

= Alan Wake =

Alan Wake is an action @-@ adventure survival horror video game developed by Remedy Entertainment and published by Microsoft Studios , released for the Xbox 360 and Microsoft Windows . The story follows best @-@ selling thriller novelist Alan Wake , as he tries to uncover the mystery behind his wife 's disappearance during a vacation in the small fictional town of Bright Falls , Washington , all while experiencing events from the plot in his latest novel , which he cannot remember writing , coming to life .

In its pacing and structure , Alan Wake is similar to a thriller television series , with episodes that contain plot twists and cliffhangers . The game itself consists of six episodes , and the fiction is continued by two special episodes , titled " The Signal " and " The Writer " , that were made available as downloadable content ( DLC ) within the same year of the game 's release . Together , they make the first season of a possibly longer story . Additionally , a six @-@ episode live @-@ action web series called Bright Falls acts as a prequel to the game , and a number of related books also expand upon the Alan Wake story .

Chiefly written by Sam Lake , Alan Wake took over five years to create ? an unusually long development time in the game industry . The game received positive reviews from critics , and is often praised for its visuals , sound , narrative , pacing , and atmosphere . Alan Wake was awarded the first spot in Time magazine 's list of the top 10 video games of 2010 . Alan Wake 's American Nightmare , a full stand @-@ alone title , was released in February 2012 on the Xbox Live Arcade service .

On 5 April 2016 , Remedy released Quantum Break , a spiritual successor to Alan Wake , with many references of this game hidden throughout the campaign .

= = Gameplay = =

Alan Wake is an action @-@ adventure psychological horror third @-@ person shooter video game described by Remedy as " the mind of a psychological thriller " and " the body of a cinematic action game " put together . In interviews , the game 's creators hold that the game does not belong squarely in the survival horror video game genre . The game is primarily set in the fictional idyllic small town of Bright Falls , Washington . The main gameplay happens in various areas of Bright Falls ? such as the forest , a national park , or a farm ? during the night time ; these are punctuated by calmer , non @-@ combative sequences set during the day .

The player controls the eponymous protagonist Alan Wake . In the game , a " darkness " is taking over humans , animals and objects . These enemies , dubbed the " Taken " , are murderous shadows that attack Wake , wielding weapons of their own , ranging from mallets and knives to shovels and chainsaws . They vary by speed , size , and the amount of damage they can take , and some can teleport between short distances . Besides the Taken , the player must combat flocks of possessed ravens and animated objects . When enemies are close , Alan can perform a slow @-@ motion cinematic dodge maneuver .

The Taken are protected by a shield of darkness , initially rendering them impervious to attack ; they can only be injured with a firearm after exposure to light , which burns the darkness away . This puts significant emphasis on flashlights in conjunction with conventional weapons , such as a revolver or shotgun . Flashlight beams act as a reticle . The handheld lights Wake can carry can be boosted , which destroys the darkness faster , but also reduces the light 's battery level . Besides the conventional shooter gameplay need for reloading ammunition , the player must also insert fresh batteries into the flashlight when they run out , or wait for it to recharge slowly . The strength of the darkness protecting an enemy can vary among the Taken . The amount of darkness remaining is represented by a corona of light that appears when aiming at an enemy , and a stronger darkness may recharge over time . When a Taken is finally destroyed , it disappears .

The player is often encouraged to take advantage of environmental light sources and placing , and to use other light @-@ based weapons and accessories , such as flare guns , hand @-@ held flares and flashbangs . Wake can use searchlights to take out massive waves of Taken . Streetlights and

other light stands can provide a safe haven , which the Taken cannot enter , and will regenerate the character 's health faster . Otherwise , health regenerates slowly with time , when not taking any damage . In certain sections of the game , it is possible to use a car to traverse between locations in Bright Falls . When in a car , the player can run down Taken on the road , or boost the vehicle 's headlights to destroy them .

A major element of gameplay is the optional discovery and collection of manuscript pages from Alan Wake 's latest novel ? Departure . Although Wake does not remember writing this book , its storyline seems to be becoming real around him . These readable manuscript pages are scattered around the game world , out of chronological order ; they often describe scenes that have yet to occur and act as warning and instructions for proceeding through upcoming challenges . Other optional collectibles include coffee thermoses scattered around the game world ( 100 in all ) , as well as discovering television sets which show different episodes of the fictional Night Springs series , radios airing talk and music from Bright Falls ' local radio station , and textual signs around the town . The radio shows and signs provide a deeper understanding of the town 's history and culture . The game 's downloadable content episodes introduce other collectibles such as alarm clocks .

