

= Silent Hill : Shattered Memories =

Silent Hill : Shattered Memories ( ???????? ????????????, Sairento Hiru : Shatt?do Memor?zu ) is a survival horror video game developed by Climax Studios and published by Konami Digital Entertainment for the Wii in December 2009 . It was ported to the PlayStation 2 and PlayStation Portable platforms , and these versions were released in January 2010 . In April 2014 , it appeared on the PlayStation Network in Europe . The game is the seventh installment in the Silent Hill video game series , serving as both a reboot of the franchise and a reimagining of the first installment .

Shattered Memories retains the premise of the original game ? Harry Mason 's quest to find his missing daughter in the fictitious American town of Silent Hill ? but is set in a different fictional universe , has a different plot , and altered characters , alongside new ones . Five endings are available . Gameplay takes place in two parts : a framing , first @-@ person psychotherapy session , and an over @-@ the @-@ shoulder perspective of Harry 's journey through Silent Hill , which is periodically interrupted by the occurrence of a shift to an alternate dimension . Answers given to the psychological tests in the therapy session affect various gameplay elements in Harry 's journey .

After designing the Silent Hill prequel ( 2007 ) , which intentionally replicated elements of the first installment , Climax Studios wanted to try a different approach to creating a title in the series . Among the changes made was the removal of combat and the constant presence of monsters , which they thought unnecessary to the storyline . Akira Yamaoka composed the soundtrack of the game , which was the first in the series to prominently feature dynamic music . The game received generally positive reviews , and its graphics , storyline , voice acting , soundtrack , and use of the Wii Remote were praised by reviewers . Some reviewers criticized Shattered Memories ' chase sequences and duration , which they deemed potentially frustrating and short .

= = Gameplay = =

Silent Hill : Shattered Memories is a reimagining of the first installment of the series , Silent Hill . It keeps the premise of writer Harry Mason 's quest for his missing daughter after a car crash , although it leads into a different plot . The personalities and roles of characters from the first game have also been changed , and Shattered Memories introduces new characters as well .

Silent Hill : Shattered Memories divides its gameplay between two different settings . The first section is set in a psychotherapist 's office and the second in a town called Silent Hill . In the first section , the player interacts with Dr. Michael Kaufmann , a therapist who is a non @-@ player character , from a first @-@ person perspective . The player responds to Kaufmann 's questions and completes a psychological test , fills in a questionnaire or colors pictures . The player 's responses to these tests alters aspects of gameplay in the second setting , including the available areas , the physical appearance and behavior of characters encountered , and the physical appearance of the monsters . Shattered Memories returns to Kaufmann 's office periodically throughout the game .

In the second setting , the player guides Harry Mason in an over @-@ the @-@ shoulder view as he searches for his missing daughter Cheryl in the snowy town of Silent Hill . Harry is equipped with a smartphone and flashlight : he can use the phone to check his location on a Global Positioning System map , take photographs , and make telephone calls . Moving to certain spots with high interference , represented by a lot of radio noise , or by taking pictures of spots where shadowy figures can be seen , unlock various text and voicemail messages that expand the story and occasionally provide clues . To view the details of various documents , the player can zoom in on objects . The game also alters details of gameplay based on what the player views . Throughout his journey , Harry encounters puzzles such as mechanisms , which reward either a key required to progress or a bonus memento . In the Wii version , the Wii Remote is used for puzzle solving and to control the flashlight and cell phone .

The game occasionally shifts to an icy alternate dimension called " Nightmare " , where hostile monsters exist . To escape from this dimension , Harry must find a predetermined exit while avoiding the wandering creatures which chase him upon detection . Unlike previous installments in

the series , there is no combat element to the gameplay : Harry is weaponless for the entire duration of the game and can only run , hide , slow down the monsters by knocking down objects to block their path , throw off the creatures if they latch onto him , and temporarily ward them off by picking up and using flares found lying on the ground . His running speed and " health " ( the amount of damage that he can endure before dying ) decrease every time the monsters grab him . In contrast to the previous installments of the series , which featured various types of monsters , Shattered Memories features only one type of humanoid monster , whose physical appearance changes in response to the player 's actions inside and outside the Nightmare realm , including their responses to Kaufmann 's psychological tests .

