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Red dead 2 undead nightmare

Welcome to Morning Music, Kotaku's new, daily hangout for folks who love video games and the cool-ass sounds they make. Today we're checking out the spooky soundtrack to Red Dead Redemption: Undead Nightmare, one of the best video game expansions ever released.Best? Yeah, I really mean that. If you locked me in a room and told me to list the top 10 expansions I've ever played, Undead Nightmare (longplay / VGMDb) would be at the top without a second's hesitation. It took the already-incredible Red Dead Redemption and used that world as the setting for one of my favorite zombie games ever made. (I really like Undead Nightmare, if you can't tell.) And like the original Red Dead Redemption, Undead Nightmare has a fantastic soundtrack. As with Red Dead Redemption proper (longplay / VGMDb), Undead Nightmare's music was composed by Bill Elm and Woody Jackson. The music of the original game was intended to imitate classic western movie soundtracks. Undead Nightmare's soundtrack takes some of those same sounds and instruments and blends them with spooky echoes and creepy howls, whistles, and pianos. The end result is something that feels like a perfect fit for an old west afflicted with zombies. Have a listen!Rockstar Games / Batistuta.rwm (YouTube)Every few years I go back and play through Undead Nightmare and it still holds up. I plan on playing it this year too. It's a perfect Halloween game, and the music is a big reason the atmosphere works. I genuinely find the world of Undead Nightmare to be unsettling and creepy. Zombies lurking around the entire map, huge open areas where you can easily get chased, and small towns under attack from the never-ending hordes of undead. It's enough to make anyone a bit scared! And then a song like this comes on and you straight up feel the urge to turn the lights on or take a break:Rockstar Games / Batistuta.rwm (YouTube) Like RDR's soundtrack, Undead Nightmare's also featured some songs performed by bands and musicians other than composers Elm and Jackson. These are mostly used in specific sections of the game to help add to the experience of a certain mission or narrative moment. My favorite of these is "Bad Voodoo" by Kreeps (Bandcamp), a song which I listen to regularly to this day.Rockstar Games / Batistuta.rwm (YouTube) With Halloween season starting soon (or if you're me, it started like two weeks ago) Undead Nightmare is a perfect game to revisit. If you're too yellow-bellied for that, at least throw the soundtrack on in the background while you carve pumpkins and eat candy.That's it for today's Morning Music! As you can tell by now, I'm a big fan of spooky Halloween things. So expect a few more creepy and odd soundtracks to pop up in the coming weekends. Anyway, chat about this soundtrack or anything else in the comments below. Or suggest some music you want to be covered in future Morning Music posts! Unleashed upon the world of Red Dead Redemption. The Undead Nightmare Pack features an entirely new single-player campaign that follows John Marston as he tries to find a cure for the highly-infectious undead plague spreading across the frontier. In addition to this epic single-player adventure, the Undead Nightmare Pack also features a brand new multiplayer mode in addition to new gameplay mechanics, weapons, undead animals and mythical creatures. Red Dead Redemption by itself was a fun, long, engrossing game that kept me busy for a long time and Undead Nightmares adds more to what already is, a fantastic game (I'm not reviewing the retail version which from what I know, has the all the DLC). You get a 6-8 campaign with a campy zombie storyline, 2 multiplayer modes, and new zombie skins for 10 bucks which is a steal. Game itself has plenty of gore and violence though its obvious its not a kids game, since the cover shows the protagonist John Marston as a zombie pointing a gun. Don't even see how John is a bad role model since if zombie was gonna eat you and you had gun, you would pull the trigger. This game can be given to a 15 year old since you're killing for self defense. Most teens pretty much know bad language and while Undead Nightmares has it, its not used as much as other games. Violence & scarinessLanguage Report this review May not include original box or manual Pictured item may not represent condition received 7 day money back guarantee Rockstar Games | Illustration by James Bareham/Polygon A decade ago, we were lost in a horde of zombie games. From Minecraft to Dead Island, video games were toying with the undead, capitalizing on our cultural zombie obsession with varying degrees of success. But Red Dead Redemption's spin on the walking dead, as strange a pairing as it at first seemed, worked perhaps best of all. In October 2010, Rockstar Games released Undead Nightmare, an expansion to the original Red Dead Redemption. The new content struck before we hit zombie games' saturation point, and it