

## Story Mode

One thing that characterized *Dead Rising* and *Dead Rising 2* was stress. There was never quite enough time to do everything, and being able to manage a playthrough with the main storyline intact and all survivors retrieved was quite a feat. It was totally possible to blow the main storyline, miss survivors, and overlook entire missions, whether by waiting too long, by never going to a particular area, or by somehow never answering the initial transmission for the mission.

The standard Story Mode in *Dead Rising 3* is still timed, but it's not quite as punishing as the first two games.

There's an overall timer for the six day adventure that chugs along, and you do have to finish all crucial tasks within that time limit. The Chapter Missions aren't gated to certain days, so you won't fail the main storyline just by waiting past a certain time. You only fail by running out of time entirely. Side Missions each have individual timers, and must be completed before these expire. If not, that Side Mission is failed. New Side Missions are available after certain story events; you get several new missions at the beginning of each new Chapter, and sometimes more missions further in.

It's still possible to fail missions, or lose Survivors. But if you stay on-task, Story Mode offers enough time to comfortably do almost everything in the game, excepting novelty-type actions (like a playthrough with a 100,000+ kill zombie massacre, for example).



## ◆ NIGHTMARE MODE

For those players who want to feel a bit of that old *Dead Rising* pressure (and for Xbox Live friends who want to increase the challenge of Co-Op play), there is Nightmare Mode. Nightmare Mode is immediately available, if you want to jump right in. Nightmare Mode is different from Story Mode in these ways:

**No checkpoints, no auto-saves. Repeat: No checkpoints, no auto-saves! Manual saves at Safe Zones or Port-a-Potties only.**

**Time drains away four times as fast. There's ¼ as much time to kill zombies, collect things, and complete missions.**

**Nick and other Survivors receive more damage from enemy attacks. It's easier to die.**

**Enemies are more aggressive and can withstand more damage. It's harder to kill things.**

**Weapons Lockers and Garages allow half as many items/vehicles to be generated at a time.**

**Players receive a PP gain bonus, which is equivalent to having an extra PP gain boost from the Smarts Attribute category.**

**The reward for an S-Rank ending is better!**

Nightmare Mode's ongoing save file is different than Story Mode's; it's possible to have an ongoing Story Mode save file going alongside a Nightmare playthrough, without one interrupting the other. Nick's progress is carried back and forth between modes: If you have a level 34 Nick in Story Mode, you have a level 34 Nick in Nightmare Mode. This can help you to take on Nightmare Mode in the first place, going in with a leveled-up Nick who already has a bunch of useful new abilities and Blueprints. Nightmare Mode places premiums on being leveled up, on using strong combo weapons, and on scoring headshots with firearms.

Although Nightmare Mode is much harder, it's still possible to complete everything and get the best ending using the walkthrough order presented in this guide. In that sense, this walkthrough isn't specific to either difficulty—it works for both. Of course, it helps to be leveled up and familiar with the game before tackling Nightmare Mode.

## Xbox Live Co-Op

When two players join up online, the host plays as Nick, and the player who joins plays as Dick. Both players retain whatever Story Mode progress they had as Nick, and both benefit from their actions together online. The Blueprints earned as Dick when you join someone's game stick with you when you go back to Nick, offline.

In a Co-Op game, losing all your health isn't the end. Your partner can revive you, if they make it over before your character expires. The host is in charge of the posse. Co-Op players can tag along together in vehicles, and several combo vehicles have special Co-Op-only turrets.

There are four matchmaking play styles to choose from when searching for game sessions over Xbox Live, or when staying open for other players to join. These play styles help matchmaking find players who have compatible aims:

**Completionist:** This is for players who want to experience all the content, track down every collectible, and unlock every Achievement.

**Speed Run:** This is for players who want to blaze through missions as fast as possible.

**Casual:** This is for players who want to shoot the breeze and have a good time.

**Hardcore:** This is for players who want to match up with skilled partners, a setting especially compatible with Nightmare Mode.

Of course, if you just play Single Player, or if you invite or join particular friends whom you know, then the Story Mode preferences don't matter.



