

Dead Rising: Infinity Mode Gauntlet Version 1.1 by Atma-Stand/Wandering Shadow



Forward

Willamette is a town in Colorado with a population of 53,594. Points of interest? Jaaaaack Shit! In a town like this, the only thing you can do is kill time at the shopping mall... which you tried to do before the town went to hell. Now, you're trapped inside the eponymous Willamette Parkview Mall with zombies, crazed survivors, and who knows who or what else. The best thing to do is to chop till you drop, right?

Usually, you'd be right. However, you seemed to have lost some things when you entered the mall. That's right! You're in a Gauntlet, and all Non-Body Mod perks, powers, and items have been stripped from you. Naturally, this means you will start with **+0 Prestige Points or PP**.

Laugh that particular pun now, Jumper; you'll be pretty busy going forward.

Rules

This isn't a normal Gauntlet; its win condition is variable and time-based. Let's make one thing clear, Jumper, whether it's from starvation, zombies, the crazed survivors, or the psychopaths, you're going to die in this mall. How long you last before that death determines whether or not you initially win and the extent of the rewards you will receive.

On a basic level, you only need to survive for a day to beat this Gauntlet and gain your first reward. Each additional day will give another reward you can use either during this Gauntlet or afterward, depending on certain factors, but more on those when we get to the Rewards.

Don't think you can easily hold up in Seon's Food and Stuff. To prevent vandalism, the manager, Steve Chapman, locked the store down to prevent all forms of entrance and... vandalism. Considering that a great deal of the food that remains in the Willamette Parkview Mall has been decreased in amount, it may have been a smart move on his part. I blame Ronald for this one.

Speaking of survivors, the various survivors present in the mall are all crazed and will attack you on sight. Upon killing a crazed survivor or psychopath, a simple cardboard box will appear containing various items, weapons, and, most importantly, food. Finally, don't worry if you were stung by one of the wasps or bitten. Upon completing this Gauntlet, your body will be purged of the parasitic and zombifying wasp eggs.

Perks

- **I Covered Wars You Know (FREE)** – Your photojournalist history covered several conflicts, so you had to learn to protect yourself. Due to this need, you have become familiar with standard weapons and handling various vehicles. Most interestingly, you also know how to use more... unorthodox weapons effectively and can apply those skills in future settings.
- **Food is Life (FREE)** – Surprisingly, there aren't first aid kits scattered in every plaza of the Willamette Parkview Mall. Now, there is a pharmacy in Seon's Food and Stuff, but considering that the only way in is locked down, you'll need other methods of keeping yourself in top form. As a boon, you can now use food as a means of both sustenance and healing. The more nutritious or cooked the food is, the more it can heal you.
- **Former Wrestler (-100 PP)** – While Frank's history is relatively unknown, we do know from his various skills that he has had some experience with wrestling. Whether you were a wrestler in high school, an amateur wrestler on the side, or something else, you now

share this history. Aside from an improved physique, you already know a few moves that give you the edge in your fight for survival. These include the Suplex, Hammer Toss, Lift Up, Giant Swing, Face Crusher, and Knee Drop. As a matter of preference, you may choose to adjust the level of lethality of these moves and any wrestling moves you may learn in the future.

- **Violent Practitioner (-100 PP)** – In another method of learning to protect yourself, you took the art of Judo to a relatively moderate level. Not only will this fighting style serve you well in this Gauntlet and beyond, but these skills will also allow you to escape grapples quickly and grabs from beings of greater strength. You may even take this to another level by removing limbs from those who attempt to hold you through your techniques.
- **War Crimes (-200 PP)** – During your past of covering wars, you saw some of the evils of humanity and internalized them to a degree. This internalization has allowed you to perform some genuinely gruesome techniques with ease. These include the Neck Twist, which, with a quick twist of a humanoid's neck, will enable you to tear their head off, and the Disembowel move, which will allow you to tear out the bowels of a humanoid opponent while ignoring any armor that they may be wearing around that area.
- **A Martial Study (-200 PP)** – Photojournalism can be an exciting life, and to further aid you, you took up learning Karate. Now, you're no black belt but are reasonably trained enough to handle yourself in a fight. That being said, aside from the fact you now have such training, you have found your martial skills have received two benefits to your martial skills. The first is that hand-to-hand attacks involving chopping motions can now quickly chop through limbs as if they weren't there. The second is that kicks have an increased push-back effect, allowing you to send zombies and psychos flying further backward than they usually would.
- **Street Fighter (-400 PP)** – You seemed to have covered some martial arts tournaments during your photojournalist career. During those coverages, you managed to get some tips for your wrestling experience and additional fighting tips from American and Russian fighters. Some of these tips include a continuous spinning and powerful technique known as the Double Lariat and a standing kick known as the Somersault Kick. These moves don't necessarily follow the laws of physics, as you can continuously spin without feeling adverse effects. You can instigate the Somersault Kick from a restful standing position and instantly chain other kick techniques after completing the somersault kick.

