



THE VIDEO GAMES GENERATIONS newsletter

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Loading Screen

Halloween is still a few days away, but with this being the final issue to release in October, spooky month at the VGGN is coming to a close.

To wrap it up, I don't have anything nearly as original as the horror game travel agency ([issue #23](#)) or the not-so-scary top 10 monsters quiz ([issue #24](#)). To be honest, this was a tough week plagued by issues with my computer. I'm working around lock-ups, a complete Windows re-install, and corrupted files.

This has all been more horrifying than any monster.



This week: more recent events, a three-page essay about Xbox, a feature dedicated to horror games on my backlog, more zombies in *Collection Inspection*, miscellaneous mini-reviews that are mostly horror adjacent, and the usual wrap-up in *The Final Stage*.

Recent Events

More Resident Evil Remake Rumors

Rumors have been that Capcom is planning remakes of *Resident Evil: Code Veronica* and *Resident Evil Zero*. The latest fuel for that fire is a resume from John McLaren (a voice actor who was Star Lord in Eidos-Montréal's *Guardians of the Galaxy* game, among others) mentioning he has a role in a game code named "Chamber" which is apparently said to be the codename for the RE0 remake.



Image from mobygames.com

It seems like a given that both games will get remakes at some point, given Capcom's penchant for and skill in remaking *Resident Evil* games. As such, this isn't much of a news item, but I mention it because (1) this issue is (mostly) about horror games I've never played but want to and (2) I've never played RE:CV or RE0. Now seems like a good time to wait.

With nothing official and the next *Resident Evil* being *Requiem*, it might be a long wait.

Source:

<https://www.rockpapershotgun.com/rumoured-resident-evil-0-remake-looks-like-it-could-star-the-voice-of-an-indeterminate-number-of-farcry-5-npcs>

Halo: Campaign Evolved Coming to PS5

It's also coming to Xbox (of course) and PC, but the big news here is that Microsoft's flagship Xbox exclusive – a game and series there from the very beginning – will be on a competing console for the first time ever.

The subtitle is a clever (IMO) twist on the original game's *Combat Evolved* moniker, serving a dual purpose in explaining that this release doesn't include the multiplayer modes (aside from campaign co-op).

This announcement happened right after I completed my essay (*How Xbox Lost Me*, up next in this issue), but it ties into that bit near the end about Xbox's new release strategy.

This news is likely to have Xbox diehards throwing their consoles out the window or lighting them on fire. Be safe out there, guys.



Image from the [PlayStation Blog](https://blog.playstation.com)

Source:

<https://blog.playstation.com/2025/10/24/halo-campaign-evolved-launches-on-ps5-in-2026/>

I Didn't Even Know It Was Fallout Day

Nothing too exciting was announced. There isn't a new game or a remake of my favorite game ever (*Fallout 3*), but they're releasing bundled edition of *Fallout 4* and *New Vegas*, with news that *Fallout 4* is also coming to Nintendo Switch 2. Check out the broadcast or the various news bits at the link below.

Source:

<https://fallout.bethesda.net>

How Xbox Lost Me

I was primarily a Nintendo kid from the NES through the GameCube. I went through a PS2 and original Xbox phase at some point (there are great games to be found on both) and I stuck with those well into the Xbox 360 and PS3 generation. I don't remember why, except maybe it was because I was married, needed to save money, and my oldest (Addie) was just a toddler; priorities and all that.

I got a PS3 and an Xbox 360 at the same time in early 2008, just before my twins were born. That's an interesting story too, but it would be a big tangent. The short version is that my (now ex-) wife really wanted to name our son Heath in the final days before they were born, despite our plan to name him Vance (after my favorite sci-fi author Jack Vance). She bribed me by "letting" me get both consoles. It was a battle I wouldn't have won anyway, so at least I got something.

It didn't take long for me to gravitate toward the Xbox 360 way more than the PS3. As a general rule, games on the 360 looked better and ran better, unless they were PlayStation exclusives made specifically to take advantage of the "Cell" architecture.

As the years went on, there was more and more I liked about the Xbox 360 and less and less I liked about PlayStation 3. I never liked the "Six-Axis" controller, and it was only marginally improved by the DualShock 3. To this day, I still use plastic snap-on trigger extenders when I play a PS3 game (which isn't often, but I played *Folklore* earlier this year).

It wasn't just that. I liked the fact that the Xbox 360 controller used replaceable batteries. It meant I could buy a set of rechargeable packs to have at the ready and never have to stop playing because my controller died.

I also liked achievements way more. Heck, PlayStation hadn't even introduced trophies yet. I played *Metal Gear Solid 4* without them, for instance, and the aforementioned *Folklore* never even got them. I liked the Xbox interface more. I liked the look of the console itself more. Basically, I was all in on the Xbox 360.

I did most of my collecting that generation for the Xbox 360 (my PS3 collection is meagre by comparison). Even digitally, I was buying almost exclusively on Xbox. I was a big fan of the XBLIG (Xbox Live Indie Games), and at one point I even thought about making one myself, before getting too busy and giving up.

My hype for the next generation, leading up to the big reveals at or around E3 in the spring of 2013, was off the charts. For those who don't remember, Microsoft revealed the Xbox One in a one-hour press conference on May 21st, 2013, with a focus on more than just games.

Here's what Don Mattrick said:

"We have an ambitious vision for Xbox One, to become the all-in-one system for every living room. The one system you're going to use and love every single day; the place where your games, TV and entertainment come alive."

<https://www.youtube.com/watch?v=uP4E3xNU9pU&t=49m36s>

It would be bundled with the next generation of Kinect (the motion sensor and camera) which was apparently integral to the experience (although I guess it wasn't, since they later ditched it). They also leaned heavily into TV and sports, which became a running joke in the weeks that followed.



Xbox Lost Me - Continued

Despite a few interesting bits, that was all underwhelming to somebody who didn't care about sports or having their gaming console be an all-in-one entertainment box.

The worst parts weren't known until later. In their June 10th E3 press conference (or maybe in a blog post or press release), their plan for DRM (digital rights management) began to muddy the already murky waters.

An internet connection would be required to verify game licenses frequently, even for physical games. That's unfortunately standard with digital games even now, but doing it for discs seemed ridiculous. Once you installed a game, that copy would be tied to your account, making it difficult or impossible to trade or sell (or would at least require some hoop-jumping). They pitched it as a positive for publishers, who ordinarily wouldn't see any revenue from used game sales.

The collector and pre-owned game buyer in me balked. With Xbox, what would be the point in collecting? Online requirements and DRM account locking made that a bad idea.

It would also cost \$500.

Sony followed that up with the PS4 reveal, which included the infamous "here's how you share our games" stunt in which one guy simply hands a physical game to another:



<https://www.youtube.com/watch?v=tVCGep9OeCk>

The PlayStation 4 would cost \$400.

I had fully expected the next Xbox to be my next console, but after that, I started thinking about the pros and cons with Xbox and PS4.

Backwards compatibility wasn't going to be a thing for either of them (at least not then), so my existing library wasn't a factor. The PS4 would be \$100 cheaper, and I never cared about the Kinect on the Xbox 360 (even though I had one). The biggest problem for me was the whole deal with physical games just serving as an unlock license and/or being tied to your Xbox account.

The backlash was devastating, and Microsoft reversed course on the internet requirements and physical disc licensing (although not the Kinect) only a couple weeks later. By then, I had already finished weighing those pros and cons and had decided I'd get a PS4.

Part of that was because \$400 is still better than \$500. Part of that was because I couldn't get over the fact that Xbox had *wanted* to do those things and *would have* without the fan outcry. I'm not alone. I've heard the same from many other people, and it's evidenced in the way PS4 outsold and outpaced Xbox One.

I got an Xbox One a couple years after launch. This generation, I got my PS5 at launch, but I waited a while for the Xbox Series X.

Over the past few years, I started to wonder if Xbox would have been a good choice, with GamePass being such a great deal. I even subscribed for a while, until I realized I was still gaming on PlayStation more. After that, I bought a few one-month codes when they were on sale, and that may have been before it even got its first price increase. I still have two or three of them left. I use them sparingly.

Recently, GamePass Ultimate went up to \$30 per month. For heavily invested power users, that's still a decent deal. It's now double what it was to start, just 6 years ago, and that's too steep for me to just be renting a digital library.

Xbox Lost Me - Concluded

The troubles for Xbox don't end, and this year has been particularly bad. Here are a few lowlights in the world of Xbox:

1. **Console** prices have gone up instead of down. It's the bizarro world we live in now, although this isn't just an Xbox thing.
2. **Physical** Xbox games are almost always just glorified unlock keys, with just a sliver of game data on the disc. This destroys preservation and makes those games a hard pass for anybody who collects and cares about physical media. They'll be worthless when servers shut down. Nintendo is on that same path with their ridiculous "game key cards" for the Switch 2. I guess this is in lieu of just ripping off the proverbial band-aid and going all-digital, which is what they want.
3. **Some** retailers are (reportedly) opting not even to sell Xbox consoles. Presumably, it's because they already weren't moving units before the price was hiked.
4. **Recent** news suggests the next Xbox will be an expensive console, more in line with a PC. Xbox's Sarah Bond has said **"The next-gen console is going to be a very premium, very high-end curated experience."** Given current prices, the speculation that it'll be in the \$800-\$1200 price range seems believable.
5. **Most** recently, Jason Schreier of Bloomberg reported that Xbox set a 30% profit margin mandate back in 2023, which is the kind of pipe dream other companies might want but never actually mandate. The industry average is 17-22%, apparently. This must be driving many of their recent decisions. It seems like another avenue for corporate greed, just like the constant need for infinite growth.

I guess once PlayStation eventually mucks things up too (they're not immune), I won't have a go-to console at all.

For now, most PlayStation games actually *are* on the disc, with notable exceptions being the big WB Games releases like *Hogwarts Legacy*, most big Ubisoft games, and now Microsoft games, since they're going multi-platform.

I want to stop a moment on that topic. On the surface, it's a win for gamers when games show up on their platform of choice, but Xbox has gotten quite a bit of backlash from some of the most invested Xbox gamers. They see it, somehow, as a loss, as if something has been taken away from them. They take it personally.

I don't get it, but yet I do. For generations, the distinguishing factor between competing consoles has been their exclusive games. You go to Nintendo for *Metroid*, *Mario*, *Zelda*, and a catalog of others. You go to PlayStation for epic single-player experiences in franchises like *Uncharted* and *God of War*. You go to Xbox for *Halo*, *Gears of War*, *Forza*, and others.

When those games jump to other consoles, then what was the point in becoming so invested and entrenched in Xbox? Sure, it's weird to be so strongly passionate about a multi-billion-dollar company when you're just a tiny thread in their revenue stream to them, but I get it. Well, I don't entirely.

