

The image shows four survivors from the game Left 4 Dead 2 standing in a dilapidated, zombie-infested environment. From left to right: T-800 (played by Ice Cube) holding a bloodied knife; Rick (played by Tim Riggins) wearing a blue cap and a t-shirt; Coach (played by Ty Burrell) in a light-colored suit jacket over a blue shirt; and Rochelle (played by Rochelle Hunte) in a purple shirt. The title "LEFT 4 DEAD 2" is overlaid in a large, white, distressed font with a red blood splatter effect behind the number "4".

LEFT 4 DEAD 2

BASIC INFORMATION

GAME TITLE: LEFT 4 DEAD 2

COMPANY: VALVE

AUTHOR / WRITER: CHET FALISZEK

TYPE OF GAME: FIRST PERSON
SHOOTER / HORROR

PRICE: CURRENT PRICE ON STEAM:
\$9.99

MINIMUM STATED HARDWARE REQUIREMENTS:

- OS: WINDOWS® 7 32/64-BIT / VISTA
32/64 / XP
- PROCESSOR: PENTIUM 4 3.0GHZ
- MEMORY: 2 GB RAM
- GRAPHICS: VIDEO CARD WITH 128 MB, SHADER
MODEL 2.0. ATI X800, NVIDIA 6600 OR
BETTER
- DIRECTX: VERSION 9.0c
- STORAGE: 13 GB AVAILABLE SPACE
- SOUND CARD: DIRECTX 9.0c COMPATIBLE
SOUND CARD

ACTUAL HARDWARE REQUIREMENTS:

- OS: WINDOWS® 7 32/64-BIT / VISTA
32/64 / XP
- PROCESSOR: INTEL CORE 2 DUO 2.4GHZ
- MEMORY: 2 GB RAM
- GRAPHICS: VIDEO CARD SHADER MODEL 3.0.
NVIDIA 7600, ATI X1600 OR BETTER
- DIRECTX: VERSION 9.0c
- STORAGE: 13 GB AVAILABLE SPACE
- SOUND CARD: DIRECTX 9.0c COMPATIBLE
SOUND CARD

GAME SUMMARY

OVERVIEW:

SET IN A ZOMBIE FILLED APOCALYPSE, L4D2 IS THE SEQUEL TO THE FPS HORROR GAME LEFT 4 DEAD. THIS IS A CO-OPERATIVE ACTION BASED HORROR GAME THAT TAKES YOU TO MANY LOCATIONS IN THE DEEP SOUTH TO COMBAT THE ZOMBIE HORDE AS YOU FIGHT FOR YOU AND YOUR TEAMMATES SURVIVAL

PLAYER'S ROLE :

PLAYING AS ONE OF 4 NEW SURVIVORS, YOU WILL BE ARMED WITH AN ARRAY OF MANY NEW WEAPONS TO FIGHT THE ZOMBIE HORDE. OR, IF YOU DECIDE TO PLAY THE VERSES MODE, YOU CAN EVEN PLAY AS A SPECIAL TYPE INFECTED, AN ENSURE THE DOOM OF THE SURVIVING HUMANS.

STORY-LINE:

THE FOUR SURVIVORS; NICK, COACH, ELLIS, AND ROCHELLE, ARRIVE A SECOND TOO LATE AS THEIR RESCUE HELICOPTER FLIES AWAY. THEY THEN FIGHT THEIR WAY THROUGH MANY LOCATIONS OF THE RURAL SOUTH, SAVANNAH, RAYFORD, GRIFFIN COUNTY, AND FINALLY NEW ORLEANS. FIGHTING THE INFECTED THE WHOLE TIME. THEY FINALLY ENCOUNTER A MILITARY PICK-UP IN NEW ORLEANS AND ARE ABLE TO ESCAPE JUST 10 MINUTES BEFORE JETS BEGIN TO FIREBOMB THE CITY.



GAME SUMMARY (CONT.)

