

THE VIDEO GAME GENERATIONS NEWSLETTER

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Issue #48 – November 15, 2026

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Loading Screen

As I feared, I came nowhere close to finishing my horror gaming goals before Halloween. I was kind of committed to doing a spooky season issue, though, so here it is – just a bit later than I wanted.

I admit, this is weak compared to my 4-issue spooky month marathon last year, where I wrote about my favorite zombie games (issue #22), a spooky month vacation guide from the persona of a travel agent (issue #23), the not-so-scary top 10 monsters quiz, which I'm particularly proud of (in issue #24), and my horror game backlog (issue #25).

In this issue: the top 10 most expensive PS2 horror games, mini-reviews of (almost) every horror game I played this year, a *Collection Inspection* featuring most of the games from that top 10 list, and more.



Recent Events

Xbox Disc-to-Digital Licensing – Update

In a recent issue, even before the feature had been rolled out to the public, I wrote about my thoughts on the just-announced Xbox Disc-to-Digital feature, which allows people to claim a "digital entitlement" for a game on disc. It isn't supported by all Xbox games, since OG Xbox and Xbox 360 discs weren't "coded" with a unique key per copy to make it possible. Not even all Xbox One and Series X games are currently supported, but many are.

The only disc I ever put in my Series X is the *Rare Replay* collection. At the time, I had intended to play the *Conker's Bad Fur Day* remaster until deciding *Live and Reloaded* was a better option. I've kept it nearby with the intention of playing *Jet Force Gemini*, *Kameo: Elements of Power*, and all three *Banjo Kazooie* games eventually.



To try out this feature, I popped the disc in and immediately struggled to figure out how to claim the digital license. What I read later is that simply *starting* the game will do it, but I didn't know that and ultimately found the option hidden away in a system menu.

Anyway, it works. Even with the disc removed (I can put it back into its case in my collection now) I'm still able to launch *Rare Replay*.

Source:
https://support.xbox.com/en-US/help/games-apps/game-setup-and-play/disc-to-digital-licensing-on-xbox

Goodbye, Bioware

Electronic Arts (EA) has shut down Bioware, a top-tier RPG development studio founded more than thirty years ago. Their credits include the first two *Baldur's Gate* games, the first *Star Wars: Knights of the Old Republic*, cult classic *Jade Empire*, the *Mass Effect* series, the *Dragon Age* series, and more.

Certain doofuses on social media wave this off as if it's good news, insisting Bioware hasn't made a good game in more than a decade. I never played *Anthem* (it was too multiplayer-focused) but *ME: Andromeda* was way better than its reputation would suggest, and *Dragon Age: The Veilguard*, which took the franchise in a different direction, was a genuinely fantastic game. Sure, a lot of it is just chuds being chuds with their ridiculous "go woke go broke" rallying cry, but it still pains me to see anything less than full respect for such a talented, important studio.



Apparently, this decision was made so that EA could put more resources into the next *Star Wars Battlefront* game, effectively deciding between that and the next *Mass Effect*.

It's another reminder that big companies are only in it for the money, not the art. I mean, of course they are, but it really drives home the fact that they *just do not care* about the games, the fans, the damage they're doing to their own reputation; only the profit margin.

Sources:
https://www.videogameschronicle.com/news/ea-is-closing-bioware-and-cancelling-the-next-mass-effect/
https://www.videogameschronicle.com/news/ea-chose-to-shut-down-bioware-so-it-could-make-star-wars-battlefront-3-instead-its-claimed/

Nintendo Switch 2
Updated Thoughts

My first-ever rant, in VGGN issue #1, was an explanation of why I wasn't planning to get a Switch 2 at launch. To summarize, there had been rumors that Nintendo was raising game prices from $60 to $80 (which turned out not to be entirely true), and were introducing "key cards" that go against my needs as a gamer and game collector.

> "I don't think I've ever been less excited about the launch of a new console than I am with Nintendo Switch 2. I'm sure I'll get one at some point, but a couple things in particular kind of doused my interest before pre-orders even went live."

It turns out "at some point" was yesterday,



I pre-ordered *The Legend of Zelda: Ocarina of Time* remake, thinking I wanted to have it for when I do eventually get a Switch 2. I also have *Metroid: Ravenous* pre-ordered, and I don't want to miss the next *Xenoblade* game.

Surprisingly, two things pushed me over the edge. One is the possibility that Nintendo might raise the price again (it's already $50 more expensive now than at launch), although I heard on a podcast *later the same day* that Nintendo *doesn't* plan to increase the price again any time soon.

Even if that was a possibility, the Switch 2 may now be the most affordable current-gen console anyway.

The other reason is physical games. I'll never be on board with "key cards" – I think they're a sham that publishers use to cut their own costs without lowering game prices, and a card without the game on it is worthless as a collectible – but ironically, Switch 2 could be the last place to get new physical console games at all, in a year or two. We already know Sony is ditching discs before the PS5 generation is even over (starting in 2028) and I don't see any world in which Microsoft supports physical media for the next Xbox.

I may regret it if key cards take the place of physical game cards entirely, but at least for now, not *everything* releases as a key card.

I've had zero hands-on with my new console. Of the four games I bought, there's nothing I need to drop everything now to play. *Orbitals* sounds like it's a fun co-op puzzle game, and I enjoy those with my son. I've never played a *Fire Emblem* but I wanted to get the new one. I really want to play *DK Bananza* but it's a "get to it when I can" kind of thing. I've already played *Ocarina of Time* twice (on N64 and again on the 3DS), and while this remake does look amazing, I'm not sure when or if I'll get around to it. My son is playing it now, though.





The Price of Fear

It isn't some obscure, secret site, but I only recently found out about pricecharting.com. You can look up various collectibles (trading cards, comics, coins, video games and more) to find out what the average sale price has been for various benchmarks (a loose disc, complete with case and manual, brand new, and so forth). The stats seem to come from eBay exclusively (at least for everything I've looked at), but I guess that's as good a source as any for what people are willing to pay.

I know some of the games in my collection have become way more valuable than when I bought them years ago, with horror games in particular being highly sought-after. So, I decided to make a list of as many PS2 horror games as I could, and look up the price when complete (original case, manual, and disc).

Some of these are more action-horror than survival horror, and I haven't played some of them, although I have played 6 of the top 10.

These are prices as of **November 5th, 2026**. They slide up or down frequently based on new sales data, so some of the closer ones could easily flip positions in later searches.

I present to you the top 10 most expensive horror games you can buy (or sell) on PS2.