= = Story = =

Alan Wake ( voiced by Matthew Porretta ) is a best @-@ selling psychological thriller author but has been suffering from a two @-@ year stretch of writer 's block . He and his wife Alice travel to the small mountain town of Bright Falls in the state of Washington for a short vacation on the advice of Alice and his friend and agent Barry Wheeler . Before arrival , Alan has a nightmare about shadowy figures who tried to harm him before an ethereal figure interrupts his dream and teaches him how to use light to fight the shadows . On their arrival , Alan goes to retrieve the keys and map to their rented cabin from Carl Stucky , the cabins landlord , but he is visited by a mysterious old woman , who tells him that Stucky had fallen ill and she was entrusted to give Alan the keys . After Alan leaves , Stucky is shown trying catch up to him and give him the real keys .

Alan and Alice arrive at a cabin on an island in the middle of Cauldron Lake . As they unpack , Alan finds that Alice arranged this trip to try to break his writer 's block , scheduling him to see a Bright Falls psychologist named Dr. Hartman and leaving a typewriter in the cabin for him . Alan is infuriated and takes a short walk , but runs back when Alice cries for help . He returns to the cabin just as Alice is being dragged into the lake 's waters by a mysterious force . Alan dives into the water after her , blacking out as he submerges .

Alan regains consciousness a week later , apparently having driven his car off the road , but with no memory of how he got there . He starts to head back towards town , but his progress is hampered by shadowy figures that try to kill him . He observes a strange figure in a diving suit who reminds him of his earlier dream and how to fight the shadows with light . Alan fights through the shadows while finding pages of a manuscript titled Departure with his name on the by @-@ line , a work he has had not written . Eventually making it to town , Alan tries to alert Sheriff Sarah Barker of his wife 's disappearance , but Sarah states that there has been no island or cabin in Cauldron lake for years after it sunk following a volcanic eruption years prior . Sarah contacts the FBI to investigate Alice 's disappearance , while Alan arranges for Barry to come and help .

Alan receives a call from man purporting to be Alice 's kidnapper , demanding the pages of Departure in exchange for her . Meeting at a state park , Alan is about to turn over the pages when the man is consumed by a dark tornado and Alan is knocked out . He awakes in Barry and Dr. Hartman 's care in the lodge overlooking Cauldron Lake . Dr. Hartman listens to Alan 's story , and believes he is suffering a psychotic break , everything that he 's witnessed part of his imagination . Alan attempts to escape the lodge as the shadowy force starts to attack it ; while running , Alan finds evidence that Dr. Hartman is aware of the supernatural events surrounding the lake . Barry helps Alan to escape the lodge before the shadow subsumes it and all those inside . Returning to town , they find the FBI have arrived , and attempt to arrest him , before the shadowy forces inter @-@ vein , allowing Alan and Barry to escape .

Alan and Barry start to learn about the past of Cauldron Lake from other townsfolk . They believe

an entity called the Dark Presence is trapped within the lake and is trying to escape by using its powers to turn fiction into reality . It has previously tried this with a writer known as Thomas Zane ? the figure in the diving suit ? but Zane was able to resist its will and died during the eruption that sank the island . The Dark Presence has grown strong enough to start to influence the townspeople and create the forces that have chased Alan . That night , as Alan and Barry take shelter , they get drunk on moonshine , and Alan starts to recall memories of being forced to write *Departure* during the prior week , and realizes that the Dark Presence is now trying to use his writings to escape .

