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Saints Row

Action-Adventure Video Game Series This article is about the video game series. For the first game in the series, see Saints Row (2006 video game). For the next reboot in 2022, see Saints Row (2022 video game). Saints Row videogame seriesLogo used since 2021Development (s) Volume Other High Voltage Software (2015) Publisher (s) THQ (2006–2013) Deep Silver (2013present) Platform (s) Xbox 360Xbox OneXbox Series X/PlayStation 3PlayStation 4PlayStation 5Microsoft WindowsLinuxMobile phone Nintendo SwitchStadiaLunaFirst release Saints RowAugust 29, 2006 Last version Saints Row: The Third RemasteredMay 22, 2020 Santi Row is a series of action-adventure video games created by Volition and published by THQ and Deep Silver. The series follows the 3rd Street Saints, a romanticized street band that originally operated from the Saint's Row neighborhood, hence the title of the series. Gameplay in the games of Saints Row focuses on an open world where the player can complete missions to progress a general story, as well as engage in various side activities. Most gameplay revolves around driving and shooting, with occasional role-playing elements. Because of the early entries labeled as Grand Theft Auto clones, developers have tried to create a more distinctive experience from the third game onwards, with a strong focus on over-the-top gameplay, homages of pop culture, parodies and self-referential humor; these changes have been controversial among fans of the original games. The first four games of the Saints Row series were set mainly in two romance settings: Stilwater and Steelport, which are based freely on the real American cities. The center plays on a character initially not called player, created (after nicknamed "the boss") who joins the 3rd Street Saints by chance and helps them defeat enemy gangs in turf wars across the city. Later, they become gang leader, an icon of pop culture and celebrity, and eventually president of the United States, while confronting more powerful enemies, such as an anti-gang paramilitary and an alien empire. Work on the front row of Saints began in 2003, after the completion of Volition of Red Faction II. The game was released in 2006 for critical acclaim and commercial success. The sequel, Saints Row 2, was released in 2008 at a similar acclaiation and greater commercial success. The third edition of the series, Saints Row: The Third, was released on November 15, 2011 and was the last Saints Row video game to be released by THQ before Deep Silver acquired the rights to the series in 2013. The fourth entry in the series, Saints Row IV was released on August 20, 2013, with an independent expansion called Gat out of Hell released in January 2015 in North America and Europe. From September the series had sales in excess of 13 million, making it one of the best-selling video game franchises of all time. A restart of the franchise, simply titled Saints Row, was announced in August 2021, and is scheduled to be released on February 25, 2022. [1] The reboot takes takes takes In the fictitious city of Santo Ilesis in the American Southwest, and follows a new iteration of the Saints of the third way while trying to take control of the city from the various bands that govern it. [2] Games Title Year of the original Release Developer platform (s) Publisher (s) Notes PC 7th Gen Console 8th Gen Console 9th Gen Console Saints Row 2006 N / A XBOX 360 Xbox One [A] Xbox Series X / S [A] Clallation THQ N / A Saints Row 2 2008 Windows, Linux Xbox 360, PlayStation 3 Windows Porta developed by CD Projekt. Saints Row: The third Xbox One of 2011, PlayStation 4, Switch Xbox Series X / S, Playstation 5 [A] Nintendo Switch port developed by Fishlabs. Remaster version for PS4 and Xbox one developed by Spermsoft. Saints Row IV 2013 Deep Silver Re-elected Door and Enter The Dominatrix DLC developed with High Voltage Software. Saints Row: Gat Out of Hell 2015 Xbox One, Playstation 4 High VoltageVolition Standalone Expansion for Saints Row IV. Saints Row 2022 Windows N / A XBOX Series X / S, PlayStation 5 Flights Restart The Saints Row Series (2006) Main article: Saints Row (2006 videogame) Saints Row is the first chapter of the series, started developing at half of the 2003 as a title for PlayStation 2 with the name of Bling Bling. [3] The game was announced at the E3 2005 for Xbox 360. He also had to have a port for Nintendo Wii. Being the first non-linear gameplay style video game to be released for Xbox 360, Saints Row was widely expected; His pre-bate build record after being downloaded almost 400,000 times in a week. [4] He had sales higher than 500,000 during his exit month September 2006, and was acclaimed by critics. Starting from 2019, the game has sold more than two million units. [5] The game was renowned to be the first Sandbox game of seventh generation, and introduced features that have since become the bases of the genre. A Equipped with online multiplayer, an in-game mobile phone, GPS navigation, processed characters, vehicle customization and a weapon wheel. [6] [7] The game is set in the imaginary city of Stilwater. The player creates his character, which