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The 2001 survival horror video game published by Konami and developed by Team Silent This article is about the video game. For the second film in Silent Hill, see Silent Hill; Revelation 3D. Silent Team) Publisher(s) KonamiDirekte(s) Masashi TsuboyamaProducer(s) Akiro Imuraprogrammer(s) Ta Hiroyu kobayashiArtist(s) Masahiro ItoWriter(s) Hiroyuki OwakukComposer(s) Akira YamaokaSilseriesSilent HillPlatform(s) PlayStation 2XboxMicrosoft WindowsRelease September 24, 20011 PlayStation 2NA: September 24, 2001JP: September 27, 2001EU: November 23, 2001XboxNA: December 19, 2001JP: February 22, 2002EU: October 4, 2002WindowsNA: 2 December 2002EU: February 28, 2017 The 2003 Genre(s) survival 4001 video game published by Konami for the PlayStation 2 and developed by Silent Team, part of Konami Computer Leisure Tokyo. The second installation of the Silent Hill series, Silent Hill series, Silent Hill 2 Center on James Sunderland, a widow who travels to the city after receiving a letter from his wife informed him that he is expecting it. It was published in September 2001, with an extended version that has an extra bonus scenario, Born from a Wish, and other additions published for Xbox in December of the same year. In 2002, it was brought into Microsoft Windows. A rmastered high-definition version was released for the PlayStation 3 and the Xbox 360 in 2012 as part of the Silent Hill Collection HD. Work on Silent Hill 2 began in June 1999, soon after Silence Hill ended. His narrative was inspired by the Russian novel Crime and Punishment (1866) by Fyodor Dostoevsky, and some of the influences on the game's artistic style include the work of film directors David Cronenberg, David Fincher, David Lynch, and Alfred Hitchcock; cultural references in history, film and literature can be found in the game. Psychological elements, such as the gradual extinction of Mary's letter, the human monster design, and symbolic holes, were incorporated into the game. Silent Hill 2 received critical acclaim. In its release months in North America, Japan, and Europe, more than a million copies were sold, with the largest number of sales in North America. Often considered to be one of the greatest horror games ever, as well as a key example of video games as an art form, [1] Silent Hill 2 was praised for its history, use of metaphors, symbolism, psychological horror and taboo subjects, soundtrack, atmosphere, graphics, monster design, and sound design. However, he received criticism for his controlling despite the improvement over the previous game. [2][3][4] The Game was followed by Silent Hill 3 in 2003. Gameplay prepares to fight a monster who filed in Silent Hill while searching for his deceased wife. The game features a third-person view. with various camera angles. [5] The default control for Silent Hill 2 doesn't use a head-up display; to check James moving in the direction that he faces when the player must enter the pause-game menu to review his status. [7][8] Throughout the game, James collects maps, which can only read if there is enough light or when his flashlight is over. [7] It also updates relevant cards to reflect containment, blue, and obstructions, [6] and writes down the content of all documents for future reference. [7] Much of the gameplay consists of navigating the city and finding keys or other articles bypassing doors or other obstructions, and less focusing on killing the enemies. [6] Puzzle occasionally will feature, often with riddles left for the player to interpret. [6] The difficulty levels of enemies and games are determined independently by the player before starting the game. [5] James holds a radio with him, which alerts him to the presence of beasts by static transmitters, allowing him to detect them even in the thick fog. [7] He also appeared himself toward a nearby item or monster. [5] For combat, he obtained three mixed weapons and three weapons over the course of the game, and another shining mixed weapon during replay. [5] Restoration health and ammunition can be found throughout the game. [7] Draw Main articles: Silent List of Character Series Settings While not focusing on the characters and drawing threads in the first game Silent Hill, Si and explores some of the backstory Silent Hill.