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Living dead series wiki

The Walking Dead, created by Gaiorge A. Romro John A. Russo Original WorkSwivel of the Walking Dead (1968)Print publicationsNovel(s)List of novelsComicsList of comicbooks and TVFilm(s) List of moviesGamesVideo game(s)List of video games Living Dead is a blanket term for a loosely connected horror franchise that originated from the 1968 movie Night of the Living Dead. The film, written by George A. Romero and John A. Russo, focuses primarily on a group of people who gather on a farm to survive violent zombies in rural Pennsylvania. They are known to have inspired the modern interpretation of zombies as resuscitated human corpses feasting on the flesh and/or brains of the living. Due to a copyright error during its release, the status of The Night of the Living Dead in the public domain has resulted in numerous works claiming to expand or wean themselves off the plot points and characters of the film, sometimes without the involvement of the original actors and crew members. They consist of various films, literature and other forms of media that explore the hearth and evolution of the zombie apocalypse and society's reaction to it. The two most notable are Romero's Dead series, consisting of five additional films, and the Return of the Living Dead series, which is based on Russo's novel of the same name. Romero series Dead Main Story: Night of the Living Dead (film series) From his latest installment, Survival of the Dead, Romero's series Dead includes six films written and directed by Romero himself. A trilogy of the dead to the Land of the Dead,[1] each film is loaded with social commentary on topics ranging from racism to consumerism. The films are not produced as direct follow-ups of each other, and the only sequel is the epidemic of the living dead. This situation progresses with each film, but with different characters, and time moves forward to the time when they were shot, making the development of the world the only aspect of the blockage of the series. The fifth film does not continue to depict the progress of the world; instead, it goes back to the beginning of the events of the first film, but it is nevertheless contemporary as the sequel. The films relate to how different people react to the same phenomenon, ranging from citizens to police to military officers and vice versa. There are no truly happy endings to the movies, as everyone takes place in a world that has deteriorated since we last saw it, the number of zombies increases and the fate of the living remnant always in the balance. Romero tries to make each film unique than the previous one, but it leads to some of his more serious works, such as Day of the Dead, getting a worse reception than his likeness to the film Dawn of the Dead. He explained this in an interview with a reviewer of the film, Tim Robbie, who said: Zombie movies, I consciously tried to make each one different from the next. But that's not what people want these days. They want the same thing! I don't know if that's part of that TV mentality where people tune in every week to see the same thing.. Romero doesn't look at any of his dead films after none of the main characters or stories went from one film to another. [The reference is necessary] The exception is that the war officer from Diary of the Dead (Alan van Sprang), who robs the main characters, is the protagonist in the survival of the dead, As i. George A. Romero's Dead series includes: Night of the Living Dead (1968) Dawn of the Dead (1978) Day of the Dead (1985) Land of the Dead (2005) Diary of the Dead (2007) Survival of the Dead (2009) Dead series remakes were made for two of the original films starring some of the original cast And Crew : Night of the Living Dead (1990) Main story: Night of the Living Dead (1990 film) Director Tom Savigny, a former special makeup artist who worked on Dawn of the Dead and Day of the Dead, while George A. Romero rewrote the script. The plot of the film follows closely the 1968 original, where Barbara, Ben, the Cooper family and Tom Landry and his girlfriend Judy Rose Larson are trapped in a pennsylvania country house trying to survive the night while the house is attacked by mysteriously resuscitate goblins otherwise known as zombies. Dawn of Death (2004) Main Story: Dawn of Death (2004) Directed by Zack Snyder. A group of strangers: Anna, police sergeant Kenneth Hall, Michael, Andre and his pregnant wife Luda enter a nearby mall, where three living guards - CJ, Bart and Terry - collide, for asking them to surrender their weapons in exchange for asylum. The group guarded the mall, then headed to the roof, where they saw another survivor, Andy, who was stranded alone in his gun shop, through a zombie-infected parking lot. The next day, more survivors arrived at the mall and let go. After some of the survivors began to die from zombie attacks and any hope of being rescued, the group decided to fight their way to Milwaukee Marina and travel on Steve's yacht on an island on Lake Michigan. The main article by Dan O'Bannon and John Russo Return of the Walking Dead (film series) There are currently two separate franchises using The Walking Dead pseudonyms. The