

Infinity Mode 1.0 mod for Dead Rising 2 came out about 15 years ago. It was easily the largest Dead Rising 2 mod before everyone moved onto Off The Record, so clearly I had to play it one of those days.

When I recently gotten around to it, I found the mod disappointing. The idea was solid, but it was unfinished and wildly unbalanced, I doubt it was even possible to play the game long enough to beat every single survivor in it's original form. I saw potential in the idea however, and using this release as the base, I set off to work. I already tried dabbling with modding Dead Rising 2 before, so I knew the basics.

Several months later, I give you Infinity Mode 1.5, in all it's glory. It is a much more balanced, and more importantly, fun experience that tries to capture the feeling of the original mod while having an identity of it's own. It is somewhere between the original Infinity Mode from the first game and the Sandbox Mode of Off The Record as far as gameplay and difficulty goes, your health will constantly deplete and the hordes are more aggressive than ever before, but the game has enough mercy to still let you heal indefinitely, respawning food upon cell entry rather than making all food items finite like in Dead Rising 1. The goal, as before, is to kill as much survivors as you can and gain both money and helpful rewards from their item stashes for doing so, however you can easily play this mod as a sandbox mode Dead Rising 2 never got. It is a fully playable new game in all aspects, and so with that comes a wild cornucopia of changes. If you're wondering why I am calling this Infinity Mode 1.5 instead of 2.0, the answer is simple, the original dev team planned to make a 2.0 update but as far as I know, it never released. I used 1.0 original release as a base, and since I am too technically inept to bring the planned changes myself, I still say this is a work in progress. You will find I did pretty much all I could with the inherent limitations of this mod and without any proper documentation on how to work on it, I will talk about that later.

Installation:

- 1)Backup your game folder, you will need to do this if you want to play base Dead Rising 2 again
- 2) Download the original 1.0 release
- 3)Follow instructions in the folder to install it properly
- 4) Install Infinity Mode 1.5 by replacing the datafile
- 5) Start the game, remember that you will need a brand new game(you cannot load in-progress games from base Dead Rising 2, make sure to start New Game Plus or New Game proper, altho this is not recommended for new time players)

Remember, no saving, just like in Infinity Mode in Dead Rising 1, however you can freely earn XP and level up, average of 5 level ups per full 4 Day run in my experience(from Level 36).

First, I will outline some basic changes to the general gameplay compared to 1.0 release, in case you played it before:

*Food now heals, originally only two types of items healed. This was insufficient, they healed too little and were too rare, even without the zombies you would be hard pressed to kill survivors quickly enough to get your next fix. As it stands, the game is brutal, but fair and veteran Dead Rising 2 players should not have too much problem getting thru all 4 days as long as they memorize locations of food items and have some at all times.

*Most of vehicles were removed(More info in the Items and Weapons section), however the original dev team forgot to take out Zombonis from the TIR minigame. As there is 4 colors, I added one to every major section where vehicles were originally found, this includes: Yellow one in Platinum Strip, Blue in Fortune Park, Green where the Hummer was in Silver Strip and Red in place of Sports Car in Royal Flush Plaza. Those vehicles are great at getting to point A from point B, however they are not effective against survivors and they are very temperamental when it comes to their environment. As they were only normally available in a very flat, controlled environment in TIR mode, they cannot climb up or down stairs, which is why I made sure that every part of the Fortune Outdoors has one dedicated to it. They can get stuck even when they hit a minor bump, like going onto the grass lawn in Fortune Park, so be careful and don't bother trying to take one up or down the stairs.

*Speaking of Fortune Park, I made sure to spice up both it and Silver Strip. Now the area looks like a proper warzone, similar to how it looks after the military arrives in the base game. As covered in the Items and Weapons section, if there were temporary item spawns from the base game centered around a certain event or case, they have been spawned indefinitely where they were in Infinity Mode 1.5(for example, Fortune Hotel is full of Merc equipment, some Psychopath spawns have reward items on full display, ect.).

*Originally, the playable area in 1.0 was reserved to the main game locales and the outdoors, side areas like various rooftops, safehouse and underground were completely inaccessible and doors leading to them teleported you around to random places(much like the Palisades shortcut). As it stands now, all areas are now fully accessible like in the final game at all times, much like in OTR's Sandbox Mode. This includes previously locked doors and areas that couldn't be accessed within the already accessible cells of 1.0, for example changing rooms and security room in the Arena. As before, there is only two locked doors, one are the maintenance rooms that are unlocked the moment you kill Sarah(the very first survivor you find, so don't ignore her!) and Roy's Mart doors(where you find Zombrex) after killing Angel Lust(Americana).

*Undead Frankie's TGS map changes(Americana BBQ Shack Gate and Yellow Barricades on Platinum Strip) as well as Longang Paul's Fixed Food Reactions have been included in this release, making the game feel even more fresh for long time players. I also recommend the TGS UI and No Fawning mods(seen in my screenshots but not included within the mod), which I found work very well with Infinity Mode(as do all clothing/model swap mods you might like).