is then involved in a territorial war between the gangs, Los Carnales, the Westside Rollerz and the Vice Kings. They are saved by the founder and leader of the 3rd Street Saints, Julius Little. After being saved, the player is canonized and helps the band up to the limelight by eliminating three rival criminal organizations that control the city. After the Saints take control of Stilwater, the leader of the police Monroe kidnaps Julius Little and order the player to kill the Mayor of the city. Although the player performs this task, Monroe refuses to release Julius, killing him and saving Julius. Shortly thereafter, the new mayor Richard Hughes invites the player on his private yacht, where he reveals his intention to stop and sell Santás Row to private builders after it was razed to the ground. As Hughes orders the death of the player, Julius, who watched the from afar, it explodes hidden explosives, destroying the yacht and apparently killing everyone on board. Saints Row 2 (2008) Main article: Saints Row 2 Saints Row 2 began development in mid-2006, a few months before the release on Xbox 360 of Saints Row.[8] While a port for PlayStation 3 of Saints Row was being developed, it was cancelled when Saints Row 2 was confirmed in May 2007.[9] A port of Microsoft Windows, announced in June 2008, was released in early 2009. The game is based on the bases of Saints Row improving the respect system, adding more varied activities, increasing the ability to customize characters, gangs and vehicles and adding new models of vehicles. It expands the Stilwater setting and adds new features and game content.[10] The story takes place five years after the events of Saints Row, when the protagonist, in a coma since he survived the explosion of the yacht at the end of the first game, wakes up inside the Stilwater prison. After fleeing with the help of Carlos Mendoza, brother of a former member of the Saints, the player learns from him that, without a leader, the Saints fell from grace and lost all their territories because of three new gangs and the hungry Utor Corporation, which began the redevelopment of Stilwater. To rebuild the Saints and recover Stilwater, the player recruits several allies, including Carlos, the former Saints Lieutenant Johnny Gat, and the newcomers Pierce Washington and Shaundi, and soon declares war on their rivals, earning the nickname "the Boss." Once you've eliminated all bands, Utor's CEO Dane Vogel recognizes the Saints as a threat and tries to kill them, but the Boss kills him, allowing the Saints to rule Stilwater once again. Downloadable content Saints Row 2 has received several versions of downloadable content (DLC), including the DLC of two stories. The first, Utor Exposed, adds content to Guerrilla theme.[11] and plays American porn actress Tera Patrick.[11] who plays herself as an informant and former microbiologist for the Utor Corporation. The second, Corporate Warfare, focuses on the struggle between the Saints and the Utor Corporation, and was published on 28 May 2009. Saints Row: The Third (2011) Main article: Saints Row: The Third Saints Row: The Third was announced in March 2011, and released in Xbox 360, PlayStation 3 and Microsoft Windows in November 2011.[14] It began its initial development in Volition in September 2008, a month before the release of Saints Row 2.[15] The game marks an important turning point for the series, giving greater emphasis to comedy and with numerous homages to popular culture, parodies and self-referential humor, as well as an exaggerated nature. The welcome to these changes was contrasting, although the game still gave good results both from a critical and five years after the events of Saints Row 2, the Saints of the 3rd Street grew up The humble origins from street gangs into a world criminal group with its own brand of products. History is focused on the conflict between the saints and the union, an international criminal group that tries to take advantage of the influence of saints. The game changes the setting for the twin city of Stilwater, Steelport, which is firmly governed by the three bands that make up the Syndicate. As in the first two games of Saints Row, the player's goal is to weaken the opponents and conquer their territory, but this time narration is more linear and missions can only be played in a certain order. [16] At half a match, a paramilitary called S.T.A.G. It is called to report the order to SteelPort, and start causing problems to the Saints. Towards the end of the game, after the union was defeated and only a band remains standing, the boss has the chance to choose whether to chase his boss or save his members, who were kidnapped by S.T.a.g. In the final fee, the boss saves him allied and the Saints are acclaimed as heroes for saving the most important monument of Steelport from S.T.A.G., in turn ordered by the federal government to leave the city. Downloadable content Downloadable content for Saints Row: The Third was announced before the game release together with the commitment of the THQ publisher to support 40 weeks of content. Among the minor updates, three main packages were published: Genkibwii VII (published January 17, 