Sarah and the FBI arrive to arrest the two , but the shadowy figures drag the FBI agents away . Sarah , now convinced of the Dark Presence , helps Alan and Barry to find Cynthia Weaver , a hermit that fears the Dark Presence . She shows them to the " Well @-@ Lit Room " and to a weapon that is able to defeat the Dark Presence : the Clicker , a simple light switch that has been infused with the power of Alan 's writings . Alan returns to Cauldron Lake alone to face the Dark Presence , using his newfound ability to affect reality with his thoughts aided by the Clicker . The Dark Presence is dispelled but there is no sign of Alice , and Alan believes that to maintain balance , he must give himself to the lake . As Alan sinks below the waters , Alice climbs safely out of the lake . Within the depths of the lake , Alan finds himself in the cabin , and realises that *Departure* is not yet finished , and turns back to the typewriter to continue the story and write his own means to be free of the lake . He comments to himself that " It 's not a lake ? it 's an ocean . "

= = = Special One : The Signal = = =

Continuing from the end of the main game , Alan finds himself in a surreal version of Bright Falls , and realizes he is being held under Cauldron Lake . Zane directs Alan to follow a signal through a cell phone to focus and guide himself out of " the Dark Place " , the realm where the Dark Presence came from and where the written word can become reality . As Alan continues to avoid and defeat various Taken , he encounters several television screens that show a more maniacal version of Alan , ranting about upcoming events , forewarning Alan of what is to come . He also encounters an ethereal version of Barry , a figment of his subconsciousness , who also helps to guide Alan safely across the abstract landscape .

Zane 's signal leads Alan to a sawmill , but as he explores it , he finds himself back in a setting of his city apartment . Zane appears , and tells Alan that it is himself ? the maniacal figure on the televisions ? that is keeping him in the Dark Place . Alan refuses to believe that he is trapping himself , but soon faces a monstrosity of several televisions , with the irrational Alan on them that tries to kill him . Alan is able to defeat the crazed version of himself , waking up back at the cabin in the lake , and realizes that he is still trapped .

= = = Special Two : The Writer = = =

Still trapped in the Dark Place , Alan regains consciousness to find his memories of Bright Falls emerging ; after leaving an amalgamation of the Cauldron Lake Lodge and the Andersons ' farm , Zane tells Alan he must make his way back to the cabin via a lighthouse . The environments start to become exceedingly surreal and Alan follows Zane 's path , avoiding increasing numbers of Taken . Zane warns Alan that the " irrational Alan " is still inside the cabin , controlling the Dark Place , while he himself represents the rational part of Alan ; the rational Alan must regain control of the dream for any chance of Alan to escape the Dark Place . The irrational side of Alan attempts to stop him by creating delusions of Alice , extinguishing the lighthouse 's light , and sending armies of Taken after him , but with Zane 's help , Alan eventually reaches his goal , passing through the lighthouse to reach the cabin .

As he nears the cabin , the imaginary Barry appears and tells Alan that he will have to reject all the illusions before he can face off against the insane version of Alan , including the apparition of Barry . Alan is ready to accept that , forcing Alan to fight Taken illusions of Dr. Hartman , Barry , and the Andersons , defeating them all before he is able to reenter the cabin . His crazed side is in a paranoid state on the cabin floor , and when Alan touches him , the two are made whole again .

Alan realizes that he cannot let himself fall into a delusional state again for fear of never being able to escape , and returns to the typewriter to start a new story ? " Return " .

= = Development = =

The Finnish studio Remedy Entertainment is known for creating the critically acclaimed Max Payne ( 2001 ) , and its sequel , Max Payne 2 : The Fall of Max Payne ( 2003 ) . After shipping Max Payne 2 , Remedy Entertainment spent some time " recovering from the crunch " , and started coming up with different concepts for a new project . Among these was the concept for Alan Wake .

The game was announced at the 2005 Electronic Entertainment Expo ( E3 ) for " the next generation of consoles and PCs " , and was shown to the press behind closed doors in the form of a tech demo . In 2006 , Remedy partnered with Microsoft Game Studios to publish the game exclusively for Microsoft 's Xbox 360 video game console and then @-@ current Windows Vista PC operating system . The first screenshots depicted the character of Alan Wake in much different attire , as well as a different layout for the town of Bright Falls , compared to the released game .

All the characters featured in Alan Wake were based on real life models . Ilkka Villi and Jonna Järvenpää , the models for Alan and Alice Wake , respectively , are the only Finnish models in the game ; all other models were American . Voice overs were provided by native actors from Japan and America for their respective regions .