- **Attentive Reader (-400 PP)** – Willamette Parkview Mall has a bevy of bookstores in its plazas with a wide selection of materials to read. You have now developed the unique ability to take power from certain books. This isn't a fantastic power, mind you; it's more like buffs that increase the efficiency of healing items, the durability of specific weapons or weapon types, and can even give you a basic understanding of a language if you hold on to them.
- **Zombie Walk (-600 PP)** – Were you an actor before coming here? Well, it seems you were an extra in a B-List horror movie. You were so good at it that you perfected the proverbial Zombie Walk. This technique allows you to mimic the sounds and movements of a zombie and walk among them without them attacking you. Post-Gauntlet, this walk can work on all mindless undead variants.
- **Level Fifty (-600 PP)** – You've been chopping without dropping, or at least you were expected to. I figured it'd be best to give you something to truly help you out. Your physical abilities have been augmented in three unique ways. This doesn't make your body any physically stronger or more durable. What it does do is enhance your damaging capabilities. As such, you'll now find that all your attacks are 250% stronger, your throwing distance has been increased by 200%, and your base speed has been increased by 75%.

Items

- **Inventory System (FREE)** – Dead Rising incorporates a sort of Hammer Space inventory system for weapons, food, and books. It only has twelve available spaces, so I hope you practice good item management.
- **Camera (FREE)** – Any photojournalist worth their salt has a good camera on them, and you are no exception. This digital camera of an unknown make and model comes with a strap that hangs perfectly from your neck. This camera technically comes with infinite shots. It is just that the batteries can handle thirty shots and will need to be periodically replaced before new photos can be taken.
- **Novelty Weapons (-50 PP Each)** – Willamette Parkview Mall has many stores and attractions for residents and out-of-towners who happen to enter it. These can provide a quick improvised weapon should you absolutely need them. As such, taking this option will give you... a novelty item to use for self-defense. Something like a toy or a prop, for example. Please be aware that these 'weapons' aren't the most useful, and you should probably trade up for something better as soon as you can. Every morning at 7:00 am, any of these purchased weapons will either be fully repaired, or a new version will appear

before you if they were broken previously. Examples of these novelty weapons are as follows.

- Toy weapons
- Stack of CD's

- **Zombait (-50 PP)** – Throughout Willamette Parkview Mall, there are blenders and recipe lists that the various restaurants could use. One of these recipes, coming in a light purple canister, was known to attract unsavory admirers to those who drank it. Unfortunately, this applies doubly so for the undead. In your possession is one such canister. Drinking this mixed drink will restore your health by a fair amount but will attract zombies to you more aggressively for 60 seconds. It comes in a pink can, and a new one will respawn in front of you every four hours.

- **Basic Weapons (-100 PP Each)** – Now we have something worth your time. Upon purchase, you will receive one of the more basic weapons found at Willamette Parkview Mall. These can include 2X4s, lead pipes, sledgehammers, etc. Essentially, if you can imagine a decent melee weapon in the mall that a survivor could get their hands on, it's yours. Every morning at 7:00 am, any of these purchased weapons will either be fully repaired, or a new version will appear before you if they were broken previously.

- **Nectar (-100 PP)** – One can make many drinks here with Orange Juice. One such drink is a rather sweet concoction, perfect for the summer weather and... attracting insects. You'll find that queen wasps will be passively attracted to you after drinking it. Killing these wasps will cause roughly 50 zombies in the immediate area to convulse violently before the heads graphically detonate. This orange, canned drink lasts sixty seconds, and a new one will respawn in front of you every four hours.

