

Silent Hill FAQ/Walkthrough

by Warhawk

[Donate](#)

Updated to vFinal on Jan 20, 2014

WELCOME TO HELL IN THE LITTLE TOWN KNOWN AS.....

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PART I : WELCOME TO HELL

ENJOY YOUR STAY!!!!

"Every town has its secrets but some are darker than others."

-Silent Hill(R) is a registered trademark of Konami
Computer Entertainment Tokyo, 1999-

Silent Hill FAQ by Warhawk
Platform: PlayStation
Date Created: 12.14.2002
Last Modified: 06.07.2013
Version: Final
File Size: 176 KB

Press CTRL+F to get to a specific part of this guide

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Hi, I am Stephen Harris and some of you may know me as Warhawk, because I am somewhat a frequent talker on the boards, you may even read some of my other guides that I have posted on Game FAQs. This is my first attempt at doing a FAQ/Guide for a Survivor Horror title and I hope that you'll be able to find this guide as useful once it is posted.

I hope that when you read this FAQ/Guide for Silent Hill that you'll able to beat the game as my writing skills aren't that good because sometimes I seem to have trouble explaining things. Let me assure you that I'll try explaining on how to get through this game as much (even that I have because of my somewhat poor grammar). I hope that you'll be able to understand what I'm trying to say while reading but just try to work with me while reading this guide.

Now you can read on and hopefully beat the game. Hope will enjoy this game as much as I did when I played it for the first time or playing this game for like the 20th time.

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```

Here is basic information on the game Silent Hill. Here you will find the ESRB Rating, Release Date, Why it was given that certain rating from ESRB, and the type of Genre this game is classified in:

```

o-----o
| GAME INFORMATION |
|-----o
| Game Title: Silent Hill |

```

```

| System: PlayStation |
| Original Release Date: April 29, 1999 U.S. |
| Genre: Survivor-Horror |
| ESRB Rating: M [Mature] |
| Reason(s) that it was given the M rating: |
|-----|
| 1. This game contains scenes of explicit Violence and Gore |
|-----|
| 2. Game contains blood and may be little too much for some |
| under the age of 17 |
|-----|
| 3. This game may be real freaky when playing at night by yourself |
|-----|
| 4. This game contains disturbing images |
|-----|
|-----|

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```

This FAQ, MAY OR MAY NOT, contain explicit language. Especially for those who are under the age of 17, and are immature with these types of words. I don't need e-mails from parents telling me about the explicit language that may be contained in this FAQ/Guide because I made it clear in this section about the language that may be contained in this FAQ.

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```

To be able to contact Stephen "Warhawk" Harris please drop me an e-mail at gamefaqswarhawk [at] gmail [dot] com, with any questions, comments or any information that you may believe that I may have missed in this guide. Please don't send any hateful mail because I will not tolerate it because it can be considered harassment, so please make sure you know what you want to ask / comment before you send the e-mail to me. Be sure to have "Silent Hill" in the subject so I don't accidentally delete the e-mail. This includes sending e-mails with some picture which may be inappropriate. Please if you you send me any e-mails with any kind of vulgar language such as the "f" word.

You may also like me on Facebook to know about any future plans I will have with guide writing and all. Any questions asked on the page I will try my best at answering to the best of my knowledge about any of the guides I have done in the past, and yes even if it's a question on that game I done one for. Even if it is to ask me what I plan of doing next and all.

<https://www.facebook.com/GameFAQsWarhawk>

Also, If you found this walkthrough useful and would like to make a small donation on PayPal. The e-mail is the same as above warhawkfaqs [at] ymail [dot] com, and I will not force anyone to donate but is up to the reader if they choose to.

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```

In-Game

L1/R1: Side-Step left or right	SELECT: Pauses
L2: Search View	START: Pauses/Skip Movies
R2: Prepare weapon	Circle: Turn Flashlight On/Off
X: Attack / Decide / Search	Triangle: Look at Map
Square: Run / Cancel Actions	R1+L1: 180* turn

Inventory

X: Select	L1, L2, R1, R2: NO USE
Square: Cancel	D-Pad: Choose
Triangle: Cancel	Right Analog: NO USE
Start: Select	Left Analog: same as D-Pad
Circle: Cancel	

Map

X: Zoom In / Out	D-Pad: Change floors*
Square: Leave map	Right Analog: same as D-Pad*
Triangle: same as Square	
Start: same as X	
Select: NO USE	

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```

Here is a list of all the characters that are in Silent Hill and will meet and/or see as you progress throughout the game:

