

= Clock Tower 3 =

Clock Tower 3 is a survival horror video game co @-@ developed by Capcom and Sunsoft for the PlayStation 2 . Released in 2002 , it is the fourth installment in the Clock Tower series , and the first and only video game directed by Japanese film director Kinji Fukasaku . The plot and characters have very little relation with the previous Clock Tower games . The story follows 14 @-@ year @-@ old Alyssa Hamilton who is part of a family lineage of female warriors who travel through time to defeat evil spirits . Alyssa travels from her time in 2003 London to the 1940s and 1960s in order to defeat these " Entities " and bring peace to troubled souls .

As opposed to the point @-@ and @-@ click gameplay used in the previous games , Clock Tower 3 is the first game in the series to incorporate direct control over the protagonist . Alyssa is given no weapon for the majority of the game , and must evade and hide from her pursuers . These enemies , known as " Subordinates " , are fought at the end of each level , during which Alyssa is armed with a longbow . The game received mixed reviews and was a commercial failure , selling considerably less than anticipated . The presentation , writing , and graphics were positively received , with many critics praising the cutscenes and Fukasaku 's direction . However , the gameplay was criticized for its repetitive mechanics , and the game itself was felt to be too short .

= = Gameplay = =

Clock Tower 3 is a survival horror game played from a fixed third @-@ person camera perspective in which players control 14 @-@ year @-@ old school girl Alyssa Hamilton . Clock Tower 3 is the first game in the series to incorporate direct control over the protagonist , as opposed to the point @-@ and @-@ click gameplay used in the previous games . To progress through the game , the player must find items to unlock new areas , solve puzzles , and flee and hide from enemies (" Subordinates ") . Eventually , each Subordinate must be defeated in battle . Throughout each level , the player also encounters the spirits of innocent people slain by the Subordinates . These spirits will attack Alyssa if she approaches them . In order to pacify them , an item of sentimental value must be found and returned to the spirit 's corpse .

Alyssa is given no weaponry during the majority of the game , other than a limited supply of holy water , which can be used to temporarily stun pursuing Subordinates . Within each level , the Subordinate can appear in any location after a set period of time , but also randomly or if Alyssa makes noise . They also appear in certain set locations . When one appears , it immediately begins to chase Alyssa , attempting to kill her . The player must either hide from or evade it . Evasion can only be accomplished in certain places , and each evasion point can only be used once . Using an evasion point does not kill the Subordinate , but instead renders them unconscious for a set time . The primary means of eluding one , however , is by hiding . There are multiple hiding points throughout each level , and each one can be used multiple times . However , hiding places are ineffective if the Subordinate sees Alyssa enter them .

Throughout most of the game , Alyssa has a " Panic Meter " visible on screen . If she is scared by a Subordinate , attacked by a spirit or simply frightened by her surroundings , the meter will begin to rise . If it fills , she enters " Panic mode " . In this state , the screen starts flashing and Alyssa becomes difficult to control and begins stumbling and falling over . She is also unable to use holy water and cannot enter hiding spots . After a few seconds , she will momentarily freeze , covering her ears . Panic mode only lasts for a certain amount of time , and its duration can be reduced by using " Lavender water " . However , if she is hit by a Subordinate while in Panic Mode , she will die instantly .

After the majority of each level has played out , Alyssa must confront the Subordinate who has been chasing her . At this point , her holy water bottle transforms into a longbow , allowing her to fight back . Each battle is confined to a single area , and both Alyssa and the Subordinate have onscreen life bars . During the fight , Alyssa must dodge attacks while firing arrows . In order to inflict any real damage , she must power @-@ up her attacks . However , while powering @-@ up , Alyssa cannot move or re @-@ adjust her aim . This leaves her vulnerable to attacks , and makes it

possible for her enemy to move out of her line of sight . A fully powered @-@ up shot will tether the Subordinate to the ground . If it is transfixed with multiple powered @-@ up shots , Alyssa can perform a highly damaging " Super attack " , killing or severely wounding it .

= = Plot = =

The story of Clock Tower 3 is set in London in 2003 . Alyssa Hamilton is a 14 @-@ year @-@ old girl who has been living at a boarding school for three years . Her mother , Nancy , sent her there after her grandfather , Dick , disappeared . The game begins with Alyssa receiving a letter from her mother telling her to go into hiding until after her fifteenth birthday . Alarmed , Alyssa decides to go against her mother 's wishes and return home . However , when she arrives at the boarding house in which they live , her mother is absent , and the only person there is a man called " The Dark Gentleman " . Determined to find her mother , Alyssa explores her mother 's room . Suddenly , Frédéric Chopin 's Fantaisie @-@ Impromptu begins to play with no apparent source , and Alyssa is transported back in time to the streets of London during World War II .

She enters a tailor shop where she witnesses the murder of a young girl by a man wielding a sledgehammer . Eventually , Alyssa is able to piece together what happened : May Norton was killed on Christmas Eve 1942 by Sledgehammer , a stonecutter who went on a killing spree before being caught and executed . Alyssa comes to realise that she must free May 's spirit , which is trapped on Earth , by giving her her father 's pocket watch . On her way to do so , she is confronted by Sledgehammer , whom she destroys . She then gives the watch to May 's spirit , reuniting her with her father . At that moment , Alyssa faints and wakes up back in the boarding house . She explores the house further with her friend , Dennis Owen , and learns more about her past : the girls in her family are known as " Rooders " , young women with supernatural powers . Rooders are the sworn enemies of " Entities " , beings which can infect innocent humans and drive them to acts of murder , at which point the human becomes a " Subordinate " . Rooder powers peak at the age of fifteen , and wane afterward , disappearing completely by the age of twenty .