first is the Return of the Living Dead, which was created as a novel written in 1978 by John A. Russo. It was later adapted into a Dan O'Bannon film, which cast its own series of films, with a total of four sequels. This can be seen more as a spin on The Night of the Living Dead rather than a sequel, as the first film treats Night of the Living Dead as a film based on real events. Russian Produced by Tom Fox, who plans to bring Return of the Walking Dead to the screen, offering director O'Bannon the spot he accepts he can rewrite the film radically to distinguish it from Romero's films. [The reference is necessary] O'Bannon completely rejects Russo's script and rewrites it, preserving only the title and significantly changing the rules. His canon changes include fixation of the brain-only zombies (while Romero/Russo zombies will devour every part of a living person), the ability to move quickly and communicate (despite physical defects that would make such activity impossible), and the ability of 2-4-5 Trioxins to resurrect any deceased life form, no matter how long the dean is interpreted. Although Russo and O'Bannon are directly related only to the first film in the series, the remaining films, to varying degrees, adhere to their outlines and rules set out in the first film. The Return of the Living Dead by Dan O'Bannon includes: The Return of the Living Dead (O'Bannon, 1985) The Return of the Living Dead Parts II (Ken Witherhorn, 1988) The Return of the Walking Dead 3 (Brian Yuzna, 1993) Return of the Living Dead: Necropolis (Ellory Elkayem, 2005) The Return of the Living Dead: Rave to the Grave (Ellory Elkayem, 2005) Then, in 1998, Russo returned to the original Night of the Living Dead to cross additional sequences in the film. This version, which is officially called Night of the Living Dead: The 30th anniversary edition, adds a subppling, alternative opening and a new score. Russo followed that up with another film about the living dead, children of the living dead. Night of the Living Dead: 30th Anniversary Edition (Russo, 1998) Children of the Walking Dead (Karen L. Wolfe, 2001) Romero vs. O'Bannon Zombies This section probably contains original research. Please improve it by checking the claims made and adding inserted quotes. Declarations consisting only of original studies should be removed. (September 2012) (Learn how and when to remove this message for the template) While the two species are similar in appearance, there are some distinctive details: Romero's infection the original Night of the Living Dead explains that an unknown phenomenon causes re-animation of the brain. Instead of spreading from person to person, the phenomenon is represented in every person who has recently died of some reason (except those that destroy the physical structure of the brain). The first animated corpses appear simultaneously in many places, reaching a rapid pandemic. Symbols speculate on the cause of the phenomenon; Suggestions at various times include a cosmic virus, divine punishment, radiation from a satellite returning from Venus, or that there is no more room in hell. While the bites of these resuscitated creatures are uniformly deadly, from mechanics unknown, death in other ways would the same result, so no bite is necessary. On The Day of the Dead, it is assumed that the immediate amputation of bitten limbs can prevent victims from dying, but while an attempt is made for treatment, its success is never convincing. On George Romero's original day of the Dead, a man had to be bitten by his amputation arm, but still returned like a zombie. The survival of the dead indicates that in the rare case in which a living person has bitten the undead, this person will become infected. Many characters in the films (including George Romero himself) have referred to the bitten area as an infected area or infection. The state of exumification seen in the return of O'Bannon's living dead series is triggered by the chemical compound Trioxin, an extremely toxic substance found in a gaseous state at standard temperature and pressure. Depending on the film in the series, Trioxin zombies may or may not be able to contaminate living people with a trioxin through a bite. Very small amounts of trioxin are enough to have a full effect, and the organs do not need to be fresh to be re-animated. Both factors are illustrated in the first two films, where a trioxin seen through several feet on the ground to reach graves several decades old and animated the inhabitants (The Return of the Living Dead even depicts a nearby skeleton emerging from its grave). If the zombie carcass is stored for too long in a sealed container, the decomposition process will generate harmful gases containing traces of trixin, so that the drum can be opened safely only in a sealed environment. The requirement for exposure to trioxin makes limiting a specific area or group of people a little easier than Romero's plague (although the ultimate tenacity of zombies can mitigate this advantage). Romero's memory is very limited to no memory of his previous life. But they all remember how to walk and how to use their hands for several tasks (such as striking or holding something or someone). They recognize many objects