

## An excerpt from "NEW SPLATTERHOUSE GAME ANNOUNCED!"

**sotenga:** !!!

*EGM Heads To The Splatterhouse  
Retro revival blowout in the June issue  
By Philip Kollar, 04/22/2008*

*Splatterhouse is arguably the first survival horror game ever. Sure, it was a bit heavy on the horror and light on the survival, but it's hard to come up with an earlier example of a game with as much bloodshed and terror as this arcade beat-em-up. Purveyors of violence and filth that we videogame folk are, we couldn't be more excited to present the exclusive reveal of Namco Bandai's next-gen resurrection of the Splatterhouse franchise in the upcoming June issue of EGM.*

**Dire 51:** Holy shit.

Why do I have the feeling that I'm about to be very busy?

Seriously, this is news that I wasn't expecting. It's also news I'm not exactly thrilled about. My feelings may change as more information about the game surfaces.

I can also predict three possible things happening as a result of this news:

1. West Mansion is going to become the fansite-on-the-spot, resulting in my aforementioned being very busy.
2. Membership at T3M might experience a sudden influx if people decide they want to talk *Splatterhouse* on WM's official forum.
3. Namco/Bandai is going to demand that I remove all of the ROMs from WM.

**sotenga:** I don't have a problem with the first two things. Hell, maybe Namco-Bandai will offer you lotsa cash to join their web design crew.

That third one might suck, but ah well. As far as development is concerned, didn't you mention that it would be preferred this is a prequel rather than an ongoing story that takes place after *Splatterhouse 3*? My theory is that it's going to be neither. The trend with reviving thought-to-be-forgotten franchises seems to be retellings of the original stories or building new continuities altogether. It's not that I really have a problem with this, s'long as the revision stays true in spirit to the original.

**Dire 51:** I refuse to even speculate on what the story is going to be. Although the one thing that I have considered is that it may be a series reboot.

But yes, if Namco/Bandai requests that I remove the ROMs, I will of course do so. Honestly, though, I don't see them asking me to join their staff in any function. However - and this would be SO FUCKING SWEET - maybe WM will be listed in the credits a la the *Contra* HQ in *Contra IV*. Or maybe I'll get an email from Namco/Bandai the way Sam did from Capcom about *Strider* and I'll get credited that way. Either way would mean I'm finally, officially connected to *Splatterhouse*.

**Scion238:** Holy fuck.

I say they take a Metal Gear Solid approach, and remake Splatterhouse 2.

Can you say, INSTANT popularity, Rob? And with all that popularity, guess what's going to happen to your book (which you're plugging on West Mansion, right?)?

**Dire 51:** I have considered all of this, yes.

**sotenga:** Then I think it's about high time to promote the Christ out of WM. Maybe I'll hand out a flyer for it at the next video game convention?

**Dire 51:** Too Many Games in Reading? Hell yes you should, like we've already discussed.

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