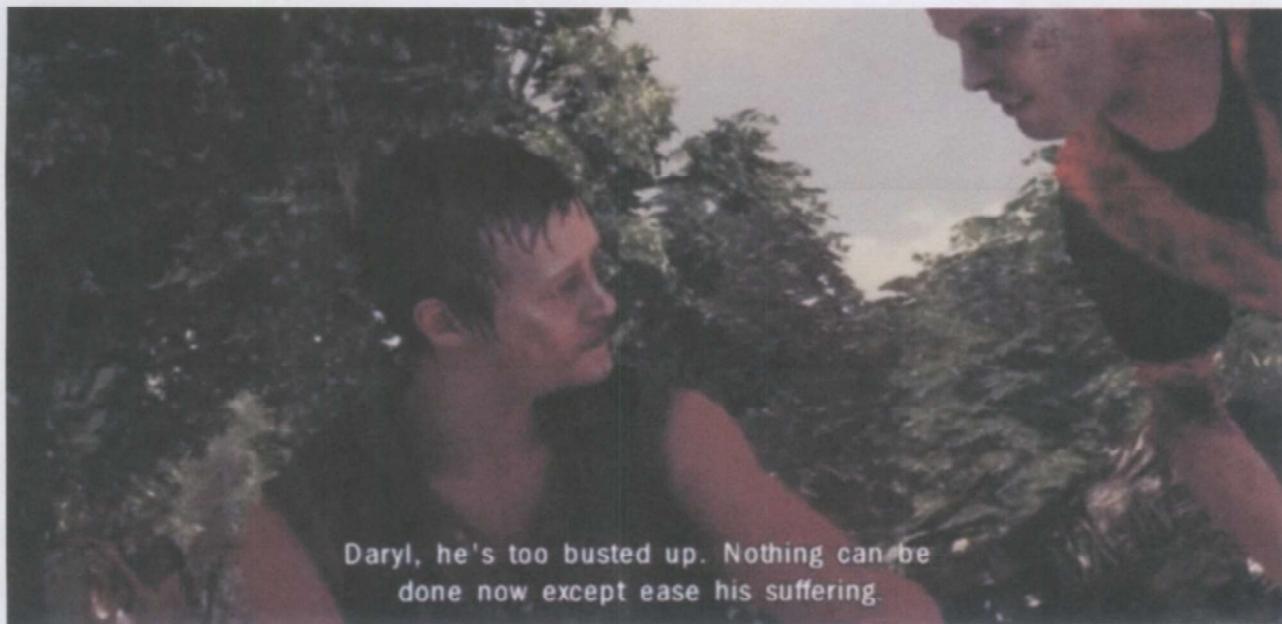


The Walking Dead: Survival Instinct puts diehard fans in Daryl's shoes

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Daryl discovers the fate of a family member.

Taken from live gameplay of The Walking Dead: Survival Instinct by Activision.

The Walking Dead: Survival Instinct

Rating: ★★★★★

On Tuesday, March 19th, Activision released Walking Dead: Survival Instinct. Available on Xbox 360, Playstation 3 and Wii U, the game that invites AMC's Walking Dead fans to relive the zombie apocalypse through Daryl Dixon's eyes. Literally.

This first person action shooter starts at the beginning of the undead outbreak, revealing the fate of Daryl Dixon's family as he and his brother, Merle, try to make sense out of the tragic and surreal reality of walking, cannibalistic corpses. Fans of the series will pick up the familiar

voices of Norman Reedus (Daryl) and Michael Rooker (Merle) who Activation enlisted to do the voice acting.

The gameplay is fast paced with plenty of elements to keep players on their toes. Every noise you make, from gunshots to bumping into trashcans, can lure biters, forcing the player to take precautions and calculate his or her next move. Seasoned gamers will liken Survival Instinct to the Left for Dead series with plenty of lowlight situations and undead surprises to keep your adrenaline pumping.

The graphics are decent, with familiar scenery that is surprisingly interactive. One could argue the characters and their zombie antagonists could use a little more attention to detail, but for the price of the game you really get your money's worth.

Expect the storyline to be short with the average gamer likely to complete it within four to five hours. But overall, The Walking Dead: Survival Instinct is an entertaining addition to a zombie fan's collection.