```

o-----o
| Harry Mason |
| Age: 32 |
| Occupation(s): Writer, Protagonist |
| |
| Brief Info: Harry lost his wife because of some disease. The only |
| thing that Harry has left now is his daughter Cheryl. |
| They decide to take a vacation together to the town no |
| other than Silent Hill. Unaware of the events that are |
| occurring there they will venture into this town was |
| they will be mired into the bizarre events in this |
| hellhole of Silent Hill. Is there something Harry |
| doesn't know or just premature somehow in this town? |
| This is one just something that Harry must figure out |
| on himself. |
|-----|
| Cheryl Mason |
| Age: 7 |
| Occupation(s): Harry's Daughter |
| |
| Brief Info: Cheryl lost her mother at a young age and now is living |
| with her father. Cheryl decided to go on vacation with |
| her father to the weary town of Silent Hill. What does |
| fate in this town have in store for this little girl? |
|-----|
| Cybil Bennet |
| Age: 22 |
| Occupation(s): Police Officer |
| |
| Brief Info: Cybil is the police officer from the next town over from |
| Silent Hill, Brahms. She got a urgent call and went to |
| Silent Hill to investigate the matter in Silent Hill. |
|-----|
| Alessa |
| Age: 14 |
| Occupation(s): UNKNOWN |
| |
| Brief Info: Alessa is a mysterious girl who appears throughout the |
| game. Does she know what's going on or is she some kind |
| of key to this whole mess. |

```

```

-----
| Dahlia Gillespie
| Age: 46
| Nickname: Complete Confusion
| Occupation(s): Town Loony, Cult Leader
|
| Brief Info: Dahlia Gillespie is an elderly woman who appears to be
|              some kind of psychic or a spiritualist. She will appear
|              throughout the game to provide Harry with HINTS on where
|              to go next. She always seem to be talking in some kind
|              of gibberish and will leave Harry scratching his head in
|              complete confusion.
-----

```

```

-----
| Dr. Kaufmann
| Age: 50
| Occupation(s): Doctor
|
| Brief Info: You will first meet Kaufmann in the hospital. At first he
|              will shoot at you, mistaking you for one of those
|              monsters. He'll explain what he knows about what
|              might've happen but he doesn't really know what happened,
|              does he?
-----

```

```

-----
| Lisa Garland
| Age: About Harry's Age
| Occupation(s): Nurse
|
| Brief Info: You'll run into Lisa in the nightmare version of the
|              hospital. She feels that she can not leave the hospital
|              whatsoever and if she does something will happen to her.
|              She doesn't remember nearly nothing about the reason
|              she's there but will it come back to her, eventually?
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```

Here is a list of all weapons/items that you can find throughout the town of Silent Hill. Some items may be anywhere from RARE to VERY RARE [to find] depending on the item:

```

o-----o
| Part One: Weapons |
|-----|-----o
|      Weapon      |      Location      |      Use      |
|-----|-----|-----|
| Handgun          | Café              | Kill anything that moves |
|-----|-----|-----|

```

Knife	Café	Good weapon but not as effective as the gun
Steel Pipe	Under freeway pass at end of Midwich Street	Good alternate on kicking ass
Shotgun	Boys Bathroom in Alternate school	Much more serious on kicking some demon/monster ass
Ax	Hidden Room in Antique Room	Another weapon you can use to beat up on the demons and kill them
Hunting Rifle	Silent Hill Center in Sandy Larva Boss pit	A high-powered gun that can guarantee some serious kick-ass action, but can't move while shooting

o-----o

| Part Two: Items |

Item	Location	Use
Flashlight	Café	Allows you to see in the dark areas
Health Drink	Throughout Town	Restores a portion of your health
Radio	Café	Produces white noise when baddies are near
"To School" Page	End of alleyway Cheryl ran down	Tells you to check the school
"Levin St. Doghouse" Page	At the end of Matheson Street	Tells you to check the doghouse
FIRST AID	Scattered through town	Replenishes all of your health
Handgun Bullets	Scattered through town	Replenish your Handgun with 15 bullets
Key of Lion	Back of Police car on Bachman Road	1 of 3 keys needed to open door in house on Levin Street
Key of Woodman	Under basketball alley behind Café	1 of 3 keys needed to open door in house on Levin Street
Key of Scarecrow	In mailbox the wooden plank on Elroy Street	1 of 3 keys needed to open door in house on Levin Street
Levin Street Doghouse Key	Taped to roof of doghouse	Let's you inside the house on Street
Bottle of	Lab Equipment R.	Used to get medallion of "A Golden

