= Cold Fear =

Cold Fear is a 2005 survival horror third @-@ person shooter video game developed by Darkworks and published by Ubisoft for PlayStation 2 , Xbox and Microsoft Windows . It was Ubisoft 's first horror game , and Darkworks ' second game , after Alone in the Dark : The New Nightmare in 2001 . The game is centered on Tom Hansen , a member of the United States Coast Guard , who comes to the aid of a Russian whaler in the Bering Strait and finds a mysterious virus has turned the crew into zombie @-@ like creatures . Discovering the involvement of both the Russian mafia and the CIA , Hansen sets out to ensure the virus doesn 't reach land .

The game was first announced at E3 in 2004 . To make the ship roll realistically , the developers had to write a completely new program (dubbed the " Darkwave editor ") to allow them to control movement on both the vertical and the horizontal axes . They also used real physics to simulate the movement patterns of inanimate objects on the ship . Due to the random nature created by this , the player character required nine times the amount of animations usually seen in third @-@ person games . Ultimately , the game contained more than nine hundred separate animations for all characters , allowing for over five thousand possible character movements . The game 's soundtrack was composed by Tom Salta , with Marilyn Manson contributing a song from his 2003 album The Golden Age of Grotesque .

Cold Fear was met with mixed reviews , with many critics comparing it unfavorably to Resident Evil 4 . Although critics were generally impressed with the environments and the opening scenes , they found the game too short and felt it failed to live up to its promising beginning . The game was a commercial failure ; in the United States , it sold only 70 @,@ 000 units across all platforms .

= = Gameplay = =

Cold Fear is a survival horror third @-@ person shooter played from either a third @-@ person fixed camera perspective or an over @-@ the @-@ shoulder camera , depending on the player 's preferences .

The main enemies in the game are Russian mercenaries and various types of zombie @-@ like creatures known as " Exos " (creatures infected by a parasitic organism known as an " Exocel ") . Exos include " Exomutants " (mercenaries infected with Exocels) , " Exoshades " (creatures which can see perfectly in the dark) , " Exospectres " (which can turn transparent for brief periods of time) and " Exomasses " (a hugely strong but deformed creature created as a result of a failed experiment) . Most infected enemies can be knocked down with two or three shots , but unless the brain is destroyed , they will not die , and will eventually attack Hansen again . Players can destroy the brain either by shooting enemy in the head , or knocking them down and stomping on their head . If an enemy gets close to Hansen , the player can perform a critical hit by pressing a combination of buttons . All exos carry at least one exocel within them . When the exo is killed , the exocel may emerge and attack Hansen , or , if there are any other dead bodies in the area , infect and re @-@ animate that body . Exocels are fast , but very weak and can be killed with one gunshot .

The first half of the game is set on a whaler in the middle of a storm , and the conditions on the deck affect the degree of control the player has over Hansen . As the ship sways continuously from side to side , aiming is made more difficult , although Hansen can grab onto a ledge to steady himself , if one is available . In some instances , the ship can sway to such a degree that Hansen will slide towards the edge and potentially fall overboard . There are also numerous environmental hazards on the deck which react to the motion of the ship , such as swinging electrical wires and crates hooked up to ropes . If any of these items hit Hansen , he will lose health . Waves crashing on to the ship 's deck can also cause Hansen damage .

The game also features a Resistance gauge , which decreases as the player performs certain actions , such as running , although running is not possible when in over @-@ the @-@ shoulder mode . If Hansen falls off the edge of the ship , he can hang onto the side as long as he has resistance left , but if he doesn 't climb back aboard quickly enough , he will fall into the ocean .

The game does not feature an inventory , and neither health packs nor ammo can be stockpiled .

Health packs are used immediately upon collection , and no more ammo can be collected than the capacity of the specific weapon . Players can find ammo and health packs distributed throughout the game at certain predetermined locations and also by looting the bodies of fallen enemies .