Alyssa then travels to the 1960s , where she enters the house of Dorothy Rand , a blind elderly woman and her son , Albert , and sees them murdered by a man known as Corroder , who throws them into a vat of acid . Alyssa destroys Corroder , and returns a lost shawl to Dorothy 's spirit , freeing both herself and Albert . She then returns to the present , where The Dark Gentleman congratulates her on killing two Subordinates . He sends her to the top of a massive clock tower where he tells her that when her fifteenth birthday arrives they will be united for eternity . He also tells her that her mother is dead . When she refuses to believe him , he flings her from the tower . Regaining consciousness in a sewer system , she is forced to confront another Subordinate , Chopper . She defeats him , but fails to kill him and is sent to a graveyard . She then learns of the " Ritual of Engagement " ; if a human wishes to become an Entity , they must remove the heart of a Rooder to whom they are related on her fifteenth birthday and drink her blood . Eventually , Alyssa fights Chopper again and is able to destroy him .

Dennis arrives , and he and Alyssa find their way to an abandoned hospital where they encounter Scissorman and Scissorwoman , who kidnap Dennis . Alyssa is then transported to a castle , where she sees Dick reciting a strange incantation . She learns Dick knew of the Ritual of Engagement , and had discovered that Lord Burroughs , the owner of the castle and from whom he is descended , also knew of the ritual . She then sees an incident from the past of Dick asking for Burroughs ' help to become an Entity , inviting Burroughs to enter his body and for them to complete the Ritual together . Burroughs ' spirit takes possession of Dick , turning into The Dark Gentleman . Meanwhile , Alyssa is able to rescue Dennis from the twins , killing them in the process . The Dark Gentleman then tells Alyssa if she wants to save Nancy 's soul , she must come to the top of the tower . There , The Dark Gentlemen turns into Lord Burroughs and begins the Ritual . However , Dennis distracts Burroughs , allowing Alyssa to fight back . Nancy 's spirit transfers what is left of her own Rooder power into Alyssa , giving her the strength to destroy Burroughs . After she defeats him , she reunites with her mother 's spirit . The tower then collapses . Alyssa awakens in a field , where she sees Dennis . She runs to him and hugs him as she says " Mum ... we did it . We did it , Mum . "

= = Development = =

Clock Tower 3 was officially announced on April 11 , 2001 , with Capcom revealing they had taken over the Clock Tower series from Human Entertainment , and would be co @-@ developing the new game with Sunsoft . They also revealed that acclaimed Japanese film director Kinji Fukasaku would be directing the cutscenes , Keita Amemiya was in charge of character design , Noboru Sugimura was writing the scenario , and Kouji ' Cozy ' Kubo was composing the music . At the time of the announcement , the game was still in the casting phase ; over two hundred actresses had auditioned for the motion capture of Alyssa . The game was first shown at E3 in May 2002 , where a non @-@ playable demo was on show at the Capcom booth . In November , Capcom announced the game would be released in Japan on December 12 .

= = Reception = =

Clock Tower 3 received " mixed or average reviews , " with an aggregate score of 69 out of 100 on Metacritic , based on 28 reviews . Commercially , the game was a failure . Capcom had projected sales of at least 450 @,@ 000 , but the game fell considerably short of that number . By the end of 2002 , it had sold 78 @,@ 961 units , making it the 151st highest selling game in Japan across all systems . In 2003 , it sold a further 43 @,@ 061 units , bringing its total to only 122 @,@ 022 units sold .

The game 's presentation was strongly praised , with many pointing out the excellent cinematic style brought together by a strong script and well @-@ directed cutscenes . GameSpy 's Alan Pavlacka felt the script was the game 's strongest point , and wrote that the " excellent cinema scenes " and " distinct visual style " also contributed to the high quality presentation . The graphics and atmosphere were also well received . IGN 's Jeremy Dunham noted that " Clock Tower 3 successfully captur [es] the dirty , musty look of England 's serial killer underworld ... [it] is straight out of a Mary Shelley novel . " The cutscene direction from Kinji Fukasaku was positively noted , with Eurogamer 's Kristan Reed calling the cutscenes " exceptionally well @-@ realised . " The camerawork and scariness of the game were both lauded and criticized .

While the presentation was received positively , the gameplay received criticism from multiple reviews . More specifically , the boss fights and repetitive hiding and chasing gameplay mechanics were cited as weak . GameSpot 's Brad Shoemaker argued the cinematic portions were underpinned by the gameplay , believing that players would more likely want to finish the game for its storyline than the fun they 'll have playing it . Game Revolution 's AA White stated " Clock Tower 3 is ultimately one of those games whose cinemas are more interesting than the actual gameplay and from a gamer 's standpoint , that 's never a good thing . " Critics also agreed that the game felt too short .