- **Firearm (-150 PP Each)** – Good ole US of A! Where you can find more guns than you can shake a fist at. That being said, they're not quite as useful here as one might think, with the time it takes to aim and fire. Still, they're useful for when you need them. Upon purchase, one of the following firearms will have magazines far exceeding their physical dimensions, and every morning at 7:00 am, the magazine will refill itself.
 - 1911A1 — 20 Rounds
 - Sig P226 — 20 Rounds
 - Micro Uzi — 150 Rounds
 - Remington 870 Hardwood Home Defense — 20 Shells
 - Hybrid AR — 150 Shots
 - Scoped Remington 700 — 30 Shots

- **Deadly Weapon (-150 PP Each)** – Now we're getting somewhere special. Throughout the mall are various weapons of higher quality, with many being able to chop away at or even bisect zombies with a single strike. Against the psychopaths that roam the mall, these weapons will deal grievous injuries. Every morning at 7:00 am, any of these purchased weapons will either be fully repaired, or a new version will appear before you if they were broken previously. Below are a few examples of these weapons.
 - Ceremonial Sword
 - Broadsword
 - Katana
 - Battle Axe
 - Machete
 - Mannequin Body
 - Small Chainsaw

- **Recipe List (-200 PP)** – When the outbreak occurred, the various eateries around the mall were left unattended. At each of them was a list of local blender recipes. One of these lists has come into your hands. With it, you can easily craft the many drink mixtures available to Frank during the Willamette outbreak.

- **Sporting Keys (-200 PP)** – Weapons are all well and good in a zombie apocalypse, but sometimes you need a good set of wheels. With two cars, several moving trucks, a motorcycle, and 53,594 zombies, finding the right keys would be like looking for a needle in a zombie-filled haystack. That's where these come in. You'll find a set of keys on your person that can be used for any motor vehicle; use them as you would on your car or bike, and you're good to go! Oddly, you'll notice that the vehicles you use these keys on are far more durable, though not impervious, than before. Post-Gauntlet, these keys will work on any civilian-style vehicle.

- **Maintenance Key (-400 PP)** – Security for a place like the Willamette Parkview Mall is something that took priority. Now, with most of the staff either zombified or crazed, most doors are open. Most. A few in the maintenance tunnels are still locked, which is where this key comes in. This copy of the maintenance key will allow you to quickly access the mall's lower levels without finding the remaining key in the zombie-infested tunnels. Post-Gauntlet, this key will work on any door designated for staff and maintenance.

- **Quickstep (-400 PP)** – A highly nutritious mixed drink that gives you an extra pep in your step! Simply put, this drink massively increases your speed for thirty seconds after drinking it. It comes in a gray can, and a new can may be summoned eight hours after the previous one.

- **Energizer (-600 PP)** – Sometimes, you need that extra hit of energy, which is where this lovely drink comes in! When drunk, you will be immune to damage for 10 whole seconds! Please note that it comes in a green can, and a new Energizer will appear by you eight hours after drinking the previous one.
- **Untouchable (-600 PP)** – Sometimes, people get in your way when moving to where you need to go. Other times, zombies may grab and pull you down for a quick bite. Now, that's incredibly annoying and life-threatening, so why not avoid that? Upon drinking this mixed drink, you cannot be grabbed, grappled, or held down by zombies for 60 seconds! Please note that it comes in a red can, and a new Untouchable can be summoned eight hours after drinking the previous one.

Companion

All companions purchased will receive half the Prestige Points that you receive from Drawbacks.

- **Case Team (-50 PP To -200 PP)** — I understand that several days in this setting may be daunting to handle by your lonesome self. So! I'm offering you the chance to take up to four companions into the Willamette Parkview Mall. Who can say no to chopping till you drop with some friends?
- **Frank West (-100 PP or -400 PP)** – If you do not want to spend the next several in a mall filled with zombies and crazed survivors, then I can scarcely recommend anyone at the immediate moment. Arriving at Willamette to investigate a new scoop, Frank found himself in the middle of a zombie outbreak. While the main scoop is not important right now, he is still an incredibly dogged and thorough photojournalist with a surprising amount of survival skills. You may, though, have noticed two prices for Frank. The 100 PP price is for a Frank who has just entered the Willamette Parkview Mall, while the 400 PP price is for a Frank who has effectively reached the max level and attained all the skills in his original outing.