Hydrochloric Acid	Elem. School 1	Sun"
Medallion of "A Golden Sun"	Lab Midwich Elem. School 1	1 of 2 medallions needed to open Clock Door Towers
Medallion of "A Silver Moon"	Piano Room, Midwich Elem. School 1	1 of 2 medallions needed to open Clock Door Towers
Ampoule	RARE only found in certain areas of Silent Hill	Enables you to feel absolutely no pain, and equivalent to using FIRST AID Kit but will wear off
Child's Pink Rubber Ball	Storage Room in Alternate school	To plug up drainage hole to wash out the stuck key
Rectangular Card w/Picture of Key	Northwest Classroom of Alt. school	Opens door behind receipt area
Classroom Key	Courtyard drain after washing it down the pipe	Opens locked classroom door in alternate school
Library Reserve Key	Locker Room	Opens Library Reserve Key
Shotgun Cartridges	Scattered around most of Silent Hill but not as Handgun bullets	Reloads Shotgun with six shells
K. Gordon Key	Generator Room of Alt. School after defeating LIZARD Boss	Unlock door to K. Gordon's house
Drawbridge Key	Balkan Church on the altar	Lowers drawbridge to Central Silent Hill
Flauros Pyramid	Balkan Church on the altar	Will this be used to stop the "DARKNESS" of the town?
Hospital Basement Key	Conference Room Alchemilla Hospital (1)	Opens Hospital Basement
Empty Plastic Bottle	Kitchen Alchemilla Hospital (1)	To hold red liquid on the floor of the Director's Room in Alchemilla Hospital 1
Plate of Turtle	Boys Bathroom 3F Alchemilla Hospital (2)	Piece of Alice in Wonderland Puzzle
Plate of Cat	Room 306 Alt. Alchemilla Hospital (2)	Piece of Alice in Wonderland Puzzle

Plate of Hatter	Room 204 Alt. Alchemilla Hospital (2)	Piece of Alice in Wonderland Puzzle
Plate of Queen	Director's Room Alt. Alchemilla Hospital (2)	Piece of Alice in Wonderland Puzzle
Blood Pack	Storeroom 3F Alt. Alchemilla Hospital (2)	Distraction for the unknown creature in ROOM 204 while trying to get Plate of Hatter
Oil Lighter	Room 201 Alt Alchemilla Hospital (2)	Used with alcohol to burn ivy covering stuck grate in the floor of basement of Alt Alchemilla Hospital (2)
Basement Storage Key	Operating Room Alt. Alchemilla Hospital (2)	Opens Basement Storage
Disinfecting Alcohol	Intensive Car Alt Alchemilla Hospital (2)	Used with Lighter to burn ivy covering stuck grate in the floor of basement of Alt Alchemilla Hospital (2)
Examination Room Key	Unmapped area of basement of Alt. Alchemilla Basement (2)	Opens Examination Room
Videotape	Last door on left of unmapped of Basement Alt. Hospital (B)	You can watch this tape in the VCR in the AV room in Alt. Alchemilla Hospital (2) & "Nowhere"
Antique Shop Key	On desk in Exam Room of Alt Alchemilla Hospital (2)	Open Antique Shop
Rifle Shells	VERY RARE, but you can come across some- where you find the rifle	reloads the Rifle with six shells
Sewer Key	Sewer Office in sewers	Opens locked doors in sewers
Sewer Exit Key	In tunnel opposite of exit	Opens exit from sewer
Motel Key	Annie's Bar in Kaufman's wallet	Opens Room 3 at Motel
Store Receipt	Annie's Bar in Kaufman's wallet	There is a combination for a lock, this is used to get into the safe at Indian Run

