

[Free] Silent Hill: The Terror Engine (Landmark Video Games)

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Bernard Perron

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#1133137 in Books Perron Bernard 2012-01-03 2012-01-03 Original language: English PDF # 1 9.00 x .70 x 6.00l, .60 #File Name: 0472051628172 pages Silent Hill | File size: 50.Mb

Bernard Perron : Silent Hill: The Terror Engine (Landmark Video Games) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Silent Hill: The Terror Engine (Landmark Video Games):

12 of 12 people found the following review helpful. A must-read for any Silent Hill fan. By Robert D. Really good read for a Silent Hill fan, although it would appeal most to someone obsessed with the series. I like how this book covers how the series relates to so many different contributions to the genre, not just Session 9 and Jacob's Ladder. It offers something different, which is important because all of the typical talking points for SH have been exhausted over the years since the series abandoned subtle references after SH4. The only flaw is the somewhat grainy picture quality. 2 of

3 people found the following review helpful. Delivers exactly what is promised
By Jonathan
The Silent Hill is one of the series that gets interesting with deeper study. What Perron has done with this book is show a method for close reading games like that of the Silent Hill series. The book would be a good purchase for scholars and Silent Hill fans alike.
10 of 10 people found the following review helpful. Finally
A Philosophical Visit To Silent Hill
By Drew Dahmer
This is truly a great read for longtime fans of the Silent Hill franchise. In addition to being a pleasant walk down a truly nightmarish memory lane for former visitors to that "special place", it takes a fresh new approach to the philosophical aspect of the series. I would say that as the reviewer before me pointed out, hardcore fans will be much more fond of this book than newcomers or fans only of the film, but either way it's an intelligent look at the survival horror genre in general, and Silent Hill in particular. Welcome Back to the spookiest little town ever to grace a video game!

Silent Hill: The Terror Engine, the second of the two inaugural studies in the Landmark Video Games series from series editors Mark J. P. Wolf and Bernard Perron, is both a close analysis of the first three Silent Hill games and a general look at the whole series. Silent Hill, with its first title released in 1999, is one of the most influential of the horror video game series. Perron situates the games within the survival horror genre, both by looking at the history of the genre and by comparing Silent Hill with such important forerunners as Alone in the Dark and Resident Evil. Taking a transmedia approach and underlining the designer's cinematic and literary influences, he uses the narrative structure; the techniques of imagery, sound, and music employed; the game mechanics; and the fiction, artifact, and gameplay emotions elicited by the games to explore the specific fears survival horror games are designed to provoke and how the experience as a whole has made the Silent Hill series one of the major landmarks of video game history.

About the Author
Bernard Perron is Professor of Cinema at the Universit de Montral and coeditor, with Mark J. P. Wolf, of the Landmark Video Games series.