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Cold FearDeveloper (s)DarkworksPublisher (s)UbisoftDirector (s)Antoine WillettProsser (s)Florian DesforgesDesigner (s)Nicholas CastaingProgramter (s) Claude LevastreC Arno BarrosFrederic MichelWriter (s)Guillaume GouraudAntoine VilletteComposer (s)Tom SaltaEngineRenderWare (s)PlayStation 2, Xbox, Microsoft WindowsReleasePS2 2005EU: March 30, 2005Windows4'EU: March 30, 2005NA: April 30, 2005Genre (s)Survival Horror, Third-Person ShooterMode (s) One-Game Cold Fear 2005 Survival Shooter third-person video game developed by Darkworks and published by Ubisoft for PlayStation 2 Xbox and Microsoft Windows. It was Ubisoft's first horror game, and the second Darkworks game, after Alone in the Dark: The New Nightmare in 2001. In the center of the game Tom Hansen, a U.S. Coast Guard officer who comes to the aid of a Russian whaler in the Bering Strait and finds a mysterious parasite, turned the crew into zombie-like creatures. Having discovered the involvement of both the Russian mafia and the CIA, Hansen intends to ensure that the parasites do not reach the ground. The game was first announced at the Electronic Entertainment Expo (E3) in 2004. To make the ship roll realistic, the developers had to write a brand new program (called Darkwave Editor) to allow them to control movement both vertically and horizontally. They also used real physics to simulate patterns of inanimate objects on a ship. Because of the random nature created by this, the player's character required nine times more animation, usually seen in third-person games. Ultimately, the game contained more than nine hundred separate animations for all the characters, allowing more than five thousand possible character movements. The soundtrack was written by Tom Salta, and Marilyn Manson wrote a song from his 2003 album The Golden Age of Grotesque. Cold fear was met with mixed reviews, with many critics comparing it unfavourably to Resident Evil 4. Although critics were generally impressed by the surroundings and opening scenes, they found the game too short and felt that it could not survive to its promising start. The game was a commercial failure; by February 2006, only 70,000 units had been sold on all three platforms in the United States. Cold Fear's gameplay is the survival horror of a third-person shooter played either by a third-person fixed-camera viewpoint or an over-the-shoulder camera, depending on the player's preferences. The main enemies in the game are Russian mercenaries and various types of zombie-like creatures known as Exos (creatures infected by a parasitic organism known as Exocel). Exo includes Exo-prisoners (mercenaries infected with exocelers), Exo shades (creatures that can be perfectly seen in the dark), Exospectors (which turn to turn for short periods of time) and Exomasses (an extremely strong but deformed creature created by a failed experiment). Most infected enemies can be knocked down by two or three shots, but if the brain is not destroyed, they will not die and eventually attack Hansen again. Players can destroy the brain by shooting the enemy in the head, or knocking them to the ground and stomping on the head. If the opponent is close to Hansen, the player can make a critical strike by pressing a combination of buttons. All exo-exo carry at least one exokel. When the exo is killed, the exoskeleton can appear and attack Hansen, or if there are other corpses in the area, infect and resuscitate the body. Exocels are fast but very weak and can be killed with one shot. Hansen holds onto the railing with his left hand to stop himself from sliding across the deck of the Eastern Spirit, while aiming the gun at a nearby foe with his right. Also note the object attached to the cable, swinging freely in the environment. The first half of the game is set on a whaler in the middle of a storm, and conditions on the deck affect the player's control over Hansen. As the vehicle swings continuously from side to side, the aiming is made more difficult, although Hansen can grab on the ledge to steady, if one is available. In some cases, the ship may swing to such an extent that Hansen will slide to the edge and potentially fall overboard. There are also numerous environmental hazards on deck that respond to the ship's movement, such as swinging electrical wires and boxes connected to ropes. If any of these items hit Hansen, he'll lose his health. Waves crashing on the ship's deck can also damage Hansen. The game also has a Resistance sensor that decreases as the player performs certain activities, such as running, although running is not possible when he is in shoulder mode. If Hansen falls from the edge of the ship, he can stay away until he has resistance, but if he doesn't get on board fast enough, he'll fall into the ocean. There is no inventory in the game, and no health packages or ammunition can be stored. Health packages are used immediately after collection, and no more ammunition can be collected than the power of a particular weapon. Players can find ammunition and health packages distributed throughout the game in certain predetermined locations, as well as by looting the bodies of fallen enemies. The game's plot begins with the fact that a team of Fur SEALs unfolds on the Russian whaling, The Eastern Spirit, in the Bering Strait. When the team explores the deck, they are attacked and killed by invisible creatures that literally tear them apart. Seeing that his team had gone, CIA Special Agent Jason Bennett, who mission from another place, orders any other government government in close proximity to