Safe Key	Drawer behind counter at Indian Run	Opens Safe
-----	-----	-----
Magnet	Norman's room, behind office in Motel	To retrieve motorcycle key stuck in crack of Room 3 of Motel
-----	-----	-----
Ring of Contract	Jewelry Shop, "Nowhere"	Repairs chain on fridge in kitchen in "Nowhere" so you can obtain the Dagger of Melchior
-----	-----	-----
Motorcycle Key	In crack in Room 3 of Motel	Opens Motorcycle gas tank
-----	-----	-----
Pliers	Operating Room "Nowhere"	Used on faucet to release key of Opheil
-----	-----	-----
Screwdriver	Same as Pliers	For removing Metal Plate
-----	-----	-----
Key of Opheil	Retrieved from faucet after using pliers	Opens door of Opheil
-----	-----	-----
Stone of Time	Astrological Puzzle	Breaks glass in clock in Antique Shop "Nowhere" to release key
-----	-----	-----
Amulet of Solomon	Morgue "Nowhere"	1 of 5 items you need to open door in Child's room
-----	-----	-----
Crest of Mercury	Same as for Ring Contract	1 of 5 items you need to open door in Child's room
-----	-----	-----
Dagger of Melchio	Kitchen "Nowhere"	1 of 5 items you need to open door in Child's room
-----	-----	-----
Ankh	Graffiti Room "Nowhere"	1 of 5 items you need to open door in Child's room
-----	-----	-----
Disk of Ouroboros	Alessa's Room "Nowhere"	1 of 5 items you need to open door in Child's room
-----	-----	-----
Camera	Behind first door in new area of "Nowhere"	Used on picture in alter room on 3rd floor in "Nowhere" to reveal shapes you enter into locked doors in same room
-----	-----	-----
Birdcage Key	Behind left door altar room on 3rd floor of "Nowhere"	Opens Birdcage releasing Key of Phaleg
-----	-----	-----
Key of Hagith	After you break glass on clock after using Stone of Time	Opens door of Hagith
-----	-----	-----
Key of Phalag	Inside Birdcage on 1st floor of "Nowhere"	Opens door of Phalag

Key of Aratron	Behind Metal Plate on 1st floor "Nowhere"	Opens door of Araton
Key of Bethor	Next room over from Kitchen in "Nowhere"	Opens door of Bethor

KEY

- 1 - Normal
- 2 - Alternate / Nightmare Version

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"The fear of blood tends to create fear for the flesh."

This game is wasted if it's NOT played at night with the lights out

Chapter One: Prologue

Welcome to the little town known as 'Silent Hill'. In the game, a man known as Harry Mason decided to go on vacation with his daughter Cheryl. They decided to spend the time in the sleepy town of Silent Hill. The only thing that they don't realize is that they don't have an idea, on what the hell is about to happen while on their vacation. Cheryl is sleeping in the passenger side while on the way to Silent Hill, but while on the way there a cop speeds by Harry on a motorcycle. Later on Harry will see that motorcycle on the side of the road lying on its side and Harry doesn't know what happened to the cop.

The only thing that Harry doesn't know is that there might be a possibility that he might end up like the cop did. As he is traveling down the road, just thinking about getting to Silent Hill, a figure walks out in the middle of the road and Harry panics and ends up going off the road, but ends up being knocked out.

Harry begins to awaken from being knocked out after the crash. He looks to see if Cheryl is all right but she wandered out of the jeep. Harry steps out of his jeep and needs to find his daughter Cheryl as soon as he can.

o-----o
| OBJECTIVE: Help Harry find his missing daughter Cheryl |
o-----o

As Harry walks about a few yards away from his wrecked jeep he'll see a figure standing in front of him, which seems to be his daughter. Start chasing after her. She'll run up the street, then to the left and then into an alleyway. You'll notice that she'll take a left at the end of the alleyway and continue to follow her by going through the squeaky gate, but be careful. As you progress farther past the gate you'll notice that it's starting to get darker and darker. Harry will light a match to help see as you walkthrough the alley but then all hell starts to go on.

Everything around you changes into something weird, because there are broken wheelchairs, and a bloodstained hospital stretcher. You'll be wondering "What the hell is going on here!" and you'll find out soon enough. As you get past the stretcher you'll see this mutilated body hanging on the fence, but then you'll start to see these two figures approaching you with knives. You have nowhere to escape and you must allow them to attack you, but they'll end up killing you. The question is "Did Harry really die?"

Part I: Café

The weird thing is that Harry will wake up in the small Café that is in Silent Hill, but you're not alone. Cybil, the police officer from Brahms was there in the Café watching over you until you woke up. She's wondering how you managed to survive such an attack that he took or what the hell is going on around the town. Harry asks Cybil if "she had seen a little girl, short, black hair. Just turned 7 last month." Cybil tells Harry that he's the only one that she'd had seen so far.

Harry tries to get up to look for her but Cybil stops him to warn that it's dangerous to go out there. First thing she'll ask you is that if you are armed but Harry doesn't happen to have any weapon on him. Cybil will give you her gun but she tells him to make sure you know what you're shooting and don't end up shooting her by mistake. Cybil will try to head back to Brahms to call in reinforcements and you will be left in the Silent Hill to try to look for your daughter Cheryl. Once Cybil leaves the Café be sure to equip the gun, just in case anything may happen.

