



Silent Hill: Book of Memories enters new chapter on November 8th

Konami Digital Entertainment GmbH has announced the Australian release date for Silent Hill: Book of Memories on PlayStation(R)Vita, as November 8th.

Sydney, Australia, Oct 11 - Developed by WayForward, the new game marks the first appearance of the acclaimed horror series on PlayStation(R)Vita. The game also introduces multiplayer elements to the series for the first time, as players work together within the mist-shrouded areas of the titular town.

Silent Hill: Book of Memories begins with the player selecting a customisable character. The player then receives a book which, it transpires, has the power to change the past. The action takes the form of a skewed top-down adventure with the emphasis on action and exploration. Players are thus challenged to solve a series of tests and puzzles which rewards them with puzzle pieces that are needed to access the next area.

A wide range of Silent Hill elements and adversaries make a welcome return as the player finds out more about the book, and in multiplayer mode players work together in a quest to gather the puzzle pieces and conquer the huge boss creatures which punctuate the gameplay. Silent Hill: Book of Memories also allows users to share Items between characters, including items to restore lost health and to boost endurance.

With a soundtrack by Dexter composer Daniel Licht, Silent Hill: Book of Memories opens a new chapter on terror, as players become embroiled in another terrifying visit to KONAMI's horror series. The game will be available as both a physical product and to download via PlayStation(R)Network.

For more information and assets, please visit: <http://www.konami.com/downloads/> or contact James Kozanecki: 02 9954 9681/james@mindscape.com.au

About Konami Group

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