investigate. His call was picked up by a U.S. Coast Guard ship, the USCGC Ravenswood, which is heading toward the Eastern Spirit. The Ravenswood crew withdrew into commands, but within the landing moments, only one remains; Tom Hansen, a former U.S. Army Special Forces soldier, is currently serving in the U.S. Coast Guard, who hears his radio teammates die. He intends to explore the ship and determine what is going on. However, as soon as he enters the interior of the Spirit, he is attacked by two frightened Russians, whom he is forced to kill. As he continues to explore, he encounters a lot of panicking Russians, all of whom attack him. He also finds several badly mutilated bodies, including Captain Ravenswood, Lieutenant Lansing. Hansen soon learns of the creature known as the exocel which was accidentally discovered by the crew of the Russian oil rig Star sakhalin belonging to Colonel Dmitry Yusupov, a member of the Russian mafia, and manned by Major I. Anishchenko and his team of mercenaries. Realizing that exocelers are parasitic organisms that other living organisms used as hosts, and so he brought Dr. Victor Kamsky to Sakhalin to start experimenting with the contamination of various types of exoceloe serum. These experiments have led to the discovery that exocelers can resuscitate recently deceased people, and create an antidote to fight infection. Hansen heads to the radio room to ask for help, but instead bennett answers him, telling him that Yusupov is on board and must be captured for questioning. Bennett tells Hansen that if he finds a yusupov, the CIA will get him off the ship. Hansen finds Yusupov, who tells him that Anna Kamskaya, Victor's daughter, is on board and must be rescued. She brought to Sakhalin to blackmail Victor to turn exocelli into biological weapons. Eventually, Victor and his colleague, Dr. Pavel Bakharev, began experimenting on a living human infection, and the Eastern Spirit was on its way from Sakhalin to collect the next batch of human specimens supplied by the mafia when the exocel outbreak occurred. Then an exocel breaks out of Yusupov's chest, killing him. Hansen finds Anna, who tells them that they should go to the radio room and contact her father. They contact the rig, but Bakharev tells Anna that Kamsky is missing and begs her not to return. She says no, telling Bakharev that she will see him soon. They turn back to Sakhalin, but because the seas are so turbulent, they can't dock with the platform. So they head into the crow's nest and jump off the ship when it collides with the rig. Hansen makes the jump, but Anna falls into the sea. Hansen soon finds Bakharev, who tells him to turn off the radio interference around the rig so he could contact Bennett, he would need to to get it past the retina scanner. Then Bakharev was dragged into the duct and killed. Hansen learns that Kamsky and Bakharev were assigned to make exokels as dangerous as possible, which they were able to do, but without any way to control the resulting creature. Hansen finds and kills Anishchenko by removing the eye and using it to deactivate the radio silencer. Back in touch with Bennett, Hansen is told that he must find Kamsky's laptop and pass on the exocel's research. Meanwhile, Anna is rescued from the sea by a large creature and can be left in the laboratory, where she is infected with an exocoon. After seeing this on the security monitor, Hansen rushes to the lab to give Anna an antidote. It does this to her in time and injects an antidote before the infection can take hold. Bennett contacts him, and Hansen forces him to promise that if he gives Bennett a study, Bennett will save Anna. He soon discovers that Kamsky has contracted a strain of DNA exocel, and now wants to do the same with Anna. Hansen finds Kamsky's laptop and hands over antidote data to Bennett, but nothing else. As an enraged Bennett scolds Hansen, he and Anna agree to blow up a drilling rig with C4. As Hansen plants the charges, he learns Kamsky has gone mad. After infecting himself with exoceloe serum, he released the inmates exo to a drilling rig and planted a group of exokels on the Eastern Spirit. He then fled in anticipation of his metamorphosis. When Hansen has filed all the charges, he goes to the helipad to meet with Anna. Before they dare however, they are attacked by a mutated Kamsky: the same creature that saved Anna from the sea. Kamsky desperately wants Anna to stay with him on the rig, but Hansen is able to fend off him and kill him. He and Anna then run away in a helicopter when a drilling rig explodes beneath them. The development of Cold Fear was first announced at E3 in 2004, when the name was included in the list of upcoming games. According to Sony, the game was to be published by Namco. However, on October 6, Ubisoft announced the publication of the Darkworks game in March 2005 for PlayStation 2, Xbox and PC. The game will be Ubisoft's first horror game and the second Darkworks game, after Alone in the Dark: The New Nightmare in 2001. A playable demo was released in December. To make the Eastern Spirit roll realistically in a storm, the developers had to write a brand new program. They found that forcing the ship to move was easy, but getting it to respond to stormy conditions was much harder. So they created a full roll editor, called the Editor of Darkwave, that allowed them to control the field (when the ship moves on a horizontal axis) and roll (when it moves on the vertical axis) separately. The combination of the ship's movement on both a sides allowed to create realistic ship movements. This, in turn, allowed them to sneer at the