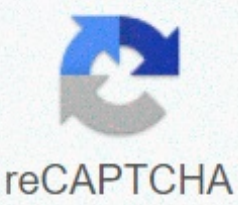




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Dead rising 3 psychopaths guide

During Dead Rising 3, Nick encounters psychopaths who have survived outbreaks that have either gone crazy as a result of their inability to cope with the situation, or are morally bankrupt individuals who perceive the epidemic as an open opportunity to indulge in their twisted desires. Main / Necessary Psychopaths [edit | edit source] Optional / Avoid psychopaths [edit | edit source] Seven deadly sins [edit | edit source] There are seven psychopaths in the game who represent seven deadly sins. These psychopaths are non-main story enemies that can be found in the open world, and can be solved non-linearly or not at all. [1] These seven psychopaths are named after the Christian seven deadly sins. Seven deadly sins have been used since the early Christian times to educate and lecture Christians about fallen mankind's tendency to sin. These seven psychopaths are among themselves. [2] Lust[edit | edit source] Lust is symbolized by Dylan Fuentes, a perverted S&M artist who fights in an S&M dungeon at the back of a porn store. He uses Lust Cannon, a specialized flamethrower (which is shaped like a male genitalia) as his weapon. When Nick enters, he finds two survivors, Eric and Julia, tied to chairs. He's going to go down the wire and Dylan's going to ask him to perform sex acts for him, but Nick refuses. Dylan says he won't let go until Nick is 'more obedient' and blasts his Lust Cannon into the air. Nick tells him to calm down, but Dylan laughs ominously. After the defeat, he laughs and falls to the ground. Gas shoots out of his Lust Cannon (reminiscent of male ejaculation) before he dies, smiling. Then Nick can save Eric and Julia. Degibing [edit | edit source] Jewellery is a symbol of Darlene Fleischermacher, an obese woman who travels on an electric mobility scooter who is tired of taking a low-carb diet, and uses a fireplace to gorge herself at a local buffet. Nick enters the cafeteria, finds a survivor named Nathan, who was trying to get into the kitchen, and slips on a puddle of vomit. Darlene hears them and tells them to get away from 'her' food. When Nathan tries to eat some food, Darlene stabs him to death with a big controversy and attacks Nick when he thinks he called her fat. When defeated she makes one last attempt to kill Nick, but her scooter slides on her own vomit, causing her scooter to fall backwards. Darlene then returns, but without a way to feed, choking to death with a combination of vomit and blood. Greed [edit | edit source] Greed is symbolized by Albert Contiello, underground surgeon. When Nick enters his den Albert sneaks up behind him and injects him with a needle. Nick wakes up to see Albert inject Alejandro, another survivor. Nick responds to this by getting up and crashing into a pile of organ boxes that sends Albert into a ranch about opportunity to sell human organs. Nick starts hallucinating Alejandra becoming the next Albert and the fight begins. During the fight, Albert tries to operate on survivors in interconnected rooms. The tactic is to stop Albert from killing survivors and throwing organ boxes at the floor, triggering a context sensitive to him being stabbed by his own syringe, in which Nick briefly swoons after an effort. After his defeat, and being injected with a needle, Albert sees zombies attacking him. Nick watches as Albert disembowels himself with his surgical saw in response to being a disemboweled zombie. Albert is the only one of the seven psychopaths who is part of the main story line. Laziness [edit | edit source] Laziness is symbolized by Theodore Lagerfeld Jr. He is the lazy obese son of the mayor of Los Perdidos, who sits in a panic room playing video games, only emphasizing how pristine he was about a zombie outbreak that he didn't even know was happening. When Nick enters his mansion, Theodore appears on the big screen asking if Nick is out of 'service' and then for Nick to go to the store for batteries and a bag of chips. Nick asks for a key from the armory, but Theodore, too lazy to give it to him, instead sends armed RC helicopters to drive Nick away. The goal is to find the Theodores panic room in their headquarters and confront him. When