= = Plot = =

The game begins with a psychotherapy session conducted by Dr. Kaufmann , which acts as a frame story for Harry 's quest . Suffering from issues with his memory , Harry travels home to search for his seven @-@ year @-@ old daughter Cheryl , hoping that she is already there . His consciousness moves between the in @-@ game real world and Nightmare ? a frozen version of the town in which monsters chase him ? and finds that another family lives in his house . Police officer Cybil Bennett arrives and decides to take him to the police station , but they become caught in a blizzard , and Harry eventually leaves his car to continue his search . Eventually , Harry finds his way to the local high school , where he learns from a woman named Michelle Valdez that a Cheryl Mason attended school there previously , but then moved . She offers to drive Harry to Cheryl 's new address , but after briefly stepping away , he returns to find Michelle has been replaced by Dahlia Mason , who claims to be Harry 's lover and acts as if she has been with him the whole time . He accepts the ride , although during another shift to the Nightmare , the car falls into a river . Harry escapes but loses consciousness .

He awakens in a wheelchair pushed by Cybil in the town 's hospital . Before Cybil can tell him about his file at the station , the town transitions to the Nightmare . Harry escapes and meets Lisa Garland , a nurse injured in a crash , and escorts her to her home . At her request , Harry gives Lisa pills for her headache , and returns to find her either dead or dying , depending on in @-@ game actions taken by the player . Finding him next to Lisa 's corpse , Cybil attempts to arrest him , but is frozen as the Nightmare emerges around them . Harry escapes to Cheryl 's home , where he finds an older Dahlia who claims to be his wife and tells him that Cheryl is at the lighthouse . Harry enters the Nightmare , escapes it , and eventually gets a ride from Michelle . Harry finds a young Dahlia aboard a boat at a lakeside harbour , who sets the course for the lighthouse and seduces him . Harry wakes , finds Dahlia and the environment covered in ice , and crosses the now @-@ frozen lake but falls into the water and passes out . Harry is dragged ashore near the lighthouse by Cybil , who confronts him with the news that Harry Mason died eighteen years ago in a car accident . As Harry proceeds , he finds " the lighthouse " is the name of Dr. Kaufmann 's counseling clinic : the patient in the therapy session is an adult Cheryl , who is in denial over her father 's death . Harry enters the office and Cheryl either reconciles herself to his death or continues to cling to her fantasy father .

At the end of the game , an old video clip from Cheryl 's camcorder is played . Four variations of this clip are available depending upon the player 's actions as Harry . In " Love Lost " , Harry packs his luggage in a car and tells Cheryl not to blame herself for her parents ' separation . In " Drunk Dad " , a drunken Harry yells at Cheryl , demands a beer and blames his drinking on his family . In " Sleaze and Sirens " , Harry flirts on his bed with Lisa and Michelle . In " Wicked and Weak " , Dahlia verbally abuses Harry and slaps him . In the " UFO " joke ending , Cheryl tells Dr. Kaufmann that she believes Harry was kidnapped by aliens and that Silent Hill is a spaceship . After James Sunderland interrupts , the therapy session continues , revealing Cheryl to be a dog and Dr. Kaufmann to be a grey alien . Regardless of the ending , the final scene shows Cheryl packing away mementos that the player can collect throughout the game . An additional scene the player can obtain shows her reconciling with Dahlia outside the clinic .