"Someday, someone may experience these bizarre events. Hopefully, they will find my notes useful."

Before you make an attempt to leave the Café you'll notice some things on the counter that you must pick up. These items are as follows:

o-----o

```

|      Flashlight      |
|-----|
| Map of Silent Hill |
|-----|
|    2 Health Drinks  |
|-----|
|    Kitchen Knife    |
|-----o

```

There is a radio near where you were lying down as you woke up but you can't pick it up right away. As you are by the counter picking up the items make sure you save your game because you don't know what will happen. Once you have done that you can leave (or make an attempt to leave), but when you do the radio will be giving out this weird noise (known as white noise). Harry doesn't know what's wrong with the radio and he goes to check to see what its doing, then the next thing you'll know some "THING" will fly through the window.

Shoot it at least 3 - 4 times with the handgun that Cybil gave you, and then you'll definitely want to know what the hell's going down in this damn town. Now you have to start heading towards the alleyway but save before you leave the Café.

Part II: Alleyway

After you leave the Café head to the Alleyway where you last seen your daughter Cheryl. To get to the Alleyway you must take Bachman Street and a left on Finney Street. Be careful because there's going to be a couple demon dogs walking around there and are willing to attack anything that comes near them. Once you reach the Alleyway, it won't be getting dark like the last time that you were there, but you'll find another weapon (Steel Pipe) that you can use against enemies. Also you'll find two pieces of paper lying on the ground: one of them a picture and the other with a note saying "To School". Then the Midwich Elementary School will be circled on the map for you, but you'll discover that a road to the school is destroyed and there's no way you can get to the school now.

Now you have to find an alternate way of getting to the school to check it out. If you noticed while you seen the picture and the note that there was a hole big enough for a child to get through. You'll would have noticed that there is a road on the other side and take a look at the map to see what road is on the other side of the alley. On the map look for Matheson Street, then look for the opposite side of the alley that you were in. Head to Matheson Street and walk south on the Street and you'll find more drawings on the ground. They read as follows:

```

o-----o
| Doghouse |
|-----|
| LEVIN STREET |
|-----o

```

Now you must head to Levin Street and look for a doghouse because you need to grab a key off the doghouse. Once you find the doghouse grab the key to unlock the Victorian house on the west side of Levin Street. Examine the

house very carefully, and you'll find two boxes of bullets for your handgun and a health drink. Go to the back door near the kitchen you'll notice that it's locked and it'll take three keys to unlock the door. Take a look at the billboard near the door with the three locks and there will be a copy of the map you have of Silent Hill with three circles on it. Copy them onto your map (which will be done automatically) and go investigate those three circled areas.

Part III: The Three Keys

The three areas that were circled on the map are the locations for each of the three keys to unlock the door in the house on Levin Street. Here I list each of the three keys and where you can find each of three keys required to unlock the door in the house on Levin Street:

=====
Key of LION
=====

Once you walk out of the house, head to Finney Street first to get the "Key of Lion". While on your way there stop by your wrecked car to pick up a health drink, and be sure to check out the convenience store to pick up 3 more health drinks including a FIRST AID KIT. Then leave the convenience store and head to the wrecked police car on Finney Street. There you should find the Key of LION.