## Meet Nick Ramos

Nick is a kind-hearted mechanic with a murky, orphaned past. Even he doesn't know where he came from, exactly. He's the protagonist of the game, so you spend a lot of time getting to know him.

### CHARACTER PROGRESS

Nick may just start out as a crafty mechanic with no combat experience, but he learns on the fly. Nick's Level is increased by accumulating Prestige Points—PP. Just about everything you do earns PP:

Kill enemies (especially in big Kill Streaks, and with Skill Moves)

Complete Side Missions

Rescue Stranded Survivors

Complete PP Trials

Score medals in Survival Training events

Collect Frank Statues

Destroy ZDC Speakers

Discover Tragic Endings



# CHAPTER 0 — DEAD END

START  
(AFTER INITIAL QUARANTINE STATION)



## CHAPTER 0 OVERVIEW

- ◆ Explore ZDC Control Zone Alpha
- ◆ Return to The Dilly Diner
- ◆ Escape The Dilly Diner
- ◆ Go to Rhonda's Garage
- ◆ Explore while Rhonda Works
- ◆ Side Missions: Signs of Safety, Garden of Peace
- ◆ Stranded Survivors: Taylor, Jodie, Bob, Crystal, Dana

**March 23, 7:14 A.M.:** Initial report of a single zombie infection.

**6 hours later:** Zombification incidents reach 500. Downtown quarantined.

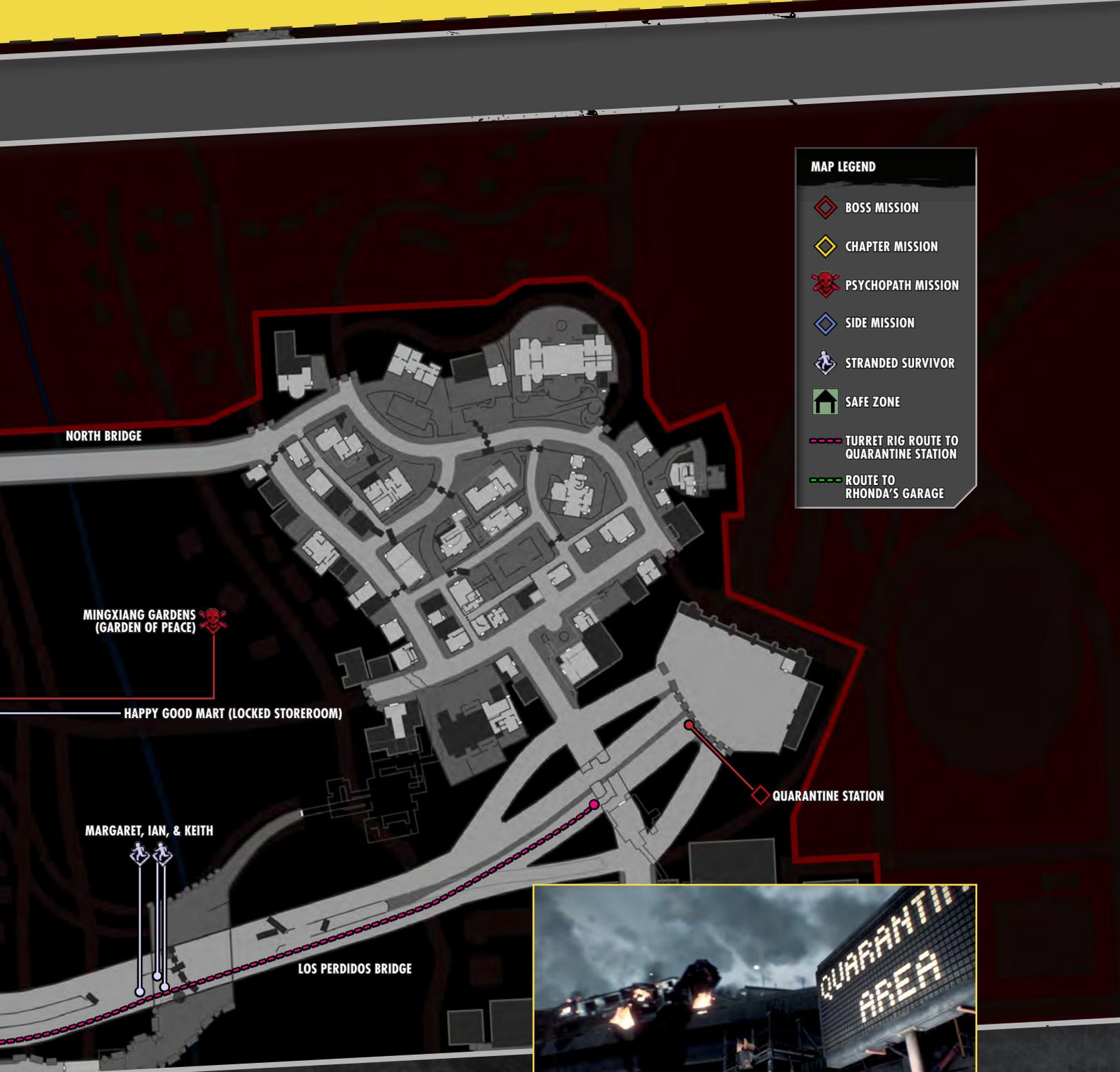
**12 hours later:** City declared disaster zone; evacuation begins.

