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e ߦ listade lan#231;amento radiotimes :</p>
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<p></p><p></p>A separate story, "Mob of the Dead", takin
g place also in Dimension 63, focuses on four mobsters: Salvatore "Sal"
; DeLuca, ߦ, Billy Handsome, Michael "Finn" O'Leary, and Albert &
"The Weasel" Arlington, who are incarcerated at Alcatraz Island. On New
Year's Eve ߦ, 1933, the four attempt to escape the prison, using Weasel
9;s plan to build a makeshift airplane called Icarus. However, the ߦ, prison be
comes infested with zombies, and they are forced to fight their way out. They su
cceed in building the airplane, ߦ, but crash-land at the Golden Gate Bridge. Th
ey are then teleported back to the prison, with no memories of their ߦ, previou
s attempt (except Weasel, who keeps a journal of the ongoing events). They conti
nuously try to escape, but the result ߦ, remains the same. After many failures,
they discover that they were actually stuck in Purgatory, constantly repeating
a cycle as ߦ, punishment for their past sins. In reality, the escape plan never
came to fruition, and Weasel was killed by the ߦ, other three on New Year'
s Eve, while the rest were given the death penalty weeks later. Having remembere
d the truth, ߦ, Sal, Billy and Finn set out to kill Weasel once again. Two poss
ible endings can occur: if Weasel is killed, ߦ, the cycle repeats once again; i
f Weasel lives and the other three are killed, the cycle is broken, and he ߦ, i
s finally freed of his punishment. The latter ending is canonical.</p>

<p>Square Enix released the game for the Japanese market on ߦ, November 2
2, 2012, as a subbed version. A Japanese voice-dubbed version was released separ
ately on December 20, 2012. The script ߦ, for this version was translated by Ze
nigame Nakamoto. The translated version was criticized for its translation error
s.[47] The Japanese release ߦ, of the Wii U port is only the dubbed version sin
ce the console was not available in Japan in November.[48]</p>

<p>Dan ߦ, Ryckert of Game Informer was also critical of the artificial in
telligence of Strike Force mode, and was unimpressed by the ߦ, "Pick Ten&q
" system introduced to multiplayer modes, noting that it was "interestin
g, but ultimately less exciting" than the system used ߦ, in previous Call
of Duty titles.[71] Like Gallegos, Ryckert praised the narrative and structure o
f the single-player campaign, introducing changes ߦ, that he felt were overdue