After four years of having repeatedly demonstrated the Microsoft Windows version , in 2009 , Remedy confirmed that at that point the game was being developed exclusively for the Xbox 360 and the decision to make a PC version was in Microsoft 's hands . After the game 's release in 2010 , Remedy said that bringing the game to the PC was " not on the cards at the moment . " However , nearly two years after its release , Remedy was able to secure the rights to publish a PC version .

The game was announced as " done " and undergoing final polishing in August 2009 . The game eventually went gold on 7 April 2010 , and was released in May .

Originally , Remedy planned Bright Falls as a free @-@ roaming , sandbox @-@ style open world city , similar to those seen in the Grand Theft Auto series . After trying this idea for six months , the team decided to scrap it , because it interfered with the pacing and storytelling they intended to deliver in a thriller game .

The game 's enemies were designed by drawing concept art and then pouring water over them to make them feel " Just a bit off " . For the character of Alan Wake himself , Remedy used " concept photos " as opposed to more traditional concept artwork . To research the Pacific Northwest setting for the game , a Remedy team travelled to the area , and produced a large amount of photographs and videos .

= = Influences and allusions = =

Alan Wake was influenced by and often alludes to certain films , TV shows , and books , as well as paying homage to a number of artists and works . Remedy has explained the shared themes and ideas between the game and other existing works of popular culture as " taking something familiar to people as an element , and building something of your own , and hopefully something [ that is ] unique in games , but still familiar from other forms of entertainment . "

Bestselling author Stephen King was a major inspiration for Alan Wake . The main character as a writer whose work is coming true is a theme that has been explored by King in a number of his works . Wake 's narration directly alludes to King on several occasions , including the game 's opening line , in which he quotes a Stephen King essay . The game also pays homage to the film The Shining ( based on King 's novel of the same name ) with a hedge maze area similar to the iconic maze in the film , among other references . King himself was asked for permission to use his quote . He also received copies of the game as a " thank you " , but was unable to try them out because he does not own an Xbox . In addition to King 's work , Lake has cited the stories of Bret Easton Ellis and Neil Gaiman as influences , as well as Mark Z. Danielewski 's House of Leaves .

The game 's setting , Bright Falls , draws inspiration from the early 1990s TV show Twin Peaks ,

which was set in the titular town ; both fictional small towns in the state of Washington . Alfred Hitchcock is also cited as an inspiration , with the flocks of birds that often attack the protagonist being influenced by his classic horror film *The Birds* .

In the game there are a number of television sets that can be found around the town in different places . They can be switched on and a short episode of the fictional series *Night Springs* will be played , which is influenced by the television series *The Twilight Zone* , created by Rod Serling in the late 1950s .

The game includes several small allusions to the previous famous title by Remedy , and predecessor to *Alan Wake* , *Max Payne* . Throughout the game the player can locate Manuscript Pages , pages from a book which describes the game 's events . However , two of them , found in the beginning of Episode 2 , are not connected to the rest , and they are voiced not by Matthew Porretta , *Alan Wake* 's voice artist , but by James McCaffrey , the voice artist for *Max Payne* . The text and style of the pages themselves are also a reference to the famous monologues given by that character .

*Alan Wake* also continues the themes of the *Max Payne* series in that it features references to Norse mythology in the form of the Anderson brothers .

= = = Episodic format = = =

In its structure , the story of *Alan Wake* plays out similarly to a mystery television program , where each episode brings another piece of the puzzle to the main ongoing story , yet have a distinct plot of their own . As such , *Alan Wake* is organised into episodes , which include narrative and plot devices normally used in TV , such as cliffhangers at the end of the episodes . A prominent borrowing from television is the " Previously on *Alan Wake* ... " recap sequence that opens each episode , and serve to " refresh the player 's memory and point to things that will become relevant shortly . " A different song plays at the end of every episode , imitating certain TV shows that feature different music during each episode 's closing credits .

The main game itself is divided up into six episodes . Additionally , two " special features " , titled " *The Signal* " and " *The Writer* " , have been released as downloadable content ( DLC ) . Together , *Alan Wake* and its DLCs constitute the " first season " of a bigger story . The main game is designed to have a satisfactory ending with the main character reaching his goal , while the DLCs form a two @-@ part special that further expands on the game 's story by " [ continuing ] the fiction and [ serving ] as a bridge between seasons . " While the game 's developers have expressed interest in following *Alan Wake* up with a season two ( i.e. , a sequel ) , no plans have been announced about this .