= = Plot = =

 The game begins with a Navy SEAL team deploying on a Russian whaler , the Eastern Spirit , in the Bering Strait . As the team explore the deck , they are attacked and killed by something that literally rips them apart . Seeing his team is gone , CIA Special Agent Jason Bennett , who is supervising the mission from another location , orders any other government vessel in the vicinity to investigate . His call is picked up by the US Coast Guard ship , the USCGC Ravenswood , which heads to the Eastern Spirit . The crew of the Ravenswood split into teams , but within moments of boarding , only one remains ; Tom Hansen , who hears his shipmates being killed over the radio . He sets out to explore the ship and determine what is happening .
 As soon as he enters the interior of the Spirit , however , he is attacked by two frightened Russians , who he is forced to kill . As he continues to explore , he encounters a multitude of panicking Russians , all of whom attack him . He also finds several horrifically mutilated bodies , including that of the Ravenswood 's captain , Lt. Lansing . Hansen soon learns of a creature known as an " exocel " , which was accidentally discovered by the crew of a Russian oil rig , the Star of Sakhalin , owned by Colonel Dmitriy Yusupov , a member of the Russian mafia , and staffed by Major Yuri Anischenko and his team of mercenaries . Yusupov came to realize the exocels were parasitic organisms , which used other living organisms as hosts , and as such , he brought Dr. Viktor Kamsky to the Sakhalin to begin experimenting with infecting various species with exocel serum . These experiments led to the discovery that exocels could re @-@ animate recently deceased humans , and the creation of an antidote to counter infection . Hansen heads to the radio room to request help , but instead he is answered by Bennett , who tells him that Yusupov is on board and must be captured for questioning . Bennett tells Hansen that if he finds Yusupov , the CIA will get him off the ship .
 Hansen locates Yusupov , who tells him that Anna Kamsky , Viktor 's daughter , is onboard and must be saved . Yusupov had brought her to Sakhalin to blackmail Viktor into turning the exocels into biological weapons . Eventually , Viktor and his colleague , Dr. Pavel Bakharev , began to experiment on live human infection , and the Eastern Spirit was on its way from the Sakhalin to collect the next batch of human specimens supplied by the Mafia when the exocel outbreak occurred . An exocel then bursts out of Yusupov 's chest , killing him . Hansen finds Anna , who tells them they must go to the radio room and contact her father . They contact the rig , but Bakharev tells Anna that Kamsky is missing and pleads with her not to return . She refuses , telling Bakharev she will see him soon . They turn the ship back towards the Sakhalin but because the seas are so rough , they are unable to dock with the platform . As such , they head to the crow 's nest and jump from the ship when it collides with the rig . Hansen makes the jump , but Anna falls into the sea .
 Hansen soon finds Bakharev , who tells him that to disable the radio jammer around the rig so he can contact Bennett , he will need Anischenko to get him past a retinal scanner . Bakharev is then dragged into an air duct and killed . Hansen learns that Kamsky and Bakharev were under orders to make the exocels as dangerous as possible , which they had succeeded in doing , but without any way to control the resulting creatures . Hansen finds and kills Anischenko , removing his eye and using it to deactivate the radio jammer . Once back in touch with Bennett , Hansen is told he must find Kamsky 's laptop and transmit the exocel research . Meanwhile , Anna is rescued from the sea by a large creature and left in a lab , where she is infected by an exocel . Seeing this take place on a security monitor , Hansen races to the lab to give Anna the antidote .
 He makes it to her in time and administers the antidote before the infection can take hold . Bennett then contacts him and Hansen makes him promise that if he gives Bennett the research , Bennett will save Anna . He soon discovers that Kamsky infected himself with a strain of exocel DNA , and now wishes to do the same to Anna . Hansen finds Kamsky 's laptop and transmits the antidote data to Bennett , but nothing else . As a furious Bennett berates Hansen , he and Anna agree to blow up

the rig using C4 . As Hansen plants the charges , he learns Kamsky had gone completely insane ; after infecting himself with exocel serum , he released the imprisoned exos on the rig and planted a group of exocels on the Eastern Spirit . He then went into hiding to await his metamorphosis . When Hansen has planted all of the charges , he heads to the heliport to meet Anna . Before they can take off however , they are attacked by a mutated Kamsky ; the same creature who rescued Anna from the sea . Kamsky is desperate for Anna to remain with him on the rig , but Hansen is able to fight him off and kill him . He and Anna then escape in a helicopter as the rig explodes below them .

= = Development = =

Cold Fear was first announced at E3 in 2004 when the title was included on a list of upcoming games . According to Sony , the game was set to be published by Namco . On October 6 , however , Ubisoft announced they would be publishing the Darkworks developed game in March 2005 for PlayStation 2 , Xbox and PC . The game would be Ubisoft 's first horror game , and Darkworks ' second game , after Alone in the Dark : The New Nightmare in 2001 . A playable demo version was released in December .

To make the Eastern Spirit roll realistically in the storm , the developers had to write a completely new program . They found that making the ship move was easy , but getting it to respond to storm conditions was much more complex . As such , they created a complete roll editor , called the Darkwave editor , which allowed them to control the pitch (when the ship moves on the horizontal axis) and the roll (when it moves on the vertical axis) separately . The combination of moving the ship on both axes allowed the developers to create realistic ship movements . This in turn allowed them to time the exact movement of the ship to coincide with what was happening in the game without having to use a cutscene . However , creating such a realistic movement system led to camera problems . According to programmer , Claude Levastre , early in development , " the camera was constantly going through the walls because of the roll movement . So we had to develop an inertia @-@ control system for the camera , just as if a cameraman is using a steadicam behind the hero . " Another change brought about by the ship 's motion was that initially , the movement patterns of inanimate objects on the ship were scripted , but this was later replaced with real physics .