= = Development = =

Plans for a Silent Hill remake , and speculation about a possible remake based on the Silent Hill film , were circulating as early as 2006 . The idea of a remake was also considered early in the development of the prequel game Silent Hill : Origins ( 2007 ) . Rumours persisted into 2009 , and were seemingly confirmed in February when the British Board of Film Classification ( BBFC ) re-rated the original game . The game was officially announced in the May 2009 issue of Nintendo Power .

Climax Studios , the developer of Silent Hill : Origins , developed Shattered Memories with a development team made up of more than 55 members and a supporting network of more than 90 artists . With the completion of Origins ? for which they had attempted to closely replicate the atmosphere and gameplay elements of the first Silent Hill game ( 1999 ) ? Climax Studios wanted to create a different horror game . Because of the tenth anniversary of the first Silent Hill installment , Konami thought the time was ideal " to revisit " the game . Climax Studios saw the then @-@ newly introduced Wii platform as a way to reach a wider range of gamers , especially as outside Japan , no Silent Hill title had been exclusively released on a Nintendo platform . Development costs for the Xbox 360 or PlayStation 3 and their gamers ' " mindset " factored into the decision for the gaming platform . Additionally , the developers wanted to use the Wii Remote to incorporate the gameplay elements of the flashlight and radio static . Climax felt that the first game would be a good starting point , instead of continuing any existing storylines or adding onto the mythology of the town . To please fans of the series and bring in new ones , they decided to reimagine the setting and characters , such as Dahlia , who was changed from " a haggard old woman " who led the town 's cult into a physically attractive young woman .

Climax Studios began with the game 's plot , which the development team considered the main appeal of the series . Early in the game 's development , some team members visited a psychiatrist for research . The use of ice as a visual theme originated partly because the developers wanted to create an Otherworld for the game , as previous games in the series had featured the same theme as Silent Hill , and because snowfall is common in the northeastern or midwestern United States , where the fictional town is located . Falling snow was added to limit the player 's visibility and build an atmosphere of dread . The developers included a system of psychological profiling that adjusted gameplay elements based on the player 's interaction with the game . Writer Sam Barlow explained the system : " ultimately every little thing you do in the game or piece of content you can interact with can be assigned a little personality score . This is all added into a very classical psychometric profile of your personality that can then be mapped onto research . " The opening questionnaire has little significance in the player 's profile . Capturing the multiple variations of gameplay elements for submission to the Entertainment Software Rating Board proved to be difficult , according to the game 's producer , Tom Hulett . Loading times were eliminated from the game to maintain a sense of immersion for the player .

The developers felt that creating another game in the series with the same style of gameplay had limited potential . In an attempt to imbue the game with the feel of a horror film where the protagonist is a regular person and the antagonist is powerful , they avoided the common survival horror gameplay feature of a player character who is skilled in the use of weapons . Instead they generated an unarmed player character ; and examined the survival horror gameplay staple of difficult combat and sluggish opponents , inspired by zombie films and modelled after the video games Alone in the Dark ( 1992 ) and Resident Evil ( 1996 ) . They also analyzed around 50 chase sequences from various films , including horror films , and the structure of slasher films , in which a powerful and intelligent antagonist pursues the protagonists . The developers drew inspiration from common childhood nightmares about running away from an unknown threat , and decided to incorporate an intelligent enemy capable of trailing and outrunning the protagonist . The chase sequences were designed to evoke a brief sense of tension and fright for the player , although the developers did not want to prolong the tension with the constant presence of monsters , and were concerned that this would become overwhelming and spoil the player 's immersion in the game and interest in the story . The constant presence of monsters was also thought to be irrelevant to Shattered Memories ; director Mark Simmons said , " this Harry Mason is not a guy who is

constantly under attack from monsters . It 's not a story of surviving a zombie apocalypse . " Additionally , to make information @-@ gathering in the game realistic and corresponding to modern life standards , the developers substituted text in scattered documents , a common element in survival horror games , for the player 's interaction with the in @-@ game environment and use of the cell phone .