$179.99 — #10
The X-Files: Resist or Serve

$198.00 — #9
Silent Hill 2

$199.48 — #8
Silent Hill 4: The Room

$205.00 — #7
Echo Night: Beyond

$370.00 — #6
Silent Hill 3

$586.62 — #5
Silent Hill: Shattered Memories

$617.50 — #4
Obscure

$647.50 — #3
Haunting Ground

$1,135.64 — #2
Rule of Rose

$1,950.00 — #1
Kuon

Collection Inspection

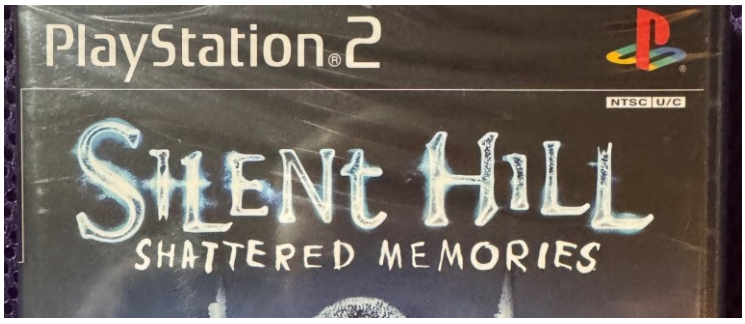
The only game from the PriceCharting top 10 most expensive PS2 horror games not shown here is *Rule of Rose*, but that's only because I already included it in VGGN issue #24.

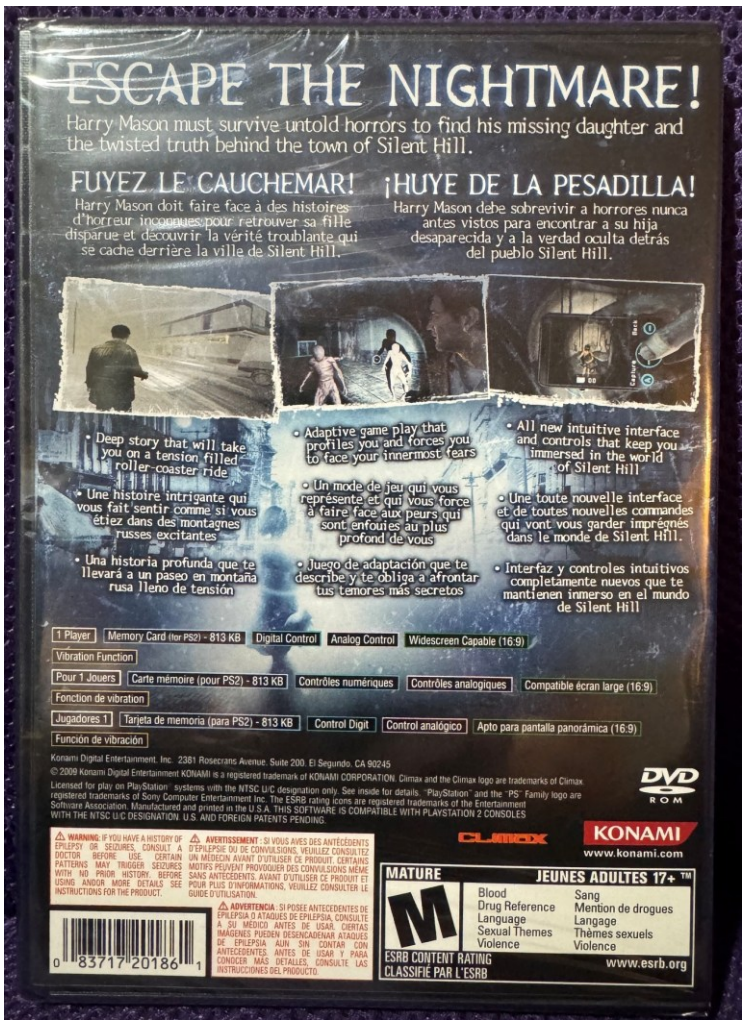
I've also included three additional PS2 horror games from my collection, not on the top 10.

Silent Hill – Shattered Memories

Platform: PS2 / **Edition:** Standard

Comments: Apparently I bought this one new, and never opened it. If I had bought a couple dozen more, I could probably sell them all for a small fortune.

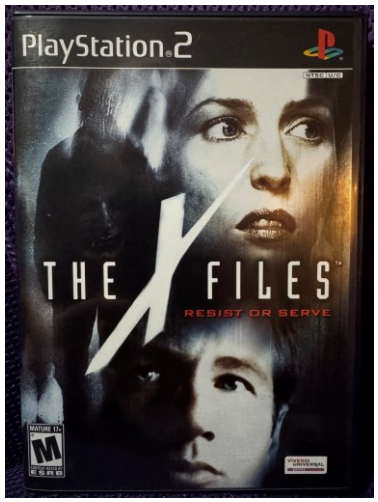




The X Files – Resist or Serve

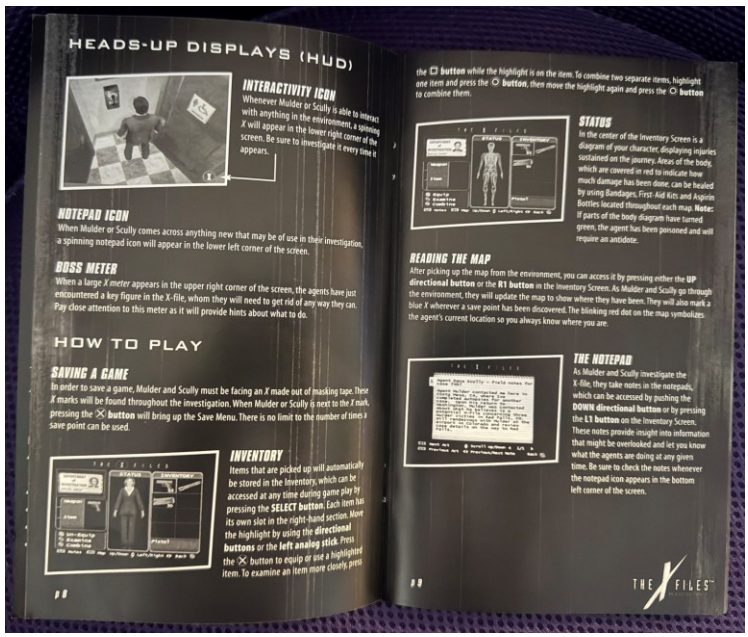
Platform: PS2 / **Edition:** Standard

Comments: Someday, I will watch *The X Files*. I'm only just now watching Supernatural (I realize they're completely unrelated), and if I can commit to 15 seasons of a TV series, I can at least commit to 11. This game looks interesting, but I've never played it.







