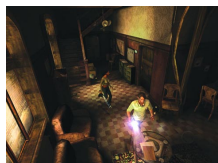


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By: Filip Truta, Games Editor



The game didn't look half bad in 2005 either

[PS2, PC and Wii - 'Obscure II:' Scooby Doo Only Better](#)

Horror-survival in a teen movie scenario

It seems that all three major consoles today, the [PS3](#), the [Xbox 360](#) and the [Wii](#) are in great need of titles. Instead of launching new and innovative games for the available next-gen consoles (after all, the [PS2](#) era has passed), Sony, Microsoft and Nintendo keep hitting their customers with [older arcade games](#) from the '80s and '90s, available to download via specific Internet services. Reading this press release got me excited, but that was just until I made it to the fourth line where it was clear that the survival horror game *Obscure II* was launching for the PS2 and PC platforms in the third quarter of 2007. *Obscure II* will see its Wii port in Q4. Well, at least it's a multiplatform title. *Obscure II*, as you might have imagined already, is the sequel to *Obscure* that launched in April 2005 for the PS2, Xbox (not 360) and PC. In the second installment, players choose one character and one AI controlled sidekick, from 6 characters available to be selected and played, each with unique abilities. *Obscure II* has an interesting co-op mode - anyone can jump in on the survival at any point. In this horror game, it is only obvious that light is your primary weapon, yet all sorts of tools to use for attack and defense are scattered around. "I am extremely pleased that we added *Obscure II* to our line up. The first installment was well received by both press and public. Hydravision has pushed the envelope with *Obscure II* and I am confident that the game will do even better than its predecessor," said Sefan Layer, VP of Marketing and Sales of Playlogic International N.V. In short, here's what the game provides: adventure and action in a teen movie scenario 6 charismatic characters, each with their own abilities one-of-a-kind co-op mode: player 2 can join in any time rich and highly detailed 3D environment various riddles and mysteries to be unraveled, find clues etc. (Scooby-Dooby-Doo, Where are you...?) lots of weapons and even more monsters - use them wisely so you survive Boston Symphonic Orchestra's got the soundtrack covered, along with the Paris Opera Children's Choir I'm getting goosebumps already. OK then, remember, the game launches for the PS2 and PC in Q3 and in Q4 for the Wii. Until then check out the screens below.