*Looter stores are back in business, after their 15 year long vacation from 1.0 release. Looters are still invisible however, but they will still "talk" to you and you can buy whatever you would normally be able

to, for the same prices. Do note that the models themselves are glitchy, some of them overlap with one another so it can be hard to buy one specific item.

*Snack Machines sold Baked Potatos in 1.0, I changed it to Sushi in 1.5(machines that sell those actually exist btw). Price for one has been reduced from \$100,000 to \$1,000, making them more than accessible with a flat \$10,000 won per killed survivor encounter(not per survivor).

*Gambling machines are back, however due to more aggressive zombies and a constant ticking timer, it is not recommended to spend too much time on them. Your money should be earned by killing survivors instead, and you generally don't need more than a few thousand anyways for emergency food or weapons. After countless test runs, I average on 250K per playthru without taking gambling into account by the end of Day 4, so you should be fine. For this reason, gambling magazines were also removed and replaced with some of the new weapon spawns, same as with other useless magazines.

With that out of the way, much of my changes came from balancing the items spawns and enhancing the experience with new or unused items. As I found, unlike in the base game, you CANNOT add new items into items.txt, meaning I had to add new items by modifying existing items(usually NPC or unused weapons). I could not even bring back working vehicles, hence the need for Zombonis(which ended up working in favor of this mod, as they really fit with the "deathmatch gameshow" vibe present in Infinity Mode 1.5). This means I was unable to add brand new items wholesale(original plan was to port over Tommah's Weapons, something 1.0 release also tried but failed) but instead I had to dick around until I got the right mix of new weapons to work properly. With that said, most of them are new guns as they were the easiest to edit. The original game had a lacking variety of firearms, I am now happy to say that you can easily do a guns only run if you want with plenty of variety to your builds. I will now go over all the major item changes and new items, do keep in mind that those should easily work in the base Dead Rising 2 or even Off The Record, so if you're a modder yourself feel free to take a look in the items.txt file and copy anything you want(give me credit if you do).

Before I get to individual new weapons, here are general notes about items in Infinity Mode 1.5:

*As I said, most of the case/event specific items are now always found where they originally were. Infinity Mode 1.5 rewards experienced Dead Rising 2 players that know where all the hidden items are, and before you ask, the game is difficult enough that you won't mind the extra firepower.

*I added a few new item spawns, particularly BFGs and Queens in Royal Flush Plaza, however you can still find them in the Laboratory, previously inaccessible(and still is from the underground, use the Palisades elevator).

*Some items have been swapped, particularly some of the less useful ones and those that have no use in Infinity Mode, like certain magazines or Zombrex. If you remember where those items were, you will find a nice surprise instead.

*Survivors and their reward stashes have been completely overhauled. 1.0 had very random assortment

of items that had no rhyme or reason behind them, I made sure to give every survivor weapons that they normally have in-game(either in the base game or in Off The Record's Sandbox Mode) or one that would be fitting for them. Likewise, their reward caches will also have more appropriate items(I did take some liberties to include more useful items in some of their caches if applicable). This includes flat \$10,000 per encounter and at least one Baked Potato in most cases, those are only found by killing survivors in case you need them for mixed drink recipes(speaking of which, they are now found on some survivors as well).

*Gun store in Palisades has most of the new firearms, so if you want to quickly test them out in a controlled environment, I suggest going there as early as possible(they are spread all over Fortune however, so they're not exclusive to this location).

*For some baffling reason, Bowie Knife and Laser Sword were broken in 1.0 release, they had durability of 1 so they would break the moment you tried to(harmlessly) hit a zombie with them. This is now fixed, these two weapons work exactly as they did in the base game.

*Bees do not spawn from zombies, and Nectar does not attract any either. Queen Bee Jars are found in Royal Flush Plaza, Safehouse and Laboratory, Wingman can still be crafted and works exactly as intended.

*I was able to open up Leon's bike bay, however as no bike can be spawned in, nothing is in there. I could not figure out how to spawn something there directly, however with the much more dangerous zombies, it might be a good last stand holdout spot.

With that out of the way, here is a list of normally inaccessible, redesigned or brand new items in Infinity Mode 1.5:

Normally Inaccessible:

Ball Buster-TIR exclusive weapon, a heavy cannon that fires balls as projectiles. Those usually kill zombies in one hit and go thru several of them, making it a very powerful weapon against hordes. Unique feature of this weapon is that the projectiles are not static, in fact they do not disappear when shot and you can even pick them up afterwards and keep in your inventory.

TIR Moosehead-Technically available in Dead Rising 2, but that requires a whole load of time spend in the TIR minigame, which I doubt most players cared enough to play and unlock. Aside from it's unique look, it's a generic rushing weapon, letting you move quicker around the map.