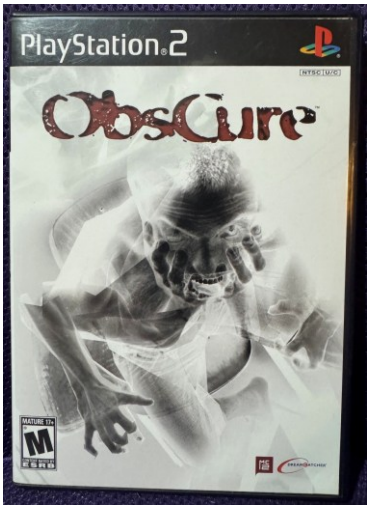


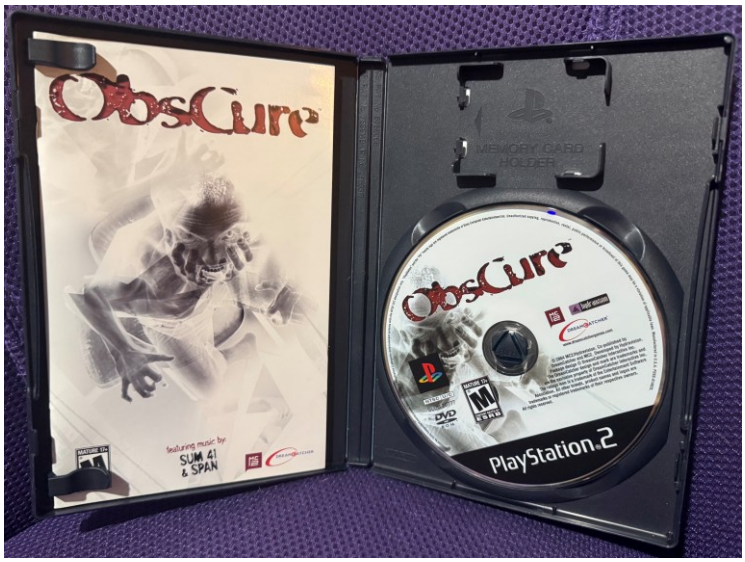
Obscure

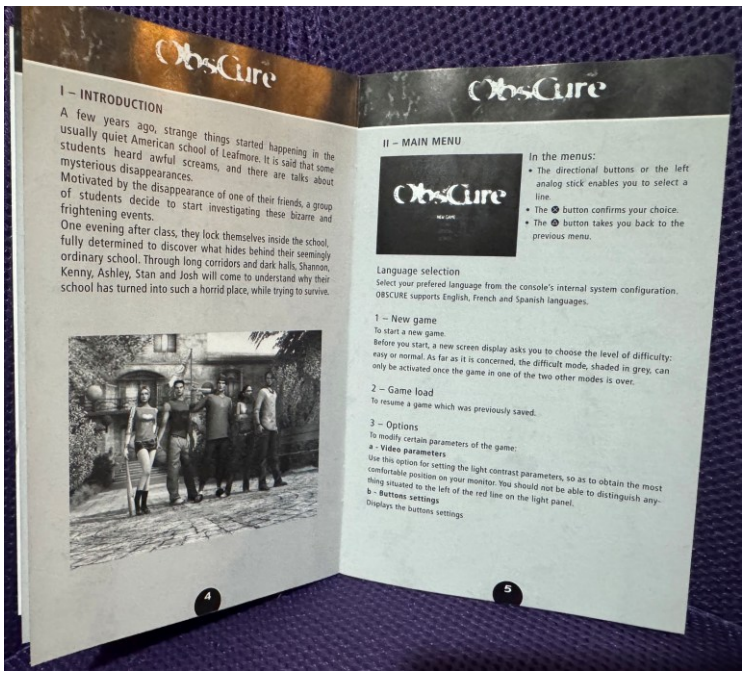
Platform: PS2 / **Edition:** Standard

Comments: This is one I know very little about. It seems to be that horror sub-genre set in or around a school, tasking you (presumably as a student) with surviving whatever ghosts or monsters are there.





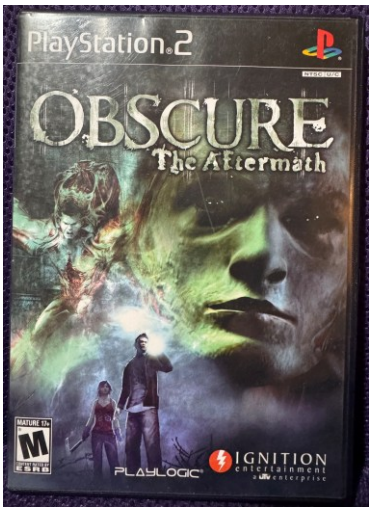


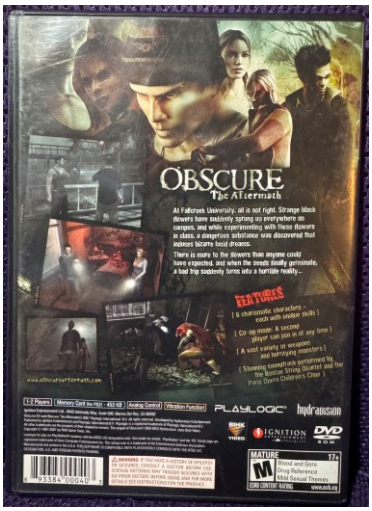


Obscure – The Aftermath

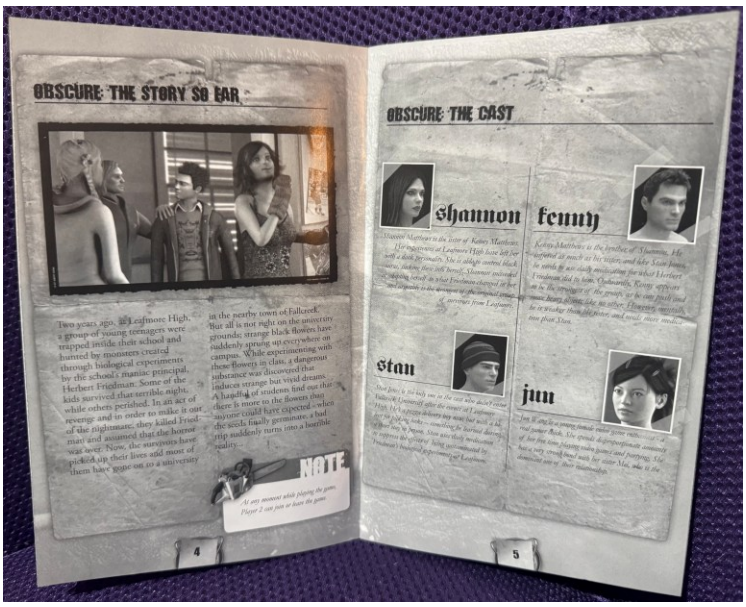
Platform: PS2 / **Edition:** Standard

Comments: It's probably hard to tell, but this one has a bit of rippling to the case art. I think it was inside a different case originally, which (for whatever reason) didn't quite fit the art, and so it ended up rippling. It's all in nice condition otherwise.