confronted finally Theodore has a heart attack and defecates. Anger [edit | edit source] Anger is symbolized by Harry 'Zhi' Wong, a blood-stained monk meditated on Zen Gardens. When Nick enters the area, he sees a lot of dead bodies on the floor. Nick finally realizes that the bodies are not zombies, but in fact survivors who have fallen victim to Zhi from disturbing his peace. Zhi infuriates and attacks when zombies randomly walk into the gong. He's fighting Guan Dao. After his defeat, Zhi lamented about how he was fired, his wife left him on the shop assistant's fridge, and his children turned into 'dis-respectful brothers'. He shortly after decapitates himself with his Guan Dao finally finding peace from space accused of defeating his happiness. He's the first psychopath in the game. Envy [edit | edit source] Envy is a symbol of Kenny Dermot, a stereotypical nerd. For the first time, you will meet him on a construction site; He is afraid of zombies and asks for nick's help (also partly to build up his self-confidence). After killing five unarmed zombies, he says he becomes strong and a hero, just like Nick. When I meet him again on the yacht, Nick notices Regina, a tied-up survivor who was attacked by zombies and killed by zombies. It is believed to be a stunt committed by Kenny. Kenny returns with a new name: Kick. He became madly jealous of Nick's heroic attempts, and tried to be a copy of Nick by trying to save the person, dressing up in a mechanics suit, and creating his own combo Junk ball. When he's defeated, Kenny will be surrounded by zombies and he'll beg Nick to save him, and if he saves him, he'll settle for being Nicks' sidekick. He's a dedicated survivor. Pride [edit | edit source] Pride is symbolized by Jheri Gallo, a female bodybuilder, decided to let nothing get in the way of her winning bodybuilding competition. You meet her at Yoh-Gah Gym and she get angry when Nick calls her man randomly twice. He's fighting barbell. When defeated she is crushed by a trophy stand after repeating her motivational mantra. Nick beeches the muscles to her death. References [edit | edit source] in: Edit Share Psychopaths in the series Dead Rising are people who have either gone criminally

mad due to the love of stress and chaos zombie outbreak and / or see friends, family and others are defeated by the undead, or are otherwise evil and see the outbreak as an opportunity to do whatever they want. They serve as bosses of the game, but players only come most of them when they go to certain areas. Their defeat usually has a beneficial side effect, such as access to new areas, rescuing some survivors, and/or unique weapons drops. By the way, not all psychopaths are truly insane; some of them are either corrupt, morally reliant persons who use the outbreak as a chance to engage in crime (such as looting and violence against survivors), or at least, are very paranoid of others. For example, convicts are a trio of criminals who have escaped from prison, commanded a military Humvee and are simply exploiting the outbreak by causing chaos without having to worry about the police. Occasionally, the game considers normal people to be psychopaths until defeated for the plot. Isabela Keyes, for example, is perfectly healthy, but must be defeated by Frank in the fight to make her listen to him. Then he becomes an ally and plays a major role in the story. Diego Martinez went into shock after discovering a zombie who was believed to have started an outbreak in the town of Smithville had the number 4 tattooed on his neck just like himself. Others, like Kent Swanson and Kenny Dermot, seem friendly at first but later become hostile. Some psychopaths, such as Kenny or Paul Carson, may be saved as survivors after beating them after seeing a mistake in their ways. In Dead Rising 4, psychopaths are replaced by maniacs, though with the same goal. Similarities [edit | edit source] Although almost nothing about all psychopaths is identical, there are a few minor similarities that stand out. Most psychopaths usually drop some combinations of unique weapons, combo cards, keys, or books. Most psychopaths also have hostages. Last words: They spend their last moments talking about something before they finally succumb Cliff Hudson: Talking about how he