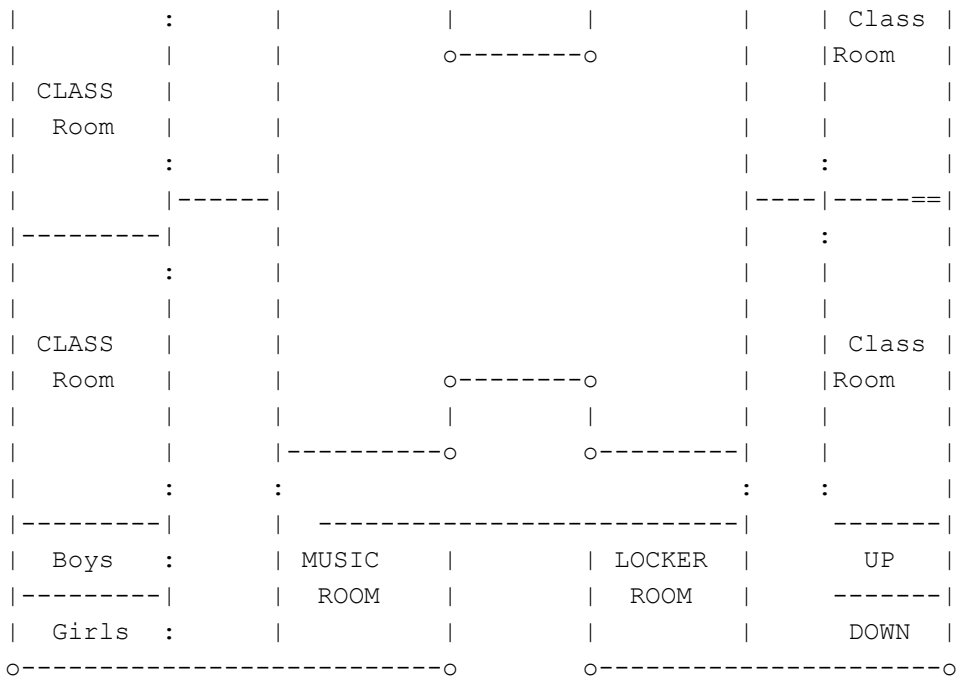
=====
Key of WOODMAN
=====

Now you can go after and find the "Key of WOODMAN". To find the Key of WOODMAN you must find the alley that is behind the Café and once you get there look for a basketball court. The "Key of WOODMAN" should be in the basketball court near the basketball hoop.

=====
Key of SCARECROW
=====

Now it's time to get the 3rd and final key to unlock the door and that's the "Key of SCARECROW". To find the location of this key head to the Matheson/Ellroy intersection, then take a left on Ellroy Street. Stay on Ellroy until you come to what may seem a dead end, but there is a board linking the dead end to a section to a mailbox in which the "Key of SCARECROW" is located.

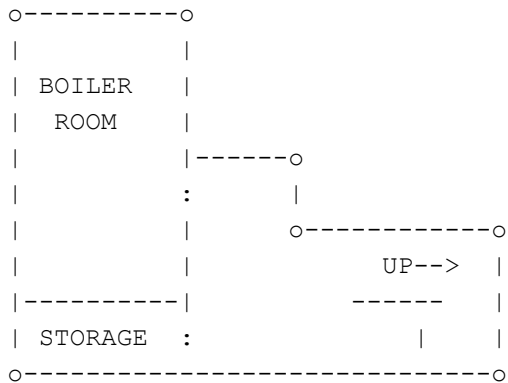
Once you obtained the last key head back to Levin Street and enter the house to unlock all of the three locks, and once you head out the door it'll start getting dark once again. You'll have to make sure you put on the flashlight to see where you are going. There should be 2 health drinks and then you can be worrying all you want throughout this game now, because this is when the game starts getting freaky. Now it's time to start heading to the school.



Roof



Basement



Once you have grabbed the map of the school head through the double doors and take a left to head to the reception desk. There are three papers that will have something written in blood and this is what each one says:

of the hand get it from the grasp of the hand, use the hydrochloric acid. Once you have done so you'll get a Gold Medallion (also known as "A Golden Sun"). Now you can take this to the clock tower and once you place it in one of the holders for the medallions the clock will now read 12:00.

Next is the poem that you read for 12:00. You'll have to find a room that deals with music and/or sounds is at. A place that you'll want to check is the Piano room on the 2nd floor. To get to the Piano Room you have to enter the second floor hallway and head to the LOCKER ROOM before you head to the Piano Room. When you enter the LOCKER ROOM you'll hear something rattling but you'll have to go on the other side of the lockers. When you try to open the locker be careful because you don't know what is in it. The reason for that is because a cat will come flying out scaring the shit out of you. Examine the locker and all you'll see that the locker is empty and now head to the Piano Room.

You'll notice that when you enter this room, there will be in a piano. If you had visited this room earlier you'll noticed that the lid over the keys were locked. Once you solved the first puzzle the lid will be unlocked and will be opened up for you once you make the visit back to the Piano room. There is a poem in the Piano Room which is also written in blood:

```

o-----o
|               "A Tale of Birds without Voice"               |
|-----|
| First flew the greedy Pelican White wings flailing eager for the |
| reward Then came a silent Dove Flying beyond the Pelican, As far as |
| he could A Raven flies in, Flying higher from the Dove, Just to |
| show that the he can A Swan glides in, To find a peaceful spot, Next |
| to another bird Finally comes out a crow, coming quickly to a stop |
| yawning and then mapping. Who will show the way Who will be the key |
| Who will tend to the silver reward |
o-----o