differentiated itself from the pack. Instead of just a mode that cobbled together shambling corpses and the Old West, Undead Nightmare was a separate single-player campaign that just so happened to feature zombies and mythological creatures. The alternate timeline sprinkled bits of horror — and humor — into the world of Red Dead Redemption in a way that a more straightforward expansion wouldn't have. Undead Nightmare was a stand-alone story that followed John Marston as he searched the frontier for the cure to the zombie plague that befell his wife and child. Over the next six hours or so, the expansion remixed gameplay elements of the Red Dead formula, such as destroying hordes of the undead in towns rather than disposing of random bandits. Clearing out the undead would make each location a safe haven for a few days of in-game time, but soon enough, the town could be overrun again. This setup created an endless loop of clean-up duty in line with the unrelenting zombie menace. And just like Red Dead Redemption, Undead Nightmare had more to offer by way of side missions handed down by the folks that Marston met on his travels. Some of the missions, like one where Marston needs to save a convent of nuns from zombies, felt right at home with the serious nature of the main game. Others, like a budding filmmaker who needs Marston to round up a special type of zombie for him, were much sillier. The best quests subverted all expectations; there's one heartbreaking twist at the end of a Sasquatch hunt. The Four Horses of the Apocalypse: Pestilence, Famine, Death and War Rockstar San Diego/Rockstar Games The expansion also went beyond simply changing the makeup of Marston's quests; it changed how he went about them. While the original game might have seen the player hunting for the best breed of horse, Undead Nightmare allowed you to tame the Four Horses of the Apocalypse. Pestilence, Famine, Death and War not only added mythical flair to the DLC, they also had special perks: War lit zombies on fire on contact, while Death caused their heads to explode. Finding and breaking these horses was optional, but it added such a strong thematic twist to an otherwise standard aspect of Red Dead Redemption's gameplay. Additions like these elevated Undead Nightmare into something stronger than a zombie-themed cash-in. It felt especially welcome when there were other games at the time that used zombies as simply an aesthetic wrapper, like Plants vs. Zombies, and ones that made hordes of the undead easy fodder for a minigame, like the first Nazi Zombies mode in Call of Duty: World at War. Of course, not everything was just throwing in zombies for zombies' sake; Left 4 Dead leveraged the genre appropriately, as did the Dead Rising series. But rare was the game that transformed the nature of its story by adding these creatures. Undead Nightmare wasn't simply "Red Dead Redemption, but with zombies"; it was a refreshing take on how zombies could feel original in Rockstar's existing world. The plot, albeit a simple one, personally affected the main character. The zombies weren't just a new enemy type for Marston to gun down, but a specific threat to his family and his neighbors. Among the DLC of its era, Undead Nightmare stands as a great example of how to be trendy in the most natural way possible. It's one of the things that remains a fond memory for us, nearly a decade after the first Red Dead Redemption. If there's one thing I like about living organisms, it's skin. Skin is good, y'all. It wraps us up in a lovely package and makes it possible for others to look at us without vomiting all over themselves. Without skin, we're terrifying muscle nightmares, all sinew and meat pipes. Nobody wants to see that walking around.This is what makes zombies so horrific, after all - it's us, just decomposed, with lips ripped off, revealing terrifying gums and yellowing teeth. I believe this same logic applies to animals, too. Nobody wants to see a cat walking around without skin. Nobody wants to stroke that. Nobody wants to call that over and have it weaving between your legs. One player in Red Dead Online got to witness this horrifying fact when a recently-skinned animal of unidentified origin - maybe a big cat, who knows, it has no skin - came back to life for some reason. Here's a clip: Dear god no from r/RedDeadOnlineEven the way it reanimates is terrifying. Please shoot it in the head. While it doesn't quite make up for the fact there's not been an Undead Nightmare-style DLC for Red Dead Redemption 2 yet, I think you'll agree that we all need to clean our eyes with bleach (disclaimer: don't). If you're looking to jump into Red Dead Online's new Frontier Pursuits update tomorrow, there's details on how to get your freebies at that link. In the meantime, check out this one Red Dead Online player's brave journey, in which they carried a bowl of stew from Valentine to Saint Denis. ©2020 Walmart Stores, Inc.

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