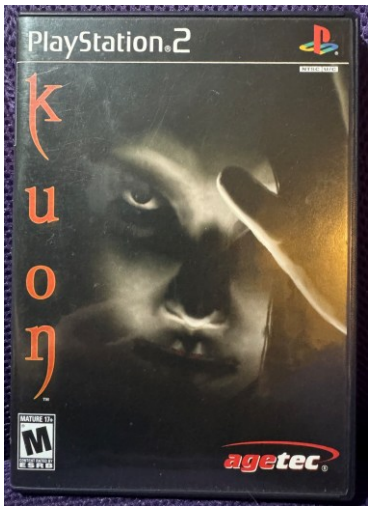




Kuon

Platform: PS2 / **Edition:** Standard

Comments: Here's the most expensive PS2 horror game, and quite possibly the most valuable game in my collection. If it isn't, nothing else comes to mind. I'm glad I started collecting way before these games got so pricey. There's no way I would buy this now.









Haunting Ground

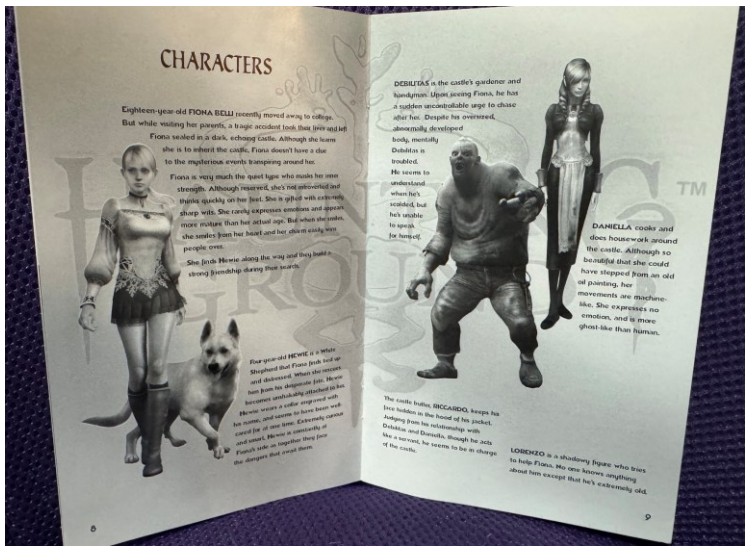
Platform: PS2 / **Edition:** Standard

Comments: I played this and *Kuon* for spooky month this year, and my mini-reviews are later in this issue. Both of them hold up really well. Of the two, I think I preferred *Kuon* a little more, but that's only because I got a little frustrated by the stalkers that ruined my otherwise peaceful exploration in *Haunting Ground*. Seriously, though, both were really good games.





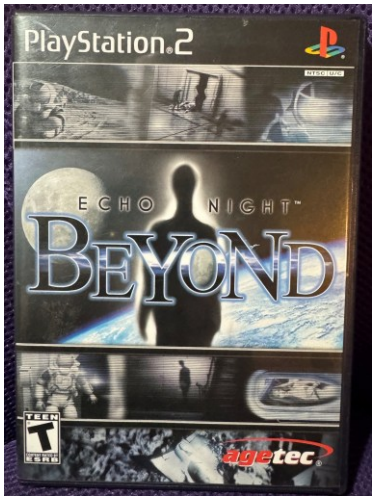




Echo Night – Beyond

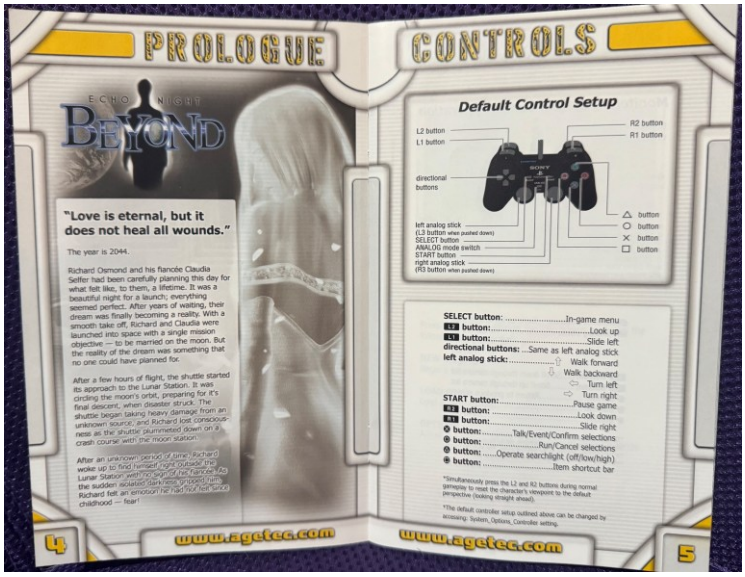
Platform: PS2 / **Edition:** Standard

Comments: Most people who know FROM Software probably know them for *Dark Souls*, *Sekiro*, *Elden Ring*, *Bloodborne*, and maybe *Armored Core*. Their back catalog also includes quite a few interesting one-offs, such as *Kuon* (see the prior page), *Echo Night* on PS1 (I liked it a lot), and this PS2 follow-up, *Echo Night – Beyond*. I haven't played this one yet.





