



## Forbidden Siren

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### PlayStation®2 Redefines Horror with Psychological Video Game Thriller

*Horror experts, psychologists and public believe Forbidden Siren heralds an exciting new genre of psychological horror games*

With the release of its new video game, *Forbidden Siren*, Sony Computer Entertainment Europe can lay claim to another industry first – a game that creates suspense, fear and claustrophobia equal to the best horror movies and books. A totally new take on the experience of horror, the game is inspired by the so-called ‘New Wave’ of cult Japanese horror movies, such as *Ringu* and its American remake *The Ring*, and classic horror writings, such as H.P. Lovecraft’s creation of the fantastic world of the Cthulhu Mythos.

For *Forbidden Siren*, the development team has blended together the best elements of these trends to construct a psychological thriller capable of raising the heart-beat and creating a true sense of expectation and fear. Both horror experts and psychologists are unanimous in claiming that video games, with their interactive nature and visual qualities, offer a new and exciting experience of horror.

According to multiple award-winning horror writer and editor Stephen Jones, video games are the new medium that will enable horror to transcend traditional boundaries between the user and the horror story.

“Precisely because of their interactive nature, video games have the potential to be even more effective than other forms of horror. With books and films, the reader or viewer will always be looking in from outside as the story unfolds, whereas with video games the player can be the main protagonist and influence the outcome,” explained Jones, editor of the annual *Mammoth Book of Best New Horror* series.

“PlayStation 2 has expertly adapted and improved upon the themes and concepts to be found in contemporary horror fiction and films, to involve the gamer in a truly haunting story. Films like the original *The Ring* (*Ringu*) and the more recent *Dark Water* (*Honoguri Mizu no Soko Kara*) have proved that you do not need buckets of blood to scare – simply a well-constructed, detailed story that captures the imagination of the viewer. *Forbidden Siren* achieves this and more by placing

the viewer at the centre of a cleverly written and crafted mystery, where terror – although rarely seen – is always lurking in the shadows of the subconscious. It is a truly exciting development for the horror industry,” continued Jones.

With a story loosely inspired by H.P. Lovecraft’s nightmarish fiction and other classic works, the game places the viewer right at the centre of three days in a living nightmare in the fictional Japanese village of Hanyuda. Building upon atmosphere and creeping terror, *Forbidden Siren* immerses the player in a claustrophobic world of fear, mystery and suspense by focusing on background detail, setting and story, rather than the ‘slasher-style’ shocks traditionally seen in horror video games.

In the game, time is made irrelevant as episodes do not happen in chronological order, and the story builds as the gamer uses their own character’s psychic abilities to look through the eyes of other characters. Every individual has their own chilling story to tell, making each of the 78 episodes both a mission to survive but also an opportunity to slowly piece together the horrifying events that have overcome Hanyuda.

Professor Greg Smith of Georgia State University and author of *Film Structure and the Emotion System*, was impressed with the psychological depth of the new game. “Fear is one of the most primeval and important emotions in our lives, in a non-threatening situation it can be both exhilarating and stimulating. The very best examples of horror movies play on our psychological fears by creating stories that offer a chilling, but not fantastic, twist on real life. They succeed in creating fear by building up both a sense of realism and suspense. People will find *Forbidden Siren* frightening because it builds a very realistic story full of alarming twists and turns.”

“With the success of *The Blair Witch Project* and *The Ring*, the public have indicated that they are ready to embrace the more traditional psychological horror genre instead of simple ‘slasher’ stories. We felt that the PlayStation 2 offered real potential as a platform for a psychological horror story, however previous ‘horror’ games just haven’t had the depth of story or detail to create much suspense,” said Chris Deering, President of Sony Computer Entertainment Europe. “*Forbidden Siren* borrows from some of the best examples of horror out there to create this suspense. Judging by the feedback from gamers and non-gamers alike we’ve created a new genre with this genuinely scary video game.”

For more information on SCEE titles, please visit our website

[www.forbidden-siren.com](http://www.forbidden-siren.com)

or contact your local PR Manager

<p><b>Developer:</b> SCEJ <b>Genre:</b> Survival Horror Evolved <b>No. of Players:</b> 1 <b>Platform:</b> PlayStation®2 <b>Peripherals:</b> Analog Controller (DUALSHOCK®2), Memory Card (8MB) (for PlayStation®2) <b>Release Date:</b> Q1 2004</p>
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**Sony Computer Entertainment Europe Ltd.**

Sony Computer Entertainment Europe, based in London, is responsible for the distribution, marketing and sales of PlayStation, PS one and PlayStation 2 hardware and software in 102 territories across Europe, the Middle East, Africa and Oceania. By the end of September 2003, over 39 million PlayStation and PS one units had been shipped across these PAL territories and over 98 million worldwide. Between its European debut on 24 November 2000 and end September 2003, over 20 million PlayStation 2 units have been shipped across the PAL territories, over 62 million world-wide, making it one of the most successful computer entertainment products in history.

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