exact movement of the ship to coincide with what was happening in the game without the use of cutscene. However, the creation of such a realistic system of movement has led to problems with the camera. According to the programmer, Claude Levastre, at the beginning of the development, the camera constantly passes through the walls because of the movement of the roll. So we had to develop a camera inertial control system, just as if the operator was using a stable camera behind the hero. Another change caused by the movement of the ship was that the original models of the movement of inanimate objects on the ship were scripted, but this was later replaced by real physics. Cold Fear is a visually spectacular horror game. It combines some of what you would expect from the genre with a unique camera system and a world that pitches and rolls with waves. The result is a game that is set to change the genre. Software criterion; The creators of RenderWare also influenced the animation of the characters. Once the movement of the ship has reached a certain angle, Hansen and any other characters on the deck begin to slide, and must compensate in any direction was necessary in relation to their position. According to Levast, this meant Hansen required nine animations commonly seen in third-person games (center, front, back, left, right and four intermediate positions). Ultimately, Hansen had two hundred and fifty separate animations, and most of the untested characters were one hundred and fifty. According to Antonin Delboy, the game's lead animator, all technical decisions have been made in favor of animation, both in terms of quality and quantity, which is very rare in this type of project. The basic animation was created using 3D Studio Max software. Reverse kinematics were then used to create nine directed animations, with the engine calculating the level of compensation for the symbols depending on the angle of the ship. Each movement of the characters consists of basic animation and compensatory animation, and Delboy says that in total the game contains more than nine hundred animations, allowing more than five thousand possible movements. Levaster said: The interaction between the storm and the characters on the deck sometimes creates some really exciting moments. And on top of that, we've been able to offer some really intense action sequences involving far more enemies than most horror games. On February 3, 2005, Ubisoft announced that Marilyn Manson was contributing to the game: Use Your Fist and Not Your Mouth from his 2003 album Golden Age of The Grotesque. On February 22, Ubisoft revealed that the soundtrack was composed by Tom Salta. Salta was hired in November 2004, with his first track presented on the on The completed invoice was completed on 23 December. According to Salta, it should compose over 20 different individual parts as well as music for nine cutscenes; It ended up being more than an hour worth of music i composed under six weeks old. ReceptionReview EvaluationPublicationScorePC2XboxEurogamer5/10/1011-7.2/10 (24)Gamespy (38) 9-IGN7.2/10 /10-OPM (U.S.) 4 1-OXM (USA)8.1/10-PC Gamer (USA)81%acritic66/100 (34)68/100 (35-71/100) Cold Fear received mixed or medium reviews on all three platforms; The PlayStation 2 version has a combined score of 68 out of 100 on Metacritic, based on thirty-nine reviews, an Xbox 71 version of 100 based on 41 reviews, and a PC version of 66 out of 100 based on thirteen reviews. Eurogamer's Kristan Reid was unimpressed with the game, calling it a bit half-baked. He praised the opening game, claiming that, like Hansen himself, the player feels a strong sense of disorientation as they get used to being on the ship in the middle of a storm. However, he felt that a strong opening would soon give way to cliches. He was critical of the lack of a map, arguing that because all environments are similar, getting lost is commonplace. Carrie Gowos from GameSpot scored a PlayStation 2 version 6.9 out of 10 and an Xbox 7.2 version out of 10. She argued: Atmospheric, cold fear is derivative and predictable, which is a shame, given that it is, at times, a pleasant game of action. Although she praised the outdoor scenes on the boat, she felt that they were not enough, and too many shared interior places. She was also critical of the lack of maps and autosave function, feeling that the points of preservation were unevenly distributed. Will Tuttle of GameSpy scored a PlayStation 2 version of 3 out of 5 and an Xbox 3.5 version of 5. He praised the setting, atmosphere and camera with his shoulder, but was critical of the lack of a map. He remarked: Although it's not going to topple Resident Evil 4 as the king of all the horror games, the cold fear is a solid little thriller. JP Hurh game Revolution gave the game a 9-. He also criticized the length of the game, the lack of a map and the function of the car, which he found too random. He praised the graphics and sound, but concluded: With so much attention given to the environment, Darkworks almost made a great play. Unfortunately, it's only half the big game ending, and many parts along the way feel rushed. Ed Lewis of IGN scored a version for PlayStation 2 7.2 out of 10 and Xbox 7.6 out of 10. He praised the shoulder camera and setting up, but also criticized the lack of a map. Sales of the Game were met with extremely poor sales figures. By February 2006 only 70,000 units on all three platforms in the U.S. In April 2006, Variety announced that Avatar Films and Sekretatent Productions had jointly acquired the rights to the film adaptation of the game. However, no further changes have been made since then and the project is believed to have been cancelled. See also 2005 in video game Links at Darkworks Studio to present cold fear at the 2005 Game Developers Conference in San Francisco. Games Biz Industry. March 8, 2005. Received on November 13, 2013. Cold Fear (PlayStation 2). Gamespy. Received on November 13, 2013. Cold Fear (Xbox). Gamespy. Received on November 13, 2013. Cold Fear (PC). Gamespy. Received on November 13, 2013. b Calvert, Justin (March 8, 2005). Cold Fear Preview. Gamespot. Received on November 18, 2013. a b Kleiman, David (March 10, 2005). We get our warm hands at cold fear. Ign. Received on November 18, 2013. Gameplay Controls. Cold Fear PlayStation 2 Instruction Guide. Ubisoft. 