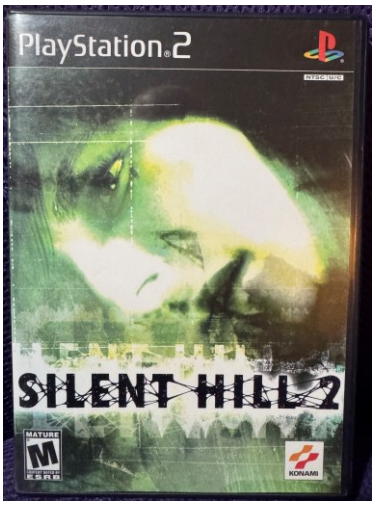


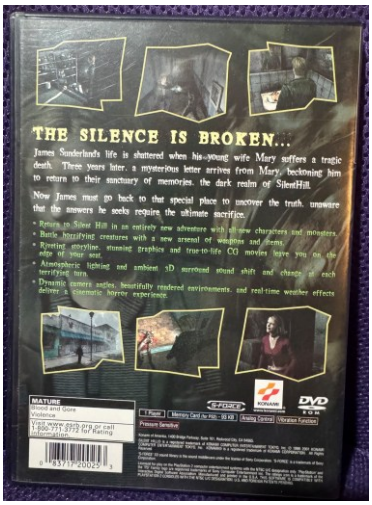


Silent Hill 2

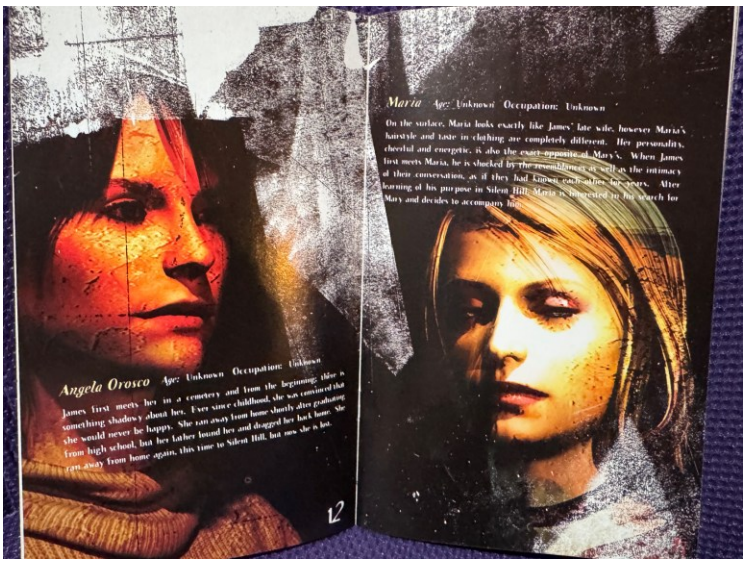
Platform: PS2 / **Edition:** Standard

Comments: I'm low-key upset about this. I haven't opened this case since I played it sometime prior to 2006, and for over twenty years I didn't realize (or at least remember) that it's mismatched, with the Greatest Hits disc in the original release case. I must have bought it from GameStop. They were notorious for doing that, and I may not have even known the difference at the time. Now, I'm low-key upset.







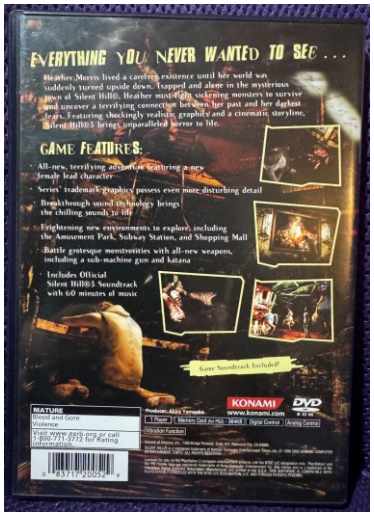


Silent Hill 3

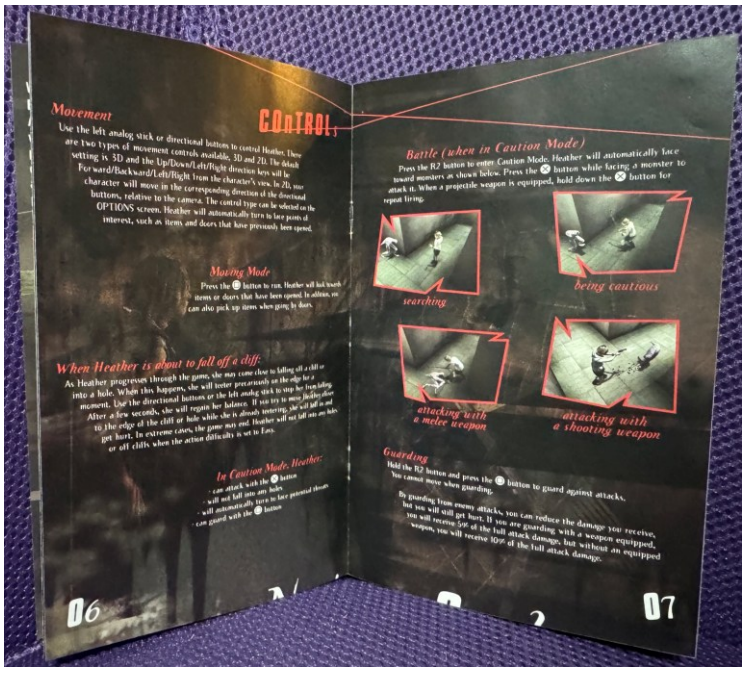
Platform: PS2 / **Edition:** Standard

Comments: That creepy, disconcerting *Silent Hill* music comes on a soundtrack CD with *Silent Hill 3*. I think I'll add this to my Spotify playlist. It's been a hot minute since I've listened to it.









Silent Hill 4 – The Room

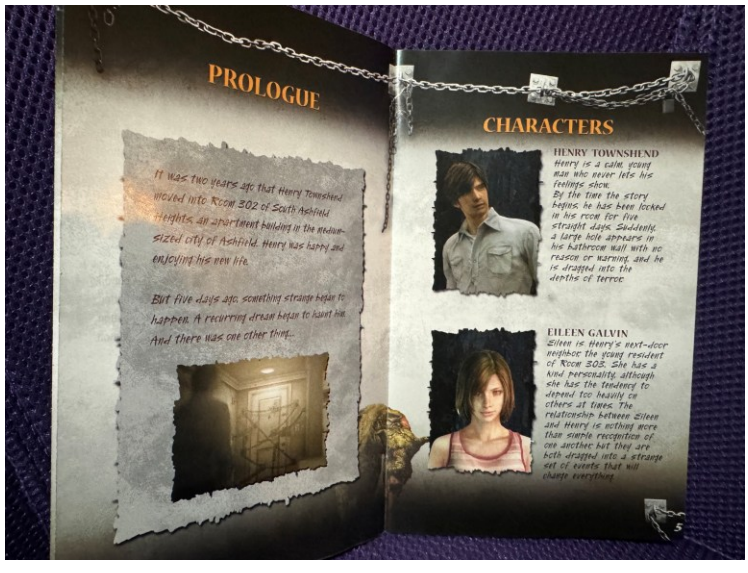
Platform: PS2 / **Edition:** Standard

Comments: This seems to be one of the more divisive entries in the *Silent Hill* series, but I enjoyed it when I finally got around to it (the OG Xbox version) in 2019. My mini-review can be found in VGGN issue #26, and again last week as an encore in issue #47. As I write this, I just started *Silent Hill: Homecoming* (Xbox 360) and plan to play *Silent Hill: Downpour* afterwards.