Xbox lost me in 2013 with the bungled Xbox One reveal, but I never walked away entirely. Granted, I bought very few physical Xbox One games, and so far, no physical Xbox Series X games at all. I do still play on Xbox from time to time, but it's increasingly rare. I enjoyed *South of Midnight* with one of my one-month GamePass codes earlier this year.

Maybe the next Xbox just isn't for me. I can't see myself getting excited for a \$1200 all-digital next-gen Xbox with expensive games and probably no exclusives. My older consoles will still be here.

Unplayed Nightmares: My Horror Backlog

To some extent, every game I own but haven't yet played is on my backlog. This includes my physical collection, as well as digital libraries across multiple platforms.

For this final spooky month feature, I thought why not write about games I *haven't* played but someday might. If the VGGN is still going in a year, I'll need more horror games to write about for Spooky Month 2026; maybe just Spooky Week Single Issue 2026, though. It's a lot to keep this up for multiple spooky issues.

I'm not rating or ranking these, although the thought crossed my mind. These are just a bunch of horror games (or sort-of horror in some cases) that I want to play, in no specific order, and a bit about why they interest me.

The hard part is that I purposely don't know much about some of these games. I'm not somebody who watches every trailer, reads every review, and watches somebody else do a complete playthrough before I try a game for myself. That means some of it may be based on bad assumptions (yes, I know the saying) or even entirely wrong if I've misunderstood something about one of my picks.

I hope not, but it is what it is.

How many of these games will I play over the next twelve months? The more I write, the less I play, so it's tough to say. I've only put around 30 hours into *Borderlands 4* in the nearly five weeks I've been playing it, so at this rate, I'll be lucky if I play a dozen more games of any genre between now and then.

In total, this list of my backlogged horror games includes 54 entries. Some of them are series/franchises I've either not played or not completed. If you're a horror game fan, I hope you pick up at least a couple new game ideas.

Crow Country

Developer/Publisher: SFB Games

Released: May 9, 2024



This game had a positive buzz around it when it came out last year. There's a demo on Steam, but when I pick it up, I'll probably buy it on PS5. This is one of the only games on my list that I don't already own.

It looks to be inspired by PS1 classics like *Resident Evil* and *Silent Hill*, but with a more pulled back third person camera and characters that look almost toy-like in that art style. It looks like something I'd enjoy.

Silent Hill f

Developer: NeoBards Entertainment

Publisher: Konami Digital Entertainment

Released: September 25, 2025



I was skeptical about having *Silent Hill* set in Japan. What does that even mean, given that it's the name of a fictional American town? I've heard great things, though. This game is next up on my list, after I finish *Borderlands 4*.

Cronos: The New Dawn

Developer/Publisher: Bloober Team

Released: September 5, 2025



This is the second of several horror games to come out in the past few weeks. It released around three weeks before *Silent Hill f*, and it's another I'm very interested in playing. The sci-fi setting appeals to me, although I've heard it can be difficult with its combat, very aggressive enemies, and resources that skew a bit on the scarce side. Some of that bumped it a bit down on my "must play" list, but it's still there. I'm up for a challenge.

Tormented Souls II

Developer: Dual Effect

Publisher: PQube

Released: October 23, 2025



It's the only game on this list where I didn't have to look up the release date, but that's only because I pre-ordered my copy and picked it up today, as I write this. The first game surprised me in a good way (see my mini-review in [issue #23](#)), and I've been looking forward to the sequel.

Dementium II

Developer: Renegade Kid

Publisher: SouthPeak Games

Released: June 25, 2010



The cover art for this game is sure something.

I enjoyed *Dementium: The Ward* but never got around to playing this sequel despite owning two copies of it (one of them still factory sealed). These are Nintendo DS games, unique for the platform in being 3D first person games. Both were remastered for PC and can be found on Steam, but that seems like it would be the boring route. Someday, I hope to play this in its full Dual Screen glory.

Condemned 2: Bloodshot

Developer: Monolith Productions

Publisher: Sega

Released: March 11, 2008



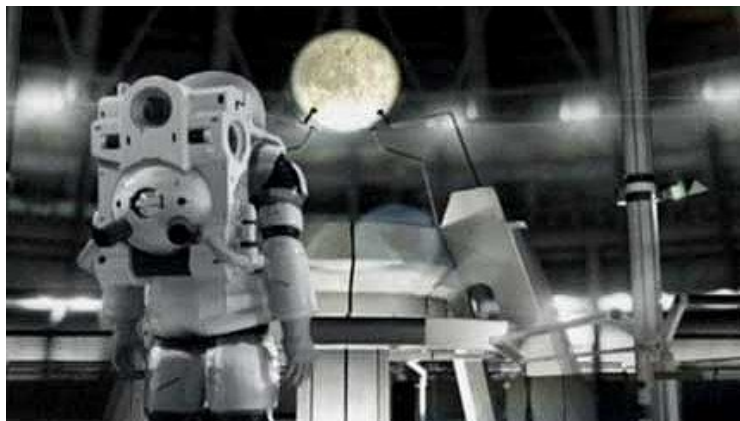
The first game was very good, especially as a day-one launch title on Xbox 360. I intended to play the sequel, but it fell through the proverbial cracks, and I just never did. My understanding is that it's a good game, but not as inventive or as scary as *Criminal Origins*.

Echo Night: Beyond

Developer: FromSoftware

Publisher: Agetec

Released: July 27, 2004



I'm on a "sequels I never played but I enjoyed the first game" run here, I guess. Well before they invented the "Souls" formula in *Demons Souls*, the *Dark Souls* series, *Bloodborne*, and *Elden Ring*, FromSoftware was out there making debatable classics like *King's Field*, *Otogi*, *Enchanted Arms*, and a pair of spooky games called *Echo Night*.

I played the original PS1 game on PlayStation TV (aka Vita TV) a few years ago, but I didn't make time for the PS2 follow-up, *Echo Night: Beyond*.

Haunting Ground

Developer/Publisher: Capcom

Released: May 10, 2005



Speaking of horror games on PlayStation 2 (and there were plenty), this is another from my collection that I never played. Much like with *Rule of Rose* (which I did play), if I didn't already own my copy, it would be out of reach unless I wanted to pay upwards of \$400 on eBay. I plan to play this someday.

Decay: The Mare

Developer: Shining Gate Software

Publisher: Daedalic Entertainment

Released: February 13, 2015

I remember liking the first *Decay* (a four-part episodic release on the XBLIG store for Xbox 360) but only playing the first episode of the follow-up *Decay: The Mare*. That's apparently because it was the only episode released, until the full three-episode game later came to other platforms. It was pretty creepy. I'd like to play through that first episode again (I don't remember much) and then the rest of it.

Fatal Frame - The Original Trilogy

Developer/Publisher: Tecmo

Released: 2002, 2003, 2005



There are seemingly five games in this series, but if I'm in "wishful thinking" mode, I'll start small and maybe plan to play the first three.

Back when I was married and doing single player co-op with my wife (see [issue #9](#)), we started the first *Fatal Frame* together. After just a few minutes, she'd seen enough and we never went back (despite playing other horror games like the first three *Silent Hill* games).

As far as I know, these are still locked away on the PS2 without North American remasters or remakes. Thankfully, they too are in my library.

The distinctive mechanic in *Fatal Frame* is the "Camera Obscura" that allows the main character to see ghosts.

Resident Evil Zero

Developer: Capcom Production Studio 3

Publisher: Capcom

Released: November 12, 2002



Rumors about the remake made it into this week's Recent Events, and even though it hasn't been officially announced, I might as well wait. It seems inevitable. I've always wanted to play this, but I only ever played a few minutes on the train at the start.

If the remake *doesn't* happen, there's still a PS4 port that's probably a better version to play than the GameCube original.

Resident Evil 6

Developer/Publisher: Capcom

Released: October 2, 2012



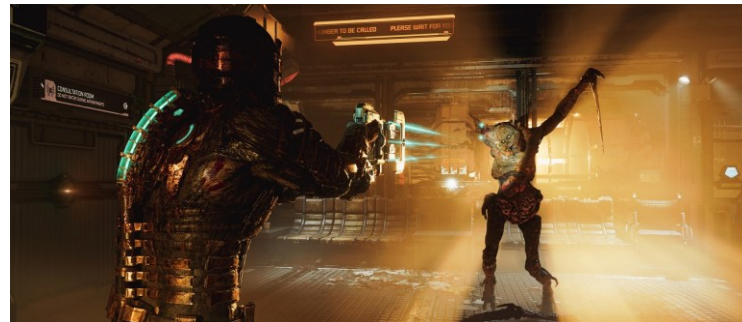
Does Resident Evil 6 even count as a horror game? I'd like to think it does, but it's the black sheep of the series. It seemingly killed the franchise for a number of years too, before Capcom decided one day "hey, people might still care about *Resident Evil*, so let's bring it back and make it bigger than ever."

Dead Space (2023 Remake)

Developer: Motive Studio

Publisher: Electronic Arts (EA)

Released: January 27, 2023



I appreciate a great remake (or even just a good remaster) when I haven't played the original game, but I tend to be less interested when I have. Exceptions include the original *Resident Evil 4*, which was one of my top ten games for a long time with a recent remake that didn't disappoint. My mini-review can be found in [issue #23](#).

Because I've heard such good things about the *Dead Space* remake, and because the original *Dead Space* is far from fresh in my mind at this point, I plan to play it someday.

The Thing - Remastered

Developer: Nightdive Studios

Publisher: Atari

Physical Version Released: June 25, 2025



When I tried to play the original on PS2, I quickly gave up because the camera control was inverted. There was a time before such things were standardized and configurable when I could adapt, but no longer. I bought the deluxe edition, and I do plan to play it.

Dead Rising Deluxe Remaster

Developer: NeoBards Entertainment

Publisher: Capcom

Physical Version: November 8, 2024



Last up in this remakes/remasters block is *DRDR*, the remake of the first game in a series I always wanted to play but just never did. A big reason for that is that I was more scared of the supposed in-game time limit than I'd be of any of its zombies. I like to explore every corner of a game and take my time, which is the antithesis of a game that ends in six hours even if you haven't finished it.

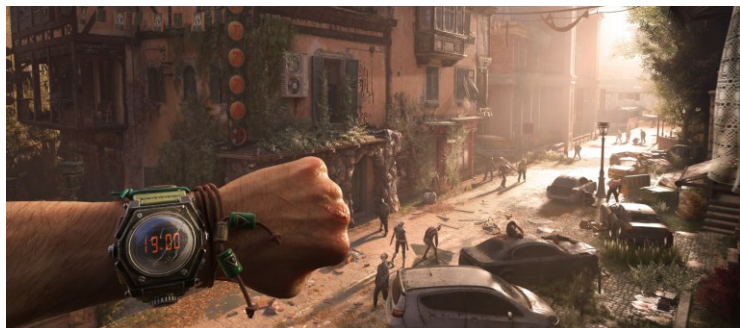
I've heard good things, though, and if I'm ever going to play *Dead Rising*, this is the one.