such as cars, houses and other structures and recognize the doors to get into them. As the characters declare in Dawn of the Dead, zombies are in the mall as it is an important place in their lives. They also retained the instinct to eat and bite. On Day of the Dead, the zombie called Bub is experimenting and trained by scientist Logan and recalls how to use a razor, phone and book. When Captain Road entered the room, Bubb greeted him, fired a unloaded pistol at him, and later in the film he filmed Captain Road. In The Land of the Dead, the undead retain some memories of their past lives, allowing them to use tools they remember for work, and even show emotion, giving some of Bub's intelligence to other zombies. Zombies in the Return of the Walking Dead series retain their full memories of of their death, whether or not they were or after its prolonged receding. Intelligence probably contains original research. Please improve it by checking the claims made and adding inserted quotes. Declarations consisting only of original studies should be removed. (July 2019) (Learn how and when to remove this message about the template) Romero zombies initially lack full cognitive function and act on only one engine: the need to search for and consume living flesh. Night of the Living Dead depicted zombies eating animals as well as humans. Zombies have no real physiological needs for flesh, nor can their expired digestive organs extract from it at all. This was discovered by Dr Logan (nicknamed Frankenstein) during his many experiments on living zombie specimens and reported to Sarah on Day of the Dead. The animated dead retain vague impulses derived from previous living behavior. For example, zombies often return to certain places they often visit when they are alive (examples from the original Dawn of the Dead, hordes of zombies are forced to join in a mall, and a zombie knows where to find the secret hideout containing his still living former comrades). Lacking immediate casualties to hunt, zombies will often be tucked in by rude movements reminiscent of life activities, often when prompted by a familiar artifact such as a phone or car. With an incentive, it is possible for some specimens to begin to remember more of the common activities they carry out while they are alive and achieve basic functioning intelligence. On Day of the Dead, the zombie nickname Bub was educated in docility by Dr. Logan, learned (or remembered) how to drive a gun and even developed a childhood attachment to his instructor. In Land of the Dead, the zombie known as Big Daddy developed a complex cognitive function of his own, felt affection and empathy for his fellow zombies (even putting some of their misery when they were injured), could teach other zombies how to use objects (including weapons) and developed crude strategies to bypass the protection of living people that have destroyed many of his fellows. Smarter zombies like Bub and Big Daddy retain their hunger for living human flesh, but can delay instant gratification if it offers a chance for a more significant reward later. In O'Bannon's universe, if the bodies are still in good condition when they are resuscitated, then the resulting zombies are really capable of the same things as normal living people. In general, they are like normal people, but with an uncontrollable need to eat brains that relieve the great and constant pain felt by their own decay. Depending on their own intelligence, from previous life, they can resist their need to eat the brain for the benefit of survival and some brain-hunting tactics. For example, a Stabbed Tarman desperately tries to pull the closet door with a winch to catch one of tina's characters, his victim. He fails to catch Tina, but manages to eat one of her friends who comes to her rescue. It also goes as far as portraying himself as a normal living person (like a cop signaling cars to stop sideways) or calling friends or others and asking them for help, basically anything to attract and trap new living fresh brains when they get close enough. It is worth noting that, as seen in Return of the Living Dead Part 2, these zombies will act in general terms, for example waiting to open a door for all other zombies, and not just as a brain to themselves. In interviews, George Romero attributed this quality to the strict mortis as well as the poor condition of their ankles. [3] A sheriff on The Night of the Living Dead suggests that their limited mobility is due to the fact that they are dead, they are... everything messed up. In The Diary of the Dead (2007, post Dawn of the Dead remake), the director of the student horror film tells his living dead actor (mummy, in this case) not to move fast, because if you run, that your ankles will quickly tear off. When this character later becomes a real zombie and breaks down after a victim, the director says See? I told you dead things move slowly! The Zombie on The Night of the Walking Dead and the two zombie children in Dawn of the Dead (1978) are the only working zombies in the series. O'Bannon's trio of infected zombies can work if not physically injured and show perfectly normal mobility if not too decomposed. They have an additional advantage of the remaining