Motorcycle Parts-Found in Case Zero, they act exactly the same as they have in that game, however their durability is not infinite and will break over time. Do note that they have much better durability than most items, letting you take on the hordes for longer periods of time, which is perfect as you can normally only find those items scattered around The Strip where the hordes are at their thickest and most aggressive. The deep lore here is that these are the parts of the destroyed bicycles from the main game, have fun looking for them all! The utility cart with bike parts is found in Food Court instead and that one IS invulnerable, so if you want to recreate the days of running around the entire map with it in Case Zero, you can do that here in Fortune City, too.

Bowling Pin-Weak melee weapon from Case Zero. Found in SportsTrance in Royal Flush Plaza and in Moe's Maginations in Platinum Strip.

Flare-Fountain Fireworks reskin, you stick it in a zombie's mouth and the horde is attracted to it. TCRF article incorrectly states that the weapon doesn't work, I can confirm it indeed attracts zombies in both Dead Rising 2 and Infinity Mode. Found in the gun store.

Gem Blower-Normally a combo weapon, for whatever reason it was broken in 1.0 release. The item is not treated as a combo weapon, meaning it cannot be crafted and even if you did, it gives you no bonus PP per kill. This makes gems even less useful as ranged weapons and are now exclusively reserved for the Laser Sword. One Gem Blower is found in the Zombrex spawn in the backstage of Slot Ranch Casino, and I think it can be bought from some looter stores, otherwise works exactly as intended.

Generator and Spool of Wire-Exactly the same in the base game, except they can now break. Not very useful, mostly added for posterity, they can be found in Safehouse and a couple other locations.

Misc Items:

Stun Gun-Hacker lost it's usefulness as ATM machines no longer give money and even if they did, money is not nearly as useful as it was in the base game. With that in mind, I redesigned the Hacker to work more like the Stun Gun from the first game. To that end, I simply increased it's battery life from a few seconds of use to about a minute or two, meaning it lasts longer than Laser Sword and can situationally be used as a crowd control weapon(as zombies are much more aggressive and numerous this time around). Stun Gun still works the same way as before, it forces player to stand still and use it as a short ranged weapon(much like an Air Horn) which easily kills zombies and stuns nearby ones.

Duffle Bag-I couldn't get the Gasoline Barrel to explode properly, so I instead made it a duffle bag, as I always wanted to use one in Dead Rising 2. It is now functionally a superior Small Suitcase, using the same animations but being much more powerful and lasting 100 hits instead of 30. It is a long term melee weapon, the only brand new one that the mod adds, however it can be thrown to retrieve the same loot you will find in Military Crates(Handguns, Grenades, Bowie Knives, Merc Assault Rifles) in a pinch.

Firearms:

Magnum-A halfway point between the Handgun and the Six Shooter, Magnum sports the same 60 round capacity as the Six Shooter but only half the damage. Unlike the rare Six Shooter, however, you can easily stock up on as many as you need, letting you carry much more firepower than before. There is a dispenser in the gun shop, as well as one in the Zombrex spawn in Yucatan Casino.

.22LR Pistol-The exact opposite of the Magnum, this is a much weaker Handgun. It is too weak to effectively take on survivors or even zombies with them, however the latter will still go down to a headshot or two, this is important as the .22LR sports a whopping 200 round capacity. This means that skilled Dead Rising 2 players can use this as a long-term use firearm to use exclusively against zombies and leave more powerful guns for survivors. There is a dispenser in the gun store, it is also found in locations where you would expect civilians who want to defend themselves.

Combat Shotgun-Full auto, does more damage and has 30 rounds to boot, this is a good crowd control weapon against zombies. However, it isn't very effective against survivors, much like the Pump-Shotgun, and unlike that weapon you can't use it to knock survivors down. Situationally a useful weapon, there is one in the gun store and one should be found in most casino security rooms.

Submachine Gun-TK's gun, fulfills the same purpose as it did in Dead Rising 1. SMG is found in normally hard to reach or hidden areas, and can be useful in a pinch, however it is usually inferior to other weapons like shotguns, magnum or assault rifles if given a choice. It still sports 100 rounds and there is a dispenser in the gun store, like with other new one handed weapons.

Merc Assault Rifle-Not a new weapon, but it's been redesigned. It still sports 30 rounds like in the base game, however the damage has been doubled. Not only does it mean that it deals damage very quickly, but also that if you shoot all 30 rounds on target, that guarantees a dead survivor. This makes the weapon a dedicated anti-survivor weapon and should be kept away from the zombies. For general purpose auto weapon against zombies, you should use the Assault Rifle or Submachine Gun.

Spec Ops Rifle-Cut weapon that hasn't been documented, from what I can tell. Pimped out Assault Rifle aka M16/Colt Commando, this one has a scope(only aesthetic, like the Merc Rifle) and a working flashlight you can use when aiming down sights(a feature that would only be introduced in official capacity as late as Dead Rising 3). Apparently this weapon was going to be used by Mercs before the SIG rifle was implemented. Spiritually, it is the Machine Gun from Dead Rising 1, sporting the same damage as the normal Assault Rifle but a whopping 150 rounds capacity, which means it is only one step away from the mighty LMG. Spec Ops Rifles are a general purpose weapon, you can use them to take out hordes of zombies or several survivors before ammo runs dry(but not as quickly as the Merc Rifle). Spec Ops Rifles are found rather frequently, there is 2 in Palisades and most Security Rooms should have one. This relegates the normal Assault Rifle, untouched, as completely obsolete, if you find one you should generally use it on the spot to clear a path or damage the survivors instead of keeping it around.