became mad after losing his granddaughter to a zombie. Steven Chapman: Wonders who takes care of his business after he dies. Jo Slade: Insults Frank before he dies. Kent Swanson: Asks Frank to take a picture of him. Larry Chiang: Giggle spookily when he dies. Carlito Keyes: He'll take off his locket and tell Frank to give it to Isabele. Ted Smith: Trying to call a snowflake to feed off it. Brent Ernst: Talking to his dead girlfriend. Roger Withers: Stabbing Reed with a daddle and saying he always wanted to do it. T.K.: Stating the slogan for terror is reality. Chuck Greene: He tells Katey he's glad he's okay, and that's all that matters. Dylan Fuentes: Makes a naughty remark. Teddy Lagerfeld: Begs Nick to hurt him before he die of a heart attack as a result of his sedentary lifestyle. Fontana: Says Frank that wolves take care of their packaging. Tom Pickton: Trying to get forgiveness with crazy ramblings. Calder: Says Frank that Chain will stay. Accidental death: They stumble from their defeat, eventually landing themselves in a horrific, and usually horrific, accident. Cletus Samson: Gets killed by a zombified James Ramsey, whom he previously shot. Adam MacIntyre: The stomach falls first on his chainsaw, slicing open his torso while bleeding, laughing to death. Sean Keanan: He goes to the altar and offers praise to his idol, who falls and stabs him in the eye. Brock Mason: Falls from his tank, right into the crowd of zombies. Jed Wright: Crashes into a pile of cars, causing the car on top to fall off and crush it. Antoine Thomas: Trying to get a grip on the counter, but falls head-first into the deep fryer. Randy Tugman: Gets eaten by his zombified past wives who are wrong for Danni. Seymour Redding: Falls on a rotating saw blade. Raymond Sullivan: He's torn in half as he tries to get into his helicopter. Harjit Singh: Crashes into a Queens tank and is stabbed to death. Evan MacIntyre: Knocks a canister of liquid nitrogen on himself and freezes to death. Stacey Forsythe: Gets crushed by her own robot. Albert Contiello: Disembowels himself open using his surgical saw and pulls out his intestines while under the effects of his own drug, hallucinating zombies attacking him. Darlene Fleischermacher: Suffocating on her own vomit after her scooter glides on a puddle of bile. Hilde Schmittendorf: Shoots the rocket that drives her and Nick out of the building, crashing to the ground. Teddy Lagerfeld: Begs Nick to hurt him before he die of a heart attack as a result of his sedentary lifestyle. Leon Bell: Set yourself on fire while carrying a motorcycle doughnut. Jherii Gallo: Pulls off the trophy stand and crushes it. Suicide: They realize their inevitable fate and decide to end their suffering prematurely. Brandon Whittaker: He smings his throat with a piece of glass he was bitten. Carl Schliff: Grabs the bomb package and holds it in his hands, blowing it up in an explosion. Amber/Crystal Bailey: She declares she can't live without her other half, and continues to stab he in the abdomen. Dwight Boykin: Blows up with a grenade to avoid turning it into a zombie. Zhi Wong: He talks about the miserable aspects of his life, then decapitates himself. Adam Kane: Shoots himself to avoid turning. Dead Rising psychopaths [edit | edit source] All psychopaths in Dead Rising. Dead Rising: Chop Till You Drop Psychopaths [edit | edit source] Dead Rising 2: Case Zero psychopaths [edit | edit source] Dead Rising 2 psychopaths [edit | edit source] Dead Rising 2: Case West psychopaths [edit | edit source] Harjit Singh Marian Mallon Dead Rising 2: Off the Record Psychopaths [edit | edit source] Dead Rising 3 psychopaths [edit | edit source] Psychopaths in Dead Rising 3. Dead Rising 4 maniacs [edit | edit source] In Dead Rising 4, the term psychopath has been replaced by a maniac. There are significantly fewer maniacs than in previous installments. Psychopath Group [Edit | Edit Source] Machines [Edit | Edit Source] Others [edit | edit source] Survivors in Infinity mode or Sandbox Mode Kent DeMare - a well dressed survivor who refuses to return the locket that he bought, and attacks Nick when asked to return it. Big D - a pimp who wants Nick to kill a stripper but is a strong survivor, leaving Nick to make the choice. Phil - a greedy man who wants to claim