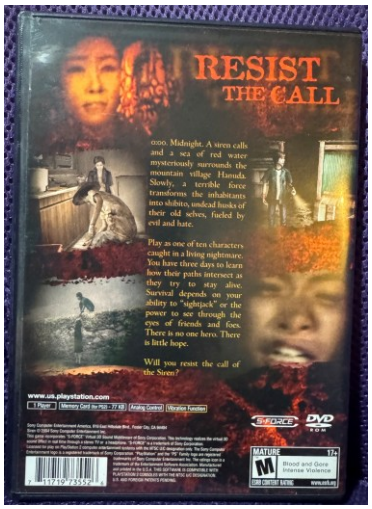


Siren

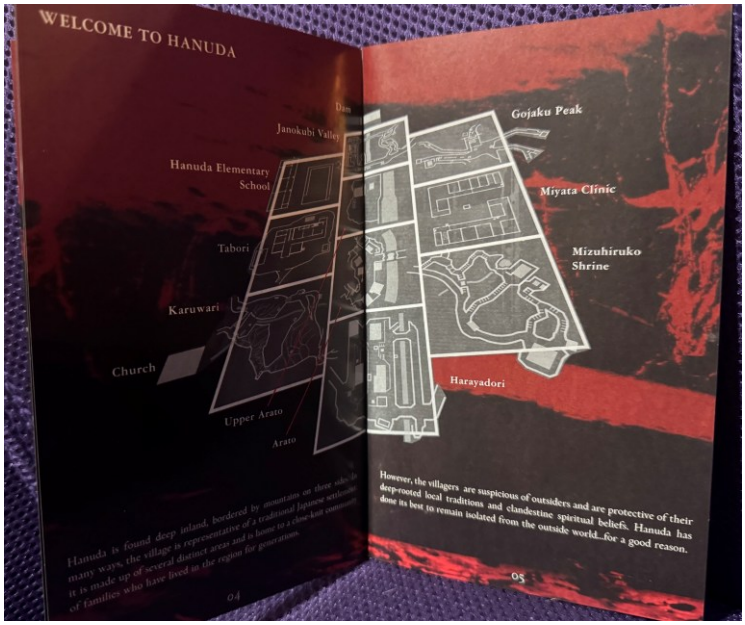
Platform: PS2 / **Edition:** Standard

Comments: These last two aren't expensive enough to make the top 10, but they're starting to get a bit pricier these days. If you have a PS3 and act fast (before the online store closes next year), this one is available digitally as a PS2 Classic.









Clock Tower 3

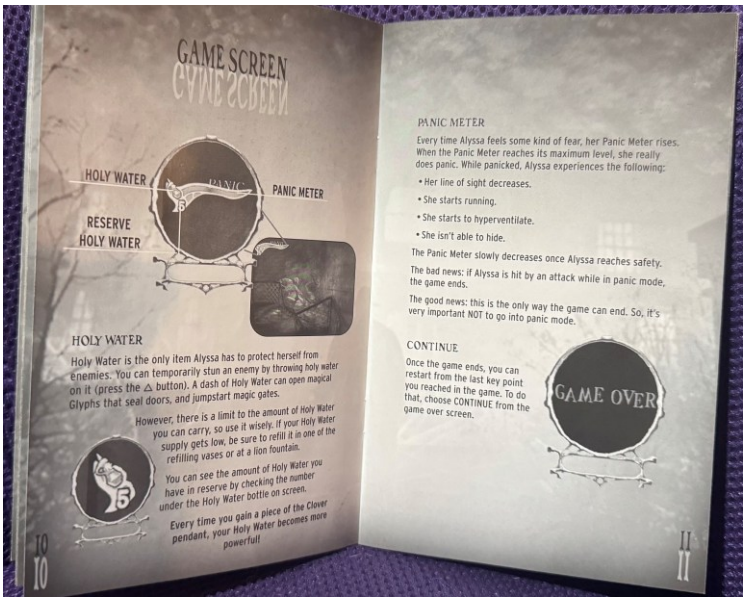
Platform: PS2 / **Edition:** Standard

Comments: Another unfortunate surprise when I took this one off the shelf to photograph. Somebody wrote numbers with a permanent silver paint pen on the front of the manual, at the top. Why? WHY? I mean, I know why. It was a tracking number for whatever person/store sold it to me, I bet, but still.









Mini-Review: Resident Evil - Requiem

























RE9 is two games in one.

As Grace, you play in immersive first-person with stealth, limited resources and survival horror at its finest.

As Leon, resources are rarely an issue, you play in third-person, and you get over-the-top action scenes, boss fights, fewer puzzle sections, and a sense of power and control not present as Grace.

You can switch the camera for either character, but the difference in perspective was perfect as-is. If you're only a fan of classic RE survival horror, or if you're only a fan of later action-focused *RE* entries, half the game may not appeal to you, but if you're like me and enjoy it all, both styles are expertly implemented as the story goes back and forth between them a few times.

I loved *RE9*. It might now be my favorite aside from the original *RE4*.

Played on console: PS5 Pro.
Originally posted: 03/08/2026.

Mini-Review: Silent Hill - Townfall

























My spooky month begins with a game that, for me, totally redeems Konami's misstep with last year's *Silent Hill f*. In *Townfall*, that classic *Silent Hill* experience is (mostly) back, with pacing that knows when to send players into the nightmare world of rust and rot, and when to pull back into the less traumatic (and sometimes even safe) "real" world.

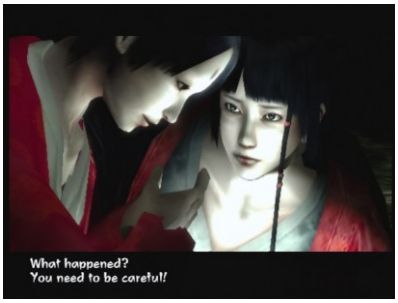
Puzzles are prominent and a little more complex. The story is fantastic as well, leaving me with my usual head-scratching contradiction of thinking I get it but not quite getting it. This is one of the few series where getting the bad ending (which I always seem to do, sadly) seems perfectly valid and fitting.

If it wasn't clear before, I really enjoyed *SH Townfall* despite it not actually being set in Silent Hill, and recommend it.

Played on console: PS5 Pro.
Originally posted: 10/11/2026.

Mini-Review: Kuon











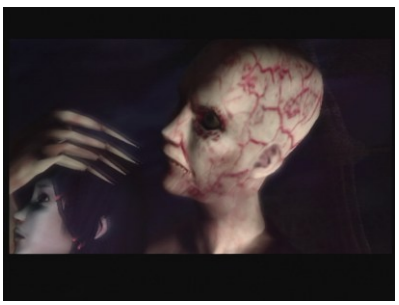














Before FromSoftware invented a whole action RPG sub-genre with *Demon's Souls*, they made a variety of games in a variety of genres, including the *Armored Core* series, *Otogi*, *King's Field*, *Echo Night*, and this, an occult-focused third-person horror game for PS2 that's become ridiculously expensive of late.