2005. page 3. 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Yusupov's Diary: Our first encounters with creatures that we now call exocelers occurred about two months after drilling began on the Sakhalin Star platform. During the first 25 days, drilling was as successful as expected. And then, despite the fact that our sonars confirmed the presence of a huge oil reserve, the pressure began to fall... Suddenly, several exocelers appeared on the exercises, which Anishchenko and his people with great difficulty overcame. Two days later, we noticed more specimens crawling up the platform columns. I immediately gave Anishchenko an order to capture some of them. That's when I saw my first infection. Dark works. Cold fear. Ubisoft. Kamsky's Diary: We deliberately infected and observed more than 300 subjects, including dogs, monkeys, killer whales and humans. These items were placed under a permanent biometric and dissected to accurately map out the growth of the body's exoce help us learn to control the process. The time it takes an infected person to mutate depends on two factors: how long it takes an exocel to get a moustache into the victim's brain, and the natural resistance of an infected organism. Anyone infected with exocel should get the antidote as quickly as possible. If the antidote is not available, the host's brain must be destroyed, and I mean destroyed to prevent the object from becoming active, and potentially polluting the host. Indeed, exokeles seem to be able to resuscitate a brain that has been clinically dead for days. Dark works. Cold fear. Ubisoft. Yusupov's diary: I often wondered what really convinced Kamsky to work for me: the well-being of his beloved daughter, or the first substandard pictures of the exocel that I showed him. When I added that his daughter was on her way to see him at the Sakhalin Star, it was the end! He immediately agreed to stay on the platform and oversee the installation and research. As I expected, Kamsky quickly assured me that the exocel had military capabilities, but he feared that it was uncontrollable. I hope that, unlike the last instalment, the samples will be ready and in good condition. Kamsky insists on it. Dark works. Cold fear. Ubisoft. Yusupov's letter: The first phase of the operation was partially successful. Dr. Kamsky and his associates managed to produce powerful, effective and dangerous creatures that can only be considered monsters. Injection of partial antidote before forced contamination has yielded excellent results. Many of these things die quickly, but we have managed to produce creatures that are impenetrable to bullets, immeasurably stronger than our best soldiers, and even partially invisible. The possibilities are endless. Unfortunately, we haven't perfected the process by which these monsters can be controlled. This is now our key priority. Dark works. Cold fear. Ubisoft. Letter to Kamsky Anna: The power in me is greater than I imagined in my wildest dreams. However, I have the impression that my metamorphosis is not yet complete. My hands keep evolving. Soon, whoever comes to me will have to suffer the consequences of my furious anger. Anna, I finally found what I was looking for: a meeting with immortality. Come with me, Anna, this is the most beautiful of all the kingdoms. I built it for you... Anna, my dear daughter... I feel so strong... I have to destroy the antidote ... I don't want to go back to where I came from. Dark works. Cold fear. Ubisoft. Pages from Bakharev's diary: November 16: Yusupov came aboard a whaling ship today. He claimed to be going with Lubensky to make sure they were getting good samples for the lab. I think he just wants to get away from Victor. First had to use Anna as a hostage to work for him. But now Kamsky is more enthusiastic about this than Yusupov. It's a strange reversal of roles. Anna went along, too, of course. I fear for her safety. But perhaps she is safer with Colonel Dmitry Usupov than here. December 4: Victor is gone! His laptops are missing, as is his laptop. The serum and antidote samples we've been working on? Gone too! Perhaps he went crazy and threw himself into the sea, unable to bear what he had done. Personally, I don't think so. I am convinced that he decided to experiment on himself, and that he is hiding somewhere, waiting for metamorphosis. He often said that his ultimate goal was to stop the process of exoce. He said it would be a huge feat to harness the power of the creature, the mutations and subsequent personality changes. If I ever look at him again, I don't think I'll recognize him. I hope it's all a bad dream. God will help us all if he succeeds. Jeremy Dunham (April 24, 2004). Pre-E3 2004: Sony Slips E3 Lineup. Ign. Received on November 15, 2013. Chris Kohler (October 6, 2004). Ubisoft announces cold fear. Gamespot. 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