Rewards

During the events of the Gauntlet, each reward item will appear in the Vent Room of the Security Room in brown Willamette Parkview Mall labeled paper bags. Post-Gauntlet Reward Items will appear in your warehouse in similar bags.

- **Day 1 – Servbot Mask** – A mask based off of the Servebots from the Megaman series. It doesn't offer any real protection when worn. The mask can, though, mimic your

expressions for comedic effect and allow you to eat and drink without needing to remove it. If this mask is damaged or destroyed, it will be repaired or replaced in a day.

- **Day 2 – Portable Microwave** – The kitchen supply store must not have been hit hard enough as you've been given a large cordless microwave. Don't worry about lugging it around, as you can summon it at will. More importantly, though, it can cook anything you put into it to your desired style, and any food that is cooked with this machine will be more nutritious than otherwise. If damaged or destroyed, you will receive a new microwave in two days.
- **Day 3 – Ammo Belt** – A curious outfit, to say the least. Consisting of a pair of military boots, dark woodland camo fatigues, an optional sleeveless shirt, and the eponymous ammo belt worn either across your chest or waist, it doesn't seem to offer any form of physical protection. What it does do, however, is keep your firearms always loaded regardless of whether their ammo matches the bullets in the ammo belt. If damaged or destroyed, you will receive a new version of this outfit in three days.
- **Day 4 – Will It Blend?** – Mixed drinks can be a true lifesaver, but it's a hassle to travel to a restaurant all the time to make your mixtures. Wouldn't it be easier to make from the comfort and safety of a well-defended position? That's where this comes in. This portable blender can do it all, even make those mixed drinks you like so much within a few seconds! You will receive a new blender if it is damaged or destroyed in four days.
- **Day 5 – Laser Sword** – This marvel of scientific engineering is, in all respects, a perfect replica of Zero's laser sword. It is an incredibly powerful weapon that can kill most humans, let alone zombies, in a single strike or two. More interestingly, the blade can be extended mid-swing by an additional six feet. Unlike the original version, this weapon cannot be broken or destroyed, but if lost, a new version will appear in your warehouse in five days.
- **Day 6 – Huntin' Shack** – With a proud selection of firearms from all over the world, this place was a natural goal for many survivors before Cletus holed up inside it. Now, a copy of it can be accessed through your warehouse. The Huntin' Shack can act like a legitimate business by selling and buying various firearms. Interestingly, any fiat-backed firearms you sell to the Huntin' Shack can be bought back. When done so, the Huntin' Shack will keep copies that retain their Fiat-Back properties for further purchases. Speaking of purchases, should you have the cash, you may open a menu to upgrade firearms in your possession in the fields of firepower, fire rate, and capacity beyond the weapon's physical capacity, as well as purchase ammunition. A few of these firearms may be upgraded beyond even that. The Huntin' Shack contains the various pistols,

hunting rifles, and shotguns found in Dead Rising 1 and a few other weapons sold to the store by a certain masked merchant. These include;

- Pistols
 - Silver Ghost
 - Punisher
 - Red9
 - Blacktail
 - Matilda
 - Colt SAA
 - Smith and Wesson Model 13/65
 - Broken Butterfly
 - Killer7
 - Handcannon
 - SMG's
 - TMP
 - M1A1 Thompson
 - Shotguns
 - Remington 870 Standard
 - Benelli M3 Super 90 Riot
 - Striker
 - Rifles
 - Springfield M1903A4
 - HK SL8
 - Winchester 1894
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- **Day 7 – Heart Print Underwear** – Huh? Why would a pair of heart print underwear be your reward for surviving this long? Well, this isn't an ordinary pair of underwear. Made in a style you choose. This underwear seems normal initially, if not incredibly comfortable. However, when worn, this pair of underwear can change form into a perfectly fitted and equally comfortable suit of simple-looking fluted steel armor and back again in a single thought. Even better, this underwear/armor can be imported into other armor/protective clothing or other underwear to take on their features. The armor will retain its knightly appearance, and you may choose to have the underwear take on new appearances that suit your interests. A new copy of this with its most up-to-date imports will appear in your warehouse after a week if damaged or destroyed.