If the developer NeoBards Entertainment sounds familiar, it might be because they were listed earlier in this article as the studio that recently made Konami's *Silent Hill f*.

Dying Light: The Beast

Developer/Publisher: Techland

Released: September 18, 2025



This is supposed to be really good; maybe better than *Dying Light 2*, if a bit shorter. With no physical release planned, though, it's not even on my backlog officially. I do want to play it, but \$60 (plus tax) is far outside the upper bounds of my tolerance for digital purchases.

Inscription

Developer: Daniel Mullins Games

Publisher: Devolver Digital

PS5 Release Date: August 30, 2022



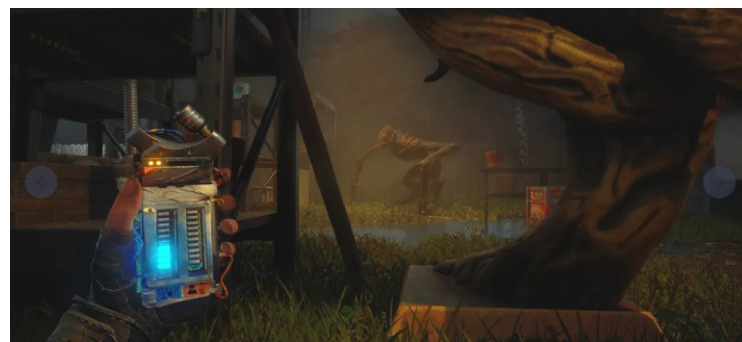
I don't know for sure this *is* a horror game. I've tried to limit my research to avoid spoilers. A few months ago, I booted it up on PS5 to see what it was about (knowing only that it's some kind of card game with a twist), but I didn't get very far before deciding I wasn't in the mood for whatever it was offering. It always pops up in podcast discussions, so I need to try again.

A Quiet Place: The Road Ahead

Developer: Stormind Games

Publisher: Saber Interactive

Released: October 17, 2024



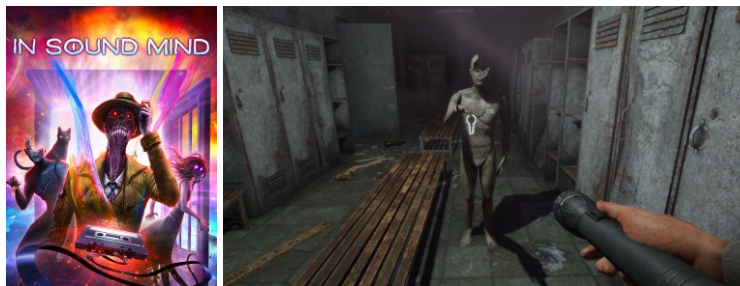
It might make sense to watch the movies before playing a game based on them (or set in that same world). I think it's about blind aliens that track by sound (which sounds very familiar somehow; maybe I'm thinking about the clickers in *The Last of Us*). I don't know if this game is even supposed to be good, but it looks like it would be interesting.

In Sound Mind

Developer: We Create Stuff

Publisher: Maximum Ent / Modus Games

Released: September 28, 2021



Many of the games on my horror backlog seem to follow a familiar pattern. They're first-person games set in spooky environments, often dark enough to need a flashlight, and they don't really have much in the way of distinguishing characteristics. I've tried to pick ones that look to be a step up from the deluge of low-budget indie shovelware that plagues the PlayStation store, Steam, and elsewhere. This looks to be in that higher, more worthwhile tier. I've had my eye on this game for a long time, but I haven't played yet.

Loco Parentis

Developer: Fair Games Studio

Publisher: Big Way LLC

Released: June 13, 2023



The details on this one are a bit sketchy, with different publishers and developers listed on different platforms. The game itself has a modest 2.85 out of 5 stars from 41 ratings for the PS4 version on the PlayStation store, but it looked interesting enough to be on my list.

Silent Hill: Homecoming

Developer: Double Helix Games

Publisher: Konami

Released: September 30, 2008



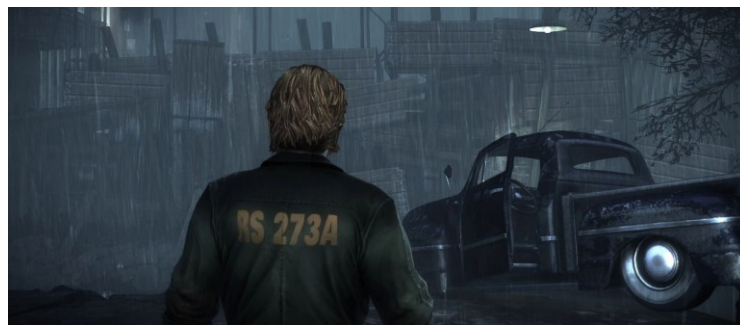
Although the two PS3/Xbox 360 era *Silent Hill* games (this and *Downpour*) have mixed reviews (Metacritic 70 and 64, respectively), I still want to play them. Someday? Someday.

Silent Hill: Downpour

Developer: Vatra Games

Publisher: Konami

Released: March 13, 2012



Here's the other of the two 360/PS3 games.

That era of *Silent Hill* also gave us *Shattered Memories*, apparently a great reimagining of the first game designed and written by Sam Barlow, who many will know as the creative lead on *Her Story*, *Telling Lies*, and the more recent (and fantastic) *Immortality*. I have it on Wii and PS2 both and should probably have it on my list (although Bloober Team is now working on their own *Silent Hill 1* remake).

Lastly, Vita exclusive *Book of Memories* was an isometric dungeon crawling action RPG.

Five Nights at Freddy's (series)

Developer: Scott Cawthon

Publisher: ClickTeam / Steel Wool Games

Released: 2014 through 2025



Few low-budget indie horror games become the long-running fan-favorite phenomenon that *Five Nights at Freddy's* (FNaF) has been. Somehow, I never played any of them. I have the *Core Collection* on disc for PS4, which has the first four numbered games and the fifth one, called *Sister Location*.

The series goes well beyond that, though, with a 2023 movie that was panned by critics. The most recent game, following some spin-offs and a couple *Help Wanted* games, appears to be *Secret of the Mimic*. It's unrated on Metacritic, but it has a stellar 4.59 out of 5 stars on the PlayStation store. I don't know if all of these are horror games, though.

As I understand it, the first few games involve some creepy, malfunctioning animatronic anthropomorphic animals (think Chuck E. Cheese). You play as a night security guard and I think the gameplay mostly involves watching through various camera feeds. It didn't sound very interesting at the time, which may be how I missed out on these.

Jump scares are apparently a big thing in these games, although it seems like the series has changed or evolved over time. I should make time to play at least a couple of these, if for no other reason than to fill a gaming gap.

House of Ashes

Developer: Supermassive Games

Publisher: Bandai Namco Entertainment

Released: October 22, 2021



I only made it through the first two *Dark Pictures Anthology* games, which didn't rise to the heights of the game that kind of prompted Supermassive to start the series, *Until Dawn*. This third in the series has something to do with war or soldiers, I think.

The Devil in Me

Developer: Supermassive Games

Publisher: Bandai Namco Entertainment

Released: November 18, 2022



The fourth *Dark Pictures Anthology* game was released about a year after the third. In fact, all of them were yearly up until that point, with Supermassive somehow managing to release another non-series horror game earlier in that same year with *The Quarry*.

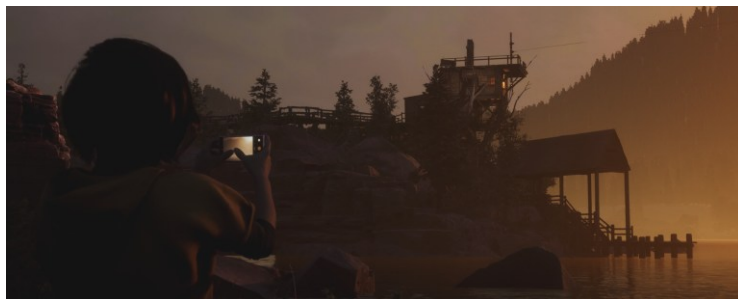
The next game in the series, *Directive 8020*, is due out next year. The delay might be because they were working on *Little Nightmares III*, but I don't know that for sure.

The Quarry

Developer: Supermassive Games

Publisher: 2K Games

Released: June 10, 2022



Although it's not part of *The Dark Pictures Anthology* (but released the same year as the fourth one), I've heard good things about it. If it follows the same formula, it's a choice-filled narrative horror experience that I should try to play at some point.

Little Nightmares III

Developer: Supermassive Games

Publisher: Bandai Namco Entertainment

Released: October 10, 2025



With the developer of the first two games (Tarsier Studios) now under Embracer Group, and with Bandai Namco owning the series (not Tarsier), it was handed over to the studio behind *The Dark Pictures Anthology*.

I've heard mixed things. My son played a little of this but said he wasn't really into it. I don't really consider the first two games "horror" on the same level as others, but there's a general creepiness to it that counts. I've been looking forward to this one for a long time.

Dino Crisis (series)

Developer/Publisher: Capcom

Released: 1999, 2000, 2003



Once in a while, I notice a PS1 game on the PlayStation store that shows up for "free" when I'm browsing on PS5. I think it's because I must have bought it on PSP or Vita or PS3 years ago, so I already own it. I'm not sure.

This happened with *Dino Crisis* just last night, and it reminded me that I never played any of them. The first two in particular are supposed to be pretty good (especially *Dino Crisis 2*).

The elevator pitch is "*Resident Evil* with dinosaurs" and that always sounded fun.

I've only ever tried to play the first game, but I wasn't in the mood for tank controls. I can get used to it – I have before – but a remake of these games sure would be nice.

Emily Wants to Play (and EWTP 2)

Developer/Publisher: Hitchcock Games

Released: Dec. 10, 2015, and Dec. 13, 2017



A Chucky-style doll? A possessed tween? I have no idea, but these looked pretty scary.

Alone in the Dark – The New Nightmare

Developer: Darkworks

Publisher: Infogrames

Released: May 18, 2001



I've always had a passing interest in the *Alone in the Dark* series, despite not playing any of them until the 2024 reboot/reimagining (see my mini-review in [issue #11](#)). I'm not sure why this one stands out enough to represent the whole series on this list, but maybe it's just that PS1-era nostalgia.