2012), Gangstas in Space (published February 21, 2012), and The Trouble with clones (published March 20, 2012). Remaster A remastered version of Saints Row: The Third, including all the DLCs of the original game, has been released for Windows, Playstation 4 and Xbox One on 22 May 2020. It was developed by Spermsoft and presents remaster assets and textures, together A graphics and improved lighting. [17] Saints Row IV (2013) Main article: Saints Row IV Saints Row IV was presented in March 2013 and released in August 2013 for Microsoft Windows, Playstation 3 and Xbox 360. It was subsequently taken to PlayStation 4, Xbox One and Linux in 2015. On March 27, 2020, a Port for Nintendo Switch was also released. The game expands on Saint Row: The Third with the third and the exagerrated nature, introducing superpowers. Saints Row IV received several limited and summative editions, and was briefly bandit in Australia. He generated more positive reviews and sold more than a million copies in his first week. The story, set shortly after the events of Saints Row: The Third, begins with the election of the boss as president of the United States, with other members of the 3rd Street Saints as a toilet, after having folled a terrorist attack by the Former Commander of the Stag Cyrus Temple. Five years after the boss government, the earth is invaded by Zin, an empire led by the ruthless warlord Zinyak.[18] The Zin destroy Earth and capture most of the Knights, putting them in a Steelport simulation destined to break their will. is able to manipulate the simulation to its advantage, conquering superpowers and saving gang members as they face enemies of their past and their worst fears. In the end, the Boss escapes the simulation and kills Zinyak, taking control of his empire. This game also features two finals, depending on the number of secondary missions completed by the player: The Saints come to know that the Zin have a technology for time travel, which could be used to restore the Earth, or travel through the universe looking for planets to be conquered. Downloadable Content The first downloadable content package of Saints Row IV, Enter the Dominatrix, is a "director's cut" version of Saints Row: The Third, published on 22 October 2013.[19] The story continues from the non-canon ending of Saints Row: The Third, and describes an alternative version of Zin's invasion. The second DLC in history, How the Saints Save Christmas, was released on December 10, 2013. His story revolves around Saints' attempts to save Santa Claus from Steelport's simulation, with Boss, who doesn't love Christmas holidays, learning along the way the true meaning of Christmas. On January 20, 2015 in North America and on January 23, 2015, an independent expansion of Saints Row IV who released in Europe, entitled Gat out of Hell.[20] With protagonists Johnny Gat and Kinzie Kensington as playable characters, the story of expansion follows their attempts to save the Boss from Hell after being kidnapped by smart en that is, civilians interact with each other. [36] In addition, some elements of the Embracer Group's financial report published in August 2019 states that a new Saints Row title is being developed at Volition.[22] In August 2021, the new game was confirmed as a reboot of the series.[23] The reboot, simply called Saints Row, should be released for PlayStation 4, PlayStation 5, Xbox One, Xbox Series X/S and Windows on February 25, 2022.[24] The game wants to be a return to the origins of the franchise, with a focus on the war between bands and a less "strange" tone than Saints Row IV.[25] Gameplay The Saints Row series is part of a genre known as sandbox games. The series combines elements of action, adventure and vehicular gameplay. The player can freely wander the virtual world on foot or by using vehicles and make use of a series of weapons and fights based on free. Illegal activities, such as the aggression of civilians and police officers, will instigate a proactive and potentially deadly response from authoritative figures. In case of death or arrest, the player will respond to a hospital or police station nearby. [26] The emphasis is placed on urban war. The character is affiliated with a street gang filled with hip-hoplike the 3rd Street Saints. The game missions are structurally divided into separate mission arcs. These mission arcs are not intertwined but can be played through immediately or separately from the player. The missions unlock accumulating points of respect; Respect is the gaming currency gained by playing non-story mini-games known as activities and distractions. [27] Customization constitutes a large part of the gameplay. The player has the opportunity to personalize the appearance and clothing of his character, can bring some vehicles to demolish stores to modify them and in Saints Row 2 is able to decorate the interior of the safes of the game and refine the behavior of the band Third Street Saints. [28] In Saints Row 3, players can possess a wide variety of vehicles and own an arsenal of ga weapons, including a sex-toy-shaped sword A "the penetrator.