 - **Day 8 – Willamette Parkview Mall** – You really ran the gauntlet here, didn't you? Well, I won't deny you your just reward. Acting as both a warehouse attachment and importable property, you now own the Willamette Parkview Mall. This mall will act as a fully legitimized complex, with its various utilities already handled due to its fiat-backed

nature. It can generate a healthy amount of business with its multiple plazas. Speaking of which, let's go over those, shall we?

- **Entrance Plaza** — Having eighteen stores and acting as the main entrance to the Willamette Parkview Mall, this plaza contains a variety of stores dedicated to apparel, jewelry, cosmetics, camping, and sports. It also has the single apparent access to the mall's security room.
- **Paradise Plaza** — Having nineteen stores, the Paradise Plaza is a bit of a jack of all trades regarding what it offers. However, it has two things the other plazas don't. The first is a second, albeit longer, path to the security room. The second is the Colby movie theater, which will play the current universe's upcoming blockbusters without fail.
- **Leisure Park** — A sizeable open-air park connecting most plazas and providing access to the underground Maintenance Tunnels.
- **Food Court** — With eight stores, the food court is a perfect place to eat and relax after a long day of shopping... or chopping! Whichever comes first, really.
- **Al Fresca Plaza** — A smaller, open-air plaza containing six stores and a fully set-up gym. It really acts more like a connecting point between the Food Court and Entrance Plaza.
- **Wonderland Plaza** — Containing eighteen stores, Wonderland Plaza's biggest attraction is its full indoor amusement park. It also has a secret entrance and exit into Paradise Plaza via the mirrors of the women's bathroom. You might want to do something about that. HR reasons, you know?
- **North Plaza** — Currently left unfinished, this plaza contains the grocery, hunting, and largest home improvement store in Willamette Parkview Mall. It also includes a secret section in the plaza's ducts. This location is incredibly difficult to find unless you know or are told about it.
- **Maintenance Tunnels** — A series of tunnels that network between the various plazas of Willamette Parkview Mall. They act as a method and means of bringing products from one plaza to another. In addition, you can get access to the Meat Processing Area through the tunnels. This area will always contain good quality meat, just waiting to be prepared and cooked.
- **Security Room** — A set of smaller rooms located above the Entrance and Paradise Plaza. It can naturally be used to monitor the mall through CCTV cameras and comes with a roof entrance accessible helipad in case you need it.
 - As a final note, should this mall be damaged in any way, it can either be repaired through hired workers or automatically repair itself after a week.

Special Scenarios

- **Zombie Genocider** – Willamette has a total population of 53,594 per the US Census board. Now, the mall has way more zombies than the number provided above would indicate. In fact, they are infinitely respawning. I'm not asking you to eliminate an infinite number of zombies. That's frankly insane. No, what I'm asking you to do is to destroy 53,594 zombies before you eventually drop. If you take this challenge, you will be provided with a counter to track your progress easily. The counter will alert you when you have reached that number.
 - **Reward – Real Mega Buster** – Capcom has several great franchises under its belt. One of which is Megaman! Now, there are few stores selling replica mega busters throughout the mall, but wouldn't it be nice to have a real Mega Buster? Well, now you can! You will find a large bag containing this weapon in the Security Office or your Warehouse. It will come with infinite ammo and may be considered a gauntlet-based item upon acquisition. If damaged or destroyed, a new Real Mega Buster will appear in your warehouse

Drawback Scenarios

The following scenarios can only be achieved should you take the corresponding drawbacks.