**24 hours later:** Targeted airstrikes commence.

**36 hours later:** Army barricades all city exits. Shoot-to-kill orders issued for all escapees.

**48 hours later:** Contact lost with remaining emergency personnel inside Los Perdidos.





**MAP LEGEND**

- BOSS MISSION
- CHAPTER MISSION
- PSYCHOPATH MISSION
- SIDE MISSION
- STRANDED SURVIVOR
- SAFE ZONE
- TURRET RIG ROUTE TO QUARANTINE STATION
- ROUTE TO RHONDA'S GARAGE

MINGXIANG GARDENS (GARDEN OF PEACE)

HAPPY GOOD MART (LOCKED STOREROOM)

MARGARET, IAN, & KEITH

LOS PERDIDOS BRIDGE

QUARANTINE STATION

**60 hours later:** Rumors of survivors still alive within the city remain unconfirmed.

**72 hours after the first infection...**

In the wake of a sudden and rapidly spreading zombie outbreak, society in the major Californian city of Los Perdidos has totally broken down. As part of one band of survivors left trapped inside the city, Nick Ramos has volunteered to look for an evacuation route for his companions. The city, three days into the outbreak, is surrounded with army barricades and Zombie Defense and Control (ZDC) quarantine stations.



# BIKERS

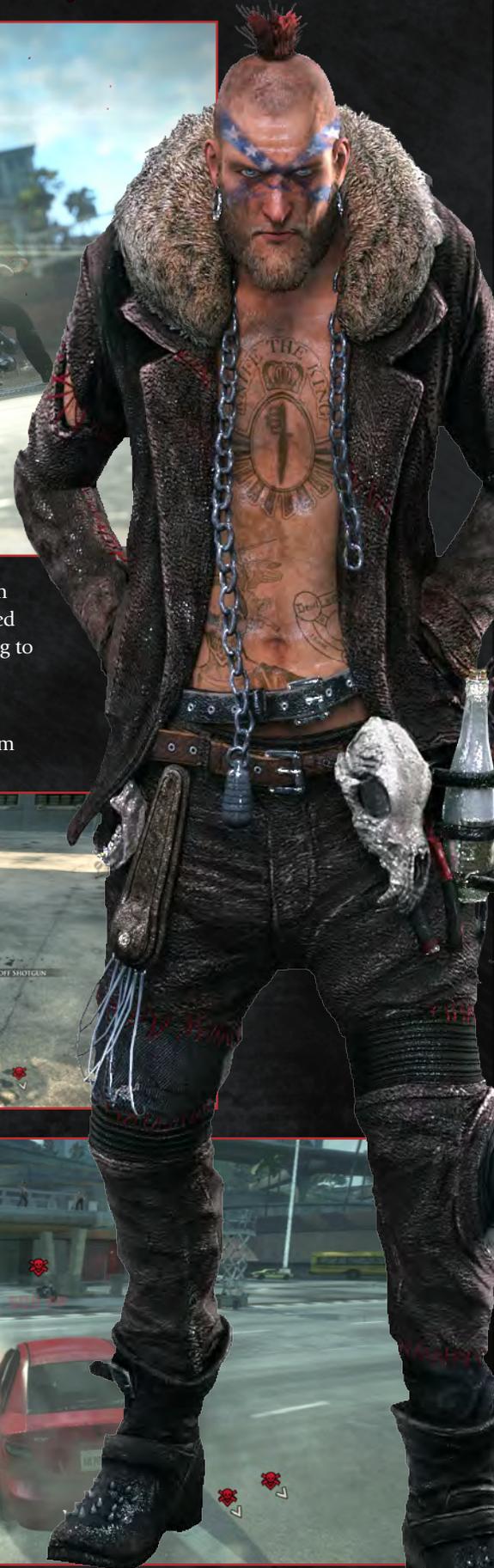


When society collapses, some strong-arm opportunists inevitably move in to claim things by force. This is the case with these insane bikers. They seem to have pillaged this quarantine station to no one's end but their own. With what they're proposing to do to Rhonda, Nick has no choice...

Initially, the Bikers attack, around a half-dozen at a time, astride their snarling choppers. They try and run down Nick, buzzing him on their big bikes, pelting him with Molotovs, and firing Sawed-Off Shotguns. You must kill 10 of the Bikers to stop their harassment.

Perhaps the simplest (and most fun) way to dispatch Bikers is to ride them down. There are several vehicles here in the quarantine station's space, from a Muscle Car to a Low Rider to a Sedan to an SUV. It's a big, derby-like space, open and given to long leisurely powerslides. A car-to-bike blow at any kind of speed is likely to end poorly for the Biker. You can also assault them on foot with firearms, precisely aimed melee weapons, and Molotovs. Note that any Biker who dies is going to drop his standard, Biker-issue Sawed-Off Shotgun, so you can keep getting more firearms one way or another as the battle develops.