Minigun-Hidden weapon, only found in Roy's Mart and accessible once you find the key to it. It is spiritually the Heavy Machine Gun from Dead Rising 1, a heavy weapon that sports a whopping 1000 rounds and a great fire rate. This gun chews thru both survivors and zombies like hot knife thru butter, and is only kept balanced by the fact that it is a heavy weapon, both limiting your mobility and preventing the player from hoarding it. I found this to be a cheat weapon, way too powerful for normal play and day to day use, however if you want to have fun, it's easily the best weapon in the game. You can use it for quite a while too, however there is a rare bug with it where the weapon will "fire by itself", wasting ammo rapidly". If that happens, just drop the weapon and pick it up again, it usually only triggers if you keep the fire button pressed for a long time, so try and use bursts if possible. I know holding

animations are glitched, this was the case in the base DR2 iteration of this mod(made by Tommah).

Sharpshooter Rifle-TIR Minigame custom yellow Sniper Rifle. This one is not a direct upgrade over the regular Sniper Rifle like Spec Ops Rifle to Assault Rifle, more like a sidegrade. It sports 30 rounds compared to 20 and fires faster than the regular Sniper Rifle. However, it does slightly less damage(only noticeable on survivors) and does not knock them down, only stunning them. It is merely a matter of preference which one you choose, Sharpshooter Rifle is superior if you want to take down more survivors with it however. One is found in the gun store and one hidden away on the Platinum Screens Theatre sign(you can access it by climbing on top of a vending machine). Sharpshooter Rifle might have a higher zoom level than the regular Sniper Rifle, hard to tell, either way both work just well enough for the distances you will find yourself at when engaging survivors.

General Notes and Bugs/Issues:

*I could not figure out how to add new items into items.txt nor how to restore previously working items, like various vehicles. This is tied to next to no documentation about this project, I can mod in brand new weapons into base Dead Rising 2 just fine. If you see something you would like added, so did I probably but I am working within my limitations here. Unless someone from the original project comes back and gives us more info how this mod works, this is pretty much as good as it gets.

*I removed Katey from the initial ambush scene in the Arena Garage. I like the concept, but her animations are super glitchy and you can't kill her. This means that Stacey and Sullivan ARE able to be killed, and I recommend doing so as you can grab an early Laser Sword and Baseball Bat, giving you an easier start.

*I placed all the Metal Barricades from the intro of the game within Arena Entrance cell. Not only does this make the area much easier, but it messes with zombie AI, they are noticeably less aggressive than before. I hypothesize that it has something to do with their pathfinding as once some barricades are destroyed or removed, they become more aggressive. Consider this a mercy, the original Arena cell was cramped and extremely difficult when starting a new game.

*Sometimes, survivors don't drop any item caches. I have no clue why this happens, the very first survivors you kill in the final wave on Day 4 are almost guaranteed not to spawn items so keep that in mind(you shouldn't need them by this point anyways).

*You can easily go AFK in many areas of the game if you're waiting down the clock(Chuck's watch has been re-enabled btw). Make sure to lock yourself in a room with lots of food or in an area where zombies cannot get to you. I noticed that if you stand still without a weapon in your hand, health doesn't tick down nearly as fast, but taking above precautions is still advisable. If you stare at your clock, health goes down even slower but I noticed it still drops eventually when you exit the screen. Only use this method at your own risk. Lastly, all the vehicles stop the health bleed entirely, so if you want to sit in a Zomboni until the next wave of survivors spawn, be my guest.

*Time when survivors would originally spawn in 1.0 was bugged and inconsistent due to poor math and general misunderstanding of how the feature was supposed to work. I changed it so that survivors spawn every 8 hours in waves. Game starts at 3am, meaning the only times you have to remember is 3am, 11am and 7pm. When you see those times on your watch, you can consider the next wave of survivors to be spawned in and any unkilld survivors cleared. After much testing, I can tell you that you should be able to clear every wave completely and still have time to dick around, don't be afraid to stock up on items or look for hidden treasures, you should usually have the time to do so and kill the survivors on the way if you plan your routes effectively.

*Leon is supposed to spawn in Royal Flush Plaza as a hostile survivor. That is a lie, he was never implemented in 1.0. Just like the outdoors and underground and many side areas, you can consider Royal Flush to be a safe area from survivors. I've included the survivor timetable directly from the wiki with this mod, minus Leon.

*Survivors have limited AI, those with melee weapons will pretty much never use them and fight with unarmed-like attacks instead. Those with firearms are very dangerous however, so you should always expect the worst and keep a few anti-survivor weapons on hand.