Remedy Entertainment chose the TV series storytelling format to establish a certain stylisation and pacing . The developers felt that watching episodes of certain TV shows ? such as the heavily serialised series *Lost* ? in the form of released box sets , at the viewers ' pace , was a " natural way of ' consuming media ' " , and that this episodic format was a better fit for a long game . Remedy lauded *Lost* for its pacing as a thriller TV show .

= = = Product placement = = =

A number of real @-@ life brands and products appear in *Alan Wake* . The game 's developers have expressed that they tried to " be very conservative and attentive towards gamers " with their use of product placement , and that they aimed " to make the world feel more real rather than put ads in @-@ your @-@ face . "

Examples of such marketing include collectable Energizer batteries and lithium batteries to insert into the player 's hand @-@ held lights . The phone service provider Verizon Wireless is another prominent brand in *Alan Wake* : besides Verizon branded mobile phones appearing on screen , there is a 30 @-@ second Verizon commercial viewable on one of the game 's interactive TVs , as well as an allusion to the company 's famous advertising line " Can you hear me now ? " during a phone conversation in " *The Signal* " DLC . Additionally , billboards around Bright Falls advertise

both Energizer and Verizon . Ford and Lincoln automobiles are also featured in the game .

Several Microsoft related brands also appear in the game . Alan and Alice Wake 's car shows that it has the Microsoft @-@ powered Ford Sync in @-@ vehicle entertainment system . An Xbox 360 console can be seen in one section of the game , with the box of the fictional Night Springs video game next to it , which are collectibles in " The Writer " DLC episode . In multiple sections of the game , Microsoft Tag bar codes can be seen ; these can be scanned in real life by the user with the appropriate software on their mobile device . When scanned , these tags redirect players to a phone number with the voicemail from one of the game 's character , or to a Verizon @-@ sponsored web site where users gain access to exclusive Alan Wake extras for their console . This functionality is only available in the United States .

= = = Soundtrack = = =

The game 's score is composed by Petri Alanko . The soundtrack features the song " War " by Poets of the Fall , from the band 's fourth studio album , Twilight Theater . Sam Lake said that the song " ... is a prominent part of the Alan Wake soundtrack and the theme also links strongly to the game 's storyline . " Poets of the Fall also perform two original songs , " Children of the Elder God " and " The Poet and the Muse " , under the name Old Gods of Asgard . The band wrote the ending theme to Remedy 's previous game , Max Payne 2 : The Fall of Max Payne , called " Late Goodbye " , which is based on a poem written by Lake . " War " , however , was not written specifically for Alan Wake . " Haunted " by Poe plays at the end of the second episode . " Space Oddity " by David Bowie plays over the end credits . Anomie Belle 's " How Can I Be Sure " is featured in the third episode . " Coconut " by Harry Nilsson is played several times during game . On 20 July 2010 an official soundtrack consisting of 18 tracks was released .

= = = Episode ending songs = = =

During production , " Lovely Head " by Goldfrapp , " Dear Darkness " by PJ Harvey and " Lilac Wine " by Jeff Buckley were also considered for episode 2 . For episode 3 , " Sea of Love " and " Don 't Go into That Barn " by Tom Waits , as well as The Verve 's " Sit and Wonder " and " Wake Up " by Arcade Fire were possible choices .

= = Marketing and release = =

= = = Bright Falls web series = = =

A promotional live @-@ action tie @-@ in web series / miniseries titled Bright Falls was made available a few weeks before the game 's release on the web and the Xbox Live service . The six episodes of Bright Falls were co @-@ written and directed by Phillip Van , and they serve as a prequel to the game , set in the eponymous town before Alan Wake arrives there . The main character in the series is Jake Fischer ( played by Christopher Forsyth ) , a newspaper reporter who visits the town on business .

A number of characters are shared between Bright Falls and Alan Wake , including diner waitress Rose , Dr. Emil Hartman , radio host Pat Maine and Alan Wake himself , who appears briefly in the final episode . The actors who play these characters also serve as voice actors and physical models for the characters in the game .

