choose from one of two commands:

- Follow

Press Y to have them follow you from behind. Be sure to wait up for them and protect them.

- Goal Marker

Hold RT then press Y to set a Goal Marker in an area. The survivors will move toward that marker. This works good when you are trying to clear a path of zombies, so you don't have to worry about hitting the survivors in the process.

### **Arming Survivors**

The best command you will find when you get close to a survivor that has teamed up with you is the "Give" command that will allow you to give a survivor a weapon or item. Giving them a gun will be your best option, especially an SMG. While a survivor is equipped with a weapon that weapon will not break and, if it is a gun, they will have infinite ammo. A survivor can only hold one item at a time, so if you give them something else they will drop the current item. If you give them something by mistake then hand them something else and they will drop the other item. This also goes for items that they come equipped with. Want that shotgun that Kindell carries? Give him another item and he will drop the shotgun. Survivors can also be given food to replenish some of their health. The food will replenish about the same amount that it will for Frank.

### **Watching out for the Survivors**

If you want to go and get another group of survivors while you have some more with you then tell the current survivors to stay in a safe place such as a restroom by setting a goal marker in the back of the restroom. This will keep them safe while you track down the other survivors in the area. When escorting them through a zombie-infested area, it is best to direct them to a safe area and clear a path for them. Once a safe path is available then lead them through that area. You can set a Goal Marker at the area (maybe a door) that you

want to lead them to and protect them as they run toward that destination. Last, but not least, if you have a single survivor and have the "Lift Up" ability, you can actually carry them through a crowd of zombies much easier than having them follow you through them at times. Frank is less likely to get hit when he is carrying a survivor in any way, except for the hold hands option, in which the link is broken very easily.

If you are close enough to a survivor's location when a scoop is underway or if a survivor is in the area and you can here them yelling, then you must rescue them right then or there life gauge will start to fall when you enter a new area. There are a few exceptions to this however. If a survivor is already in a safe place and not in your party then they will stay safe in that location as long as you do not free them or speak to them. (ex. Perform "The Hatchet Man" scoop, but leave the survivors locked up and they will stay safe until you unlock the gate to the side of the store no matter where you go).

## CASES 3 & 4

### Case 3-1

#### "The Professor's Past"

You will have to enter the Security Room a little bit after 11:00 AM and a cutscene will start that will end Case 3-1. The next case will not start until 3:00 PM so you have a bit of time to get a few scoops in while waiting.

#### [Extra Scene - A Bloody Ritual]

You will encounter a cutscene if you enter Paradise Plaza around 1:00 PM. Cult members will be grouped while chanting as the cutscene ends. You can take a pic of them for a really good Drama shot. They are much tougher and smarter than zombies so you'll need a good weapon to fight through the whole crowd. When they run at you they will either try to stab you or they will grab you and try to cause damage with the explosive on them. Push them off if they grab you then run! This is actually a good way to take out a whole crowd of them. Lure them toward one that is about to blow up then watch as the single member takes out his whole squad. Sometimes they will just run and jump at you then blow up right after hitting the ground. While you are close to them they will either stab you or shoot a knockout gas your way. They may try to hit you with knockout gas as well (Read the extra scene below). Kill them and take the top off of the box to rescue [Jennifer].

#### [Extra Scene]

#### [Extra Scene - Captured by the Cult]

If the knockout gas from a cultist hits you, then you will be taken to the annex of Colby's Movieland and will be forced to fight several cult members to get out. Frank will wake up inside of a box and will be stripped of his clothes and all of his weapons. You will only have two stepladders, a sword, and a cardboard box to use when fighting off the group of cult members so it is not easy to get away. Kill them all and you will be given the PASSCODE. Use the passcode on the elevator door to go back to Leisure Park. You cannot reenter this room once you are outside so be sure to take a picture of the two PP stickers if you're going for the PP Collector achievement. Take a pic of the eye emblem on the red cloth and the fox standup next to the seat.

#### [Extra Scene]

#### [Extra Scene - Hanging on For Dear Life]

You can find [Nick] and [Sally] at the South End of Wonderland Plaza at about 3:00 PM. They will be hanging from the giant rabbit off to the side as a horde of zombies look on from below each of them. **[PHOTO OP]** Take a shot of each of them while they dangle from the rabbit to get a Bonus PP shot from each. To get them down, clear the zombies out of the way then throw something at each of them to get them to fall. Throw a hunk of meat that the zombies will leave behind for a less damaging way to make them fall. Talk to each survivor and they will both join you.

