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Silent hill xbox 360

Silent Hill HD CollectionDeveloper(s) Team SilentHijinx StudiosDistributor(s) KonamiDirector(s) Keiichiro ToyamaProducer(s) Akihiro ImamuraDissigner(s) Keiichiro Toyama Artist(s) Masahiro ItoCompositor(s) Akira YamaokaPlataforma(s) PlayStation 3Xbox 360Reach(s) release March JP 29, 2012NA March 20, 2012EU March 30, 2012General horror Survival Psychological terrorSy silent peak game Graphics Single player Classification(s) PEGI ESRB ZERO BBFC Blu-ray DiscDVD-DLControls Official GamepadWeb Silent Hill (Konami Japan)Silent Hill[Wikidata data edit] Silent Hill HD Collection (Hill Silent HD Edition) Japan) is a compilation video game. Psychological and action terror is available for PlayStation 3 and Xbox 360 consoles. Silent Hill 2 games (in director's cut version, maria born from a wish section included as standard) and Silent Hill 3 include high definition adapted, with a native resolution of 720p. Both games have a new dubbing, trophies for PlayStation Network and achievements for xbox 360. Players have to choose between the new dubbing and the original for Silent Hill 2. However, only new dubbing is possible in Silent Hill 3. This review is considered one of the worst HD compilations on the market, not only for different technical issues, but also for changes and changes to originals. After numerous delays, it was released for both consoles in the United States on March 20, Japan on March 29, and Europe on March 30, 2012. The adaptation was performed by Hijinx Studios. Silent Hill HD Collection development was announced by Konami at the 2011 E3 event. It was also confirmed that both games would take place in a new dubbing, with a cast of different actors than the original games. It was initially announced exclusively for playstation 3, but was also announced for Xbox 360 some time later. Hijinx Studios was the company responsible for converting games to HD. Due to the age of the original games, konami's only original source code for the conversion to Hijinx Studios was the unfinished versions in both games. Therefore, there are several serious technical errors in both headings in the HD compilation. Actress Mary Elizabeth McGlynn was hired by Konami to lead twice as many matches. The reason for this dod double was the case brought by actor Guy Cihí, who played James Sunderland in Silent Hill 2, stating that he had both James' voice and motion capture. McGlynn denied this fact, guy cihí's Because they belong to Konami. Guy Cihí said in a statement to Konami that he did not ask for financial compensation, but that konami was disrespectful to those involved in the development of the games because they were never aware of the different re-screenings of Silent Hill 2 and concealed his face in how silent hill 2 was made videos. Guy Cihí also asked Konami to allow the original sounds to be added and to choose from up to twice as many as the original dubbing to his fans. Many fans who supported Jihí in this regard supported this fact, including other actors who participated in Silent Hill 2. Finally, in late September 2011 Guy Cihí (James Sunderland), David Schaufele (Eddie Dombrowski), Monica Taylor Horgan (Mary/Maria) and Donna Burke (Angela Orosco) signed a deal with Konami to re-use the original dubbing in Silent Hill 2 with the new dubbing, allowing the player to choose their preferred dubbing. Original Silent Hill 2 Characters tend to say new words when starting a sentence that changes. This happens more often with Laura. The textures of streets, sidewalks and roads look much cleaner. The drawing of first aid kits is different. The videotape James saw at the hotel is surrounded by a TELEVISION screen instead of being seen on full screen. Most silent hill 3 songs have been directly retouched or replaced. At the beginning of the most notorious game at the mall. The original ambient music was changed to another electronic cut. Although subtitles are exactly the same as in the original version, there are some changes to dialog boxes. A few examples: Sewage fairy (someone who provides the player with gold and silver pipes) says i have finally found a really honest person. The original said i finally found a really honest man. Claudia says they're here to witness The Beginning. The rebirth of heaven is intact by mankind. The Rebirth of Heaven, The Virgin for Mankind). The original Claudia did not bunch intact, but intact (robbed). After meeting her dead father, Heather Mason confronts Claudia and i'm going to kill you, you bitch! Say. I'm going to kill you, bitch!), I'm going to get you for this! Instead. (You will pay for it!). The scene where Heather finds her father dead has been slightly altered so Harry's face can be seen. In the original version, the voices of Harry Mason, Cheryl Mason and Lisa Garland were first drawn from the Silent Hill game, but doubled for it Hd. When Heather vomits her fetus, a large pool of blood appears that doesn't appear in the original. When Heather is reunited with Douglas after defeating God, Douglas's trenchcode looks much bloodier than the original for unknown reasons. A total of 14 openable Heather costumes found on the original PS2 were removed in the HD version. Although Silent Hill 3 can only be played with new dubbing, heather is crushed by the amusement park train on stage, where she can hear her original scream when she falls. Technical issues Some of the technical issues players report: Slow down (slowdowns) in both games. One-second image freeze when receiving a success/trophy. Graphic errors (loss of fog, loss of stage elements). Both games look very dark and set the brightness to the maximum. Lip decomposition in the voices of the characters. These problems also arise on PlayStation 3: Irregular Character Movement stopped completely after a few steps, making the game almost invisible. Get damaged when attacked by enemies because of the loading screen, it was not lost during the completion of the charge. The Playstation 3 patch was released, but the players claimed it didn't fix anything. A second patch was announced by Konami and released in July 2012. Which made it fix quite a few flaws such as lip syncing, character control, most slowdowns and sound problems. The patch for the Xbox 360 version was canceled due to technical issues in the words of Konami itself. The receipt and review of both PS3 and Xbox 360 versions received mixed reviews on Metacritic. Xbox 360 has 69/100 and PS3 has 70/100. However, fans in both versions have negative reviews, especially because of technical glitches