

Novel Silent Hill (Import) Puzzle Guide

by iamnothing

Updated to v1.0.1 on Jul 17, 2007

PLAY NOVEL : SILENT HILL PUZZLE GUIDE
Author: David Blake
E-mail Contact: db.gamefaqs@gmail.com
Revision: 1.0.1 (4-03-2001)

LEGAL

This work is copyright © 2001, David Blake. It may not be modified from its original format or posted to any web site or used in any publication, free or otherwise, without my express permission. To obtain permission, please write to: db.gamefaqs@gmail.com.

ACCESSING ALL OF THE PUZZLES

Once you complete the game once with Harry Mason, you will be able to play as Cybil Bennet and discover more of the wierdness that is Silent Hill. On the character select screen (right after you select the file you want to use), press right or left on the D-Pad to select which character you want to use.

PUZZLE GUIDE

This puzzle guide is simply here to provide the solutions to the few puzzles contained in Play Novel : Silent Hill for the Gameboy Advance. I am currently working on a Card Guide and (much slower) on a full translation guide. This guide is split between Harry and Cybil's puzzles. It is possible to bypass some of these puzzles. I believe I got all of them since I have the plot line mapped out, but anything's possible. I just hope the plot line doesn't change depending on what endings you already have. That's mess up my plot tree for translation.

=====[HARRY'S SCENARIO]=====

--- SWITCHBOARD PUZZLE ----- SWITCHBOARD PUZZLE ---

This is a simple "complete the circuit" type puzzle. All you need to do is click the XXX'd squares with your pointer arrow to complete the switchboard circuit and move forward in the game.

```
+---+ +---+ +---+ +---+ +---+ +---+
| |<<<<<|XXX|<<< | |-----| |-----| | | |
| | +---+ ^ +---+ +---+ +---+ | |
| | ^ | | | | |
| | ^ | | | | |
| | +---+ ^ +---+ +---+ +---+ | |
| | | |--^<<|XXX| v<<|XXX|<<< | |-----| |
| | +---+ +---+ v +---+ ^ +---+ | |
| | | ^ v ^ | |
| | | ^ v ^ | |
| | +---+ +---+ v +---+ ^ +---+ | |
| |-----| | |XXX|<<<--| | ^<<|XXX|<<<<<| |
| | +---+ +---+ +---+ +---+ | |
| | | | | | | |
```

```

| | | | | |
+---+ +---+ +---+ +---+ +---+ +---+
| < | | |-----| |-----| |-----| | | | < |
+---+ +---+ +---+ +---+ +---+ +---+

```

--- LIQUID JARS PUZZLE ----- LIQUID JARS PUZZLE ---
This puzzle is another simple puzzle. You have three jars with variant amounts of liquid that you need to match with the beaker on the right of the screen.

Solution:

```

A. +---+
  | |
  | | B. +-+
  | |   | | C. +-+
  | |   | |   | |
  | |   | |   | |
+---+ +---+ +---+
  10    7    5

```

You need to end up with the liquids in a 1/10, 7/7, and 2/5 sequences. Here's how to do it:

1. Move liquid from A to C. (5,0,5)
2. Move liquid from C to B. (5,5,0)
3. Move liquid from A to B. (3,7,0)
4. Move liquid from B to C. (3,2,5)
5. Move liquid from C to A. (8,2,0)
6. Move liquid from B to C. (8,0,2)
7. Move liquid from A to B. (1,7,2) *** COMPLETE!!! ***

--- SPECIMEN COLLECTION ----- SPECIMEN COLLECTION ---
All you have to do is move the magnifying glass over the specimens and press A to finish the puzzle. It's under the bottom, middle butterfly.

=====[CYBIL'S SCENARIO]=====

--- PHONE NUMBER ----- PHONE NUMBER ---
All you have to do is push the D-Pad to the right when you're at the telephone screen.

Phone Number : 38*2647*

--- BLOCK PUZZLE ----- BLOCK PUZZLE ---

Directions:
Use the D-pad to move the pieces and the R-Trigger to select the pieces to move. You want the correct pieces over their corresponding indentions.

Starting position:

```

+---+---+---+---+---+---+
| |AAA| | | | |
+---+---+---+---+---+---+
| | |BBB|bbb| | |
+---+---+---+---+---+---+
| | |ddd|ccc|DDD| |
+---+---+---+---+---+---+
| | |CCC| | | |
+---+---+---+---+---+---+

```

You need to match up the AAA, BBB, CCC, and DDD boxes on the aaa, bbb, ccc, and ddd squares. Once AAA and BBB are in place, placing the CCC and DDD pieces will move AAA and BBB. All you have to do is use the right trigger to re-select them and move them.

```
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+
|   |   |AAA|BBB|   |   |
+---+---+---+---+---+---+
|   |   |DDD|CCC|   |   |
+---+---+---+---+---+---+
|   |   |   |   |   |   |
+---+---+---+---+---+---+
```

Full solution:

- Move BBB right.
- Move AAA right.
- Move AAA down.
- Move CCC up.
- Move BBB left.
- Move DDD down.
- Move DDD left (x2)
- Move AAA up.
- Move CCC right.
- Move DDD up.

CREDITS

I'd like to thank CJayC and Shadotak for putting up with my crap for so long, and for having the best damn gaming site on the net.

I'd also like to thank my ferrets Tuffy and Kiki who like to "help" me play my GBA.

Me for not screwing up my spacing on the second submission.

This document is copyright iamnothing and hosted by VGM with permission.