Thankfully, I started my collection many years ago, and so when the mood finally struck to play *Kuon* for spooky month, I was ready.

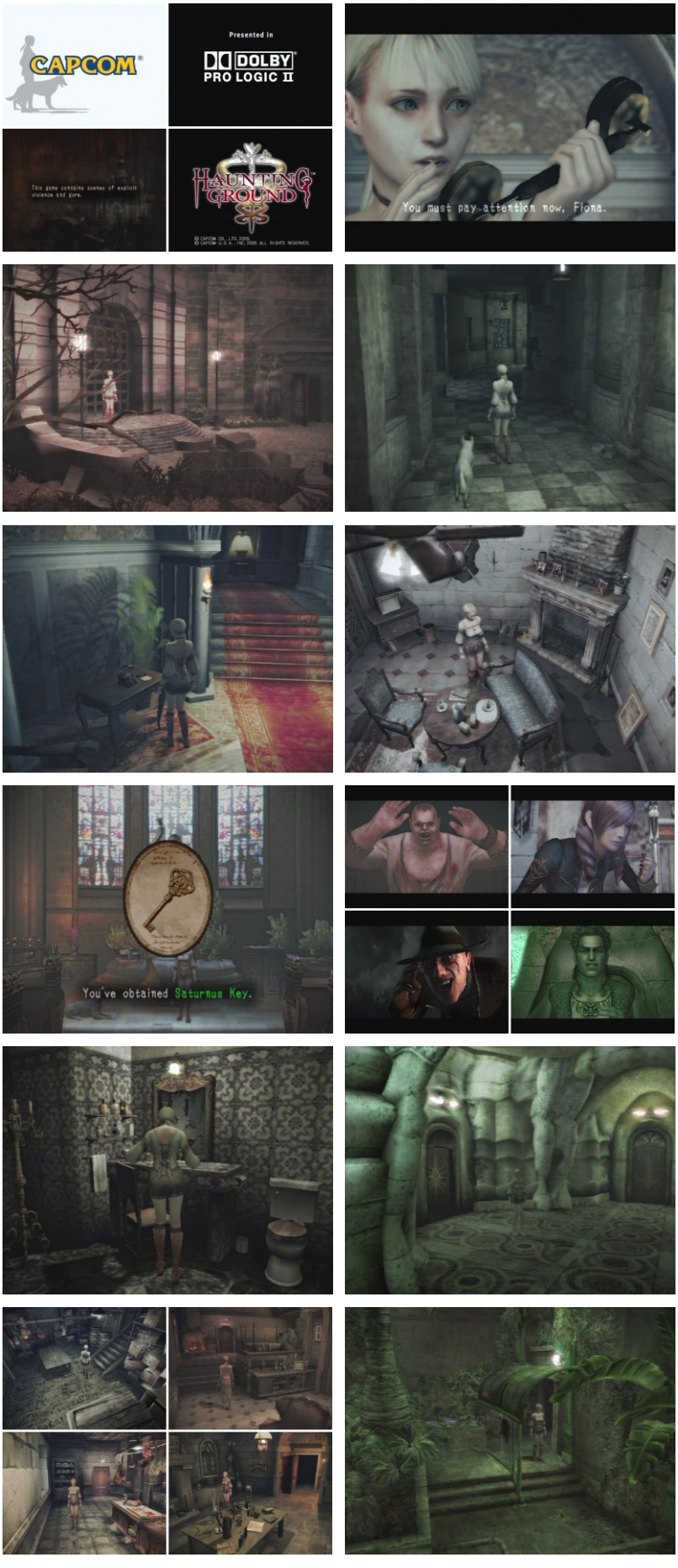
As FromSoftware games go, this is on the much easier side (on normal). A limited resource is needed to save (a la *Resident Evil* typewriter ribbons), which is antithetical to my play style, but since it's not overly hard, I made them last.

There are puzzles, creepy children that sing, melee and magic, and three intertwined chapters to see the whole story.

I liked it a lot.

Played on console: PlayStation 2.
Originally posted to social media: 10/13/2026.

Mini-Review: Haunting Ground



At times, I loved this for its sprawling locations that are fun to discover and explore, cool puzzles (classic *Resident Evil* style), and fantastic art design. No between-room loading during gameplay makes it seamless.

At other times, I hated it and wanted to throw my controller through the screen because, while not necessarily a hard game, the "scares" amount to a series of individual pursuers (also taken from early *Resident Evil*) that can be downright frustrating, sapping the fun out of it when it's sometimes easier to reset the game than spend 15 minutes trying to run and find a good place to recover or hide.

I usually like fixed-angle cinematic views (no camera control), but found myself running the wrong way far too often after scene transitions.

At least I got the best ending.

Update: Just to be clear, I liked this game a lot, despite frustrations with the killers/pursuers.

Played on console: PlayStation 2.
Originally posted to social media: 10/17/2026.

Mini-Review: Hellraiser - Revival

























Usually when I pick screenshots to go along with my mini-reviews, I only have to skip ones that give too much away; moments I don't want to spoil, surprise reveals, and so on.

This time, my captures are a veritable minefield of gore, sex and nudity, torture, profanity, and at times vulgar turns of phrase that seem to push the boundaries of what even a game with an "M" rating can be.

It's a horror game akin to the more modern *Resident Evil*, in first person, with melee weapons, guns, powers, and puzzles. If it's not the kind of content you find sick and irredeemable, and if you enjoy horror games, you'll probably love *Hellraiser Revival*.

My late ex-girlfriend was a fan of the movies. I never really was, but I re-watched the first three recently in preparation and now I think I'm a fan too.

Played on console: PS5 Pro.
Originally posted: 11/09/2026.

Mini-Review: Condemned 2 - Bloodshot































It's a shame Monolith didn't get to continue this series, because this feels like the middle part of a trilogy. I don't remember much about the first game (I played it over 16 years ago) other than liking it a lot and never playing the sequel because I heard mixed things.

This is more action-horror than survival horror, at least in the sense that you're not managing save files (just checkpoint auto-saving), you're never really underpowered, and it's not scary to the extent of something like *Silent Hill*, *Outlast*, or some in the *Resident Evil* series. It's more akin to *F.E.A.R.* (also from Monolith Productions).

There's an interesting (if a bit finicky) LT/RT melee system, dozens of things to use as weapons (and some guns), and varied level locations.

Visually, it reminds me of Fallout 3 - yellow, gray and dirty. I liked it a lot, and shouldn't have waited so long to play it.