[9] The city draws on the psyche of its visitors with ultimate alternative version forms of the city, which differs depending on the character. [Note 1] [12] The concept behind the city was a small, rural city in America; to make the environment more realistic, some buildings and rooms lack furniture. Silent letter from Silent James Sunderland (Guy Cihi) comes to Silent Hill after apparently receiving a letter from his wife Mary (Monica Taylor Horgan), who died of an illness three years before. [16] While exploring the city, she encountered Angela Orosco (Donna Burke), a young house-searching house for her mother; Eddie Dombrowski (David Schaufele), another young teenage runaway; and Laura (Jacquelyn Brekenridge), an eight-year-old who became Husband's friend and accuses James of not really loving her. [14][17][18] James dug a local park, where she meets Maria (Horgan), who strongly looks like Mary but has a more personality. Maria claims that she's never met Mary, and because she's scared by the monster, James allows her to follow her. [19] After Laura at a hospital and searching for her at Maria are abused by the monster pyramid head, and Maria kills while James escaped. [20] Jason resolved to search the hotel that he and Mary stayed in during their vacation. [20] On the road, James found Maria alive and without gunfire in a closed room. She claims ignorance in previous encounters and discusses elements of James' and the last husband that only Mary would know. James sets in to find a way to free Maria but returns to get him dead again. [21] Later on, he saved Angela from a monster; he confessed that his father sexually abused him, with a newspaper tailor brewing him to kill him in self-defense before coming to Silent Hill. [21] [14] He also confronted Eddie, who admits to making a naturally, and killing a dog, before running away to Silent Hill. When Eddie attacks him, James kills him in self-defense before coming to Silent Hill. [21] [14] He also confronted Eddie, who admits to making a naturally, and killing a dog, before running away to Silent Hill. When Eddie attacks him, James kills him in self-defense defense before running away to Silent Hill. defence. [21] In the hotel, James spotted a video showing him his deceased wife, and Mary's letter becomes a blank piece of paper. In another room, a final meeting with Angela sees her giving up on life, unable to deal with her potato potato. He walks through a fire and isn't seen yet. [13] And James met two Pyramid heads, and Maria, who died again. James realized that Pyramid head was created because he needed someone to punish him, and all the monsters are manifestations of his psyche. The envelope from Mary disappeared and both pyramid head committed suicide. [13] Jason heads to the hotel's roofs; based on the choice made by the player throughout the game, he encountered either Mary or Maria disguised as it. silent Hill 2 features six ends; Konami kept the canonic anbigue. [9] [22] In Quit, James has a last meeting with Mary, read his letter, and leave the city with Laura. Carwash sees Jason board suicide by driving his car over a cliff. [23] And Maria ends up seeing Mary as the woman on the three, who did not forgive James for her murder; After his defeat, James postponed it as a deferment and then left the city with a live Maria, coughing up a while, suggesting that she is becoming sick just as Mary did, and the cycle will repeat. [24] The other three ends are available only in game replay, including Rebirth, in which James plans to risen Mary using arcane objects collected throughout the game, [25] and two finished jokes: Dogs, where James is living by exsterrestres with the help of the protagonist's first game, Harry Mason. [27] Born of a Wish Born from a Wish is a side-story scenario of the special edition and re-liase of the game in which players take control of Maria shortly before she and James meet in Silent Hill. After waking up to the city with a gun and contemplated suicide, he resolved to find someone. [16] He eventually encountered a local mansion, where he heard the voice of his owner, Ernest Baldwin. Ernest refuses to leave Maria in the room she is in and she will only talk to her through her containment. After Maria opens the door to the Ernest Room and finds it empty, she leaves the mansion. At the conclusion of the scenario, Maria contemplated suicide once more, but end resolved to find James. [29] Influence development and Bubble Nursing design (photo) and Mannequins (animals composed of only pairs of female legs) were designed to be sexually suggested, with a thoughtful desire to reconciliate James' desire during Mary Silent's hospital. [31] The Game was created by Silent Team, a production group in Konami Computer Leisure Tokyo. [9] [32] [33] The story was conceived by CGI director Takayoshi Sato, based on it on Russian author Fyodor Dostoevsky's novels Crime and Punishment (1866), and individual members of the team collaborated on the current scenario. [34][35][36] The main writing was written by Hiroyuki Owaku and Sato, who gave the dialogue for the female characters. [34][35][37] Around Silent Hill 2's time was in production, the average budget for video game production was estimated to be around US\$7-10 million by Sato. [35] The decision to produce a sequence in Silent Hill was partly a financial one, as it was commercial success, and partly one creative, as the team faced difficulties while working on the original game. [11] The team gave a small window to settle on a platform. As it could gather information about the then-innocent GameCube and Xbox consoles, they started production the game for the PlayStation 2. Producer Akihiro Imamura stated that the decision was also influenced by a wish in the business section that we move swiftly on the PS2. You