

= Enter the Dominatrix =

Enter the Dominatrix is a downloadable content pack for the 2013 video game Saints Row IV . It tells an alternate story of the alien Zin invasion , different than the main game . The dialogue often breaks the fourth wall and its style is self @-@ referential in nature . Enter the Dominatrix draws on its history as originally produced as downloadable content for the game 's predecessor , Saints Row : The Third . It was first announced on April Fool 's Day in 2012 , later confirmed , and then cancelled to be incorporated into Saints Row IV , which drew on some aspects of the original idea and left the rest for this downloadable content . It was released on October 22 , 2013 to mixed or average reviews . Critics appreciated the pack 's treatment of its own history , what Eurogamer 's Chris Schilling called a " very postmodern conceit " .

= = Gameplay = =

Enter the Dominatrix tells an alternative story on the Zin invasion of Saints Row IV where the simulation of Steelport is hijacked by a rogue artificial intelligence called the Dominatrix . The pack draws on its origins as Saints Row : The Third downloadable content that was later delayed and repackaged . It also frequently breaks the fourth wall ? its story 's incongruence with the larger Saints Row story is a recurring theme , where the characters self @-@ referentially acknowledge the plot holes . The story advances through cutscene clips presented as " unseen footage " found by television journalist Jane Valderama , as " what could have been " . Some scenes end in concept art or videos of Volition employees acting out the drama so as to give the game an unfinished feel . The pack also casts characters from Saints Row : The Third who did not return in the sequel . The player fights the Dominatrix ? who appears as a cross between Maleficent and a sex worker ? several times . Other missions include using telekinesis to cage furies at a sex club and a BDSM chariot race . There are five missions in total . The pack introduces new weapons such as a heavy minigun , a flamethrower , a grenade launcher , new vehicles , and new computer @-@ controlled support characters ( " homies " ) . Up to two players can play cooperatively .

= = Development = =

THQ announced an Enter the Dominatrix standalone expansion for Saints Row : The Third as an April Fool 's joke in 2012 . It was confirmed as in development the next month , with the basic plot where the alien commander Zinyak imprisons the Saints ' leader in The Dominatrix simulation of Steelport so as to prevent interference when he takes over the planet . The expansion also was to add superpowers for the player character . In June , THQ said the expansion would be wrapped into a full sequel , tentatively titled " The Next Great Sequel in the Saints Row Franchise " and scheduled for release in 2013 . The parts of that expansion that weren 't incorporated into the sequel ( Saints Row IV ) were later released as this downloadable content for the new title . It was developed by Volition , published by Deep Silver , and released October 22 , 2013 . Enter the Dominatrix was followed by the " How the Saints Saved Christmas " downloadable content pack . High Voltage Software ported the full game and all of its downloadable content to PlayStation 4 and Xbox One as Saints Row 4 : Re @-@ Elected , which was released in North America on January 20 , 2015 , and worldwide three days later . A Linux port is planned for release in 2015 .

= = Reception = =

Enter the Dominatrix received " mixed or average reviews " , according to video game review score aggregator Metacritic . Chris Schilling of Eurogamer , citing the game 's development history , called Enter the Dominatrix " a fascinating case study in how games evolve " . Electronic Gaming Monthly 's Eric Patterson also commented on how downloadable content in the industry is seen as content pulled from the retail release to be sold as an addition , which Enter the Dominatrix 's development history flips on its head . He added that in all of his industry experience , he had never otherwise

seen a developer purposefully let its fans play " shelved " content , and thus found the experience " fascinating " . Official Xbox Magazine 's Mikel Reparaz said it was fun to see what " could have been " .

Eurogamer 's Schilling called the self @-@ referential nature of the release a " very postmodern conceit " , which he thought worked well despite the dual faux pas of parodying The Matrix and overtly " satirizing game mechanics " . He felt that the satire was not good , though the writing was " genuinely funny " , and that the repeated Dominatrix fight scenes should not have felt as low budget . He recommended the pack for those who love " wry gags about creaky gaming tropes with the occasional belly laugh " , and said he had a better time finding his own fun than playing through the missions . Patterson of Electronic Gaming Monthly noted that those who are looking for cost benefit would be disappointed by lack of content , especially those who had already finished the main game , but he was interested in Enter the Dominatrix for its behind @-@ the @-@ scenes aspects , which he encouraged other developers to use more often .