*Zombait DOES have an effect, zombies are already more aggressive than they usually are in the base game(about as much as the gas zombies, which do not appear in this mod) but Zombait attracts zombies from a horrifyingly large distance for the duration of the drink's effect. Likewise, Zombait is also the most common mixed drink award for killing survivors.

*I was not able to blast away the walls of Atlantica(after the Merc heist) and Loading Bay doors(where you fight Sergeant Boykin). As far as I understand it, those are not items and instead parts of the geometry, which I don't know how to reliably remove. If anyone has a solution, please advise.

*I have no clue if the DLC clothing items have their effects in Infinity Mode. In theory, they should, I was not able to test this. As the game loads a save from the base Dead Rising 2, it is advisable to try in your own game if you have them available(game starts you off in the last outfit you wore, but the clothing locker is still available in the Safehouse).

*You can easily clear the entire 4 Days of content without a maxed out file. I have done my testing with a Level 36 Chuck, theoretically it is possible to play this mod even from level 1.

*As with the original release, this will irreversibly destroy your main game. It is recommended to back up your main Dead Rising 2 game somewhere else, especially if you modded it, and switch between Infinity Mode and main game as you wish.

*BFG is wielded by a single survivor, and it does NOT make Chuck puke. This behavior was introduced in Case West/Off The Record, I guess the devs never intended for NPCs to have this weapon in Dead Rising 2. You can still make NPCs puke if you use it on them, however, and the NPC that fires it is likely to puke himself after the gun is fired. Super BFG is known to crash the game if used on survivors and zombies, probably a memory related issue and the only one that ever occurred on my machine. Use at your own risk, consider it a "user error" if you spam the most powerful weapon in the game irresponsibly.

*Survivors hit by the BFG or Super BFG can sometimes have their items break when they puke, which will render them unarmed. This is beneficial if they have a good ranged weapon, however they will also not drop whatever they were carrying, so use of these guns against survivors is a tactical choice. Remember,

Super BFG has a chance to crash the game on top of that when used against both survivors and zombies at the same time.

*Due to removal of vehicles, underground is extremely dangerous now with bleeding health and much more dangerous zombies. It is not recommended to go there unless you know what you're doing, it is generally faster(but just as dangerous) to try and reach your next destination via The Strip. Veteran Dead Rising 2 players might find it a beneficial shortcut when they use a Quickstep/Repulse and/or pushables like an Electric Chair or a Handy Chipper to dash to their desired area.

*Despite it not spawning there, you can theoretically drive a Zomboni into Food Court from Royal Flush Plaza and underground from Silver Strip.

*You can access Yucatan Rooftop, normally only accessible during a single late-game mission in Dead Rising 2, any time you want. It is clear of deranged Phenotrans agents, AC-130s and even any zombies, making it a perfect place to pick up a bite to eat and relax(more importantly, reset a cell if you are waiting for the next survivor wave to spawn. Various Strip rooftops, Laboratory and Safehouse share the same traits.)

*All the various ways to earn PP via environment are still here, that includes getting a 7 from the dice in Royal Flush or spinning the racks. Minigames, such as virtual golf and various casino attractions, are disabled however. You will sometimes get a random "Fulfillment Bonus", first at 20,000PP, then 40,000PP and lastly 60,000PP. I have no clue what triggers it and it seems to happen at random, I guess this is a "survival bonus" the longer you play that the original modders wanted to implement, and should be treated as such.

*Some new items have missing icons, which look like black rectangles on the UI. This makes it look like you have missing/empty inventory slots and confuse you in the heat of the moment. I recommend downloading the TGS hud mod, it makes the black squares a little bit easier to spot from an empty inventory icon. Additionally, some weapons fluctuate between what icons they show(Combat Shotgun: M16/Pump Shotgun, Duffle Bag: Missing Icon/Small Suitcase ect. probably related to what data the game has loaded in it's memory at the moment).

*Once in a while, randomly, gas will come out of the vents. I have no clue why this happens, but there is no gas zombies in this mode so it won't impact your playthru. Likewise, the Gas Tank from the Laboratory also doesn't do anything.

Wishlist for 2.0 release(beyond my current capability without help/documentation):

*Better survivor AI, have them act appropriately(why are Militiamen acting like the "wimpy survivors" from the base game?)

*Spawn Psychos with their own behavior, if applicable, and spawn them outside their usual environment(like Dead Rising 1 did in it's Infinity Mode). Bring back their boss music as well for as long as

they're alive

*Co-Op

*Add more survivors to new areas not accessible in Infinity Mode 1.0(for example, various rooftops or the Laboratory, Leon would be perfect for a chaser psycho in Underground or The Strip)

*Add ability to implement new items, perhaps even port over ones from Off The Record

*Secret ending where you take on TK in the Arena like at the end of Overtime Mode with the still depleting health, if enough survivors are killed after Day 4 for a true 100% run experience

*Add generic human enemies, such as Mercs and Looters

*Improve how loot drops from Survivors work, have them spawn from a cardboard box like in Dead Rising 1 instead of spawning randomly at a random place on the map