GAMEPLAY MECHANICS:

- 1ST PERSON SHOOTER
- UNLIMITED AMMO IN PISTOLS AND MELEE WEAPONS
- LIMITED AMMO ON EVERYTHING ELSE
- PICK UP INCREASINGLY GOOD WEAPONS/EQUIPMENT AS CAMPAIGN PROGRESSES
- CAN USE MEDKITS TO HEAL SELF OR OTHERS
 - SAME FOR PILLS AND ADRENALINE
- IF 'TRAPPED' BY A SPECIAL INFECTED, CAN ONLY BE SAVED BY TEAMMATES
- BECOME SLOWER THE MORE HEALTH YOU LOSE
- ABLE TO REVIVE/BE REVIVED BY TEAMMATES
- EACH CAMPAIGN IS BROKEN UP INTO 'CHAPTERS'
 - CHAPTERS STARTS/ENDS ARE SIGNALLED BY ENTERING A SAFE ROOM THAT HAS AMMO/HEALTH

INSTALLATION:

- XBOX STORE
- STEAM



MANUAL?:

- NO MANUAL.
- BUT THE FIRST CHAPTER OF THE FIRST CAMPAIGN ACTS AS A SORT OF TUTORIAL, GIVING THE USER AN EASY START, AND A BUNCH OF INDICATIONS OF WHAT TO DO

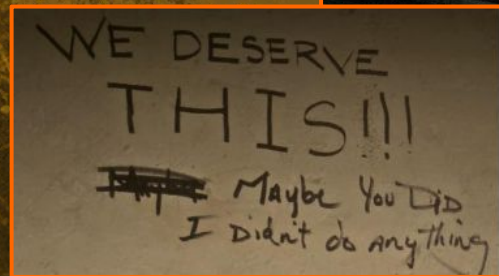
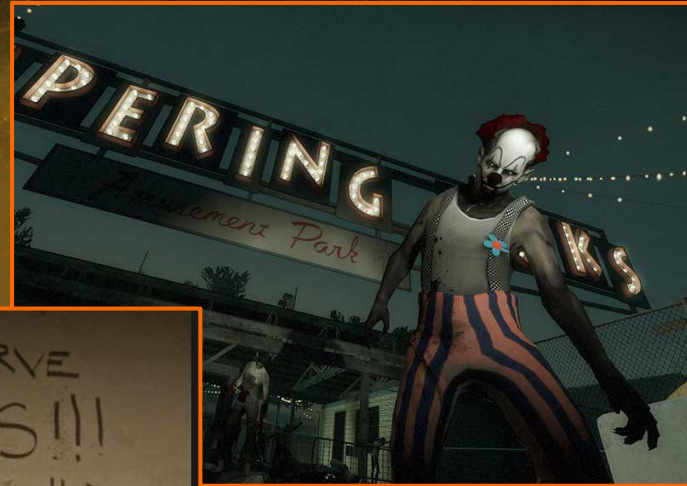
GAME SUMMARY (CONT.)

ARTWORK:

- NOT VERY INSANE GRAPHICS
 - THAT'S NOT WHAT THEY WERE GOING FOR, GAMEPLAY AND ATMOSPHERE WAS MORE OF A FOCUS
- VERY SCARY AND CREEPY ATMOSPHERE, A LOT OF LEVELS HAVE YOU TRAVERSING THE DARKNESS
- ZOMBIES DESIGNS ARE LEVEL SPECIFIC
 - IF YOU ARE AT A CARNIVAL, YOU GET CLOWN ZOMBIES. IF YOU ARE IN THE SWAMP, YOU GET SWAMP ZOMBIES
- WRITINGS FROM PREVIOUS SURVIVORS ARE WRITTEN EVERYWHERE ON THE WALLS, GOOD (AND SOMETIMES HUMOROUS) WORLD-BUILDING.

SOUNDS AND MUSIC :

- EVERY SPECIAL INFECTED GETS ITS OWN SOUND TO INDICATE ITS PRESENCE
- THE SAME HAPPENS WITH A REGULAR HORDE
- LOUD NOISES IN THE GAME TRIGGER INFECTED TO SWARM YOU
- BEING 'TRAPPED' BY A SPECIAL INFECTED TRIGGERS A FIGHT OR FLIGHT TYPE OF MUSIC
- MUSIC IS AN INTEGRAL PART OF THE CARNIVAL LEVEL, AS YOU PLAY A LOUD ROCK SONG TO SIGNAL A HELICOPTER FOR RESCUE



USER INTERFACE

USER INTERFACE:

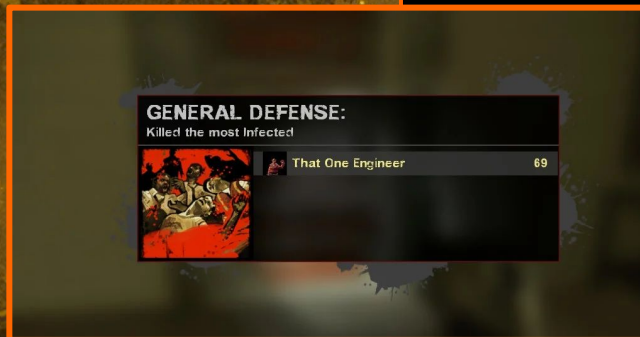
PLAYER HUD

- PLAYER CAN SEE THEIR HEALTH IN THE BOTTOM RIGHT
- CAN SEE TEAMMATES HEALTH AS WELL
- AIDS IN TEAMWORK, CAN KNOW WHEN TEAMMATES NEED EXTRA HELP
- WEAPON TYPE AND AMMO DISPLAYED AS WELL
- GRENADE TYPE/ HEALTH PACK/ HEALTH SUPPLEMENT DISPLAYED BELOW THAT
- CAN SEE TEAMMATES ITEMS AS WELL ABOVE THEIR HEALTH