mobile, even if a significant body mass is lost. Several times, zombies who have lost their legs remain nimble and fast through the use of their hands. Speech In the Romero series, zombies never get much more than basic grunt and groovy or even screaming. The aforementioned zombie Bub makes a commendable attempt to say Hello Aunt Alicia, but the result is largely incomprehensible. The big dad in The Land of the Dead was able to laugh rudely after finding a hammer. In the return of the Walking Dead series, a zombie can speak normally (even if his lungs, trachea, and facial muscles are largely missing), but it tends to be just one word (brain!) or any real conversation will tend to lean toward his attraction to the listener's brain, how good you need to taste and the speaker is a striking desire to consume it. There is an insulting exception to that in Return of the Living Dead 3, which includes a very fresh corpse that has not yet been buried. Ending The only way Romero zombie can die is if his brain is destroyed. Zombies can also be burned, as shown in The Night of the Living Zombie mobility may be hampered by structural damage, but such damage will to reduce the life force of the body. Parts of the body cut off by the undeathed brain will become inanimate. Simply removing the head does not kill a zombie; the head remained alive, as shown on the Day of the Dead. By contrast, the typical O'Bannon zombie simply cannot be deactivated until it is completely destroyed. All detached parts of the body will remain animated, resulting in two or more moving parts. Therefore, decapitation produces both animation and animation of the body that wanders around, still trying to catch a living person. There are only two known ways to permanently kill a zombie. One is a complete burning of the body (as seen in the cremation scene from The Return of the Living Dead), although burning the body releases a trioxin-lacquer into the air, which can be combined with clouds to create a trioxin-lacquered rain. Another way is to buckle undemanding until they stop moving or squirming (see Return of the Living Dead Part II). In the third film, scientists invented an endothermic chemical dart that freezes the brain in a zombie state, but its effective duration is wildly unpredictable. This zombie endurance is still at odds in the two fourth and fifth films in the series, where zombies are easily destroyed by attack, including attacks that do not damage the brain. Another break within the O'Bannon series is that in the fourth film, zombies don't seem to be able to work as they tend to move as slowly as zombies in the Romero series. Unauthorized sequels and recitated There are some other films that have been released as a sequel to various films in Romero's Dead series, most likely to ride the name recognition that Romero's films enjoy. They were produced because of the different mixtures with the copyright and ownership of the films, Romero himself owns only Dawn of the Dead from his first four films. [the reference is necessary] Romero is often positive about the derivatives of his work, stating that every new film in the horror genre is a step forward, whether it's completely original or imitator. [reference required] Zombi 2 (1979) Main article: Zombi 2 Director Lucio Fulchi. Also known as Zombie in the US and as zombie carnivores in the UK The film, which was already in production when Dawn of the Dead was released but was renamed a sequel after its release (Dawn of the Dead is titled Zombi in Italy). This film has a history of official and unofficial sequentials themselves (see zombi series). Day of the Dead 2: Contagium (2005) Main story: Day of the Dead 2: Contagium Director Anna Clavell and James Duddleson. While billed as a sequel to Day of the Dead, as Tover Jock Jock owns the original's copyright, it has no actual links to the original Day of the Dead or the series (although pittsburgh in 1968). T.L. Taurus announced its plans in August 2009. to produce a sequel, with a working title-turned official title, Day of the Dead: Epidemic, which is set to be the third part of the series. [4] Night of the Living Dead 3D (2006) Main Story: Night of the Living Dead 3D Director Jeff Broadstreet. The film is a remake/remake of the original film, made in 3D format. The status of the original in the public domain makes it possible to produce this film without the participation of both Romero and Russo. Day of the Dead (2008) Main story: Day of the Dead (2008 film) Director Steve Miner, the story is set in Leeville, Colorado, where the couple Trevor (Michael Welch) and Nina (AnnaLyn McCord) are in a city suddenly sealed off by the military forces (Mena Suvari, Wing Rams and Nick Cannon). People start behaving strangely and the dead return to life, with the couple and soldiers trying to escape. Night of the Living Dead 3D: Re-Animation (2012) Main story: Night of the Living Dead 3D: Re-Animation This film is a sequel to Night of the Living Dead 3D and is not the same as Night of the Living Dead: Reanimated (2009) [2], which is an animated film using various techniques to re-confirm the story of the original film. Day of the Dead: Bloodline (2018) Main story: Day of the Dead: Bloodline in January 