



GAME DETAILS



DEAD ISLAND RIPTIDE

INFO

Publisher: Deep Silver
 Developer: Techland
 Platforms: PS3, Xbox 360, PC
 Reviewed on: Xbox 360

RELEASE DATE

April 23, 2013

MULTIPLAYER/ONLINE

Up to 4-player co-op online

GENRE

Action-adventure

SUITABLE FOR

Any first-person shooter/zombie aficionado looking for a vacation from the norm



SURVIVAL (MODE) OF THE FITTEST // Taking a page from *Gears of War*'s playbook, *Riptide* includes survival missions that throw wave after wave of the undead at your safe houses. While the original *Dead Island* had these "defend the objective" scenarios, too, *Riptide* provides AI (or the option to play with three friends) to help quell the frustration of fighting alone.



► For those put off by the lack of ammo in the original, fear not—Palanai's got guns in spades.



► And you thought that stranded Carnival Cruise ship made for a rough trip...



► Revised combat controls allow for more versatility, but kicking is still a staple.



MEET MORGAN, BUB // A soldier-turned-fry cook, John Morgan is the latest immune to join the cast of *Dead Island*. With a skill tree that includes healing, as well as his aptitude with hand-to-hand weapons (like, say, claws), it's tough not to question whether he's infected or just suffering from an x-gene overdose.



WHAT'S GREAT:

- ♥ Survival sequences
- ♥ Several small tweaks to the gameplay
- ♥ Online co-op returns with a vengeance



WHAT'S NOT SO GREAT:

- ✗ Awkward character models and voice acting
- ✗ The occasional glitches and hiccups remain



CHARLIE SAYS:
 Nice to see *Dead Island* improve, but I'm still holding out for a game that matches that first trailer.



OVERALL RATING:

3.75