Clock Tower (series)

Developer: Human Entertainment

Publisher: ASCII Entertainment

Released: 1997, 1998, 2002



Speaking of PS1-era nostalgia, this is another series I've always wanted to play. The first two games (if you don't count the original on SNES) are on the original PlayStation, with *Clock Tower 3* being exclusive to PS2.

The first game got a remaster last year from Sunsoft and WayForward. I guess that would make a good place to start, although I do have them all in my collection for when (or if) I can finally get around to playing them.

Homebody

Developer: Game Grumps

Publisher: Rogue Games, Inc.

Released: June 1, 2023



[Kotaku](#) (and others) have great things to say about this one, with a headline stating “You’ve never heard of this life-changing horror game”.

Granted, I didn't read it all because I don't like knowing too much, but it sounds like a winner. Screenshots look a little low-res, like PS1 or maybe late-stage DOS. It's waiting for me in my digital PS5 library.

Amnesia (series)

Developer/Publisher: Frictional Games

Released: 2010, 2013, 2020, 2023



My impression is that these are some of the scariest horror games ever made. The series consists of *The Dark Descent* (2010), *A Machine for Pigs* (2013 by *The Chinese Room*), *Rebirth* (2020) and *The Bunker* (2023).

I have them all, except *Amnesia: The Bunker*, and as I write this, I see it's on sale for PS4 digitally for \$5 (normally \$25). I can't pass that up. One moment please... adding to cart... checking out... and I'm done.

The Chant

Developer: Brass Token

Publisher: Prime Matter

Released: November 3, 2022



This one looks unique, being set on a remote island spiritual retreat after some kind of group chant summons a terror from some other dimension (according to the game's description on the PlayStation store). I bought a physical copy of this game, before later getting it digitally at a deep discount too.

Charon's Staircase

Developer: Indigo Studios

Publisher: SOEDESCO

Released: October 27, 2022



As usual, I purposely don't know too much about this game other than the cover art looks cool, and it seems to be a first-person horror game with puzzles and scares that seems like something I'd want to play.

It may be similar in style to *Amnesia: The Dark Descent* (see an early pick) and *Layers of Fear* (see my next pick). Any horror game described as having puzzles intrigues me.

Layers of Fear (series)

Developer: Bloober Team

Publisher: Aspyr / Bloober Team

Released: 2016, 2019, 2023



If Bloober Team ever decided to make a game outside the horror genre, I wonder what it would be. Much like Supermassive Games, they don't really stray from what they know.

I listed this as a series, but my understanding is that the *latest* game is a reimagining of the first game, and it seamlessly integrates the second game, hence the decision to simply brand it as *Layers of Fear* with no number or additional subtitle. Does it replace those?

Saint Kotar

Developer: Red Martyr Entertainment

Publisher: SOEDESCO

Console Release: November 22, 2022



I've wanted to play this for quite a while, but until I started looking into it just now so I could at least write a little about it, I didn't realize it used a point-and-click interface or that it looks and presumably feels more like an adventure game than a horror game. This doesn't deter me, since that's also a type of game I enjoy. It's just not what I expected.

Chasing Static

Developer: Headware Games

Publisher: Ratalaika Games

Released: January 12, 2023



The visuals are presented in a PS1-like low-poly retro style. It's from a solo developer named Nathan Hamley. It looks spooky, but it's hard to say for sure from just a few non-spoilery screenshots. The description on PSN does use the word "horror", at least.

TellTale's The Walking Dead (series)

Developer/Publisher: TellTale Games

Released: 2012, 2013, 2016, 2018



I played the complete first season, then the *400 Days* expansion that bridges the story into season 2, then much later, the first episode of season 2. I hadn't planned to stop there, but it was meant to be something I played together with Tracy (my girlfriend at the time; she passed away earlier this year), and we were arguing at the time and so I (or we) just never got back to it.

That means I need to restart season 2, play the *Michonne* series, play season 3 (*A New Frontier*) and then *The Final Season* to complete the entire story.

Horror Tales: The Wine

Developer: Carlos Coronado

Publisher: Carlos Coronado / JanduSoft S.L.

Released: July 30, 2021



It's another game seemingly made primarily by just one developer, Carlos Coronado. You have to be pretty confident in your game's scares to put "horror" in the title, and this one looks interesting from the few screenshots I've seen. For now, it sits there on my backlog.

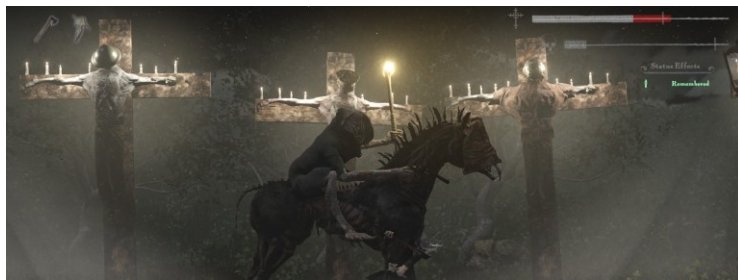
In looking for developer and release date specifics, I came across *Horror Tales: The Beggar*, which appears to be a sequel or maybe just a second *Horror Tales* entry, like how *The Dark Pictures Anthology* works.

Withering Rooms

Developer: Moonless Formless

Publisher: Perpetual / Perp Games

Released: April 5, 2024



I tried the first five minutes to get a feel for this last night, and it just puts you right in the cat-and-mouse hide-from-the-monster gameplay right off. It's described as an RPG with Soulslike and Roguelike elements, but I didn't play long enough yet to see how all that works. I'd need to play more to see if it's even scary.

The Beast Inside

Developer/Publisher: Illusion Ray S.A.

PS5 Release: November 29, 2022



The cover art for this one sure stands out. It's slightly different on the PS5 digital storefront, removing the helpless victim and just showing the horrifying floating top hat ghost/monster.

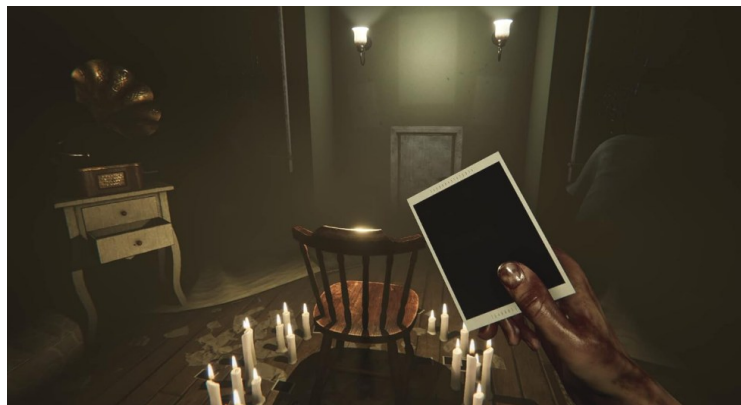
Based on screenshots and what little I know, if I was to organize these by how likely it is I'll get around to playing them, I'd put it near the top.

MADiSON - Possessed Edition

Developer: Bloodious Games

Publisher: Perpetual / Perp Games

Released: July 8, 2022



I don't know if this game's instant camera serves a similar purpose to the camera in the *Fatal Frame* series, but it seems to be an important part of the gameplay. On the PSN store, it's described as having puzzles and exploration, which gets my attention.

It seems to be a more premium game, at \$35 on PSN. I have the physical edition, which was released as *MADiSON: Possessed Edition*.

Oxide: Room 104

Developer/Publisher: WildSphere

Released: June 17, 2022



Being set inside an old motel, it immediately makes me think of *Fobia: St. Dinfna Hotel*, a horror game I played and enjoyed. This one speaks of body horror, which does make me a little squeamish, but it looks interesting.

Poppy Playtime - Triple Pack

Developer: Mob Entertainment

Publisher: Maximum Entertainment

Released: October 31, 2024



Apparently, there's a new fourth chapter not included in the physical triple pack I bought.

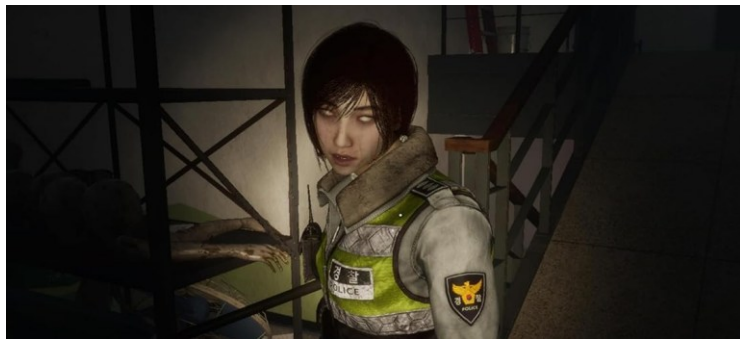
I got the impression this series was a knock-off of *Five Nights at Freddy's*, but it seems to be animatronic toys (not pizza chain mascots) and doesn't involve security cameras (as far as I can tell). There's a whole line of merch for this game. It's rated "T for Teen", which tells me the horror is probably on the tamer side.

White Day (series)

Developer: Sonnori / RootnStudio

Publisher: PQube

Released: September 8, 2022, and August 15, 2024



As games seemingly set in a Korean high school, these make me think they're probably bigger-budget versions of *The Coma* series (of which I only played the first game). The first game (*White Day: A Labyrinth Named School*) got a current-gen remake. The second game (*White Day 2: The Flower That Tells Lies*) came out just a year ago. I'd like to play them both.

Ad Infinitum

Developer: Hekate

Publisher: Nacon

Released: September 14, 2023



This war-themed horror game has a good rating on Amazon, which reminds me how upset I remain with them over their stupid automated system that banned me from posting reviews and removed all my prior reviews, with no appeal and no recourse.

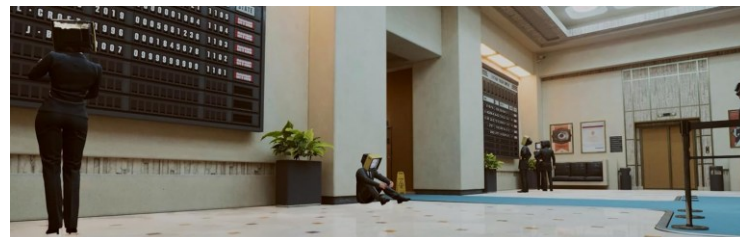
That aside, this is another that's fairly high on my list, if I was ranking them by "will I ever actually get around to playing it" status.

Karma: The Dark World

Developer: Pollard Studio

Publisher: Wired Productions

Released: September 10, 2025



I'm not sure what's going on with all the TV-headed people (or the people with no heads at all) but I was interested enough in this game to pre-order it way before it was released last month. It involves diving into the memories of suspects, which gives me *Observer* vibes.

