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Thread: [Will Silent Hill return to it's glory?](#)

Buffy Summers - August 18, 2014, 11:45 am

I'm not sure if you guys heard but Hideo Kojima is in charge of the game with Guillermo del Toro. Norman Reedus is also lending his face and voice to the game. I'm vaguely excited. Personally, my favorite Silent Hill game was the third. Heather is my favorite protagonist. Like most games, there's only 1 female lead compared to 8 or 9 male leads in the Silent Hill franchise. I was kind of hoping for another female lead. But we all know why we won't see that! It might be the right move bringing in Norman, for sales purposes.. but I'm unsure what the game will be like. The developers are great but I miss Team Silent. It's interesting to think about what Hideo will do with the game.

What do you guys think? Were you fans of the SH series before it fell through? I liked Homecoming and Downpour, but they were just alright and didn't "feel" like Silent Hill. The atmosphere was off for me. I'm hoping this game is everything I loved about the first games.

S?kid - August 18, 2014, 2:55 pm

I may have been too young when these were popular but, I played the teaser and I loved it. Much better than the other horror game I played.... Outlast. Definitely opened up my eyes to give more horror games a chance. I like the psychological effect of it all.

Gordon Freeman. - August 18, 2014, 4:27 pm

I'm a fan of the Silent Hill series and thought that this playable teaser was extremely frightening and really fucked up, which is a good thing if you like horror games. It was an amazing horror demo until you get to the end, where it becomes the most frustrating bullshit ever. Nobody that I've talked to has been able to figure out the ending on their own, and the people that did figure it out couldn't do it a second time if they tried. You have to stare at things in a specific order, sometimes for a whole minute, with the goal of getting the phone to ring which triggers the final cutscene. Many people simply gave up at the end after a ridiculously long time of trying. It just became a boring staring simulator that seemed almost impossible to figure out without a guide, and many other streamers had the same reaction as me whilst playing it. There's also a part earlier in the game where you find pieces of a picture, and one of them is hidden in the pause menu. Who would think to look there? I'm looking forward to the full game, but I think it will be extremely frustrating and difficult to figure out.

futana - August 18, 2014, 6:59 pm

I'm not reading anything in this thread because I didn't play the teaser yet and don't want to be spoiled

I can say with confidence tho that silent hill will never return to it's former glory. same goes with resident evil

and nothing was ever the same :(

QuickMan - August 18, 2014, 8:04 pm

based on the teaser i think it can be an amazing game. They did say the teaser was dumbed down a bit and made it look like it was its own game but i think if they keep on going this track they can

manage to make it a scary ass game.

pauliux963 - August 19, 2014, 1:37 am

Always was a silent hill fan. First person view is something new. I like where they're going. I wasn't excited that much since F.E.A.R 2.

The-Noob - August 19, 2014, 2:33 am

With great people working on it such as the Director of Pacific rim and the creator of Metal Gear Solid....with a star appearance from Norman Reedus what can possibly go wrong with this game?

Effexion - August 19, 2014, 2:37 am

The original SH's were actually genuinely scary. The latest installments have been way below par (or is that Parr, The-Noob?:p) . My fingers are firmly crossed.

The-Noob - August 19, 2014, 7:23 am

(Aug 19, 2014 02:37 AM)Effexion Wrote: [\[CITE\]](#) The original SH's were actually genuinely scary. The latest installments have been way below par (or is that Parr, The-Noob?:p) . My fingers are firmly crossed.

LOL, took me longer than it should have to have understood that lol.

Buffy Summers - August 19, 2014, 1:13 pm

(Aug 19, 2014 01:37 AM)pauliux963 Wrote: [\[CITE\]](#) Always was a silent hill fan. First person view is something new. I like where they're going. I wasn't excited that much since F.E.A.R 2.

I'm not sure if you are playing as Norman in the teaser. I don't think you are. But if that's the case I believe it's going to be similar to the Alone in the Dark that came out in 2008. It just takes 10-15 minutes of playing until you happen across a mirror that reveals your identity and switches to third person. I'd be VERY upset if the actual game was first person.

(Aug 19, 2014 02:37 AM)Effexion Wrote: [\[CITE\]](#) The original SH's were actually genuinely scary. The latest installments have been way below par (or is that Parr, The-Noob?:p) . My fingers are firmly crossed.

I agree that they have definitely been below par. I finally got a chance to play the demo and I can say I am very impressed. I'm looking forward to it. I don't think it will let us down.. even us that have been fans since the original. I even yelped at one point to my own surprise lol

(Aug 18, 2014 06:59 PM)futana Wrote: [\[CITE\]](#) I'm not reading anything in this thread because I didn't play the teaser yet and don't want to be spoiled

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I think you might be wrong. I played the demo (no spoilers don't worry) and I was genuinely frightened. I don't remember the last time I paused a game because I was shook up. I think the team they have working on it will surprise us pleasantly. But as for Resident Evil, I agree. I don't think it will ever.

(Aug 18, 2014 04:27 PM)Gordon Freeman. Wrote: [\[CITE\]](#) I'm a fan of the Silent Hill series and thought that this playable teaser was extremely frightening and really fucked up, which is a good thing if you like horror games. It was an amazing horror demo until you get to the end, where it becomes the most frustrating bullshit ever. Nobody that I've talked to has been able to figure out the ending on their own, and the people that did figure it out couldn't do it a second time if they tried. You have to stare at things in a specific order, sometimes for a whole minute, with the goal of getting the phone to ring which triggers the final cutscene. Many people simply gave up at the end

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Yep! These were my thoughts exactly. I started getting /very/ annoyed at the red hall part because it was actually physically taxing. I guess that might be a good thing to have a horror video game effect you physically, but I was glad as fuck when I saw the hole in the wall. I knew what I was looking for and it still took me a few agonizing minutes. I have high hopes regardless as long as it's not as annoying as the final puzzle which I don't think it will be.

Labeler - August 19, 2014, 1:31 pm

I have seen friends play this game. Looks pretty epic.

Vegas - August 19, 2014, 4:44 pm

Well I've been watching lots of coverage and now that I know Hideo and Del Toro are behind this, I'm even more stoked. What an interesting combination.