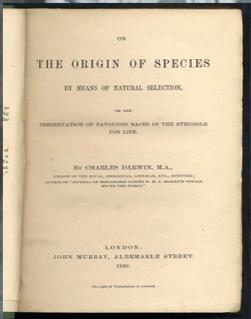




selection.

Natural Selection and Silent Hill



The general element of horror in Silent Hill that the characters experience is a great display of the survival of the fittest engendered by the process of Natural Selection. Darwin's theory suggests that generations of life on Earth went through the process of survival of the fittest, which has led to future generations. Essentially, the nature around a species determines the output of the species. For example, on the path for women and men becoming apes, our common ancestors, the monkey lost their tail, and essentially, at a point in time, interspecies divergence happened, which led to the creation of H.Sapien (a tailless bipedal ape) (Darwin, 1898). Darwin explains man's and women's nature in his book *The Descent of Man* as one of the strongest species: for example, he explains that humans invent tools, anticipate future events, and shelter themselves, amongst other aspects (Darwin, 1898). For millennia, the human race has been subject to many elements, such as predators, diseases, and natural disasters, and the best survived, which has led to future generations today (cite). The characters' survival throughout the game is governed by their process of natural selection; if the characters from Silent Hill cannot survive, then their future generation will cease to exist.

The horrific monstrosities of the Silent Hill universe threaten the protagonist's and supporting characters' well-being. The distinct monstrosities have unique capabilities such as super strength, fast speed, great senses, acid-spitting, steel weapons, and weapons fused to their bodies. Of course, these futures parallel animals such as tigers, lions, or other predator types. These animals must have these capabilities to traverse their habitats or face becoming instinct. Comparatively, humans have the power of reasoning and thus do not need such extensions because humans can craft their own (Darwin, 1898); for example, the characters of Silent Hill can simply find guns, katanas, pipes, or wood sticks with a nail attached to the end to outmaneuver the creatures of Silent Hill. The creatures of Silent Hill are not the only factor that the protagonist and supporting characters must fight against; they also have to fight against other humans who believe in achieving their goal by making other humans suffer. However, the characters of Silent Hill, who use good moral judgment, can defeat the game's antagonist. It is only the most empathetic of the species that will survive (Darwin, 1898); thus why, in every Silent Hill game, the protagonist survives (it should be mentioned that there are dismal endings); however, realistically, it can only be the most rational mind that will survive.

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Silent Hill 2

Silent Hill 3

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