é» Saints Row 3 has also allowed players of Customization to their cars, motorcycles and colors of their weapons. After completing the game, players have access to the advantage «Sky Diving», which allows them to fly. Also allows them to a simulation allows players to customize their cars like superpowers. Also allows References to past games and gangs may appear in the city. A funny example is when the player has to kill the default character from the original saints line. The player is also able to explore different simulations, such as when the player has to save the other main characters from their individual "Nightmare" simulations, depending on the worst times of their lives to break them and make them give in to the zin. The only time the game takes place in the real world is at the beginning and end of the game and when the player is in the Zin structure or in the ship, a stolen Zin spatial which serves as the basis for the different saints from the simulation player. New Hades Saints Row: Gat Out of the Devil takes place in New Has, the capital of hell. It is much smaller than any of the cities of the past games and, due to its hard position, is very simple in its design. The city is optimized for the game's new flight mechanics and its activity-based story. Instead of water, the islands of the city are surrounded by lava, and in the center, there is a massive tower that has a large hole above it, presumably the point of entry to hell. Other Media Movies A Saints Row Film was announced to be in pre-production in April 2019, with the production of Fenix ÁggStudio, Koch Media and Occupying Entertainment. F. Gary Grey is destined to direct the film with a screenplay written by Greg Russo. [39] [40] Russo stated that the film will be influenced by both warriors fleeing from New York. [41] Canceled Games A Spin-off titled SAINTS Row: Undercover was developed by Savage Entertainment for the PSP in 2009 but was cancelled. On January 22, 2016, Volition found a prototype of the game in a PSP development kit and released it as a free download on unseef64.net. [42] [43] [44] SAINTS RIW: The hit money was to be a spin-off of the main series, originally developed for Xbox Live Arcade. [1] The game would be available for Xbox 360 as an Xbox Live Arcade game and for PlayStation 3 as a PlayStation network game with 3D graphics. [45] [46] The game would be linked to Saints Row: the third, as part of the marketing campaign for the game. Reproduction of Saints Row: the toss of the money would unlock the exclusive content for use in the line of Saints: the third and vice versa. Other deleted games include a Nintendo 3DS title announced at E3 2010 called SAINTS Row: Drive By, and a Kinect/PlayStation Move fighting game for Xbox 360 and PlayStation 3 called SAINTS Row: The Cooler. [47] [48]. SAINTS Riga Shared Universe The events of the Row of Saints take place in a shared universe next to the Red Faction Series of Volitions and Mayhem Agents. [49] Red Faction main article: Red Faction Connections between the of saints and the series of red factions are most evident in Saints Row 2, which heavily presents the Corporation Utor. Utor was introduced into the Red faction of 2001, which takes place in the year 2075, as companies that started mining operations on the Because of the rapidly shrinking resources of the Earth. These events are prefigured in Santi Row 2 and its downloadable content. Despite potential licensing conflicts after the Deep Silver purchased the rights to the Red Series of Factions and Saints in 2013, more references to the events of the Red Faction were present in subsequent line games of the Saints. In February 2018, Nordic Games (now known as Embracer Group [50]) acquired Koch Media, effectively bringing together the Red faction and the right-wing intellectual property saints under the same publishing umbrella for the first time by Nordic's THQ's Bankruptcy and Acquisition. [51] Agents of Mayhem Main article: Agents of Mayhem Agents of Mayhem, a new intellectual property in the Saints Row Universe, was announced in June 2016. [52] [53] The game is set in a futuristic Seoul, South Korea and takes place after the events of Gat out of the "re-create the Earth" of Hell, in which the continuity of the line of saints has been restoring. The trailer of the movie ad showed Persephone Brimstone (a character featured in the closing epilogue of Gat out of Hell) leading an organization known as "m.a.y.h.e.m.". Under the payroll of Utor Corporation and to stop the terrorist organization "L.e.g.i.o.n." from destroying the nations of the world [54] Mayhem's agents were released on August 15, 2017. Pierce Washington and Oleg Klrlov are two twelve playable characters in the game, while Johnny Gat and Kinzie Kensington have been added via downloadable content. [55] [58] Reception Critical Reception Aggregate Review Scores of January 20, 2015. Game Metacritic Saints Row (X360) 81 [59] Saints Row 2 (PC) 72 [60] (X360) 81 [61] (PS3) 82 [62] SAINTS Riga: the Third (PC) 84 [63] (X360) 84 [64] (PS3) 82 [65] Saints Row IV (PC) 86 [66] (X360) 81 [67] (PS3) 76 [68] Both SAINTS Riga and Saints Row 2 have received positive reviews for their Xbox 360 and PlayStation 3 ports. 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