



10 Terrifying Tales

The ten games of 2010 to scare us silly

1 ALIENS VS PREDATOR

Publisher Sega Developer Rebellion ETA February

REBELLION'S ORIGINAL AVP on PC was, quite simply, one of the scariest games ever made – when you played as a marine. It used an incredible mix of your own imagination, standard 'BOO!' scares and the fact that you were woefully underpowered compared to your quarry to induce dread. Panic, trepidation and shock combined to terrify players in ways we'd never been terrified before. This is why we've picked the new AvP as the scariest game of 2010 – it's the developers of the first terror-fest, Rebellion, at the helm and the team includes many who helped make the original game.

As long as what made the original so petrifying is kept in the back of the developers' minds at all times, and as long as the ridiculous, bombastic excess of many modern action games is eschewed, this is guaranteed to be one of the most chilling gaming experiences of the year. Throw in the less terrifying campaigns of the *Alien* and *Predator* and some great-looking multiplayer, and we have a game with real potential. Who knows – it might even make a certain member of the team fall off their chair when they get attacked by a Facehugger. Again.



2 DEAD SPACE 2

Publisher EA Developer Visceral Games ETA October

The original game made us jumpy, and those things really got in our head – they moved weird. EA has a bit of a cult classic to build on, and won't need to change much to make a worthy sequel. And remember: headshots aren't the way.



3 BIOSHOCK 2

Publisher 2K Games Developer 2K Marin/2K Australia/Digital Extremes ETA February

We thought it wouldn't be as frightening as the first, because in *BioShock 2* you take control of a Big Daddy. But the introduction of the Big Sister changed all this, making us fear we'll again be haunted by terror while exploring Rapture.



4 I AM ALIVE

Publisher Ubisoft Developer Ubisoft Shanghai ETA September

A switch in developers and few new details popping up may have us slightly worried, but it pales in comparison to our fear of the devastating natural disasters in *I Am Alive*. It looks to be pure, absolute survival – nothing else.



5 HEAVY RAIN

Publisher Sony Computer Entertainment Developer Quantic Dream ETA February

Quantic Dream is going for the emotional route with *Heavy Rain*, so we assume they'll aim to frighten us: being pursued by or pursuing a serial killer won't be light-hearted jaspery. This has the chance to create great psychological scares.



6 SILENT HILL: SHATTERED MEMORIES

Publisher Konami Developer Climax Studios ETA February

Silent Hill: Origins used headphones to good effect. This could be another game that makes us panic on buses.



7 THIEF 4

Publisher Square Enix Developer Eidos Montreal ETA November

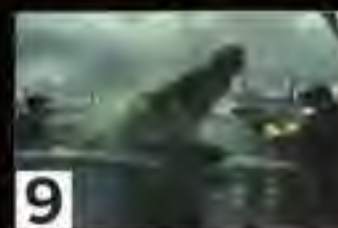
The Cradle from *Thief 3* turned out to be one of the scariest levels on any game ever. Here's hoping we'll see that repeated with *Thief 4*.



8 CALL OF DUTY: WORLD AT WAR 2

Publisher Activision Developer Treyarch ETA November

The first *WaW* was distasteful, but it highlighted the horrors of war. The second should hopefully take it up a notch.



9 RESIDENT EVIL 5: ALTERNATIVE EDITION

Publisher Capcom Developer Capcom ETA April

You know what to expect really, downloadable, additional scenes for the survival horror jump-a-thon. Nothing new, but still menacing.



10 FALLOUT: NEW VEGAS

Publisher Bethesda Entertainment Developer Obsidian Entertainment ETA October

We know little about *New Vegas*, but *Fallout 3* did a great job instilling eerie dread in everyone who played it.