2018, a second makeover of The Day of the Dead, titled Day of the Dead: Bloodline, has been released. Parodies There are also extremely low budget parodies such as: Night of Living Bread (1990) Main article: Night of Living Bread, directed by Kevin S. O'Brien. A parody of the original film, where the satellite crashes to Earth, carrying radiation that is quickly animated - as opposed to sifting - of all kinds of killer bread, from muffins to biscuits to sacrament waffles. Night of dawn [...] (1991) Main article: Dawn Day Night is the abbreviated title of a parody created by James Rifael, which is a classic film The Night of the Living Dead, with comedic dialogue and some new clips. The full title of the film is: The Night of dawn of the Son of the Bride for the return of revenge to the horror of the attack of evil, mutant, alien, dense, hell, the residential part of 2.2. Main article: Poultry: Night of The Chicken Dead (2006) Main article: Poultry: Night of the Dead Chicken Directed by Lloyd Kaufman. After a fictional fried chicken franchise opened a restaurant at the location of an Indian cemetery, the chicken carcasses came to life at the site[5] Night of the Loving Dead (2013) Directed by J.F. Kinion. A short film parody of the original George Romero movie, a zombie attacks a couple in an old cemetery to impress their zombie girlfriend. Homages Films that pay tribute to the genre: Shaun of the Dead (2004) Main article: Shaun of the Dead by Edgar Wright. The film is about an unmotivated skater who has to deal with a zombie riot in London as he tries to make his life better. Simon Pegg noted in the interview for Sean's DVD edition of The Dead and in an interview on BBC Radio 1 before the film's release that they were seeking George A. Romero's blessing and recognition or the film would not have been released. [This quote needs a reference] Simon Pegg commented that George actually loved him so much, we [Simon Pegg and Edgar Wright] were asked to be in the film Land of the Dead as lead characters, but we said no, no way, they definitely should be zombies! [This quote needs reference] Sean to the Dead has numerous references not only to Romero's films, but also to several other horror and science fiction films. Fido (2006) Main story: Fido (film) Director Andrew Curry. The film takes place after a zombie apocalypse, in a small, safe, idyllic 1950s city. In this movie, zombies behave like slaves or pets until something inevitably goes wrong. Dance of the Dead (2008) Main article: Dance of the Dead (film) Directed by Greg Bishop. The film is about a Georgia high school that is unexpectedly interrupted when the cemetery, next to its headquarters, becomes a sudden source of resuscitated corpses. While zombies march on high school, a colorful group of teens without a date takes on zombies and saves the day. Zone of the Dead (2009) Main article: Zone of the Dead, directed by Milan Konevich and Milan Todorovich. Also known as Apocalypse of the Dead in the UK and US, Zone of the Dead is a Serbian zombie horror film starring Ken Fore from the original Dawn of the Dead and a remake. The film is in English and was released by Epic Pictures Released in America on September 1, 2012 under the title Apocalypse of the Dead. It has cult status in some regions and the sequel is in development. Documentary On the Dead (1985) Main Article: Document of the Dead, directed by Roy Frümkes. The Document of the Dead is a 1985 documentary that goes back to Romero's first TV commercials and chronicles his career and stylistic techniques. Fan of the Dead (2003) Directed by Nicholas Garro. Fan of the Dead is a 2003 52-minute documentary revealing the locations of the film Night of the Living Dead, Dawn of the Dead, Day of the Dead and the Living Dead with exclusive interviews with the actors of george a. romeo trilogy. A fan of the dead has been released on DVD/Blu-ray in the US/Canada (Cheezy Flicks), France (Bach Films), Italy (Millennium Storm), Germany (CMV Laservision), Spain/Portugal (Manga Films), UK (Arrow Films) and Australia (Umbrella Entertainment). Additional credits: Music by Sebastian Munoz and Antonio Martino; Edited by Olivier Andre. One for the fire: the will of the Night of Living Dead (2008) Directed by Robert Lucas (as Robert L. Lucas) and Chris Rowe. One for the Fire: The Legacy of Night of the Living Dead is a 2008 documentary celebrating the 40th anniversary of George Romero's Night of the Living Dead. It includes most of the main people behind the film, as well as some of the less well-known people who have had minor roles in the film. Romero, John Russo, Russell Streiner, Judith O'Dia and Carl Hardman were among those interviewed. Additional credits: Produced by Robert Lucas and Chris Rowe; Written by Billy Graham, Robert Lucas (co-creator) and Chris Rowe (creator of the concept); Music by Jess Braden; Reporting by Robert Lucas; Editing by David He Edited by Michael Felsher. Autopsy of the Dead (2009) Directed by Jeff Carney. The Autopsy of the Dead is a 2009 documentary that explores the living story behind Night of the Living Dead, which has since achieved cultural status. Additional credits: Produced and written by Jeff Carney and James Carionella; Editing and