Also note that this area is full of deadly weapons even before you start plugging Bikers. RPGs are in both the NW and NE corners, just under the two overpasses where Bikers toss flaming cocktails!



# ◆ GANG LEADER—HUNTER THIBODEAUX

<b>Boss</b>	Hunter Thibodeaux (Gang Leader)
<b>Weapon</b>	RollerHawg, Molotovs
<b>HP</b>	1375
<b>Damage Output</b>	25-75

Once you've killed 10 of the Bikers, the Gang Leader comes forth to handle things personally. Apparently, Nick isn't the only mechanic in town—this Gang Leader is on an outrageous hog melded to the roller section of a Steamroller. If that isn't enough, there are front-facing flamethrowers mounted on the sides! This way, the Gang Leader can set his prey on fire, just before he viciously runs it down.



This battle provides great incentive for learning to laterally dodge-roll away from attacks at the last moment. If you don't get good at this, you'll get run down every time the Gang Leader takes a strafing pass at Nick. If you find Nick in dire straits regarding health, sprint away and take a time-out to collect some of the ample Rations and food scattered on the perimeter. You can even plunder the Bikers' Whiskey and Beer, but be careful not to use more than two drinks in a short period—imbibe too much, and Nick will be caught yacking in the middle of a deadly situation!

The Gang Leader can be damaged by the attrition of strikes and firearm shots. But he's most efficiently laid to waste by staggering him with fire, then pummeling him when **Y**+**E** context prompts appear. To stagger the Gang Leader, pepper him with flames (likely from a Molotov), or light him and his ride aflame by shooting the Molotov bags tied to the sides and back of his bike.

Avoid the Gang Leader's deadly donuts, and approach when he's vulnerable after the attack. Eventually, you'll fully deplete the Boss's health. Then you can escape this overrun quarantine station.

For Nick's friends, it doesn't look like there's any coherent plot materializing. But Nick will soon have much more pressing concerns...

For completing Chapter 1, you earn the RollerHawg Blueprint, as well as an Attribute Point to put toward upgrades for Nick.