Frightence

Developer/Publisher: Playstige Interactive

PS5 Release: July 14, 2023



It's a very short indie horror game, apparently.

Creepy Tale (series)

Developer: Creepy Brothers

Publisher: No Gravity Games

Released: 2020, 2021, 2023, 2024



These look to be side-scrolling hand-drawn horror games, with four (so far) in the series.

Eyes: The Horror Game

Developer: Fearless Games

Publisher: QubicGames S.A.

Released: 2013, 2020, 2025 (varies)



The premise of this one certainly sounds... different. Rather than being an innocent person in a bad situation, the game puts you in the role of an intruder, trying to steal bags of money from a mansion and make it out alive.

Vlad Circus: Descend into Madness

Developer: Indiesruption

Publisher: Blowfish Studios

Released: October 17, 2023, and August 25, 2025



I didn't know there was a recently-released second game in this series until today, called *Vlad Circus: Curse of Asmodeus*. I have the first one in my digital library, and it looks interesting.

I'm not sure how well the retro pixel art style lends itself to the game's scares, or even if it's scary at all, but maybe someday I'll play these and find out.

NightGhast: Ode to Mildred

Developer/Publisher: Playstige Interactive

PS5 Release: April 5, 2024



This comes from the same developer as *Frightence*, which I briefly mentioned earlier. It's apparently another really short one, with estimates putting it at well under an hour.

Neuerending Nightmares

Developer/Publisher: InfiniTap Games

Released: September 26, 2014



The title alone was my reason for concluding this long list of my backlogged horror games with this one. It's definitely a genre with so many diverse experiences that nobody will ever get through even a fraction of them.

The black and white sketched visuals give it an interesting look. As usual, I don't know what it's about (or even what the gameplay involves, but I can guess from the few screenshots I've seen), but I have it on my backlist for future consideration. With so many others, though, it may be there a while.

Collection Inspection - More Zombies

Until this issue ballooned into what it is, I had planned to include all the rest of the zombie games I had photographed back when this new feature started in [issue #22](#). Now, I'll just stick to a single page.

Maybe next week I can make it through the rest, or even just save them all for next October and move on to other games.

My inventory is a little out of date because I've not updated it with quite a few new releases from this year. Those are probably of less interest for a *Collection Inspection* feature anyway. A list of all the (other) games in my collection is here:

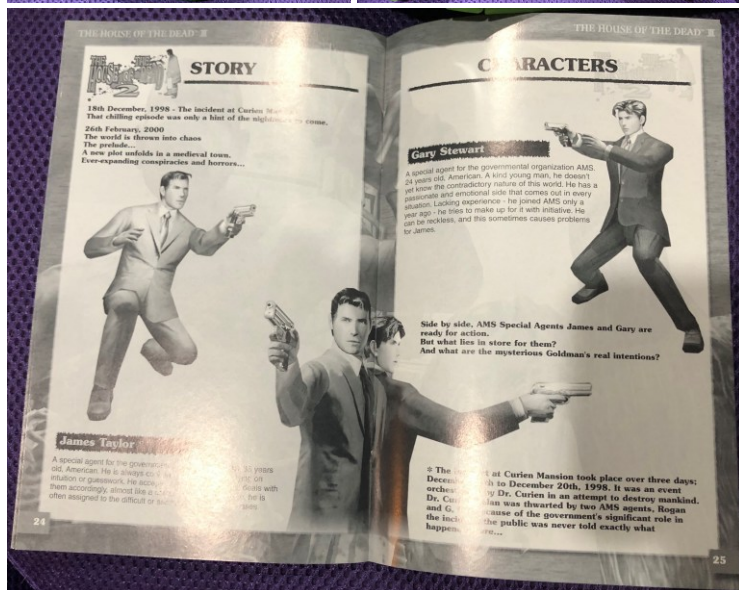
<https://www.prowler-pro.com/inventory/videogames.htm>

Is there anything in my collection you'd like to see here? Message or tag me on social media.

The House of the Dead III

Platform: Xbox / **Edition:** Standard

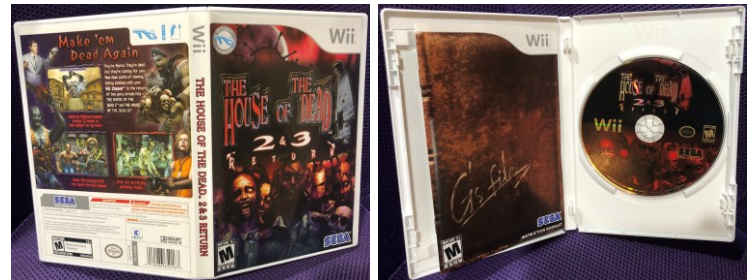
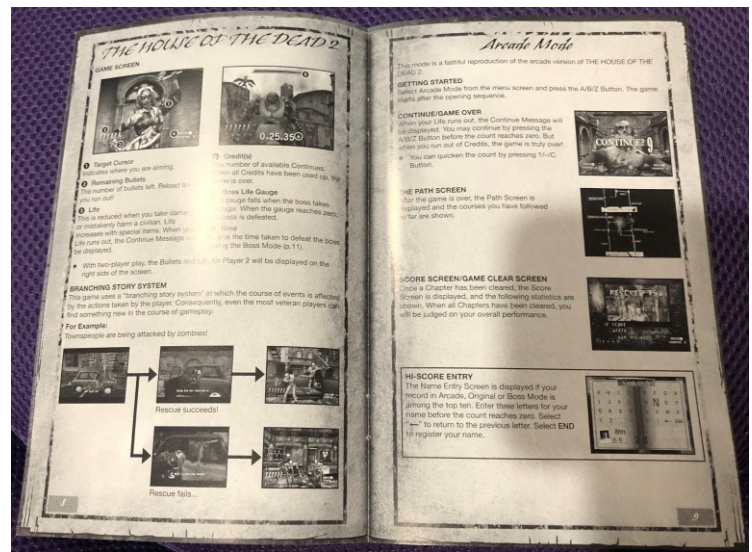
Comments: This worked with light gun peripherals, apparently, but could be played with just a standard controller too. I'm not sure how well that would work.



The House of the Dead II & III Return

Platform: Nintendo Wii / **Edition:** Standard

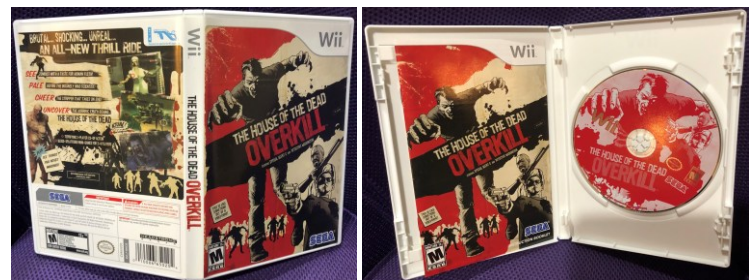
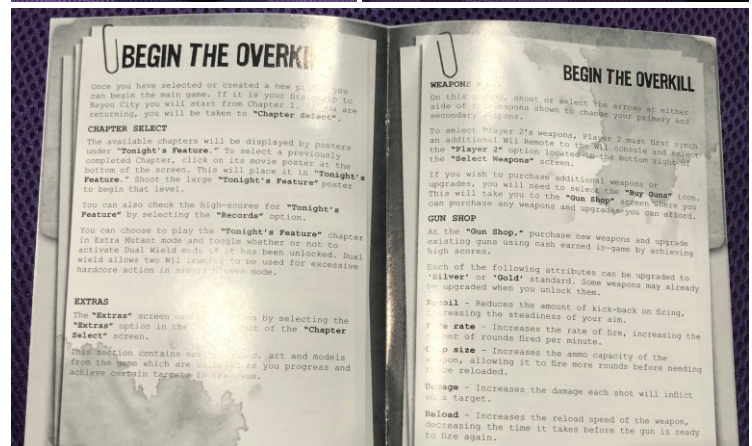
Comments: The Wiimote makes a decent light gun.



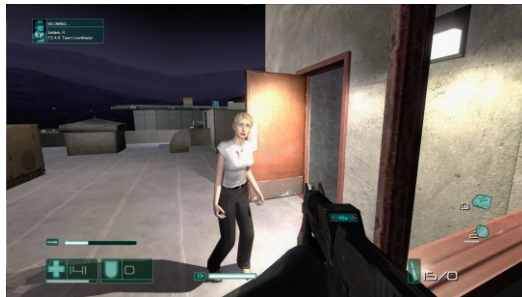
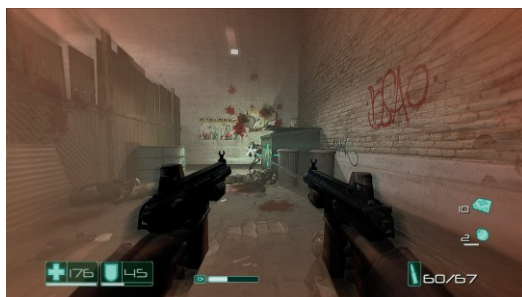
The House of the Dead Overkill

Platform: Nintendo Wii / **Edition:** Standard

Comments: I played through this, once, with a friend.



Mini-Review: F.E.A.R.



I quite liked this one.

It and its sequels are among a long list of games from previous generations I just never got around to.

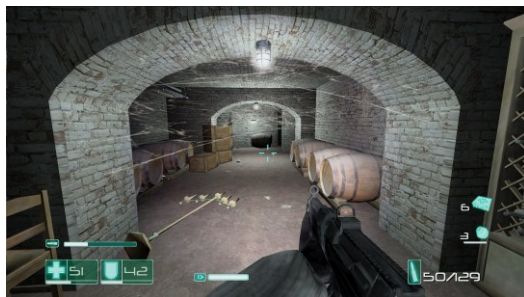
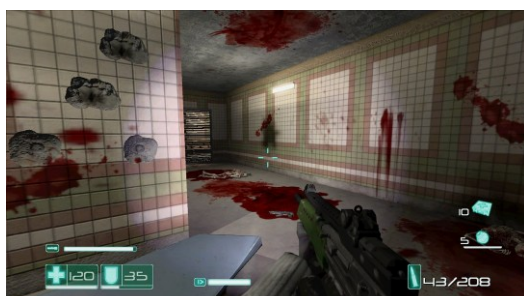
I'm happy to say that the gameplay holds up really well, although it harkens back to a time when controls were simpler (no sprinting, no item wheel) and certain modern standards hadn't become a thing yet (zoom/aiming is on R3 not L2, no option for subtitles).

Some of the writing is also a product of the times, but on the whole, the story is out there in a mostly good way. It's also one of the rare times when the game is almost exactly what I expected; linear levels with a few off-path areas to discover upgrades, some horror but not really scary, and a level design structure reminiscent of the first Half-Life.

