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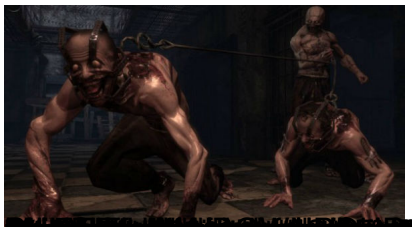
March 2012 was supposed to be the biggest month ever for SILENT HILL.

If gone as planned, last month alone would’ve seen the release of three new games for the series. While SILENT HILL: BOOK OF MEMORIES for the PlayStation Vita was ultimately pushed back to an unspecified date this spring, fans can still rejoice knowing we received two great SILENT HILL games.

Vatra Games' SILENT HILL: DOWNPOUR introduced us to a new protagonist named Murphy Pendleton on March 13. Murphy begins his adventure in Silent Hill as a prisoner on the run when the bus transporting the man to a new facility crashes and allows him to escape into the haunted town. As you progress through the game, you learn more about Murphy's past and how he ended up in prison in the first place. Murphy's personality is presented in such a way that he almost becomes an antihero as you are able to see both his good and his bad qualities. The deep character development only further advances a great story as you explore an uncharted bit of Silent Hill.

Typically, you'd expect a SILENT HILL to be fun, but not contain a very elaborate fighting system. While SILENT HILL: DOWNPOUR doesn't exactly buck this trend, it does offer up combat that is at least strategic and enjoyable. You'll be primarily armed with a melee weapon that you find lying around town. Swinging away at enemies with your melee weapons feels and looks awkward, but is effective nonetheless. You can only carry one at a time, and they do deteriorate, so item management and conservation is a must. You’ll be able to find firearms and ammunition that is scarcely spread around, but since these items are even more precious, they need to only be used in dire emergencies. It’s this strategy involved that makes combat in SILENT HILL DOWNPOUR one of the best in SILENT HILL history.



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