know, he is now focused on the market. [38] Imaura read all comments about the original game and keep them in mind while working on Silent Hill 2. [11] It was estimated that a total of fifty people worked on the game: while the creative team from the first game remained, they had to bring in thirty people from Konami Leisure Computer Tokyo. [11] Developed at the same time, [11] The PlayStation 2 version of Silent Hill 2 and its Xbox port wear the March 2001 Tokyo Games Show in positive reaction. [39] [40] Silent Hill 2 shared the same atmosphere of psychological horror as Silent Hill's first game. [11] As developers already had a rough in the game setting, to focus on its tracing first, in contrast to the process used with the first game. [15] PlayStation 2 parts allows developers to create enhanced fog and shade special effects. For example, as a monster approaches the character to play, its shadow is thrown on the wall by the growing flashlight. [41] When dealing with the game camera angle, the team struggled with a balance between those who stayed true to the creative vision and those who did not harm gameplay. [41] Psychological elements, such as the gradual extinction of Mary's letter and symbolic hole, were incorporated into the game. [14] The team wanted to silence Hill 2's protagonist to reflect evil, against which the protagonist to reflect evil, against which the protagonist to reflect evil, against which the protagonist in the first game battles. [11] For the game's artistic style, the team draws on a variety of influences: the work of film directors David Cronenberg, David Fincher, David Lynch and Alfred Hitchcock, along with films similar to the psychological 1990's Psychological Horror Ladder film Jacob Ladder, and paintings such as Francis Bacon, Rembrandt and AndreW Wyethy. [15] Early in the project, to study the 1996 Tomb Raider's video game in 3D settings. [15] Other influences on the game included 1992 terror video games with Daiji Morohoshi and Junji Ito. [43] While working on the character designs, Sato and his team took people's faces with various expressions. [15] Get a better sense of characters' structures, to draw the characters' profiles from various angles, before creating thread-frame templates, each including six thousand polygons; They then fill the pattern with textures. [15] Data for the character animation was taken from motion capture, and using Softimage, they animated the characters of Silent Hill 2; expensive soured was the concept behind their appearance. [15] The monsters were also incorporated into a component of humanity. [11] For the most part, the monsters reflect the unconsciousness of the protagonist. For example, the Monster Pyramid Head was based on their execution of the city's fictional history and is intended to be a punishment for James. [30] Two exceptions to this term are Daddy's abstraction, a reflection of subconscious and Angela's memory, and the Creepers, who are also seen in the first game. [30] Silent Hill 2 also incorporate some references to real-life events. In the original scenario, the developers designed Maria and James with dual personality was Mary, a reference to Marie Jane Kelly, Jack Ripper's latest victim, while James' son Joseph, a reference to one of the suspects Jack the Ripper. [14] Eddie Dombrowski's career took in actors Eddie Murphy during the phases of the beginning of production when Eddie was designed with a pleasant optimistic personality. [14] The name Angela Orosco came from Angela Bennett, the name of the protagonist of the 1995 film, and the laura from the 1970 novels had no language but a jug by Richard D'Ambrosio. [14] The developers were satisfied access to the United States by allowing James to get a hand in a designed cart. [44] There are also clues that the layout of Silent Hill was based on a certain measure of the city of San Bruno, California. [45] Audio Silent Hill 2 Original Soundsoundtrack album by Akira YamaokAReleasedOctober 3, 2001 (original release) Mondo (vinyl rel Direlease) Professional RatingsReview scoresourceRatingAllMusic[46] Akira Yamaoka composes the music for Silent Hill 2. [9] At home, Yamaoka took three days to write the music for the Theme of Laura, Silent Hill 2's main, by combining a sad tune with a strong beat, although it does not consider the tune to be the most important element in a musical piece. [47] He wanted the music to evoke emotions in the play.