The web series begins as Jake Fischer arrives in Bright Falls to interview Dr. Hartman on his new book , an assignment from his publication agency . After a series of encounters with local townspeople , Jake soon finds himself the victim of long periods of lost time and black outs . He finds himself waking up in the middle of a forest and other locations where he had not been previously . He also develops an aversion towards lights and daytime . The longer he stays in Bright Falls , the more violent his behaviour becomes . When he realises this , he tries to duct @-@ tape

himself to a refrigerator and recording videotape himself in his sleep to see what might be causing the behaviour . It is implied that he is being completely taken over by the Dark Presence , to the point of murdering several people . He then vanishes , just before the arrival of Alan and Alice Wake .

#### === Release ===

Alan Wake was first released exclusively for the Xbox 360 video game console . The game was scheduled to be released on 18 May 2010 in North America , and on 21 May in Europe . When the game went gold on 7 April 2010 , the European release date was moved up a week . Therefore , the game was released in Europe first , on 14 May 2010 , and then in North America on 18 May , as originally scheduled . On 23 November 2010 , Alan Wake was released on the Games on Demand service of Xbox Live . On 16 February 2012 , a version of the game for Microsoft Windows was released .

Alan Wake was also released in a limited collector 's edition , packaged in a case resembling a hardcover book . The collector 's edition contains the game , a book titled The Alan Wake Files , and an exclusive soundtrack CD . It also features a developer commentary , and lends access to virtual items for Xbox 360 , such as themes and Avatar clothes .

#### === Downloadable content ===

During 2010 , two " special feature " episodes of Alan Wake were developed and released as downloadable content ( DLC ) on the Xbox Live service , which serve to bridge the gap between the game 's ending , and a possible sequel .

The first of the two , titled " The Signal " , was released on 27 July 2010 . David Houghton of Games Radar said it was one of the best segments of the game , but worried that it made the main game feel comparatively less impressive .

The second episode , " The Writer " , was released on 12 October 2010 . Erik Brudvig of IGN called it a must @-@ buy for anyone that already purchased " The Signal " , and said it satisfyingly closed out the game 's story . He did feel that both DLCs were pricey for the amount of content they provided .

#### === Books ===

The limited collector 's edition of the game includes a 144 @-@ page book called The Alan Wake Files , which expands on the fiction of the game . A novelisation of Alan Wake was written by Rick Burroughs . An art / making of book , entitled Alan Wake : Illuminated is also available .

#### == Reception ==

#### === Critical response ===

Alan Wake received positive reviews . Michael Plant from The Independent gave the game a score of 5 / 5 . He praised Alan Wake for its " flawless pacing " , which " ensures a compulsive experience " . The editing and plot were also received very positively , making the game " the kind of experience the current console generation was made for . "

The Daily Telegraph rated the game 9 / 10 with editor Nick Cowen being impressed by its " stunning " look , stating the town of Bright Falls and its surrounding environment to be " authentic " in terms of architecture , vegetation , weather and lighting . He described the atmosphere as being able to " ... turn on a dime from feeling safe and serene to one of choking menace and foreboding ... " . Combat mechanics and plot were also praised with the first making " the player feel constantly under threat . " and the latter being described as one of the game 's " strongest assets " . Criticism

included the quality of the facial animation and the relatively short length of the game .

Dirk Lammers said the game kept " players on the edge of their seats " , giving a final score of 4 out of 4 in his review for the Associated Press . Matt Greenop from The New Zealand Herald rated the game 5 / 5 and praised the game 's " excellent pace " due to its episodic format . He also praised the " chilling " storyline , " brilliant environments " and concluded the game to be " one of the most innovative and entertaining titles so far this year . " William Vitka from the New York Post graded it B + , praising the game for its " scary atmosphere " , music , graphics and " surprising level of complexity " in combat , but commented negatively on the game 's animation and storyline .

Brian Crecente , editor @-@ in @-@ chief of Kotaku , praised the general use of light as a gameplay @-@ mechanic . He commented on the episodic structure , saying it made the player feel satisfied even after short gameplay sessions . He also praised the overall storyline , having played the final episode thrice in a row , saying : " For the first time in my life , I have experienced something that plays like a game but has the impact of a movie ... Alan Wake is a powerful ride , an experience bound to leave you thinking about it and wanting more for days after its completion . " He criticised the game for not providing enough information about Wake and his wife , despite being " packed with memorable people " , but concluded that the game " redefines interactive storytelling " .