- **To Be Cleansed** — The True Eyes will not simply go away. To truly deal with them, you need to wait for their leader to appear and eliminate him. However, he will only first appear on the third day after you have slain 100 of his followers. Be wary. Sean Keanan may be an older man, but he is incredibly fast and adept with his blade.
 - **Perk Reward – Cleansed Blood** – Upon eliminating Sean Keanan and the True Eye Cult, you feel something change within you, specifically, your blood. In a sense, your blood has been cleansed, granting you immunization from all manners of zombification, whether it be the result of viral, bacterial, parasitic, or even mystical means. You can even share this gift with others through blood transfusions, and they can pass it on to others through the same means!
 - **Item Reward – Heretic's Weapon** – Appearing as a demonic-looking version of a weapon of your choice from Ned's Nicknackery. You will find that despite the mundane setting you received it from, when this weapon is in the presence of ceremonies or rituals, you may choose to have these rituals miserably fail. Post-Gauntlet, you may fuse this weapon with a melee weapon that you own.
- **Put That Sucker On Hold!** – Look, Gone Guru is a kickass track, but the assholes playing it aren't. You can avoid them entirely, but if I could entice you to, you could eliminate them for a time. It doesn't need to be every day. You just need to kill them three times, that's all.

- **Perk Reward – Down With God** – For getting rid of those respawning fools three times over, you will be able to ensure what you kill stays dead. No manner or means of resurrection will bring what you kill back. It's time for their party to end.
- **Item Reward – Chevy (Van Yeah!)** – It seems that the previous owners met with an unfortunate Jumper-related accident. As such, you now own a military Humvee with a mounted M2 Browning. The M2 can be easily removed and used, though it only contains 150 rounds. There's no need for gas or maintenance, and each day, at 7:00 am, the ammunition for the M2 will be replenished. It comes with a copy of Lifeseeker, already in the disc tray.
- **Special Mission** – They're certainly making it harder for you to make it to the later days. If you could only drive them off. Maybe you could. The Special Forces aren't that large in number, and if you were to eliminate, say, fifty of their number, then their commanding officer would undoubtedly appear to handle you himself. If you were to do this and eliminate Brock Mason during the seventh day, then the Special Forces would be forced to retreat.
 - **Perk Reward – Imaginative Survival** – In a survival scenario where highly trained and well-equipped forces are hunting after you, knowing where to hide is the key to survival. You've internalized this idea exceptionally well and can now find and create shelters to mask your location during even the most thorough and intensive sweep and clear operations.
 - **Item Reward – SF Uniform** – You managed to pull one of these off a Special Forces soldier during your time here. This dark uniform comes with some very solid protection, including a gas mask, elbow and knee pads, a bulletproof vest, and a plate carrier. However, this uniform can blend extremely well in and against dark backgrounds and environments. Perfect for sneaking up on enemies who can barely see you there.
- **Envious Photographer** – Envy can be a terrible thing, can't it? It can drive the most earnest of people into homicidal fits of mania. Kent was no exception to this, as was his envy towards your seemingly superior skills behind the camera. If you were to eliminate this mad photographer from the third day onward, you would have rid yourself of a dangerous enemy.
 - **Perk Reward – Ruining The Shot** – For defeating Kent Swanson by way of ruining his perfect shot, you've come to realize just how close you came to dying to either his ambush or trap. Endeavoring not to be subject to such a situation again, you have learned various methods of escaping all forms of physical entrapment so that you may prevent this situation from ever happening again.

- **Item Reward – Prestige Camera** – Kent honestly thought of himself as a world-class photographer. Unfortunately for him, you had a better eye for detail and a better camera. You will find that your camera has been modified, allowing the pictures you take to grant you additional insight into certain aspects of their compositions. This is divided into four categories: HORROR, DRAMA, BRUTALITY, OUTTAKE, and EROTIC. The higher the points you perceive, the more worth each shot has.