# Combo Weapons

**ALL COMBO WEAPONS CONSUME ONE-FOURTH OF THE LOCKER SUPPLY METER.**

There are a total of 67 unique combo weapons, and each requires a Weapon Blueprint (either found, or received through Chapter Mission progress). Construct the combo weapon at least once to add it to the Weapons Locker. The combo weapons presented here are assigned a number that corresponds to the weapon's Blueprint location (when applicable) and entry in the "Collectibles" chapter. These numbers do not pertain to anything in-game, but are included here to help make the items easier to find on the map of Blueprint locations in the "Collectibles" chapter.

## COMBO ATTRIBUTE UPGRADES

By spending an Attribute Point on a Combo Upgrade in the Survival Manual, you make it possible to use any item in a particular category when building combo weapons. For example, the Zombie Raker requires the Katana Sword and Leaf Rake to create, but you can use any blade or polearm if you purchase the corresponding Combo Upgrade. By purchasing all of the Combo Upgrades, you can effectively turn almost any combination of items into a combo weapon.

### 001: TACTICAL HANDGUN

Ammo	Firing Rate	Health	Durability
30	10	1200	Hard

Damage	Awesomeness	Survivor Weapon?
Med	8	Yes

THE BLUEPRINT IS A REWARD FOR COMPLETING CHAPTER 0.



The Tactical Handgun literally combines the Handgun and Flashlight items into one, effectively taping the latter to the top of the former. The Tactical

Handgun functions no different than the standard Handgun, though it is far superior in the dark. Press **[R]** to fire the weapon, preferably while holding **[L]** to aim. Pistol whip an enemy with a light or heavy attack if they get too close. Nick can perform a special execution shot through a zombie's jaw when a Skill Move is performed with this weapon.

#### RECIPE COMBINATIONS

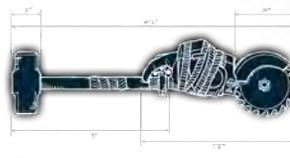
No.	Ingredient #1	Ingredient #2
1	Handgun	Flashlight

### 002: SLEDGE SAW

Ammo	Firing Rate	Health	Durability
-	-	4000	Very Dense

Damage	Awesomeness	Survivor Weapon?
High	9	No

THE BLUEPRINT IS OBTAINED DURING CHAPTER 0.



The Sledge Saw is one of the marquee melee weapons in *Dead Rising 3*, and it's the first combo weapon that Nick fashions. This weapon combines the bone-crushing

power of a Sledgehammer with the heavy cutting action of the Cement Saw. Tap **[X]** for an overhead swing of the sledge; press **[Y]** to swing the weapon's saw; or hold **[Y]** to make Nick thrust the weapon's saw end into the ground for a lethal downward strike. Throw the weapon saw-blade first through a line of enemies with **[R]**. Lastly, the Sledge Saw can be used to perform a vicious uppercut execution Skill Move that slices the targeted enemy in half.

#### RECIPE COMBINATIONS

No.	Ingredient #1	Ingredient #2
1	Sledgehammer	Cement Saw
2		

## 003: SPIKED BUCKET

Ammo	Firing Rate	Health	Durability
-	-	3000	Dense

Damage	Awesomeness	Survivor Weapon?
High	5	Yes

THE BLUEPRINT IS IN INGLETON AT BIG BULLS QUALITY MEATS.



The Spiked Bucket is exactly what it sounds like, a bladed metal bucket that effectively gives the slashing power of multiple knives. Tap **X** for a quick

slashing strike, or move in on an individual zombie and press **Y** to jam the Spiked Bucket onto the enemy's head for an instant kill. Pick the Spiked Bucket up after the enemy dies and use it on another foe. The Spiked Bucket can also be thrown at an enemy for heavy damage; just be sure to retrieve it after you throw it, as the item is quite durable.

### RECIPE COMBINATIONS

No.	Ingredient #1	Ingredient #2
1	Bucket	Meat Cleaver
2		
3		

## 004: SPLIT SHOT

Ammo	Firing Rate	Health	Durability
75	8	2000	Hard

Damage	Awesomeness	Survivor Weapon?
High	8	Yes

THE BLUEPRINT IS IN INGLETON AT INGLETON TAXI COMPANY.