Tom McShea criticised the game for lacking " surprising , memorable gameplay moments " in his review for GameSpot , but hailed it for its " fresh " story @-@ telling , great original as well as licensed music , " subtle " lighting effects , which , along with the soundtrack , " create a disturbing atmosphere " , " satisfying " combat system and " clever " inclusion of collectibles , giving a final score of 8 @. @ 5 / 10 .

IGN 's Charles Onyett scored the game 9 / 10 , providing it with the " Editors ' Choice Award " . He described it as " hard to put down once you have started " , and appreciated the game for its episodic structure , " interesting " story @-@ telling mechanic , lighting effects , soundtrack and combat system , which he described as " fast and responsive " , but criticised the writing as " uneven " . The game received high marks for its " strong atmosphere " , " fun gameplay " , and " great visuals " , but lost some due to its " weak ending " .

Tom Orry from VideoGamer.com also awarded a score of 9 / 10 , praising the game for its " clever narrative " , " incredible atmosphere " and soundtrack which he described as " one of the best and most memorable I 've ever heard in a video game " . GameTrailers gave the game an 8 @. @ 6 / 10 . The review praised the game 's presentation for " selling you completely on its twisted nightmare " , and providing a " genuine sense of dread " . Eurogamer 's Ellie Gibson awarded a score of 7 / 10 , stating that although she did not consider the game to be very original , she found it accessible and undemanding , with a " neat combat mechanic " .

Chris Kohler from Wired magazine was more critical and gave it 6 / 10 , saying " when presented with an infinite number of possible resolutions , any answer is going to feel arbitrary . Alan Wake starts strong but finishes weak . Neither the gameplay nor the story deliver on their potential by the time the credits roll " . Kohler , however , praised main character , certain gameplay decisions and " unique story " .

= = = Awards = = =

Alan Wake has received a number of nominations and awards for its achievements in video gaming in 2010 . Editors of Time magazine rendered Alan Wake the best video game of 2010 . In its Best Xbox 360 Games of 2010 list , IGN awarded Alan Wake " Best Horror Game " , and also nominated it for " Best Story , " " Coolest Atmosphere , " " Most Innovative Gameplay , " and " Best Character " ( for the character of Alan Wake ) . The game was nominated in the " Best Xbox 360 Game " category at the 2010 Spike Video Game Awards , and received three nominations at the 2nd Annual Inside Gaming Awards in the categories " Best Narrative , " " Best Sound Design " and " Most Compelling Character " ( for Alan Wake ) . Gamespot 's Best Games of 2010 Awards featured seven nominations for the game , including " Best Story " and " Best Writing / Dialogue , " and won the reader 's choice award for " Best Original IP . " IGN ranked it No. 61 in their " Top Modern Games " ranking .



The game 's soundtrack has won Best Score ? European at the 2010 Annual Game Music Awards , with the panel stating " Breaking composer Petri Alanko 's expansive score for the critically acclaimed Alan Wake captured the hearts of gamers and stand @-@ alone listeners alike with its intimate orchestrations and psychological explorations . "

= = = Sales = = =

NPD Group stated sales for the first two weeks reached 145 @, @ 000 units . According to a report , Alan Wake is the second most illegally copied Xbox 360 game of 2010 , with more than 1 @. @ 1 million downloads . It includes an amusing feature where if " pirated " , the character wears an eye patch during the game . According to a report by IndustryGamers , sales of Alan Wake would be much higher than previously estimated , at around 1 @. @ 4 million , as of December 2011 . This includes the digital sales of the game during the Xbox 360 2011 Holiday bundle , which included a token to download Alan Wake , as well as a retail copy of Forza Motorsport 3 .

On March 13 , 2012 Remedy Entertainment announced that the game has passed 2 million copies sold , including Xbox 360 and PC . On May 23 , 2013 Remedy creative director Sam Lake announced that the game and its standalone follow up had sold 3 million copies . On March 25 , 2015 Remedy 's CEO Matias Myllyrinne tweeted that the franchise had sold over 4 @. @ 5 million units . The following month a Polygon story on the game 's prototype for a sequel mentioned that Alan Wake had sold more than 3 @. @ 2 million copies .