Played on console: Xbox 360.
Originally posted: 11/15/2026.

The Final Stage

An Addendum to Issue #46

Two issues ago, in issue #46, I wrote about games featuring photography. The last one was a stretch (a PS2 game that didn't get a release in North America) because I wasn't able to find anything else and I wanted 25.

Since then, I've found a couple more.

An indie horror game called *Alert: Exposure* is due out next year. It sounds like a mix of hidden object and photography, where you explore haunted buildings (a house, a store, and a hotel) to locate objects described on a list and take photographs of them.





The other is *Lushfoil Photography Sim*. It was published by Annapurna Interactive, which has a (mostly) good track record with games that lean towards experimentation and art. The game itself is from a solo developer in West Australia (according to the PSN product page) and aims to provide a realistic sim with a full-featured in-game camera, set in various locations around the world.





Reader Contributions

Unless I get inundated with suggestions, I don't mind mentioning projects submitted to me that tie back to prior topics, although this might be more the result of being discovered through Google searches in their promotional efforts than any actual reader-submitted tips. But hey, if I could get people to give VGGN a free plug in their content, I certainly would, so I can't fault anybody for asking.

I've never heard of *The Transference*, but it's apparently a recent escape room game. The tip is actually for a clue-first guide on a site called 9Puz rather than the game itself:

> "Issue 39's escape-room feature describes how keys, objects and logic clues work together. If you return to that subject, our new written guide to *The Transference* may be a useful example of how a walkthrough can preserve the reason behind a solution:"

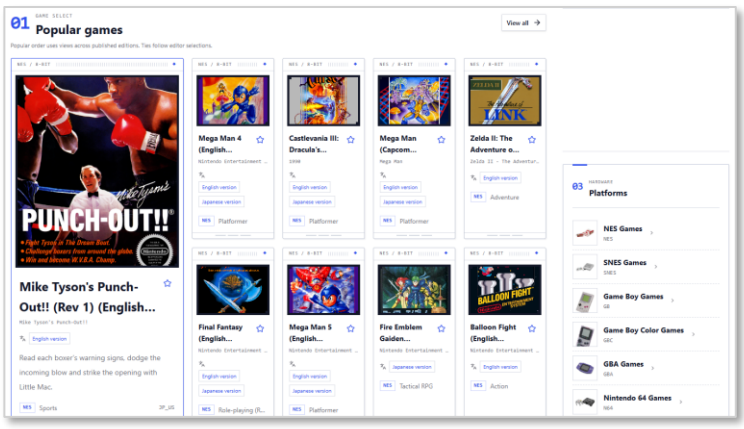
https://9puz.com/7491-the-transference-walkthrough/



Depending on how you feel about emulation and ROMs, here's one from the creator of *RW Emulator*, which lets you search and play NES, SNES, GameBoy, GBA, N64 and other games in your web browser:

> "I'm Ethan Liang, the developer of *RW Emulator*. Your issue 13 walkthrough of playing your CoCo games through XRoar Online caught my attention, so I thought this might be another browser-gaming resource worth a look."

https://rwemulator.com/



The PS2 Horror Game Price List

Since I already looked up prices to build the earlier top 10 list, here's the complete list.

Each game name is a link to the PriceCharting page for that game. In reality, games listed at their average price tend to be a little less than ideal, with heavily scratched discs (including label-side scratches, which can ruin them), manuals with stickers or writing or wrinkled pages, damaged case art, and so on. To get an actual *collectible* copy, you pay more.

One interesting thing about collecting for PS2 is that there are still plenty of bargains to be found; maybe not on the most sought-after games, but it's certainly possible to build a decent collection without breaking the bank.

1.	Kuon	$1,950.00
2.	Rule of Rose	$1,135.64
3.	Haunting Ground	$ 647.50
4.	Obscure	$ 617.50
5.	Silent Hill: Shattered Memories	$ 586.62
6.	Silent Hill 3	$ 370.00
7.	Echo Night: Beyond	$ 205.00
8.	Silent Hill 4: The Room	$ 199.48
9.	Silent Hill 2	$ 198.00
10.	The X-Files: Resist or Serve	$ 179.99
11.	Fatal Frame III: The Tormented	$ 145.00
12.	Fatal Frame II: Crimson Btrfly	$ 139.75
13.	Fatal Frame	$ 132.50
14.	Clock Tower 3	$ 129.99
15.	Resident Evil Outbreak: File #2	$ 127.25
16.	Resident Evil: Dead Aim	$ 102.50
17.	Cold Fear	$ 101.95
18.	Siren	$ 90.00
19.	The Suffering	$ 75.00
20.	Evil Dead: Regeneration	$ 70.00
21.	LifeLine	$ 69.34
22.	Ghosthunter	$ 65.51
23.	Obscure: The Aftermath	$ 65.00
24.	The Suffering: Ties That Bind	$ 62.00
25.	Galerians: Ash	$ 50.00
26.	Resident Evil Outbreak	$ 46.50
27.	Evil Dead: Fistful of Boomstick	$ 39.99
28.	Resident Evil Code: Veronica X	$ 33.00
29.	The Thing	$ 30.00
30.	Constantine	$ 28.91
31.	Resident Evil 4	$ 27.50
32.	Extermination	$ 22.99
33.	RLH: Run Like Hell	$ 21.99
34.	Alone in the Dark	$ 12.26

The only games from the list I don't already have in my collection are *Cold Fear*, *The Suffering* and *The Suffering: Ties That Bind*, but I have the original Xbox versions of those.

I also see now that the list is missing *Silent Hill Origins*, which is PriceCharting at around $200, and as such belongs on the top 10 list, but I'm not going to redo it at this point. It already has plenty of *Silent Hill* as it is.

Tricked on eBay

I've recently been adding more PS2 games to my collection. I bought *The Punisher*, which is charting at around $132, but I paid a seller $180 plus shipping for a copy listed and pictured to be in near perfect condition. What arrived was in a replacement case (but a convincing one with a memory card holder), missing the Amaray logo and with a strong new chemical smell. The case art insert was also a convincing reproduction, but on lighter paper and with art cropping that gives it away. The seller feigned ignorance and I've decided to keep it anyway (I have another on order), but to anybody buying off eBay, be careful.

Next Issue

I'm guessing I'll have one more VGGN ready by year's end, then to start 2027, I'd like to recap everything I played this year, plus my top 10 games of 2026 (a list that will be riddled with omissions because I've missed a lot this year).

End Credits

The VGGN controller logo with multiple "X" buttons, the cover title text, the "cartoon me" on the cover page, and some occasional other artwork was made using https://openart.ai. You'll probably know it if you see it.

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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. Apologies for reflections and bad framing. I'm not a pro.

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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