The ship 's constant movement also impacted character animation . Once the ship 's movement reached a certain angle , Hansen and any other characters on deck start to slide , and have to compensate in whatever direction was necessary relative to their position . According to Levastre , this meant Hansen required nine times the animations usually seen in third @-@ person games (center , front , back , left , right and four intermediary positions) . Ultimately , Hansen had two hundred and fifty separate animations , and most of the non @-@ player characters had one hundred and fifty . According to Antonin Delboy , lead animator on the game , " all the technical decisions were taken in favor of animation , both in terms of quality and quantity , which is very rare on this kind of project . " Basic animation was produced with 3D Studio Max software . Inverse kinematics were then used to create the nine directional animations , with the engine calculating the level of character compensation depending on the angle of the ship . Each character movement is composed of basic animation and compensation animation , and Delboy says that in total , the game contains more than nine hundred animations , allowing for over five thousand possible movements . Levastre stated " The interaction between the storm and the characters that are on the deck sometimes creates some really breathtaking moments . And on top of that , we managed to offer some really intense action sequences featuring far more enemies than in most horror games . "

= = = Music = = =

On February 3 , 2005 , Ubisoft announced Marilyn Manson was contributing a song to the game ; " Use Your Fist and Not Your Mouth " , from his 2003 album The Golden Age of Grotesque .
On February 22 , Ubisoft revealed the soundtrack was being composed by Tom Salta . Salta had

been hired in November 2004 , with his first finished track submitted on November 16 . The completed score was handed in on December 23 . According to Salta , he had to compose over twenty different individual pieces as well as music for nine cutscenes ; " It ended up being over an hour 's worth of music which I composed in under six weeks . "

= = Reception = =

 Cold Fear received " mixed or average reviews " on all three platforms ; the PlayStation 2 version holds an aggregate score of 68 out of 100 on Metacritic , based on thirty @-@ nine reviews , the Xbox version 71 out of 100 , based on forty @-@ one reviews , and the PC version 66 out of 100 , based on thirteen reviews .
 Eurogamer 's Kristan Reed was unimpressed with the game , calling it " a bit half @-@ baked " . He praised the opening of the game , arguing that , like Hansen himself , the player feels a strong sense of disorientation as they get used to being on the ship in the middle of a storm . However , he felt the strong opening soon gives way to clichés . He was highly critical of the absence of a map , arguing that because the environments all look similar , getting lost is a regular occurrence . GameSpot 's Carrie Gouskos scored the PlayStation 2 version 6 @.@ 9 out of 10 and the Xbox version 7 @.@ 2 out of 10 . She argued " Atmospherically , Cold Fear is derivative and predictable , which is a shame considering that it is , at times , an enjoyable action game . " Although she praised the outdoor scenes on the boat , she felt there were not enough of them , with too many " generic indoor locations . " She was also highly critical of the lack of a map and the autosave feature , feeling the save points were unevenly distributed .
 GameSpy 's Will Tuttle scored the PlayStation 2 version 3 out of 5 and the Xbox version 3 @.@ 5 out of 5 . He praised the setting , atmosphere and over @-@ the @-@ shoulder camera , but was critical of the lack of a map . He remarked , " While it 's not going to overthrow Resident Evil 4 as King of All Horror Games , Cold Fear is a solid little thriller . " Game Revolution 's JP Hurh gave the game a B- . He too criticized the length of the game , the lack of a map and the autosave feature , which he found too random . He praised the graphics and sound , but concluded " With so much attention paid to the environments , Darkworks almost made a great game . Unfortunately , it 's only half a great game [...] The ending as well as many portions along the way feel rushed . " IGN 's Ed Lewis scored the PlayStation 2 version 7 @.@ 2 out of 10 and the Xbox version 7 @.@ 6 out of 10 . He praised the over @-@ the @-@ shoulder camera and the setting , but also criticized the lack of a map .

= = = Sales = = =

 The game was met with extremely poor sales figures . By February 2006 , it had sold only 70 @,@ 000 units across all three platforms in the US .

= = Film adaptation = =

 In April 2006 , Variety reported that Avatar Films and Sekretagent Productions had co @-@ purchased the rights for a feature film adaptation of the game . However , there have since been no further developments , with the project presumably cancelled .