```

Observe the Piano, and you'll notice that there are a few keys that aren't working. The key is to use those broken keys to get the silver medallion (also known as "A Silver Moon"). You have to follow the poem to figure out the piano puzzle. They should be entered in a certain order 2, 3, 5, 4, 1. Here is the solution for the piano puzzle:

```

o-----o
| | | | | | | | | | | | |
| | | | | | | | | | | | |
| |5| | | | | | | |3| |
| | _ | _ | | _ | _ | |
| | | | | | | | | | |
| | 1 | | | 4 | 2 | |
o-----o

```

Once you use this solution the silver medallion ("A Silver Moon") will be released. Then head back to the CLOCK TOWER to put the "Silver Moon" in its proper slot. Once you do that the clock will now read 5:00, but is the door unlocked? No, because you have to find a method of generating power to the CLOCK TOWER. Head to the BOILER ROOM to turn on the generator and once you do so you should be enter the CLOCK TOWER. Head down the stairs and then you'll come across a door with a sign that says "KEEP OUT". That sign was put there for a really good reason, and continue through the double doors.

Part II: Alternate School

The moment you walk through the double doors you'll notice that you're in a totally new dimension. Walk towards the center of the courtyard of the school and you'll notice some kind of mark/symbol. What does this mark/symbol mean? You have to play farther in the game to find out what it means, but you have to cover this weird dimension that you are in before you are able to know what's going on. Head to the double doors to your west but, be sure to pick up the first aid kit and some ammo. The door to your left is the storage room and in there you should find a pink rubber ball, you'll need to pick up the child's rubber ball.

Leave the room but there will be two demon children so watch out for them as you leave the storage room. Head to the room known as "The Hall" (look at map; it should be at the north corner of the map). Inside this "Hall" there will be a few cockroaches to watch out for and are a little hard to shoot them (if you make an attempt to shoot them). You must exit "The Hall" through the door to your right, and then you'll be in another long hallway. Now you can unlock the double doors that you were just came from before you entered the "Hall". You have to enter the double doors that are opposite from the double doors and then through a single door to your left. Once you enter the room there should be a table with a card with a picture of a key on it, while on the other side you should recognize a certain picture on the card. If you entered the room behind the receptionist desk you would've seen the same gruesome picture.

Grab the card because you'll need it to unlock something. Following this room there is another room with chairs scattered around the room, and head to the door south of the room. The door should lead to the hallway and find the gray double doors. Go through the double doors and you'll be back in the short hallway on the 1st floor. As you can possibly can tell that it wasn't anything like it was when you were there the first time that you were there. The notepad should still be there (so you can save your game if you want) along with a health drink and a first aid kit. Take a little trip through the door to your left and it used to be the LOBBY of the school. There will be two demon children lurking around here so be careful but there should be one of the RARE ampoule (which will restore your health for a short time) on the wheelchair. Once you pick that up head back to the reception desk and head through the door that is nearthere. When you enter the room it is totally different from the last time that you visited the room. Be sure to pick up the ammo on the desk and you should see a door between two hanging bodies. This is where that picture card will come in handy for you, because this is the key to accessing the door, so you can proceed farther in the game.

Once you go through the door head to the girls bathroom. Once you leave the girls bathroom you'll notice that somehow you are on the second floor. Now you can enter the boys bathroom on the second floor and some ammo for your weapon. Go back to the girls bathroom, but this time you'll be back on the first floor when you EXIT. Since you're back on the first floor now go to the boys bathroom (second door on left), open the closed stall. This part will freak you out a bit when you open the stall to find a corpse of a decomposing body hanging on the wall. Below this corpse you'll find a shotgun, pick up the shotgun. Be sure to check the writing [in blood] on the wall next to the right of the dead corpse:

What does this writing supposed to mean? This is one question that will keep going through your mind. Leave the bathroom once you took the shotgun and read the writing on the wall that leaves you in confusion. Go to the next door down and enter the room. You'll notice another door at the far wall; enter the next room through this door. In this room there will be a several blue telephones sitting on the table. Even if you try using any of them they won't work because no matter how hard you try none of them will work. The only thing that you can do is pick up the handgun bullets, but once you try to leave the room one of the phones "which seem to be off the hook" somehow starts to ring. Harry will answer the phone that sounds like Cheryl because of the cry:

"Daddy? Help me, Daddy! Daddy, where are you?!"