*Ability to save the game when you die/complete a run, so you can theoretically go from level 1 to 50 just by playing Infinity Mode

*Add a "Pulse" like soundtrack to alert you to the incoming horde. This will make the engagements against a large group of zombies more dynamic and let players know they've been spotted, similarly to how this feature works in Dead Rising 3(Logic: "If X amount of zombies are in "Y" state ie aggressive and chasing down player, tense music starts playing until Z% of them are dead")

*Add a feature to skip an in-game hour for those who don't want to AFK when waiting for next survivor waves, costing an appropriate amount of health in the process

*Would adding in Uranus Zone from Off The Record be technically possible? The engine is pretty much the same

*Build in randomizer, take a random number of survivors and spawn them in areas which are supposed to spawn them during a wave. When killed, remove them from the list so that you get to kill the survivors in a unique order every game

Closing Thoughts:

It's been a blast working on this project. I am under no delusion that there will be another big mod released for this game again, but I'm glad to have given Dead Rising 2(which I always liked over Off The Record) one final mod that you simply can't port to OTR. I am, unfortunately, working within very strict limitations and there is little I can actually do with the inherent limitations of this mod. Suffice it to say I

did as much as I was able to. I transformed the original experience into something completely different, and I dare say unique to the franchise, you won't get this kind of experience elsewhere, not even in Off The Record's Sandbox Mode or Dead Rising 1's Infinity Mode. I hope this gives long time players one more reason to boot the game up, and if somehow one of the original devs is out there, let me know how the mod works so maybe it can potentially be updated to 2.0 release, that includes finding a way to enable adding in brand new item entries in items.txt.

Tips & Strategies for Starting Out After dozens(!) of Test Runs:

I found an optimal way to start a run over the weeks. If you're having trouble getting started, look here. Of course, true to it's sandbox nature, after you leave the initial intro area, you're free to wonder anywhere you please, here is how my playthru looks if you're interested:

*You start in a small room with a long corridor. Your first two potential victims are here, Sullivan and Stacey. If you're an experienced Dead Rising 2 player you might be able to beat them bare handed or with skill moves, however it's annoying to kill the two of them with a ticking counter and no health items. Go towards the long hallway with the zombies, hit one so they drop a flashlight, grab a couple. Lead Sullivan and Stacey towards the zombies, when you attracted the horde, head back where you came from. If you've done this right, the horde should be on top of the two, when one is grabbed or distracted by the zombies, wait at the other. Once one of them goes down, grab their weapon and finish off the other. Move to the end of the hallway as fast as possible, your health is constantly ticking down.

*You should be in the Arena entrance. Your health might be low, if that's the case ignore Sarah and the zombies and head for the stairs, there is a few health items scattered around there. If you must, open the doors on either side of you and close them, neither zombies nor survivors can open them. On the left(from the Arena hallway you came from) is the Security Room with a Coffee Creamer and a Snack, on the right are the changing rooms with much more health items but also some zombies. When you get your bearings, kill Sarah, it is absolutely vital you do so since she gives you the maintenance door key, in other words you cannot make combo weapons if you don't kill her. Once she's dead, start to get your kit together, grab one of the barriers and clear the way of zombies if need be. Each area has one or two "supply drop" locations where items will spawn once you kill the survivors, and each survivor has their own designated drop(ie they don't change game to game). They usually have \$10,000, a Baked Potato or two, and weapons or mixed drinks/food items fitting to that character. In Sarah's case, she was apparently wounded in some older copies of the game(used NPC) so she got items medical in nature. Keep the Baseball Bat, you will need it, you should still have your laser sword from earlier. There is a couple of PCs for you to make Stun Guns from the flashlights you grabbed on the way out of the long hallway at the start, otherwise there is a Pole Weapon in the maintenance room you can make, a few Air Horns, Nightsticks, Fire Axes, Guitars(changing rooms) and a few duffel bags, new items. There is a Combat Shotgun in the security room, a few handguns on the cops, a single zombie with a pump-shotgun and a single .22LR pistol on the ground. If you want to make a Snowball Launcher, there is a few fire extinguishers and a guaranteed water gun from one of the dressing room cardboard boxes so you can

make one right away. Likewise, the black garbage bags near the maintenance room have a chance to spawn some nails, if so make a nail bat. If not, keep the bat, you will make one soon enough. If you need health, you can stack up on sushi rolls from the vending machines, \$1000 each. There is a Coffee Creamer in the security room, a Painkiller from the supply drop as well as a baked potato and two whiskey bottles as well. If you need misc snack foods, they're scattered all over the stairs area of the Arena and there is some in the changing rooms as well. Once you've taken your loadout, make sure to grab a few pylons/hangers just in case, and a barricade/garbage can/cash register to clear the way. Ignore the wheelchair, it's there so that you can make an Electric Chair/Blitzkrieg immediately in Americana, but we're not going there. Head to the South Plaza entrance.