The Split Shot is one of the most devastating firearms in Los Perdidos, second only to the Jazz Hands. This combo weapon effectively takes the stopping

power of the Sawed-Off Shotgun, and adds a five-way spread pattern. Each squeeze of the trigger shoots five blasts of shot, one from each of the Split Shot's barrels, but it only consumes one round of ammo! The Split Shot is capable of the same melee attacks as standard firearms, but really comes into its own when used with a Skill Move. When prompted, perform a Skill Move to have Nick kick an enemy backward and open fire with a burst of six rounds. This is all but guaranteed to kill enough zombies to ready the next Skill Move, effectively making it possible to chain as many of these attacks together as you have ammo—head into battle with multiple Split Shots for a chance at a huge Kill Streak!

### RECIPE COMBINATIONS

No.	Ingredient #1	Ingredient #2
1	Lead Pipe	Assault Rifle
2		

## 005: FLAMING GLOVES

Ammo	Firing Rate	Health	Durability	Damage	Awesomeness	Survivor Weapon?
-	-	4000	Normal	High	8	No

THE BLUEPRINT IS IN SUNSET HILLS AT THE COLLECTOR'S HOUSE.



### RECIPE COMBINATIONS

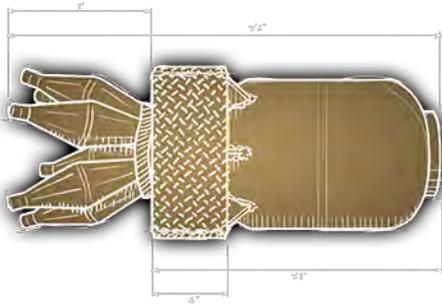
No.	Ingredient #1	Ingredient #2
1	Boxing Gloves	Motor Oil
2		

Don't settle for punching an enemy with a padded glove when you can punch him with FIRE! The Flaming Gloves carry the same pugilistic capabilities as their base weapon, but have the added benefit of igniting your enemies on fire with every punch you throw. Tap **X** for a series of quick fiery jabs, or opt for **Y** to throw alternating left and right overhand punches. Both attacks are incendiary and highly damaging! Avoid using as the attack is less accurate than the jabs thrown with **X**. The Flaming Gloves carry their own unique Skill Move, a three-punch combo that delivers lethal damage.

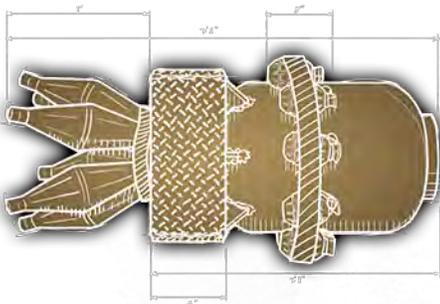
# BIG BOMB

Ammo	Firing Rate	Health	Durability	Damage	Awesomeness	Survivor Weapon?
-	-	2000	Hard	High	9	No