Also, big YAY for FPS boost and auto-HDR.

Xbox 360 game played on Xbox Series X. Posted on 01/01/2025.

Mini-Rev: F.E.A.R. Files - Extraction Point



It's the first in a pair of stand-alone expansions for the original game, released on disc as a set called *FEAR Files*. It's a non-essential story that continues directly from the final scene of the main game.

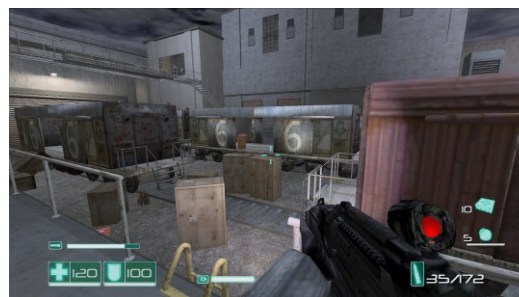
As any good expansion should, it adds a few new elements like a helpful door-busting mechanic, a useful turret, and a new weapon or two.

Otherwise, it plays just like the main game, with great first-person shooting and the same reflex "slow down" mechanic that makes most combat encounters trivial (at least on Normal difficulty).

They decide to throw more enemies at you late-game but also ratchet up the psychological horror in parts. It lacks the FPS Boost the main game got, but it still plays fine. Even if it's non-essential, I enjoyed it.

Xbox 360 game played on Xbox Series X. Posted on 01/01/2025.

Mini-Rev: F.E.A.R. Files – Perseus Mandate



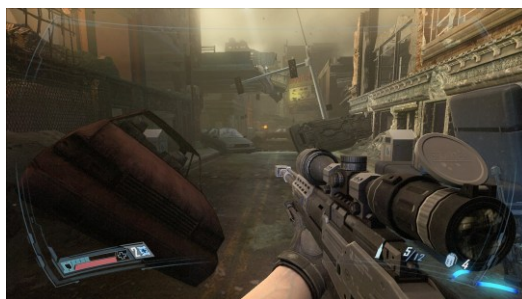
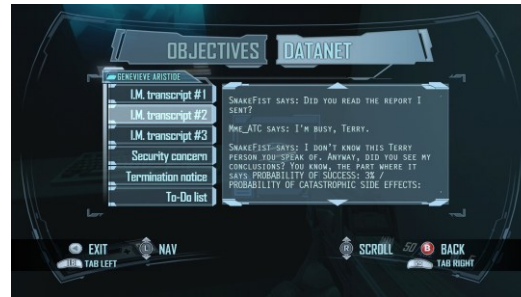
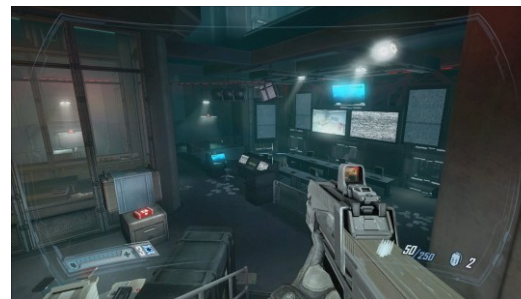
The second game in the stand-alone *FEAR Files* expansion duology is more of the same, except now you play as a different guy (seemingly not integral to the story the way the main game's protagonist seemed to be).

We have the same moody, creepy music; the same good use of light and darkness; unfortunately, the same frame stutter that seems to strike more often in this one as content loads; a couple new weapons; The same visual fidelity that identifies it as a very early Xbox 360 release where everything is a bit blocky and could probably pass for a late-gen original Xbox game but with better textures and smoother gameplay.

Speaking of gameplay, it's still king here, which makes the whole experience fun and worth the few hours it takes to beat.

Xbox 360 game played on Xbox Series X. Posted on 01/04/2025.

Mini-Review: F.E.A.R. 2 – Project Origin



Most of the ways the first game and its expansions felt old-school are gone in *FEAR 2*. There's no flashlight battery limit now. You can mantle over low obstacles. There's a weapon selection pop-up.

You can sprint, although stamina limits it to short distances. Button mapping and controls in general feel modern (ex: aiming/zooming is on L2 like you'd expect); maybe the influence of *Call of Duty* by that point.

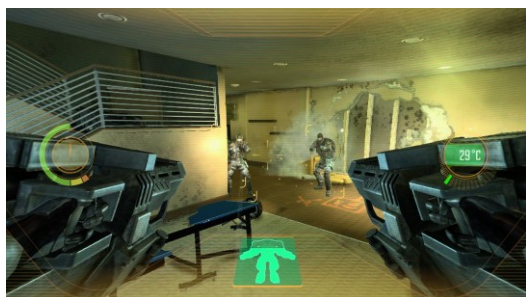
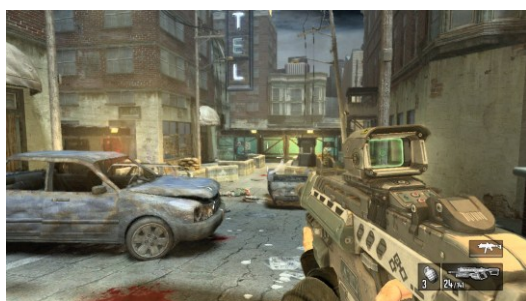
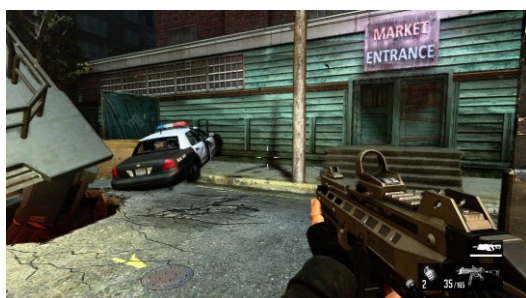
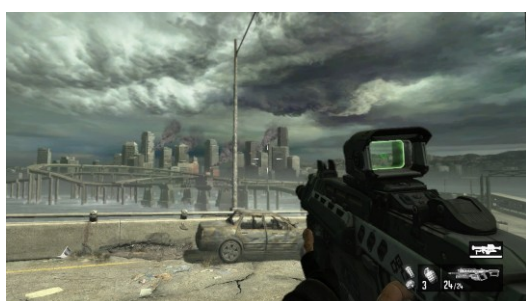
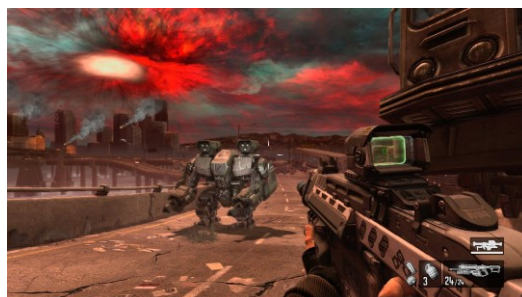
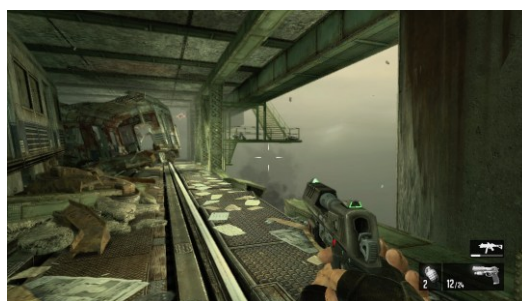
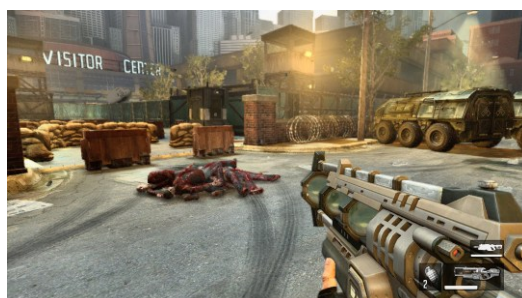
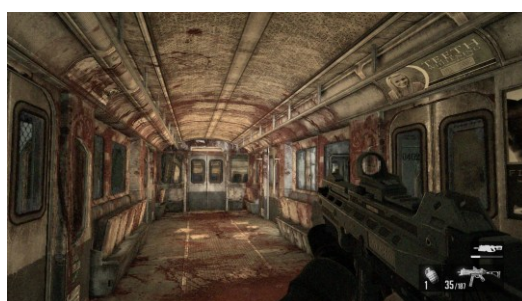
Visually, it's also a big step up with a less blocky look, better textures, and the ability to somehow run at 60 FPS (or, maybe uncapped) without the need for Xbox's backwards compatibility FPS boost feature.

For all that, though, now it's sort of just a generic military shooter with horror elements.

It's fun, but it loses a bit of the earlier charm.

Xbox 360 game played on Xbox Series X. Posted on 01/07/2025.

Mini-Review: F.E.A.R. 3



The trilogy's conclusion, aka "F3AR", ratchets everything up several notches, sometimes to its detriment.

The developers were pushing the power of the Xbox 360 by this point, with environments that are much more detailed, better animation, and more enemies per encounter. It's that last thing, combined with a fundamental change in mechanics, that had me thinking of it as a betrayal of the prior games (at least at first).

Your huge health bar and health packs are replaced by a *Halo*-style regen mechanic and you face a nearly endless onslaught of enemies now; much harder. There's a cover system. It seems they balanced it for co-op, which is now an option.

In the first game, you were the team's point man. Now, you literally are named Point Man. Fun, sure, but it feels less like the *FEAR* I came to know.

Xbox 360 game played on Xbox Series X. Posted on 01/11/2025.

Mini-Rev: Little Nightmares – Complete Ed.



With the sequel out now, I needed to play the original first. It's really good, and it only gets better as you progress.



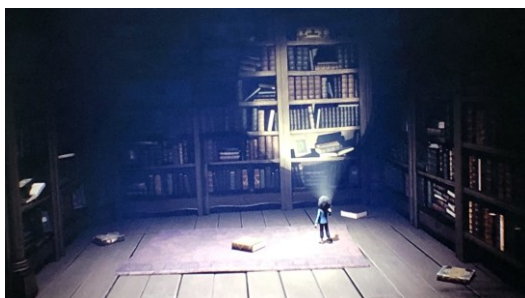
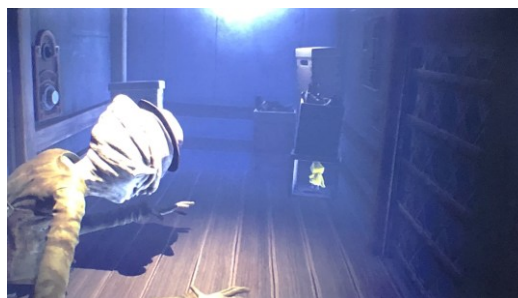
It's a puzzle platformer in the vein of *Limbo* and *Inside* with a creepy setting that's not scary on the level of survival horror (*Resident Evil*, *Outlast*, etc.), but still hits the right notes.