Drawbacks

- **The Limp (+100 PP)** – When Frank West entered the Willamette Parkview Mall, he did so by jumping out of a helicopter. While he didn't show it, it was heavily implied that Frank had injured his leg to a degree. This injury resulted in a noticeable limp, which you have now developed. As a result of this, your movement speed has been negatively affected to a small but annoying degree. This limp becomes more noticeable the more physically strained you are.
- **Precious Sweetie Doggie! (+100 PP)** – One of the two main ways the zombies got into Willamette Parkview Mall was through the direct actions of a bereaved dog owner. Now, I fully understand that dogs are man's best friend, but unfortunately, it seems that the parasitic wasp infection has jumped species once again. For the duration of this gauntlet, you will encounter sporadic instances of infected dogs among the human undead. Weirdly, they seem to be primarily large poodle breeds...
- **True Eyes (+200 PP)** – Early in your second day here, you will notice groups of individuals clad in yellow raincoats and green masks, which the zombies ignore. Upon approaching them, they will attempt to attack you with knives and dynamite. They won't actively seek you out, but they will be a persistent threat until they are truly dealt with.
- **Gone Guru! (+200 PP)** – Now, I'm not sure how, but it seems that a trio of convicts managed to not only get into the Willamette Parkview Mall but also did it with a military Humvee equipped with an M2 Browning. Now, while you can get rid of them, they'll always come back at 7:00 am the next day, joyriding and attempting to kill anything in the Leisure Park.
- **Special Mission (+400 PP)** – Zombies here, and zombies there. It was manageable dealing with them and the crazed survivors over two days. However, you heard helicopters closing in on the third day, followed by gunshots in the distance. It seems that a Special Forces operation has moved in with the intent of sterilizing the area with you included.

- **A Gourmet's Greed (+400 PP)** – Here's a problem, Jumper. Seon's Food Store was closed sometime before you arrived, and the crazed survivors had already ransacked the remaining restaurants and food locales. So how are you supposed to eat? Well, the survivors have all that food, don't they? From now on, the only way to feed yourself is to either scrounge what you can or eliminate crazed survivors and take their food. Now, there's an additional problem. It seems that the survivor, Ronald Shiner, has decided that his desire for food is more important than anyone else's. As such, he will roam the mall searching for food and may attempt to kill other survivors for their supplies. Naturally, this can make it difficult to feed yourself over the next few days.
- **Envious Photographer (+600 PP)** – On your first day here, you may notice another survivor roaming about. He's not hostile, not immediately, anyway. On the first day, he'll try to get your attention before returning to killing zombies and taking photographs. However, with each kill you make and the photos you take, he'll become more envious. On the second day, he'll badger and annoy you in an attempt to one-up you, and on the third day, he will attack if you enter Paradise Plaza. It's not that simple, though. If you manage to defeat him in that first attack, good, one less psychopath to deal with. If you do not, you won't die, at least not yet. No, he'll chain you up and leave you in your underwear to act as zombie bait for his perfect shot. The only way to escape is to end this laughing psycho.
- **Fading Life (+600 PP)** – Infinity Mode is infamous for its draining life mechanic. In roughly twenty minutes, Frank could go from full health to death if he didn't eat. Now, a more realistic version of this has been applied to you. Your life is constantly draining away, and in order to survive this Gauntlet for as long as possible, you need to keep yourself fed. For clarification, where Frank had 19-20 minutes before dying, you have about 4 hours before you go from full vitality to death.

Changelog and Notes

- **8/12/2024 – Version .9 Created**
 - **Rewards**
 - If you choose to import the Heart Print Underwear into the reward clothes, it can have several effects.
 - **Servo Bot Mask** – The hearts change to serve bot heads, and the armor helmet has the eating and drinking effects.
 - **Ammo Belt** – Maintains the infinite ammo ability and allows you to generate and throw mini lances like Arthur. The armor can also take on a dark woodland camo theme.

- **SF Uniform** – The coloration of the armor changes to match the SF Uniform; kevlar is woven into the clothing for better protection against small arms fire, and the armor makes much less noise than before.
 - **Drawback Scenarios**
 - To Be Cleansed
 - The original idea for Heretic’s Weapon was to have it look like Alastor or Force Edge (Sealed) from DMC1, but I changed that to give Jumpers more options.
 - Put That Sucker On Hold!
 - This scenario, perk, and item are all named from the lyrics of Gone Guru.
- **8/18/2024 – Version 1.0 Created**
 - Grammatical Changes and Spacing Issues were fixed.
 - **Rewards**
 - Added the ability to purchase ammunition from the Huntin’ Shack
- **9/9/2024 – Version 1.1 Created**
 - Slight Grammatical fixes were made.
 - Sean’s last name was corrected from Cunningham to Keanan
 - The Heretic Weapon has been given the ability to be fused with other melee weapons post-gauntlet.