#### [Extra Scene]

### September 20 / From 3:00 PM / Case 4-1 / Case 4-2

(Must complete all of Case 4 before 1:00 AM on September 21)

#### Scoops available during this case

"The Woman Who Didn't Make It" - 5:00 PM

"Antique Lover" - 5:00 PM

"Mark of the Sniper" - 5:00 PM

\* "Ronald's Appetite" - 6:00 PM

\* must have completed "Restaurant Man"

### Case 4-1

#### "Another Source"

Frank must make it back to the Security Room before 4:00 PM to fulfill this part of the case. A cutscene will play upon entering the Security Room and Case 4-2 will start afterwards.

### Case 4-2

#### "Girl Hunting"

Head to the North Plaza near the entrance to Seon's Supermarket for a cutscene. If you have access to the Machete or the Small Chainsaw, then grab one of them on your way along with a few handguns and an SMG.



## Psychopath Boss - Isabela

### [Extra Scene - Isabela Drives Off]

Run out of the North Plaza or enter any of the stores such as Seon's Food & Stuff, Huntin' Shack, or Crislip's Home Saloon and an extra cutscene will play where Isabela drives off. All of the cases will be failed afterward though.

### [Extra Scene]

**[PHOTO OP]** When Isabela jumps one of the wooden ramps found around North Plaza. You usually have to lead her toward one. She has to be going fast in order for the PP icon to appear. Sometimes it will appear even if she goes up the ramp at an angle. She always tilts the front of the motorcycle upward when the icon appears. The window of opportunity for this shot is very, very quick.

Isabela will chase you down while on her motorcycle for this entire fight. The camera angle and the zombies are your main enemy for this battle however. Run to the sides as she tries to ram you and make sure to keep the camera on her. It is best to keep the camera in front of Frank at times, so you can easily turn the camera as she rides by you. Don't try to hit her as she rides by. After she rides by you about two times, she will stop to turn around and will stand in place for a while. That is your cue to run up and attack before she darts after you again if you have a good weapon (Small Chainsaw and the usual). Only attack once or twice. She may stop and fire at you with her handgun every now and then as well. It may be hard to hit her this way, but if you have a powerful weapon, this will be the quickest method.

Another way to confront Isabela is to get on the very top of the high catwalk or any other object (a box) in the area and shoot at her as she stops. Bring a Submachine Gun and a handgun or a few handguns. She will always try to shoot you as she stops, so you must be ready to hit her or she will hit you. The only bad part about this method is that you have to seek out more objects to stand on as you follow her. Go up the ramp and grab the catwalk above in the first area then shoot her until she drives off. You will have to follow her deeper into the plaza. When you get off of the first object she will come right back to you and try to run over you. You have to seek out a high place in the area that she drove to. If you try to go back to the first area then she will drive off again. She'll eventually drive off again and you will have to track her down as she goes further into North Plaza. If you hit her with melee weapons, you won't have to worry about chasing after her.

**TIP:** A Mannequin Torso will defeat her almost just as fast as a Small Chainsaw and there are plenty of them around North Plaza and in Wonderland Plaza (behind the display glass), so even if you don't have a Small Chainsaw, you can still defeat her with a melee weapon quickly.

Her motorcycle will be available in front of Seon's Food & Stuff from now on after this fight!

September 21 / From 12:00 AM / Case 5-1 / Case 5-2  
(Must complete all of Case 5 before 4:00 AM on September 21)

### Scoops available during this case

"A Strange Group" - 12:00 AM

\* "Floyd the Sommelier" - 1:00 AM

### Extra Survivors

Kindell - 12:00 AM North Plaza

\* If you rescued Floyd from the "Antique Lover" scoop.

## CREDITS

Walkthrough made by Berserker.

Berserker and Cheat Happens would like to acknowledge that plenty of zombies were harmed in the process of making this guide. We guarantee that their deaths were filled with moments of insane carnage and extreme gore.

Layout and Design by Peter Ekstrom and Chris O'Rorke, Cheat Happens.  
Adobe version adapted by Peter Ekstrom.

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