SCORING:

- IN BETWEEN CAMPAIGN 'CHAPTERS' STATS WILL BE DISPLAYED WHILE THE NEW CHAPTER LOADS
 - HOW MANY INFECTED KILLED
 - AMONG DAMAGE GIVEN TO TANKS
 - ETC
- AT THE END OF THE CAMPAIGN ALL STATS ARE SHOWN IN THE CREDITS



	2 Francis
	1 Brian185
Smokers killed	8 × Būsh/Monstēr ×
	2 Francis
	1 silvea0819
	0 Brian185
Chargers killed	6 silvea0819
	4 × Būsh/Monstēr ×
	2 Francis
	1 Brian185
Jockeys killed	5 silvea0819
	5 × Būsh/Monstēr ×
	4 Brian185
	1 Francis
Spitters killed	5 silvea0819
	3 Francis
	3 × Būsh/Monstēr ×
	0 Brian185
Common Infected killed	561 × Būsh/Monstēr ×
	409 silvea0819
	239 Francis
	200 Brian185
Took the least amount of damage	367 × Būsh/Monstēr ×
	443 silvea0819
	908 Brian185
	1897 Francis

GAME SUMMARY (CONT.)

SPECIAL FEATURES:

- A 'VERSUS' GAMEMODE IS IN THE GAME, THAT ALLOWS YOU TO PLAY AS A SPECIAL INFECTED TO TRY AND STOP ANOTHER TEAM OF REAL PLAYERS FROM COMPLETING THE CAMPAIGN
- A 'SURVIVAL' GAMEMODE THAT ALLOWS YOU TO CHOOSE A RANDOM MAP AND TRY TO SURVIVE AGAINST THE HORDE AS LONG AS YOU CAN



BUGS:

THIS GAME HAS MANY BUGS. BUT SOME OF THE MOST FAMOUS I CAN REMEMBER ARE:

- GRENADE LAUNCHER JUMPS
 - GAIN INSANE HEIGHT IF SOMEONE SHOOTS YOU FROM BELOW AS YOU JUMP
- SKIPPING LEVELS BY BEING OUT OF BOUNDS
 - USING THE ABOVE TRICK, ONE CAN GET OUT OF BOUNDS AND SKIP LARGE PORTIONS OF THE GAME



GAME REVIEW (CONT.)

SIMILAR GAMES:

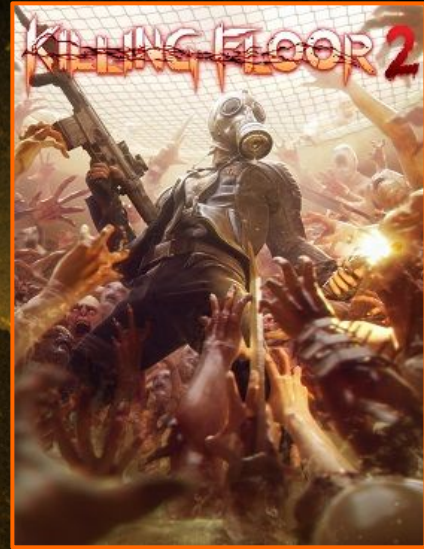
- KILLING FLOOR
- KILLING FLOOR 2
- BACK 4 BLOOD
- WORLD WAR Z
- COD ZOMBIES(?)

HOW DOES IT COMPARE:

THE ORIGINAL LEFT 4 DEAD CAME OUT BEFORE ANY OF THE PREVIOUSLY LISTED GAMES, WITH THE EXCEPTION OF COD ZOMBIES (ONLY A MATTER OF DAYS BETWEEN RELEASES, BUT IT WAS ONLY A SIDE MODE). LEFT 4 DEAD CAN BE CONSIDERED THE FIRST TRULY BIG AND SUCCESSFUL COOPERATIVE ZOMBIE GAME EXPERIENCE. AND LEFT 4 DEAD 2 WAS A MASSIVE IMPROVEMENT ON IT.