= = Microsoft Windows version = =

Despite the cancellation of the PC version at the same time as the Xbox 360 release as a result of Microsoft 's decision , Remedy 's Oskari Häkkinen stated that " PC gaming is part of Remedy 's heritage " and that the developers still wanted to release a PC version of the game . Remedy continued pressing Microsoft to allow the creation of a PC version , eventually gaining it in mid @-@ 2011 ; Häkkinen attributed Microsoft 's agreement partially to their repeated requests , but as well as Remedy 's good standing with Microsoft , and the time factor , having the PC version be available ahead of American Nightmare . Development of the PC version began in earnest , with a small team from Remedy working with Finnish independent developer Nitro Games . Instead of starting from the scrapped PC version , the team worked from the Xbox 360 code and added in new features to take advantage of more powerful elements on modern PC machines . Core to the PC version was to make sure that the game played well using typical keyboard and mouse controls in addition to a controller , and to assure the graphics exceeded the limitations of the Xbox 360 ; Matias Myllyrinne , Remedy 's CEO , stated that these elements were important , as " If this is not tuned to perfection , all the visuals are lost and the emotional touchstones are missed " . The PC version was completed in about five months , and the game formally announced to the public in December 2011 .

The game , which includes the main game and both DLC chapters , was released on the Steam platform on 16 February 2012 . Within 48 hours , Remedy announced that revenue from sale of this version surpassed their development and marketing costs for the game . A retail PC version , distributed by Nordic Games , was released on 2 March 2012 , in both a regular edition and a Collector 's edition , containing a soundtrack disc , The Alan Wake Files , and other special content . The PC retail release for the United States was released on 24 April 2012 , being distributed by Legacy Interactive .

= = Sequel and new Alan Wake title = =

Developer Oskari Häkkinen has stated that there is a possibility for Alan Wake 2 , as the first title is only " Season 1 " and the DLC will " bridge the gap to what we 're working towards . " However Häkkinen added that the idea is currently in ' limbo ' while Microsoft is focusing on downloadable content for the first game . Writer Mikko Rautalahti adds the story is " bigger than one game " and the sequel would be " weird and wonderful " .

On 10 May 2011 , Remedy revealed they were working on a new Alan Wake game , after some information leaked out about the project before an official announcement . Remedy noted that it is not Alan Wake 2 and neither is it downloadable content . At the time , the company gave a Fall 2011 estimate for the release . In November 2011 it was announced that the new Alan Wake title will be available on the Xbox Live Arcade service , and will be revealed at the Spike Video Game Awards on 10 December 2011 .

The first screenshot of the new game appeared on Game Informer on 7 November 2011 . The screenshot shows Alan Wake in a different attire , with a flannel shirt and jeans , next to a road sign that says the town of Night Springs is 15 miles away . Night Springs is a fictional television show in Alan Wake , and is the setting of said show . On 10 November , a short teaser trailer was unveiled . During the days leading up to the publication of the first screenshot , Remedy employees made a number of comments on the official Alan Wake community forums about the new game . It was shared that the new title is " structured like a full release complete with a pretty damn impressive storyline that expands the originals in some interesting ways . " Although no specifics were revealed , Remedy responded to fans who were worried that being an Xbox Live Arcade game meant that the amount of content in the game would be too small . Remedy claimed that there will definitely be enough " value for money " for the players of the game , and that fans " will be blown away by the proportion of things pretty soon " .

In May 2013 , a new game by Remedy was announced at the Xbox One event called Quantum Break , before explaining the following day that a sequel to Alan Wake had been postponed . Despite their love of the property and initially beginning work on a sequel , Alan Wake was not financially successful enough to receive the funding they needed to continue developing the sequel at the time .

In April 2015 Polygon published an article describing the development process of Alan Wake 2 that started shortly after the first game released . Alan Wake 2 already had a working prototype and Remedy was prepared to pitch the game to Microsoft , however According to Sam Lake , Remedy 's founder , Microsoft wanted something else and development of the sequel has shifted to Quantum Break . Most of the ideas for Alan Wake 2 were implemented on American Nightmare . Like the game 's location , the Arizona Desert .