*Survivors spawn in waves, each one lasts 8 hours, so we start at 3:00am and we have until 11:00am to kill all the survivors in the first wave. We will go counter clockwise from the Arena around the entirety of Fortune City, so now we are heading toward Fortune Park from South Plaza. Don't be surprised, there is zombies right in front of you the moment you spawn in. Clear the way as fast as you can, there is an acetylene tank zombie nearby so if you have a gun, use it to blow the way. Running towards you is Gary, a debug NPC with an LMG. Don't get intimidated, survivors wielding automatic weapons will be a common pattern, especially in South Plaza. Zombies will easily grapple him, letting you get close to him. You can plink away at him with a pistol or shotgun, but it's better to stun him and get up close with a melee weapon. Since the survivors are so stupid, getting close to them with any weapon is usually a death sentence, they have no answer to it even if they wield melee weapons themselves. Unless you're outnumbered by several ranged survivors or they have you dead to rights via bullet spam stun, you should be fine. If you're having trouble, drink that Painkiller now, you will make more mixed drinks soon. Once you take care of Gary, take his gun. Stock up on supplies, South Plaza is full of good weapons and it is relatively empty as far as zombies are concerned. Gary is one of the few survivors that doesn't drop a Baked Potato, so you will have to make do with a hamburger nearby. If you need more health, head over to the barricade by the statue, where the nerds are, or the nearby maintenance room to stock up on health, don't forget to make the Spiked Bat now if you haven't already before you do anything else. Some good weapons and items to look out for in South Plaza: Defilers, Flamethrowers, Beer Hats, IEDs, Plate Launchers(one of the best weapons in the game), duffle bags and once you enter the Hotel area, some Merc Rifles and a .22LR Pistol. There is nothing on the rooftop aside from a few money cases(easy to grind for them here, altho you never really need money) and health items, you usually go here if you need to reset the cell. Make sure to grab a heavy item, be it an IED, Plate Launcher or a wheelchair. You will need them where you're heading next. Word of advice, even if you don't plan on getting a Plate Launcher on your way out, grab some plates anyways, just in case. You will thank me later.

*Welcome to the warzone! Outdoor areas are hell on earth, zombies are denser and more aggressive than ever. If you have a Plate Launcher or an IED, simply clear your way to Atlantica and go inside, remember to drop the IED or stick it onto the zombie via heavy attack(only with a Combo Card) then clear out and shoot it to wipe out an entire horde of zombies, likewise Plate Launcher goes thru an entire column of zombies as if you were shooting sawblades. If you have a wheelchair, head straight to the middle path between the rocks, make an Electric Chair or Handy Chipper as fast as you can. Make your

way towards Atlantica in either case. You usually want to just use Zombonis to quickly move thru outdoor areas, but you need to learn their locations, and in this instance it is too far away from you when you enter from the Hotel. Make sure to not overlook an SMG near the entrance, or an opportunity to make a Dynameat/Knife Gloves/Hail Maries before you enter Atlantica.

*When you enter Atlantica, drink a beer or eat a fish near the entrance if you're low on health, you likely are since Fortune Park is one of the few areas in this mode that have zero health items guaranteed, which means you will be eating out of your inventory stash. Brandon is a pushover, like most melee survivors. He usually gets grabbed by zombies the moment you enter, giving you ample time to maneuver, and even if he isn't he can't do much damage. If he really gives you too much trouble, run to the casino tables and jump on top of one, then wail on him with an LMG or whatever you have on you. If you're running low, there is a Spec Ops Rifle and a Merc Rifle in the security room, Brandon's stash(in the pool where the dolphin would be) has a few potatoes and a sushi. Go the middle area and make your first mixed drinks. Whiskey and beans will give you a repulse, sushi and vodka will give you an untouchable, vodka with cocktail will give you a painkiller, sushi with beer gives you quickstep and fish with pineapple gives you Nectar(hold onto that for now). Stock up on whatever you need, you can make Beer Hats, a Pole Weapon and Holy Arms in the maintenance rooms as well as a Driller and a few Flamethrowers. On the way to Palisades, grab either a bowie knife or some gems from the top of the ship, it depends on if you want to make Knife Gloves, Laser Sword or both. If you need health, there is a sushi vending machine right outside the entrance, altho there is a group of zombies guarding it so you might fight to get to it.

*There will be quite a few zombies in front of you again, get used to it, but there is also a few zombies spawning behind you as well. You will get used to that as well. For now, focus on clearing the way and either heading toward Carlos, who thankfully has a bit of distance between you, or heading into an alley to your left where the maintenance room is. He's a melee guy, you should know how they work by now. Once you've dealt with him, time to stock up again. Palisades is truly a paradise for a Dead Rising player, there is an option for pretty much every build. If you head to the Laboratory, you got BFGs, which you can easily turn into Super BFGs, Queen Bees(remember that Nectar?) and Merc Rifles. The maintenance room here will let you make a set of gloves or a Laser Sword/Stun Gun of your choice. At this point, you should have noticed that some weapons work well against zombies, some better against survivors and some are all-purpose. Start memorizing which is which and have a good mix of both kinds, as well as ample supply of food. If you need to do some testing, now is the time, Palisades has the space, all the supplies in the world and it's a huge map. When you head upstairs, you got a gun store to the right of the entrance, make sure to grab a gun of your choice and a flare or two. Cletus even left you a little gift, so grab it if you're low on health, and if you need more food, make sure to head to the food mart on the same floor. Carlos dropped a chainsaw, you can make a Paddlesaw but you don't need to, Carlos' stash(near the pool, between Flexin' and Ultimate Playhouse) already has one crafted for you, as well as an engine and bike forks if need be. You can also grab a water gun or a spitball gun and make one of the deadlier anti-zombie weapons around if that's more your speed(Snowball Launcher, Flamethrower, Firespitter), otherwise move on up toward the Yucatan entrance, go to the pool area if you want to make