The main game (five sizable chapters) isn't too difficult puzzle-wise, but the expansion (three chapters) ramps up the challenge.



The extra chapters add a lot to an already fantastic game. There's a new character, but the story intersects with the main game in interesting ways, with an ending that ties into the main game and will stick with me for a long time.

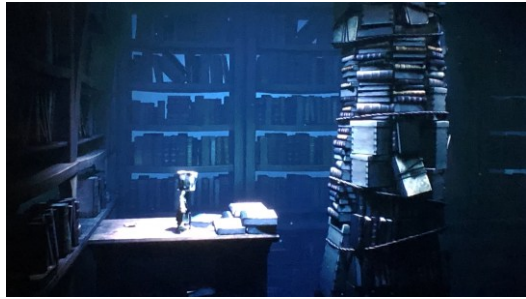
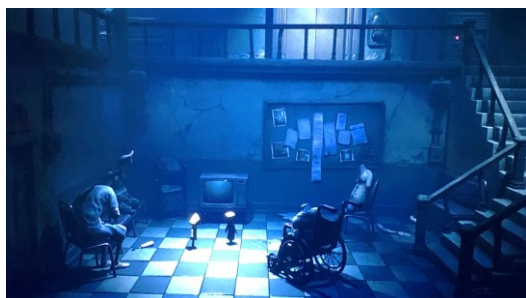


If you enjoyed *Limbo* or *Inside* (same concept, different developer) you'll probably love *Little Nightmares*.



PS4 game played on PS5.
Originally posted: 02/14/2021.

Mini-Review: Little Nightmares II



An excellent follow-up to the creepy puzzle platformer. It's a bit longer than the first game (although maybe not if you include the first game's trilogy of great DLC levels - included in the complete edition).

The puzzles aren't overly difficult, sometimes just requiring the retrieval of a key from a guarded area, some sneaking, and some basic physics.

Like the first game, it's not *Silent Hill* levels of scary, but I found the settings and atmosphere even creepier and more effective this time.

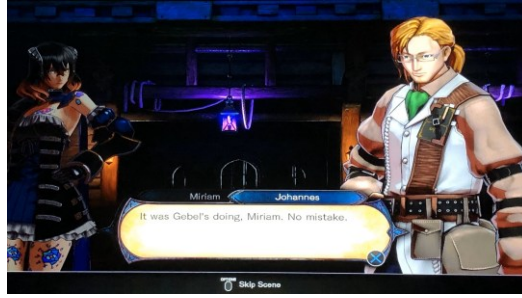
The graphics are more detailed and visually striking this time. (Note: I played on PS5, but it doesn't seem to have any enhancements or HDR features.)

I really, really enjoyed it.

Playing the first game isn't necessary (this is a prequel) but definitely helps you to appreciate what happens more.

PS4 game played on PS5.
Originally posted: 02/20/2021.

Mini-Ru: Bloodstained – Ritual of the Night



Another game I “Kickstarted” all those years ago finally released in 2019, and it turned out great. It’s *Castlevania* in all but name, expanding and evolving the RPG/upgrade systems seen in the GBA and DS *Castlevania* entries.

It looks and plays great but definitely feels indie.

There’s a collecting aspect (especially if going for PSN trophies) that rewards players with new weapons, abilities, and items. The map is ever-expanding as you explore, although I got stuck on “where to go next” a couple times.

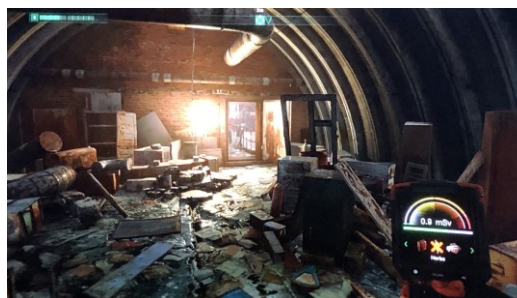
There’s a good sense of progression as you level up, get stronger, and find items/abilities that make combat and exploring the 2.5D world easier.

Enemies range from familiar (right out of *Castlevania*) to the truly bizarre. The story is throw-away, but fun. I had a blast. Recommended.

Played on console: PS4 Pro.
Originally posted: 01/09/2020.



Mini-Review: Chernobylite



Resource-gathering, survival, and base-building aren't usually my thing, but *Chernobylite* makes the base-building easy, the resource-gathering fun and addictive, and the survival almost non-existent (on Normal, anyway).

The sci-fi story and characters are a big draw too. In my limited experience with the genre, it reminds me most of *Metal Gear Survive* (which I didn't hate - don't @ me).

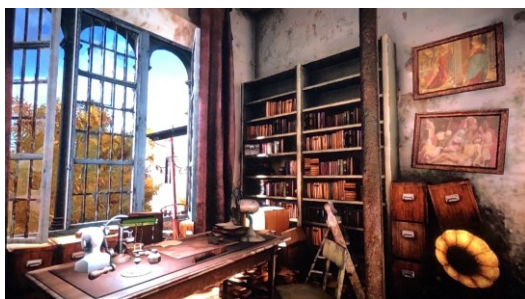
Gunplay isn't the best, but it works, and stealth is viable. You go on missions (either with a main goal or strictly for resources) and can send comrades out too, across a few different zones.

The way it handles branching decisions and the ability to change them is pretty freaking cool. It crashed a few times but frequent auto-save meant no lost progress.

It's not perfect but I *really* enjoyed it.

PS4 game played on PS5.
Originally posted: 12/05/2021.

Mini-Review: The Town of Light



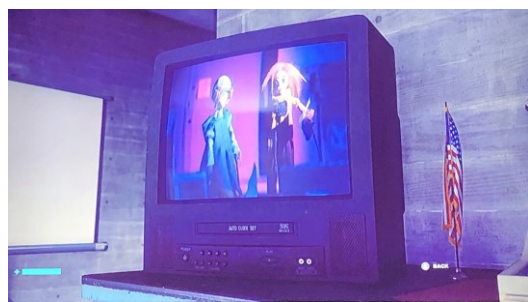
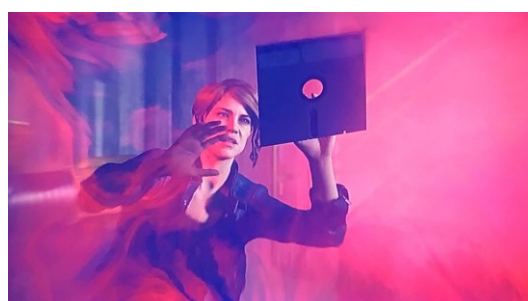
This wasn't quite what I expected from a narrative first person game (or "walking sim"). It has the usual hooks of a story told in flashbacks and cutscenes, inner monologue from the lone protagonist you control, lots of letters and notes to find, a "what's going on here" mystery, etc.

It's sort of psychological horror, but not really horror. As a seemingly fictionalized telling of real events from some 80 years ago when the institutionalized treatment of mental illness was barbaric and cruel, it's more of a deeply disturbing and depressing look at one woman's tragic past. It's not something you play for "fun".

There is some illustrated nudity in places. There are a few surreal memories or hallucinations, but generally a lonely exploration of an old asylum. It's a tough story to take in.

*Played on console: PS4 Pro.
Originally posted: 09/14/2020.*

Mini-Review: Control



Remedy Games has released their best game yet. This third-person action-adventure is structured like a Metroidvania, and it gets better the more you play. Even poor frame rate in busy combat scenes didn't ruin it for me (your tolerance may vary).

The story is a trip. It plays great, aside from when it becomes very sluggish in busy encounters on PS4. Your powers as protagonist Jesse feel great, especially as you gain more and upgrade them. Many memorable scenes and missions will leave a lasting impression. It's a great game.

Some late-game missions and one optional side-mission boss do ramp up in difficulty, and there is no difficulty option/setting to mitigate that. All in all, though, it's challenging but fair, and incredibly fun.

Exploration and plenty of surprises help put it among 2019's best. I've read that they plan to improve performance on consoles. Even though it wasn't too distracting for me, it's bound to be even better if that happens.

Regardless, this was one of the most inventive, cool, surprising, fun games I've played this year, and maybe in quite a while.

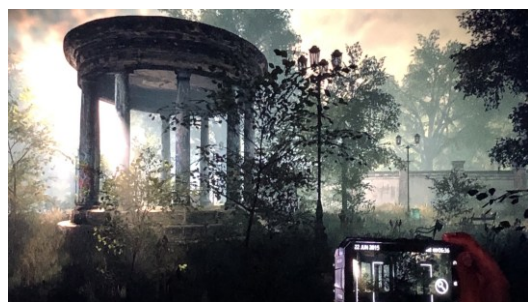
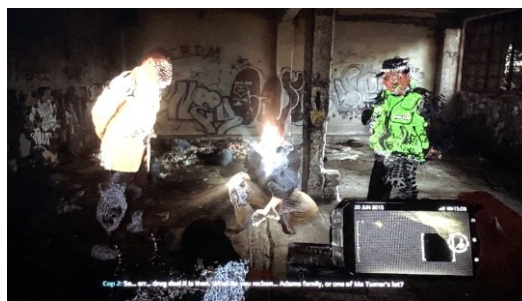
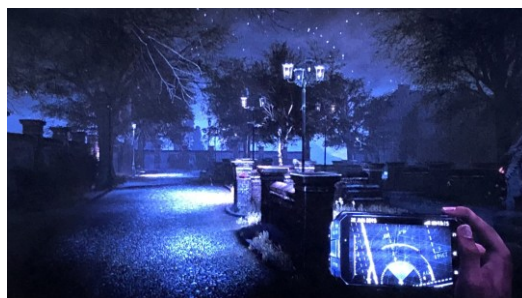
Also, the audio, video, and text memo collectibles add a lot of depth to the game's story. While not a novel concept anymore, I felt compelled to collect and consume as much as possible.

Dr. Casper Darling is a new personal favorite, second only to *Portal 2*'s Cave Johnson, maybe.

Played on console: PS4.

Originally posted: 09/02/2019.

Mini-Review: Get Even



It's one of the most unique first-person shooters I've ever played. In fact, that's probably the wrong genre for this. There's stealth (if you want to use it) trippy surreal parts, walking sim-like parts... it's more a first-person adventure.

The story goes places, with twists and turns that make it really memorable and worthwhile. The voice acting is excellent. It runs great on PS5 (and seemingly fine on PS4 Pro too - but not quite as smooth there), although I don't know how it works on base PS4 or other platforms.

Anyway, *Get Even* really grabbed me. Even if you're being non-lethal, the cool Corner Gun comes in handy.