cinematography by Jeff Carney. Cinemall (Cinemall) (2011) Directed by Gavin Shaw and Craig Belliw. Kinele is a short documentary about Monroeville Mall, the main location of Dawn of the Dead. Additional reporting by Gavin Shaw and Craig Bellivaw; Editing by Tom Brown Written by Gavin Shaw; Music by Carlo Carosi. Birth of the Walking Dead (2012) Director Rob Kuhn. The Birth of the Walking Dead focuses on the impact night of the Living Dead has on pop culture. The Walking Dead in other media, although most of the living dead media were films, related projects have been released in other media. A handful of books and comics take place in The Walking Dead in the world. Like movies, some of them are officially approved, while others are not. Romanization of the first film. The Return of the Walking Dead (book 1) (1978), by John A. Russo. A standalone sequel to The Night of the Living Dead, with few similarities to possible films of the same name. Dawn of the Dead (book 2) (1978) by George A. Romero and Susannah Sparrow. A newation of the second film. Book of the Dead (3) and Dead Dead (1989) and Dead Dead - Book of the Dead 2 (book 4) (1992), anthology books composed by a number of authors, most famously Stephen King, with brooches written by Romero and Tom Savinie. Night of the Living Dead [book 5] (2009), by Christopher Andrews. A new novelty of the first film, which was not approved by Romero or Russo. Comic Book Toe Tags, [6] also known as Death of Death, is a six-issue miniseries about comics published from December 2004 to May 2005 by DC Comics[9], which is based on an unused script by Romero. [10] It was painted by Tommy Castillo and Rodney Ramos, with covers by horror artist Bernie Wrightson. Romero's story is actually based on unused of their dead films; That's why the miniseries follows its similar tropes: extreme glare, social commentary, evolving zombies, and characters spinning at the end of an unknown fate. Escape from the Living Dead series Escape the Walking Dead[7] is a five-edition comic miniseries published from September 2005 to March 2006 by Avatar Press[11] and written by John A. Russo as a sequel to The Night of the Living Dead. Escape from the Living Dead: Fearbook[8] is a single comic book originally published by Avatar Press[12] and written by Mike Walker and is a sequel to The Walking Dead. Escape of the Living Dead: Airborne[9] is a three-edition comic miniseries originally published from September 2006 to November 2006 by Avatar Press[13] and written by John A. Russo and Mike Walker and is a sequel to The Walking Dead. Escape from the Living Dead Annual #1 is a single comic book originally published in March 2007 by Avatar Press and written by Mike Wolfer and is a sequel to Escape from the Walking Dead. Escape from the Walking Dead: Resurrected [book 11] is a collection of the entire series, originally published January 2008 by Avatar Press. It contains all 10 editions of the story: the original five miniseries releases, the three-issue miniseries, fearbook, and the annual. [14] Night of the Living Dead series Night of the Living Dead 2011 Annual Night of the Living Dead annual Night of the Living Dead #1: Back from the Tomb Night of the Living Dead: The Beginning #1 Night of the Living Dead Celebrations special #1 The Walking Dead (2003), an ongoing comic account of a zombie-apocalyptic world written by Robert Kirkman. Robert Kirkman later announced that his series would be called Night of the Living Dead, as it is in the public domain, as a way to get more recognition. On the first page of the proposal were taken lines from Romero's film and the story was supposed to take place in the 1960s. Kirkman later said the night was the most inaccurate title the walking dead could have had. The hit TV series The Walking Dead, based on the comic book series, premiered in 2010. Marvel Comics Marvel Comics has released two miniatures under its mature footprint, Marvel MAX, starring Simon Garth. IDW IDW Publishing has published several zombie miniseries in its history, tying itself to a universe. Video games Land of the Dead: A Road to Fiddler green (2005), developed by Brainbox Games for PC and Xbox. First-person shooter licensed video game based on george a. romero's zombie horror movie Land of the Dead. Dead Rising (2006), developed by Capcom for the Xbox 360. Exact parallels of Dawn of the Dead, is placed in a zombie-filled shopping center. The similarities are so obvious that a legal disclaimer has been placed on the packaging of the game following a dispute with MKR Group, winner of the Rights to the Dawn of the Dead, which was rejected in court. In Capcom Breath of Fire, a video game for the super Nintendo Entertainment System, the city north of Winland that Nina and the two winged soldiers have to travel through, is infected with zombie-like creatures at night. This town is called Romero. Bibliography and References Bibliography ^ Russo, John A. (September 1978). The return of the living dead. Dallas. 978-0-89559-062-6. Sparrow, Susannah (1978). Dawn of the dead. Martin press. 18393-6. 2000 Spector, Craig, eds. (June 1989). The Book of the Dead. New York, N.Y., USA: Books in Fantham. 1000000000

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