that his wife will and all the money that comes with it. He then decides to kill Nick, Warren (his stepfather), and any other witnesses. Jason (Mission Survivor) - An overweight man who is upset over his family becoming a zombie, and tries to keep them alive by feeding them meat. If Nick talks to him too many times, or has full possess with him, or kills his family, Jason becomes hostile. Judging by the bodies scattered across the area, Jason killed more people to feed his family. Adam Kane (commander) - senior member of Spec Ops. He has a high amount of health for a soldier who has a medical meter that can be compared to a full-fledged psychopath. Gary - If a player decides to fight him instead of bringing Rhonda. Notes [edit | edit source] Isabela, Cletus, Paul, Snowflake, Bibi, Diego, and Kenny are just living psychopaths, although Cletus can only be saved in Dead Rising: Chop Till You Drop, and Paul can only be saved in the original Dead Rising as he doesn't appear in Chop Till You Drop. Throughout the series, Carlito, TK, and convicts are the only psychopaths that can fight more than once. While Carlito and TK are fought in different areas over the course of the story, the convicts only respawn. Hunters from Dead Rising 2 are similar to the Hall family from Dead Rising. Both are a group of snipers, both groups consist of all men, and Groups do not have death scenes despite the opening of the scene. All three main protagonists of the series react differently to psychopaths. Frank (especially in the first game) reacts with shock or confusion, Chuck is indifferent or angry and Nick is either scared of them or drinking them, especially during their death scenes. Gary Finkel doesn't have a death scene. Snake, Cannon, Razor and Adam Kane don't have an opening and deadly scene. The snake does not fight with the protagonist, instead running away. Bibi Love is the only psychopath who does not fight with the main character. Theodore Lagerfeld Jr. and Paul Carson are not fighting directly with the protagonist. Teddy decides instead to use long-range helicopters to attack. Paul's running while throwing bombs at Frank. Unlike Bibi however, these are both still considered bosses of the fight. TK bodyguard is actually just another model of the texture of mercenaries. In Dead Rising, survivors can't kill psychopaths, and Frank has to deal with the last punch. That's a little true in Dead Rising 3, because the environment can't kill psychopaths. This does not apply to other games in the series. In Dead Rising, Kent and Carlito have come together through cutscenes more than once. Convicts are introduced in one way, but can be met several times. In Dead Rising 2, if survivors deal the final punch, psychopaths show up as Located in a Laptop, instead of Dead. In Dead Rising 2, psychopaths's bodies disappear, though there is a cutcene showing the exact location they died. In Dead Rising 2: Off the Record, psychopaths's bodies remain at the spot where they died after their deaths, as in Dead Rising. The only exception is Chuck Greene, who disappears after his fight. Dead Rising 3 is the first major entry in the series without a group of snipers to serve as psychopaths. In Dead Rising 3, some of the psychopaths are based on seven deadly sins in Christianity: Lust, Greed, Greed, Leniency, Anger, Envy and Pride. Gary Finkel, Spider, Adam Kane, Snake, Cannon, Razorface, and The Hall family are the only psychopaths to have no unique music playing during their struggles. Isabela, Leon, Chuck and Hunter fight using motorcycles. Chuck Greene, Adam Kane, Hunter Thibodeaux, Carlito Keyes and Isabela Keyes are the only playable psychopaths: Carlito Keyes, Ted Smith, Snowflake, Diego Martinez and Marian Mallon are the only psychopaths in the series to be killed by another, different psychopath. Carlito was killed by Larry Chiang, if Snowflake and Ted are ignored then they are probably killed by Tyrone King mercenaries, Diego was killed by Marian Mallon, and finally, Marian was killed by General Hemlock. In Chaos Rising DLC for Dead Rising 3: Spider, Cannon, Razor, and Snake were each killed by Hunter Thibodeaux. Psychopaths Features Community Content Is under CC-BY-SA, unless otherwise stated. Noted.

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