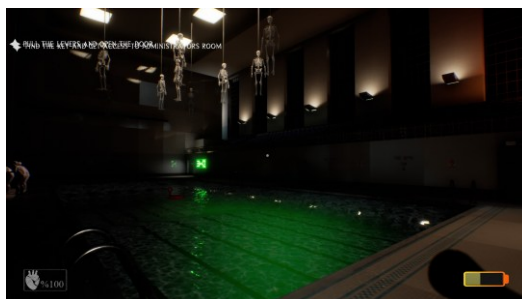
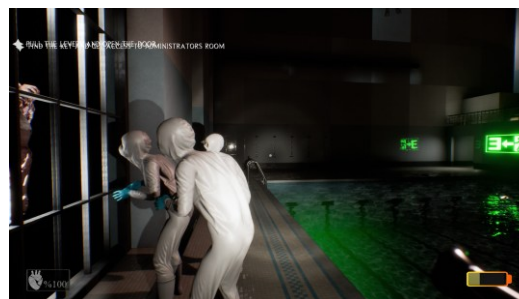
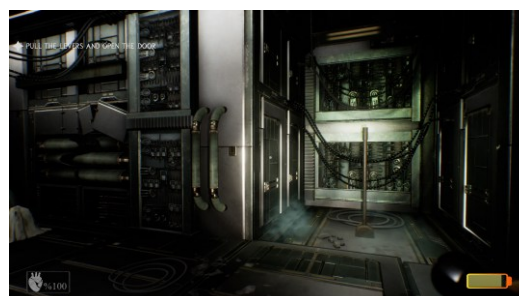
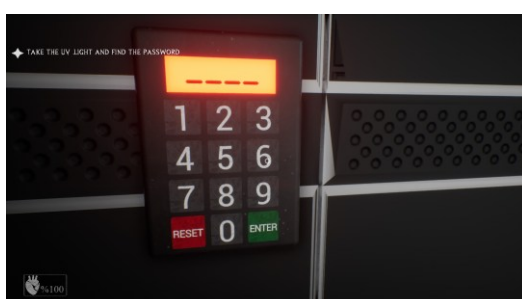
The in-game phone apps help with exploration in interesting ways.

I really enjoyed it. The story and voice acting are definite highlights, but the whole game is really good.

PS4 game played on PS5.

Originally posted: 01/10/2021.

Mini-Review: Fear of BIOSEC



Sometimes, I have a day or two gap between one game and the next big release I'll be starting. When this happens, I pass the time with super short games.

FoB (as it's called on its dashboard icon) has pros and cons.

Pro: It's not insultingly bad. The developers probably tried; "A" for effort and all that.

Con: It's not particularly great, either.

Pro: In theory, it's an easy Platinum trophy.

Con: The last trophy is glitched (won't unlock) so you can't actually get the Platinum trophy.

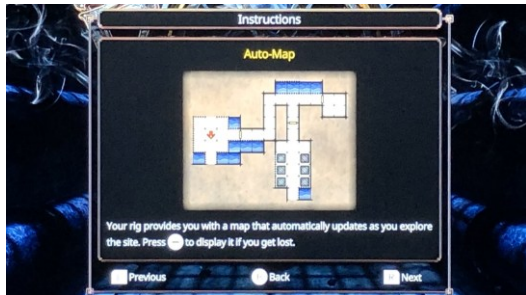
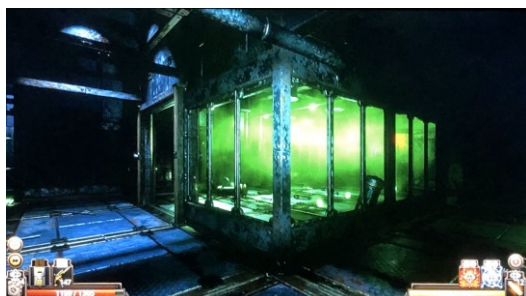
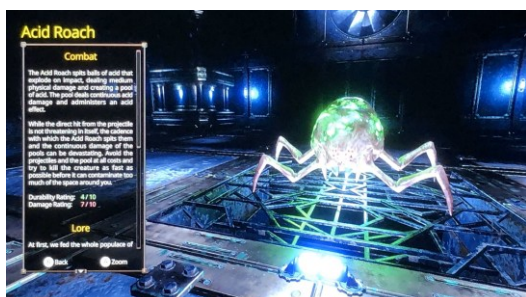
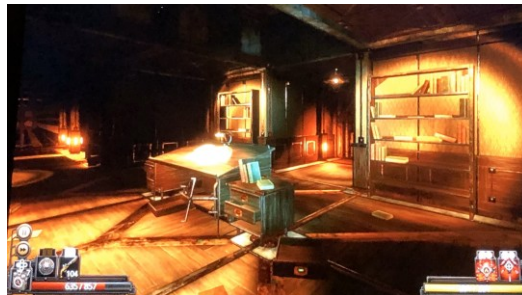
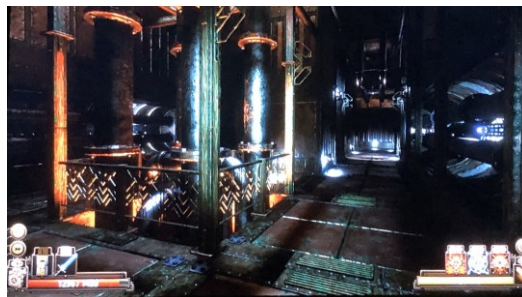
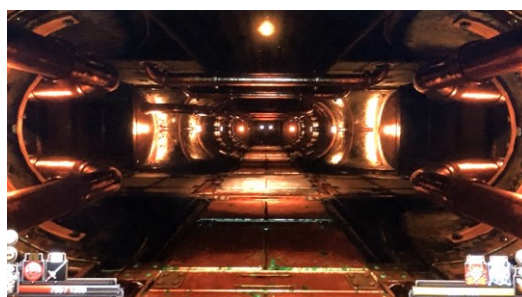
Pro: You can finish it in about an hour and then speed run it in a couple minutes once you know the simple puzzles and where to find keys/items.

Cons: There are no settings, slow camera sensitivity, you can't save, and a couple early fail states (easily avoided once you know) require you to start over. So yeah.

Played on console: PS5.

Originally posted: 04/23/2025.

Mini-Review: Vaporem



A modern, well-done take on the classic first-person grid-based dungeon crawling RPG that trades fantasy for creepy, dark steampunk.

Real-time gameplay can be quickly switched to tactical pause mode at any time; great during intense enemy combat encounters.

Auto-mapping + quick-save/load are thankfully present.

Enemies don't respawn, which gates character progression and prevents over-leveling, but on the plus side, that helps conserve ammo and healing items which are finite and sometimes hidden in secret areas.

It's fun to explore.

Abilities and stats align to the Bioshock-inspired environment, which initially makes knowing what to invest in tricky (ex: it's Integrity, not Health; Fumium, not Experience. Thaumie, not Magic; Gadgets, not Spells). Anyway, I really enjoyed this game and its somewhat familiar story.

*Played on console: Switch.
Originally posted: 02/18/2020.*

The Final Stage

Spooky Month Wrap-Up

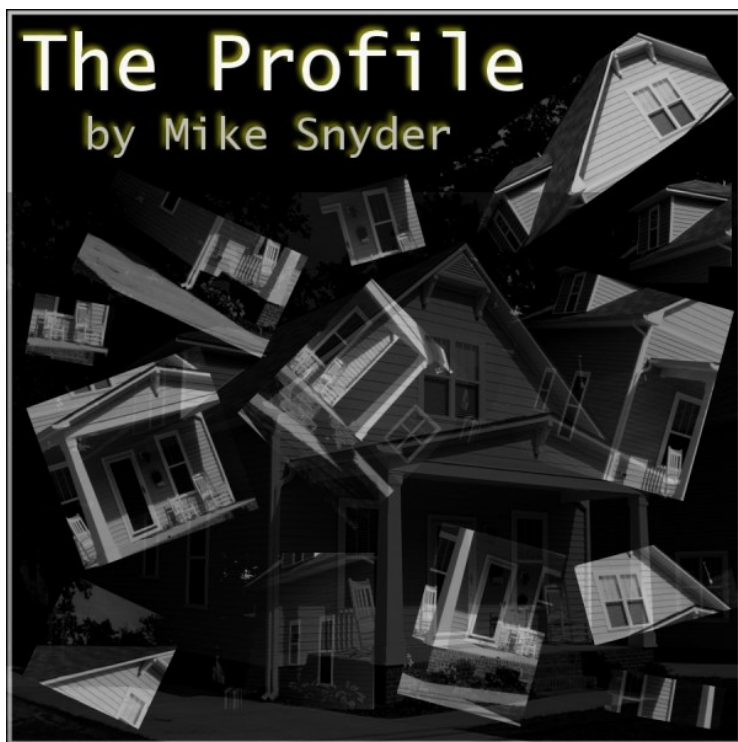
Well, this was a fun experiment; four weeks of writing about spooky games and horror games and even the introduction of a new feature.

The Profile

Last week, I linked to my [Hallowmoor](#) text-based adventure game. I wrote that back in 2013, originally to be an EctoComp (contest) entry, before it quickly became way too big for the three-hour development time restriction.

For that same contest, I entered a silly short joke game called [ZombieDating.zom](#) (which I mentioned in [issue #22](#)). However, that wasn't my only entry. For this one, I had a concept in mind that would play into writing the game quickly, because the very premise of it would depend on simple responses and less robust interactions. I don't want to spoil it, but there's an in-game story reason why the game is written as plainly and sparsely as it is.

The Profile came in [eighth](#) out of 24 entries, and can be played online at [this direct link](#).



A Trick-or-Treat Adventure

Placing one rank higher at #7 in that same Halloween-themed competition was my daughter's browser-based choose-your-own-adventure. She was 8 years old at the time. I did the Twine coding and edited the text as we collaborated on it, but the story and different paths it takes were all from her silly mind.

It's good wholesome family trick-or-treating fun, and can be played online here:

<https://www.sidneymerk.com/twine/TrickOrTreat.html>

Next Week

They say not to go shopping for groceries when you're hungry. It's OK to think up topics for a newsletter though, so next week, I may write about food or cooking in video games.

Not everybody appreciates a good spooky game, so after four back-to-back issues about zombies and monsters (and somehow aliens and robots), surely this will be a topic suited to everybody's tastes (pun intended).

End Credits

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Images of the physical games in the "Collection Inspection" feature are photos I took of games in my own collection and weren't sourced from the internet.

Screenshots used in my video game mini-reviews and some screenshots used in other articles or features that weren't already attributed to a different source were captured by me in-game and are used here in what I believe is "fair use".

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