[47] Silent Hill 2 makes extensive use of sound effects from screaming at foot marks on broken glass. [5] In charge of fifty game's sound effects, Yamaoka wanted to surprise the player with different sounds and create an unsettling environment. [47] It has also incorporated occasional silence, commenting that choosing the moment of silence is another way to produce sound. [47] Konami published Silent Hill 2 Original Soundtracks in Japan on October 3, 2001. [48] Tren (The Theme of Laura, Null Luna, Love Psalms, True, Promises, Fermata in Mistic Air, Laura plays the Piano and Delusion Overdose) appeared in the 2006 PlayStation Portable War Silent Hill experience. [49] In the 2006 play! A Video game concert in Chicago, Illinois, Yamaoka makes music in the series, including the Laura Theme, and a full-size orchestra. [50] In 2016. [51] Silent Hill War 2 was first released for PlayStation 2 in North America on September 24, 2001, in Japan on September 27 and in Europe on November 23. [52] The original European edition also included a second disc: a Make-of Video DVD featuring trailers, an art gallery and a documentary on the game's development. [53] An extended This edition The short bonus scenario, Designed in a Wish and other minor improvements. This revised version was brought back to playStation 2's playstation and the subtitled director in Europe, but was not subtitled in North America, and was simply released under greater banner hits. [55] Creature Labs brings this edition of Windows. which Konami released in December 2002. [57] [58] Added features to the PC version include the quick capability and watch trailer for Silent Hill 3 and Silent 4: The Room, in a wide range of entitled silent collections in Europe and Japan. [59] [60] Silent Hill Collection HD, a compilation of high-definition editions of Silent Hill 2 and 3, was released for PlayStation 3 and the Xbox 360 on March 20, 2012. [61] It contains new voice actors for the characters of both games, along with the option of Silent Hill 2 to listen to original ones. [62] Reception and legacy Reception Aggregate scoreAggregatorScoreMetacritic89/100 (PS2)[63]84/100 (PS2)[63]84/100 (PS2)[63]84/100 (PS2)[64]70/100 (PS2)[65]Review scoresPublicationScoreAllGameSpot7.7/10 (PS2)[67] 9/10 (Xbox)[70]6.2/10 (PS2)[67] 9/10 (Xbox)[56]Famitsu34/40 (PS2)[68]32/40 (Xbox)[69]GameSpot7.7/10 (PS2)[67] 9/10 (Xbox)[70]6.2/10 (PS2)[67] 9/10 (Xbox)[70]6.2/10 (PS2)[67] 9/10 (Xbox)[69]GameSpot7.7/10 (PS2)[67] 9/10 (Xbox)[70]6.2/10 (PS2)[67] 9/10 (Xbox)[68]32/40 (Xbox)[69]GameSpot7.7/10 (PS2)[67] 9/10 (Xbox)[69]GameSpot7.7/10 (Ybox)[69]GameSpot7.7/10 (Ybox)[69]GameSpot7.7/10 (Ybox)[69]GameSpot7.7/10 (Ybox)[69]GameSpot7.7/10 (Ybox) (PC)[8]Next Generation[74]AwardPublicationAwardIGNEditor's Choice (PS2)[5] Silent Hill 2 received critical acclaim, selling over one million copies in the most units sold in North America. [75] Metacritic site aggregation rating shows an average rating of 89 out of 100 for the PS2 version, [63] 84 out of 100 for the Xbox version, [64] and 70 out of 100 for the PC version. [65] Silent Hill 2 received praise from video game journalists at the time of its release and in retrospect. Andy Greenwald of Spinal Magazine praised him as a scary but restrictive toy. [76] Jon Thompson of Allgame declares: Silent Hill 2 feels a bit rushed, and although he might not live up to the horror stunned in the first game, he packs enough of his own pupils to make it a worthy sequence. [66] IGN's Doug Perry wrote: 'It's scary, deep, intelligent, and try to improve the genre, if just a little, and in the end, that's all I really want in a survival horror game. [5] Joe Fielder's game concludes, Silent Hill 2 is a pretty much, a bit smarter but less a complete game than the original. [6] In Replay: The Story of Video Games (2010), Tristian Donovan described Silent Hill 2 as the high point of the series. [77] In a retrospective article about the survival horror genre, IGN writer Jim Sterling praised the game as one of the finest examples of narrative construction at the bank that day. [78] In another retrospective article about survival horror, fellow IGN writer Travis Fahs the game as a factor in short-lived the period of renewed interest in horror games. five favorite games of all time, praising him for his thickness and unexpected atmosphere creating tension and fear for the players. In his review of the game I replay every now and again reminds myself that for the bright brown, quick-time events, RPG Space Marine elements, gaming is always worth defending, and that It is a fascinating journey of pain and despair to leave you emotionally drained and satisfied. [80] The graphics and atmosphere of Silent Hill 2 have been praised by reviews, marking the smooth transition from computer-generated (CG) to gambling cuts and the essence of claustrophobia caused by the fog. [5] [67] On the other hand, Thompson felt that the seed effects and dense fog hide the details of the setting, [66] while Fielder wrote that the outward settings rarely pushed playStation 2 to graphics. [6] Character Animation is considered realistic by reviews, [5][67] though James' animation in the CG sometimes appears marionette-like, according to Perry. [5] The acting voice garnered mixed responses from dividing reviews on whether it was properly done with an improved script, [6] The reviews enjoyed the monster designs, [5][6][72] although some monsters are less scary due to the abundance of ammunition, [6][66] and were easily avoided. [66] Reviews found the camera, though improved, still hard when monsters fought hanging from the ceiling [5][67]-worry reviews by reviews to be effective in creating