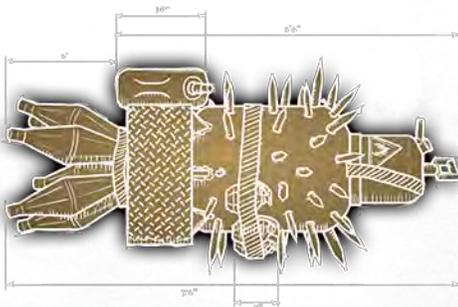
## BIG BOMB



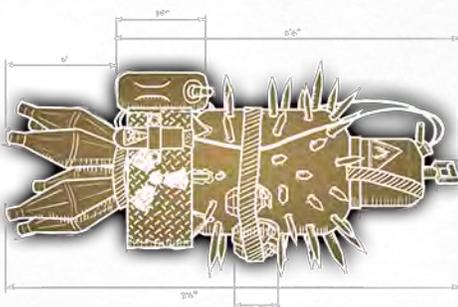
## BIGGER BOMB



## HUGE BOMB



## ENORMOUS BOMB



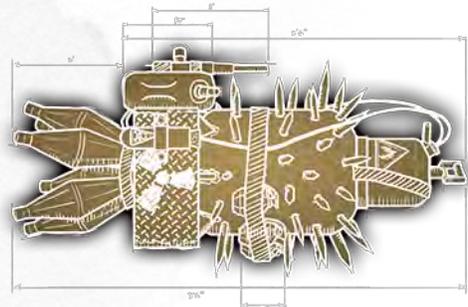
The aptly-named Big Bomb is a massive explosive device with a 10-second timer. You can arm the weapon for detonation by pressing **Y** to set it down gently, or by pressing **Enter** to throw it. Either way, you have plenty of time to get out of the way before it explodes. The progression of this family of super combo weapons sees a gradual increase in the size of the blast and the amount of damage it causes. The Massive Bomb literally incinerates every living thing within a city block and is capable of killing hundreds of zombies in an instant. Nick will survive the blast, but his clothes won't! The Enormous Bomb adds poison bomblets to the explosion whereas the Huge Bomb sets enemies on fire.



## RECIPE COMBINATIONS

SCW Version	Ingredient #1	Ingredient #2
Big Bomb	RPG	Propane Tank
Bigger Bomb	Big Bomb	Grenade
Huge Bomb	Bigger Bomb	Gasoline Canister
Enormous Bomb	Huge Bomb	Microwave
Massive Bomb	Enormous Bomb	Laptop

## MASSIVE BOMB



# BUFFET CART

Ammo	Firing Rate	Health	Durability	Damage	Awesomeness	Survivor Weapon?
-	-	4000	Hard	Med	8	No

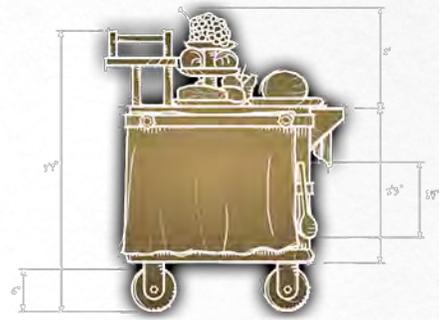
The Buffet Cart is the foodie equivalent of the Beer Hat, only it's too big to stash in your inventory. Press **Y** to set the cart down, and approach it from the side to "Take Food" with **B**. Depending on the type of Buffet Cart you're interacting with, you receive a random food within that category. Buffet Carts aren't really useful out on the mean streets of Los Perdidos, but it's worth withdrawing one from the Weapons Locker and leaving it in the Safe Zone to have a steady supply of food whenever it's needed. Buffet Carts are good for providing the materials to make a number of combo foods. The Buffet Cart primarily serves up Ham and Bread; the Meat Cart yields various meats; the Drink Cart provides alcohol and drinks; and the Ultimate Cart yields a little of everything.

## RECIPE COMBINATIONS

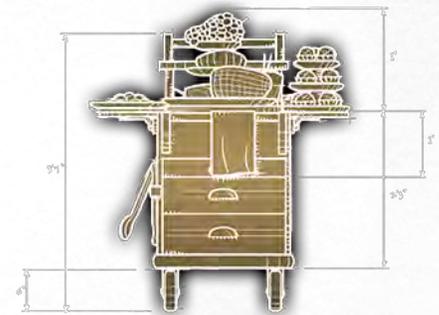
SCW	Ingredient #1	Ingredient #2
Buffet Cart	Drink Cart	Ham
Drink Buffet Cart	Buffet Cart	Large Soda
Meat Buffet Cart	Buffet Cart	Lettuce
Ultimate Buffet Cart	Meat Buffet Cart	Large Soda
Ultimate Buffet Cart	Drink Buffet Cart	Lettuce



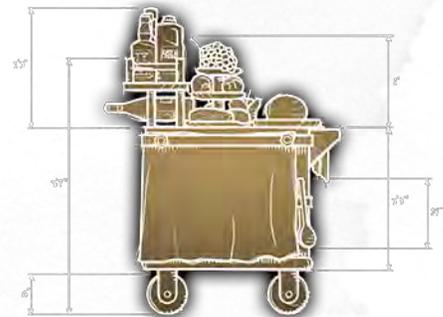
## BUFFET CART



## DRINK BUFFET CART



## MEAT BUFFET CART



## ULTIMATE BUFFET CART