Silent Hill series composer Akira Yamaoka scored the soundtrack of Shattered Memories . It was his final contribution to the Silent Hill series before he resigned from Konami after 16 years with the company . Voice actress Mary Elizabeth McGlynn provided vocals for four musical pieces included in the game and co @-@ directed Shattered Memories ' voice acting , and musician Joe Romersa wrote lyrics for three of the pieces . The game is the first in the series to make prominent use of dynamic music ; a composition is introduced and subsequently retracted , based on the player 's actions , in every major area of the game . Widely varying compositions , ranging from undertones to rock music , were produced for the game .

= = Release = =

A playable demo of Shattered Memories was made available in June 2009 at the annual trade fair Electronic Entertainment Expo 2009 ( E3 ) and received favorable reviews from video game journalists . A group of editors of the IGN website gave the game three " Best of E3 " awards in the Wii category for best overall game , best adventure game , and best video game graphics technology . The game was also given a " Best Wii Game " award by editors of the GameSpot website in an article on their preferred games featured at the E3 show .

Shattered Memories was published by Konami for the Wii in North America on December 8 , 2009 ; in Europe on February 26 , 2010 ; and in Japan on March 25 , 2010 . The Australian release was delayed until June 22 , 2010 , due to European supply problems caused by the economic effects of the 2010 eruptions of Eyjafjallajökull . Major Australian retailers struggled to confirm available copies of the game for several months after the delayed release , potentially damaging initial sales of the game . The PlayStation 2 and PlayStation Portable versions were published in North America on January 19 , 2010 ; in Europe on February 26 , 2010 ; in Japan on March 25 , 2010 ; and in Australia on April 22 , 2010 . It also became available on the PlayStation Network for Europe and the United Kingdom on April 28 , 2014 . Compatibility with PS Vita was planned but cancelled ; the games are currently only available for the PSP . [ 1 ]

= = Reception = =

According to producer Tom Hulett , the number of pre @-@ ordered copies of Silent Hill : Shattered Memories " looked very good " . In March 2010 , the game placed fifth on the list of the top forty bestselling PS2 videogames in the United Kingdom and eleventh on the corresponding list for Wii games . However , NintendoWorldReport stated that sales of the game were low . The game eventually broke even with the help of the PS2 port , selling an estimated 440 @,@ 000 copies .

Review aggregator website Metacritic displays an averaged score for Silent Hill : Shattered Memories of 79 / 100 , indicating " generally favorable reviews " . Wesley Yin @-@ Poole of VideoGamer.com ranked Shattered Memories in seventh place on his list of " top ten nerve @-@ shredding video games " , and wrote : " Dark , dank and dangerous , Silent Hill grabs you by the scruff of the neck , shakes you till you throw up , then headbutts you right between the eyes . " Gamasutra 's Brandon Sheffield , ranked the game in fifth place on his top ten list of overlooked games of 2009 , and wrote that despite the absence of horror elements , the game was a nice experience . Matt Wales of IGN also included the game in a list of overlooked Wii games , and wrote that the combination of various elements which he regarded as positive delivered " a meticulously @-@ constructed , expertly @-@ paced experience quite unlike anything the series has seen before . "

Chris Schilling of The Daily Telegraph described it as " one of the most innovative and enjoyable survival horrors for many a year . " Eurogamer 's Kristan Reed wrote , " Packed with inventive ideas

and one engaging sequence after another , it 's a spirited , poignant and unsettling game that not only delivers a long @-@ overdue return to form , but reinvigorates horror adventures in the process . " According to Lark Anderson of GameSpot , " Shattered Memories is a fantastic return to the core concept of personal fear , and though its developers made some unorthodox decisions ? such as removing combat entirely ? those decisions have paid off handsomely . " Nintendo Power called it audacious and compelling . In a retrospective feature , Nintendo World Report 's Jonathan Metts generally agreed with Gamespot , stating that the installment " is a noble and arguably successful attempt to revive and reform the survival horror genre . While perhaps not scary , it is genuinely disturbing , shocking , and always interesting . " According to Leigh Alexander of The A.V. Club , the innovation and uniqueness of the installment made it capable of standing alone from the Silent Hill series , without having to use the series ' reputation or name to attract players . Conversely , Game Informer 's Tim Turi considered the frustrating controls and dull pacing to be major flaws , and wrote , " If you ? re a Silent Hill fan interested in a fresh take on the stale formula , this Wii entry may be the Cheryl you ? ve been searching for ? but it comes at a cost . "