suspensions, [5][6][66] even though Thompson regards as being sometimes a bit pressured and contritious. [66] Games were generally seen as not overly defiance by review, [5][6] even though Thompson found them generally seen as not overly defiance by review, [5][6] even though Thompson found them generally seen as not overly defiance by review, [5][6] even though Thompson found them generally seen as not overly defiance by review, [5][6] even though Thompson found them generally seen as not overly defiance by review, [5][6] even though Thompson found them generally seen as not overly defiance by review, [5][6] even though Thompson found them generally seen as not overly defiance by review, [5][6] even though Thompson found them generally seen as not overly defiance by review, [5][6] even though Thompson found them generally seen as not overly defiance by review, [5][6] even though Thompson found them generally seen as not overly defiance by review, [5][6] even though Thompson found them generally seen as not overly defiance by review, [5][6] even though Thompson found them generally seen as not overly defiance by review, [5][6] even though Thompson found them generally seen as not overly defiance by review, [5][6] even though Thompson found them generally seen as not overly defiance by review, [5][6] even though Thompson found them generally seen as not overly defiance by review, [5][6] even though Thompson found them generally seen as not overly defiance by review, [5][6] even though Thompson found them generally seen as not overly defiance by review, [5][6] even though Thompson found them generally seen as not overly defiance by review, [5][6] even though Thompson found them generally seen as not overly defiance by review, [5][6] even though Thompson found them generally seen as not overly defiance by review, [5][6] even though Thompson found them generally seen as not overly defiance by review, [5][6] even though Thompson found them generally seen as not overly defiance by the seen [6][66] Jeff Lundrigan reviewed PlayStation 2's version of the game for the next generation, rating him four stars out of five, and stated that he is not for loss of heart, nor anyone looking for fast action, but those who enjoy a good earthquake will not be disappointed. [74] Reactions to the Xbox One skin were also positive. The reviews wrote that PlayStation 2 and Xbox versions were mostly similar, except for the Feast from a Wish Scenario found in the Xbox version. [56] [70] Kristan Eurogamer's called Feast from a Wish more like a demo than anything, [56] while fielder described it as a complicated extra. [70] Both felt that it must complete in around an hour and did not add much to the game. [56] [70] The PC port, in contrast, received mixed reactions. Allen Rausch of GameSpy is regarded as the PC port in general to be [a] fantastic translation of the seeds's contaminated and survival-horror game. [73] IGN Silik Ivan's advised against playing the game with the keyboard, and rated the big game. [8] Confessing, Ron Dulin, another reviewer for GameSpot, wrote: 'Not even the game's atmosphere is thick enough to hide Hill's silence issue 2.[71] Silent Hill 2 is often considered one of the best video games of all time. He ranked first on X-Play's list in the scariest games of all time in 2006. [81] In 2009, IGN listed it as one of the five best horror video games created after 2000,[82] and one of the twelve greatest PlayStation 2 games, [84] and again in 2018, on IGN's list of the 100 greatest video games ever made. [85] In a retrospect by GamePro, it was the 26th game best for the PS2. [86] In 2008, GamesRadar put it on its list of 15 best video stories ever, describing it as a punishable spot not easily matched. [87] In 2009, Wired News listed it as the most influential 11th game in the decade for its emphasis on psychological horror and exploration of tabo topics such as tension and domestic abuse, rather than gore. [88] In 2012, a top video game of all-time listings by G4 network TV ranked the game in 85th place. [89] That same year, the game's narrative was ranked first on the list of the best of Franchise's silence and listed it as the second horror game of all time in October 2014 his guestion. [91] [92] And number eight on the Top Ten GameTrailers two lists of the best second games franchise in 2015. [93] Note ^ Japanese: サイレントヒル 2 Hepburn: Sairento Hiru Tsū^ This can be seen relevant with James, who experienced a version of the city influenced by his jen and hallinations for the majority of the game. His version of the city is laundered while he is coming to terms with his jen and his responsibility for his actions. [12] For example, the hotel transformed from being just as it was three years ago, [13] into its true form into a mostly burn-out structure. [10] In contrast, only Laura knows the city as normal because it is not packed with jen or past bad; in it, neither the monsters nor Maria exist. [14] References ^ Silent Hill 2 Theme Analysis. Esoteric article. 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