EVERY GAME LISTED HAS ITS PROS AND CONS, BUT ONLY COD ZOMBIES TRULY MANAGED TO STAND ON ITS OWN TO MAKE A NAME FOR ITSELF. EVERY OTHER GAME IS MISSING SOMETHING THAT JUST MADE L4D2 CLICK. L4D STILL HAS A MASSIVE FANBASE THAT IS DYING FOR A SEQUEL. BACK 4 BLOOD IS CONSIDERED A SPIRITUAL SUCCESSOR, BUT FROM WHAT I'M HEARING. IT BEING MUCH LESS WELL RECEIVED.

BOTTOM LINE: L4D2 STILL STANDS AS POSSIBLY THE BEST COOPERATIVE ZOMBIES EXPERIENCE DESPITE ITS AGE.



GAME REVIEW (CONT.)

APPROPRIATE AUDIENCE:

THIS GAME IS BEST FOR ACTION/HORROR FANS. WITH A CREEPY ATMOSPHERE AND CHILLING SOUNDS, IT CAN DELIVER A FRIGHTENING FEEL. BUT THE PLAYER, BEING A WELL EQUIPPED ZOMBIE SLAYING MACHINE, IS MORE THAN WELL EQUIPPED TO DEAL WITH THE ZOMBIES. THIS ASPECT TAKES SLIGHTLY AWAY FROM THE HORROR, BUT FULLY LEANS INTO THE ACTION ASPECT.

IT IS BEST TO PLAY THIS GAME WITH A GOOD GROUP OF FRIENDS, OR TRY TO FIND A GROUP VIA THE ONLINE CO-OP MATCHMAKING. THIS GAME WAS BUILT AS A COOPERATIVE EXPERIENCE.

AS FOR THE AGE OF THE AUDIENCE, THIS GAME IS RATED M (18+) DUE TO ITS BLOOD, GORE, VIOLENCE, AND LANGUAGE.

DESIGN MISTAKES:

- OCCASIONALLY RESOURCE DROUGHTS CAN BE AN ISSUE WHEN PLAYING ON A HARDER DIFFICULTY.
- WHEN PLAYERS HANG BACK TO LOOT/EXPLORE FOR TOO LONG AFTER DEFEATING A HORDE, THE GAME WILL SEND A SPECIAL INFECTED AFTER THEM, ALMOST PUNISHING EXPLORATION/PREPARATION
- FRIENDLY FIRE INCREASES THE DIFFICULTY AND REALISM, BUT CAN AT TIMES BE TOXIC.
- SOMETIMES THE LEVEL DESIGN CAN BE CONFUSING TO KNOW WHERE TO GO, THE GAME DOESN'T PROVIDE A MINIMAP OR OBJECTIVES ALL THE TIME. IT RELIES HEAVILY ON ENVIRONMENT DRIVEN PATH DISCOVERY, SO IF THIS EVER FAILS, THE USER CAN GET LOST.



Don't shoot teammates!

LEFT 4 DEAD 2

SUMMARY

WORTH PURCHASING?:

ABSOLUTELY. EVEN MORE-SO IF YOU CAN CONVINCE A FRIEND OR 2 TO BUY IT AS WELL. IT'S CHEAP PRICE OF \$9.99 IS MORE THAN ENOUGH TO ENTICE A USER TO TRY ONE OF THE MOST ENJOYABLE CO-OP ZOMBIES GAMES OF ALL TIME. THERE ARE STILL ~18,000 PLAYERS STILL PLAYING THE GAME TODAY, SO EVEN IF YOU CAN'T FIND A FRIEND, YOU CAN STILL PLAY WITH OTHERS. IT IS A TIMELESS CLASSIC THAT HASN'T HAD A GAME QUITE LIKE IT SINCE IT'S RELEASE, IT'S A UNIQUE EXPERIENCE THAT SHOULD BE TRIED BY ALL.

HOW CAN IT BE IMPROVED :

- GIVING AN OPTION TO TURN OFF FRIENDLY FIRE
- REWARDING EXPLORATION MORE
- MAKING LEVEL TRAVERSAL A LITTLE MORE OBVIOUS
 - PERHAPS A MINI-MAP?



STRENGTHS :

- RICH CO-OPERATIVE EXPERIENCE
- HIGH REPLAYABILITY
- IMMERSIVE ATMOSPHERE
- LIKEABLE CHARACTERS
- FUN GAMEPLAY

WEAKNESSES :

- STUPID AI
- POSSIBILITY OF TOXIC TEAMMATES
- RESOURCE DROUGHT