another Paddlesaw or make mixed drinks(there is also a supply cache in here for some survivors). I left players a little present in the near the underground entrance, so if you have plates on you, you can make a Plate Launcher. If not, you can make an extra Defiler or two Blambows easily. If you need a good melee weapon, you can make a Pole Weapon or grab a broadsword from Shank's. Make sure you have a long range weapon, like a Blambow, a sniper rifle, an automatic weapon or even a magnum and head towards Yucatan. If you still need weapons for whatever reason, use the pawn shop upstairs, near the Yucatan entrance, there is LMGs/Assault Rifles for sale as well as pre-made Combo Weapons.

*Jump up on the middle upper block and onto the platforms overseeing the casino right away, they will be your best friends going forward. Whatever ranged weapon you have, use it on Jenny now. If you want to jump down there to get down and dirty with a melee weapon, be my guest, just wait until zombies grapple her for the best opportunity. Once she's dead, get ready to get stocked up again, your final exam is coming up and you need to be ready. There is food everywhere, make sure to get stocked up and make mixed drinks. There is several carts with drinks being pushed around by zombies, if you need health grab some wine but ignore the beer. Jenny spawns a couple of potatoes, there is also a garbage can and a bench if you need a room clearer, the casino is pretty tight. Go to the middle area and climb onto the statue, you will have a magnum waiting for you there where Zombrex originally was, as well as an LMG if you don't have one in your inventory. Make a habit of dropping that thing and grabbing a Spec Ops Rifle instead if you go below 150 rounds for this reason, there is a second LMG in the vault room, along with a drill if you plan on making a Drill Bucket or a Driller. You will need a good zombie clearer once you make your way to the Food Court, so make sure to make a Boomstick, Blazing Aces/Firespitter or an IED and make sure to make a Pole Weapon too. When you're ready, head towards the Food Court area. If you grab a flashlight on your way there, you can make Laser Swords in the Slot Ranch Casino maintenance room once you're done there, always think ahead and plan not just your routes, but what items you can grab on the way.

*You know the drill by now, clear out the zombies in front of you as quickly as possible. You got a welcoming party, it's your friends from Case Zero, and they're not happy! This is the first of what I like to call "mini-boss encounters", which is to say one or several ranged survivors with melee bruisers coming at you. Between them and zombies, it's easy to die, ignore them and the bruisers and head towards Bob immediately. If you're lucky, the zombies will grab him. If you don't want to kite them around the entire Food Court, easy way to get a jump on the survivors is to break thru a window on the right where you came from, so that they have to run the long way(usually get stuck on zombies) or to your left, climb on top of the vending machines to be safe from zombies and bruisers so you can focus on Bob. Once he's dealt with, you can deal with the other three as you can see fit, they're not a threat unless they or the zombies have you cornered.

Congratulations! You survived your first round of Infinity Mode 1.5, provided you did all this in less than 8 in-game hours. Now you have time to dick around until the next wave starts, at 11:00am. First order of business is to take advantage of the Food Court, make any mixed drinks you want. Upper floor, which you get to via top of vending machines, let you get bows so you can make Blambows, otherwise there is an opportunity to make a Pole Weapon, Heliblade and molotovs(useful for knocking down survivors from

range). Don't sleep on the SMG near the maintenance room as well, otherwise head on up towards Slot Ranch Casino. Or run there, if you made a Flaming Skull(make sure to get the Combo Card from the story mode) or grabbed the invincible bike parts cart. You can make more mixed drinks once you get Slot Ranch if you forgot to make them, for some reason. In the maintenance room, you got the opportunity to make Laser Swords and Flaming Arms, there is also a "unique" non-combo weapon Gem Blower if you really want one of those. Firecrackers will be useful as distractions, but you want Heliblades or Dynameat if possible since they kill zombies as well as attract them. Lastly, head over to the security room to get yourself some new guns, be it a Spec Ops Rifle, Merc Rifle or a Combat Shotgun. If you have the time, go out there and explore or try to farm PP to level up, otherwise sit back and relax in the security room and wait for the next wave. You now know everything you need to survive in Infinity Mode 1.5

Hope you enjoy the mod as much as I had making it! Special shoutout goes to the mod team for Infinity Mode 1.0, wherever they are. Without them this wouldn't be possible.