The division of gameplay into puzzle @-@ based exploration , weaponless chase sequences , and therapy scenes drew mixed comments from reviewers . About.com 's Charles Herold wrote that the fast @-@ paced action of the nightmare sequences and the therapy scenes undercut the " trapped in a nightmare " feeling of previous Silent Hill games . Matt Casamassina of IGN wrote that " the separation between safe exploration and puzzling and run @-@ for @-@ your @-@ life monster scenarios is too transparent and as a result you will inevitably come to fear the ice and few things else . " PALGN 's Michael Kontoudis said that the chase sequences severely detracted from the rest of the game . Eurogamer wrote that they created a welcome mix with no gameplay element overemphasized . Reviewers were also divided on whether the chase sequences were potentially frustrating , or quickly grew repetitive . GamesRadar 's Henry Gilbert expressed frustration over the similar enemies and repetitive use of a stock scream . Neon Kelly of VideoGamer.com was concerned by the absence of a possible death of the player character which would result in a " game over " , because he esteemed the fear potentially caused to the player by player character death as a major element of the survival horror genre . The use of the Wii Remote was praised by reviewers as natural @-@ seeming , and well @-@ suited to the movement @-@ based puzzles and scenes .

Shattered Memories ' reimagined plot received praise from reviewers , some of whom found it easier to follow than the plot of the first game . Game Informer drew comparisons with film director M. Night Shyamalan 's style . GamesRadar wrote that the storyline and characterizations were mature , its puzzles clear yet challenging and that the atmospheric scares contributed to the game 's appeal . Justin Haywald of 1UP.com said that the text messages about minor characters not introduced in the game detracted from the overall narrative . The game 's duration , considered relatively short by reviewers , was seen as a drawback , although some reviewers said that the psychological elements and multiple endings increased the replay value of the game . The psychological elements were also criticized . About.com wrote that they were far less subtle than those in Silent Hill 2 , and GamePro 's Will Herring said that while the player @-@ profiling element was ambitious , he did not think it went far enough , as it changed only cosmetic details and character dialogue . Reviewers praised the graphics , and called them detailed and well @-@ done . Chris McMahon of Play placed the game tenth on his list of the " ten best @-@ looking PSP games " . GameTrailers praised the variety of objects , many of which can be manipulated by the player , and the detailed textures which lent the game 's environments authenticity . The soundtrack was favorably received , and reviewers described it as moody , atmospheric , and helping to create tension . The voice acting was similarly well @-@ received as believable . Additionally , the soundtrack won an award for its audio design at the Milthou European Games Awards , an event held in Paris , France , at the Paris Game Festival ; the awards were handed out by an eight @-@ person jury and the French Minister of Culture and Communication .

Metacritic shows an averaged score of 77 / 100 for the PlayStation 2 port , indicating generally favorable reviews . Casamassina gave the PS2 port a score of 8 @. @ 0 / 10 , and wrote that while the graphics and control system in the Wii version were better , the port held up well . For the

PlayStation Portable port , Metacritic displays an averaged score of 73 / 100 , indicating " mixed or average reviews " . Casamassina gave it a score of 7 @. @ 0 , and commented upon the " obvious visual downgrades " , " sluggish controls " , and " the inability to directly control and point his flashlight " . In his review of both ports , Haywald said that the control systems of both ports worked well , and described them as " a technical triumph " .