in the PS3 version. Many fans questioned Konami's decision to make conversions to Hijinx Studios, whose console games are only Frogger Returns and Vandal Hearts: Flames of Judgment, and rushed the transformation and said it should not be released if it was in. After first released the patch, Konami and Hijinx Studios have insitised themselves that they knew of the problems before going on sale, causing a more negative reaction in several Silent Hill fan communities. Many fans thought it was unacceptable for nearly ten-year-old games. Konami offers to compensate owners of xbox 360 version, offering many other games, PlayStation 3 is the same game if they sent their copy and receipt as proof of purchase for Konami. However, this offer only applies to purchases made in the United States. Facebook Data Silent Hill HD Collection External links: Q6128329 Received My most restless dreams I see in this city, Silent Hill. You promised you'd take me there one day. But you never did. And now I'm alone there... We're waiting for you in our private place. I received a letter, my wife's name came up in the envelope, mary's name came up... That's ridiculous. It's completely impossible ... I repeat this over and over again... The dead can't write letters. Mary died of that damn disease three years ago... Why am I looking for him? Our special place ... What did he mean? The whole city was our special place. You mean the park at the lake? We spent the whole day there. Just the two of you, thinking about the water, is Mary really there? Does he really live ... Waiting for? So what starts out for one of the best scripts in the history of video games, so Silent Hill 2 starts one of the two games that were included in the Silent Hill HD Collection set that came back to Xbox 360 in 2012 and we are also lucky to be able to enjoy the original version of Xbox. Silent Hill HD is one of the big problems that has been left for future generations on how not to make the HD port of the game, although apparently the title was one of the big problems, a good part of the code disappeared and so was not the original version of the game is both graphics and playable errors. Before proceeding, a small but important detail should be mentioned in this text, and as you can see, it will be divided into 2 sections, one dedicated to Silent Hill 2 and the third part. This decision is as simple as we see both games as very different in many respects and deserve to be treated independently, so we wanted to split it in two. What does Silent Hill 2 offer us after this point is clarified? This is definitely the worst stopped part of the whole game, and this HD version looks even better than the original Xbox version is pretty sad. As we've discussed a few lines above, all this seems to be due to the loss of much of the original code, which caused many problems, bad textures, out-of-the-box sounds, and even just new dubbing, which fortunately didn't happen thanks to fan pressures. Another big graphics problem is above, a fog of fog (which did not joke) The original version, which is very thick, but to the point where you could see it after two steps. Is it graphically awful? no, but it is true that there is almost no care in this section. If we ignore this, Silent Hill 2 is a good term finish and everything that surrounds the artistic part of the Konami proposal is perfect. The tone of the game is very good home with the colors of the image, all very grayish and quiet, as if the city itself says, this is how it will be while you are here. As for the sound, Akira Yamaoka was able to create a state of elegance, the perfect soundtrack to this Japanese genius game, and not just the soundtrack, in silence. And we'll see that in a few games the silence is better used, it's possible to be by the city itself, it's just assumptions, but if we can assure you, without a sound beyond your footsteps or the white noise of the radio that silence is a little detail interpretation that accompanies that silence even more. Accompanied by ace, this is just one of two games that allow you to choose between the original dubbing and the new of the collection. Secondly Maria's role as James and Mary Elizabeth McGlynn's role can stand out from the commendable work of the great Troy Baker. Without solving much of this aspect of the game, we used pure and hard action puzzle solving like silent Hill Resident Evil, where from a relevant perspective we had something useful if we could stock up, solve puzzles or deal with the fight at the task, and we had to enter the next room until the adventure was complete. As simple as it sounds, it's not at all. When it comes to war, I assure you, even though we've eliminated the last bosses, at least in Silent Hill 2, we won't need much beyond the first weapon we found. A detail that will be highlighted and appreciated in puzzles is undoubtedly a choice of challenges, meaning that at the beginning of the game, we can choose difficulty and difficulty in puzzles, some of which can even change the solution in addition by giving us fewer clues to solve them. While we can quietly finish Silent Hill 2 in about 8 hours, fortunately it is a very repeatable game because there are a few end to which we will have to take our own actions (take this very seriously), in addition. This collection contains a History of Desire titled Director's Cut DLC and tells another story of the main characters in the plot. Silent Hill 2 will be a great game spends time and, while the port does not meet the minimum of quality, since the original essence is still there, Walking down a corridor in the dark, the dull noise we hear through a door is the way people show James their greatest fears and greatest desires. For all this and much more, this game is definitely a game that should be on its own. Finally, we want to say something very important. A lot of people who read these lines may not know the impact of this installment video games on the world, moreover, they can only keep all this text which is a bad port for all the bad things mentioned above, but what is important here is that this title is marked before and after the saga before and after its misfortune since then it had to look like him , other than that, they were not good. But his time has passed and Konami wanted to show different faces of novelty and cursed people every time they stay in place of the sequel ... but the audience didn't want to see... And to show what we're talking about, there's still another one in this collection... Collection...

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