Then the phone will go out again. Head out the door you had planned to go out, and head to the corridor. Then head to the stairway at the end of the hall, and head up to the roof of the building. One thing you'll notice that there is drainage gutter around the perimeter of the roof, a blood stained bench, and a water tower. Walk along the gutter and you'll come across a drainage hole with a key in it, but the problem is that it's out of your reach. Continue walking in the path you're going and you'll notice another drainage hole but this has nothing in it. This is where the pink rubber ball comes into play. What you must do is plug this hole with the rubber ball and then go to the water tower. Turn on the red valve to release some water from the tower to the hole where the key is to flush it out of drainage.

Once you have done this Harry will turn the red valve the other way once the water is done flowing enough to wash the key down. Once you are through with that head back to the courtyard (where the weird marking is). To get back to the courtyard to pick up the key here are the directions; go down the stairs to the first floor, then all the way back to the front hall, and out into the courtyard. Look around for some kind of drainage pipe and grab the washed out key. Once you have picked up the key that you washed down the pipe, find the locker room and re-enter it. Go to the locker where the cat surprised you the time before and check it (when you get there the same locker will be rattling) but when you open it there's nothing in there except for a key. You'll notice that there's some kind of key in there, get it and it should be the "Library Reserve Key".

You must head to the Library Reserve and investigate it. When you leave the locker room there will be two demon children that weren't there before you entered the locker room. Head left and head north through the hall, then to the hall that is opposite of that of the locker room was at, but towards the end of the hall. Once you're in the Library Reserve check out the books and then you'll notice that one of the books has the same title that you seen in the boys bathroom "The Monster Lurks". Then read the following passage from the book:

 | Chapter 3: |
Manifestations of Illusions

| ...Poltergeist are among these. Negative emotions, like fear, worry, |
| or stress manifest into external energy with physical effects. |
| Nightmares have, in some cases, been shown to trigger them. However, |
| one such phenomena doesn't appear to happen to just anyone. Although |
| it's not clear why, adolescents, especially girls, are prone to such |
| occurrences. |
o-----o

Could this be the reason why the things you're experiencing? Did Cheryl know anything about this nightmare or did she want it to happen unintentionally? Or is everything that's going on is just some kind of bad dream that Harry's having? These two questions will keep you wondering about what you just read from that book. Be sure to grab the health drink and head through the door to the library in the north. There you'll find another passage:

o-----o
| Hearing this, the hunter armed with bow and arrow said, "I will kill |
| the lizard." But upon meeting his opponent, he held back taunting |
| "Who's afraid of a reptile?" At this, the furious lizard hissed, |
| "I'll swallow you up in a single bite!" Then the huge creature |
| attacked, jaws open wide. This was what the man wanted. Calmly |
| drawing his bow, he shot into the lizard's gaping mouth. |
| Effortlessly the arrow flew, piercing the defenseless maw. And the |
| lizard fell down dead. |
o-----o

You'll remember that this is a story you knew from your childhood, but you have to remember the hunter's strategy for later on in the game. Now exit the hall and head to the basement by using the northeast stairway. There seems to be one problem; the hallway somehow is inaccessible, but you can use the classroom key to go through the classroom to your right. Three demon children will be in the classroom and a health drink on a chair. Pick up the health drink and exit the classroom. Try to find the south set of stairs to take on down to the 1st floor, but there'll be 5 - 6 cockroaches near the stairway (including a demon child). Unlock it and go through the [gray] double doors to your left to head back to the [front] hall. From here you should find your way to the Infirmary, and where you can find a notepad to save your progress.

You'll have to go back through those [gray] double doors, then through the chain-link door, and head back to the stairway. Head down the flight of stairs to [the basement] and enter the storage room. Here you'll find two boxes of gun cartridges and an ampoule, once you're done there head to the boiler room (the room to next to the storage room). In this [boiler] room you'll notice to valve wheels on each side of the wall. Approach the one on the right and EXAMINE it, then turn it to the right 2x, then go to the one on the left and do the same with the right by rotating it to the right 2x.

Be sure to equip with a weapon because you don't know what you're about to run into. You'll come to a [decaying] elevator and you must board it, then it'll automatically descend down into the dark depths of the "so called basement".

Boss Fight #1: Lizard Boss

Once you get off the elevator prepare for your first boss battle. If you remember reading the story about the lizard because this is what you'll have to fight for the first boss fight of the game. One thing to be sure of is not to be too close to the lizard because if you are it'll swallow you up. First shoot the lizard in the head and then slowly stay as far away from it as possible and keep shooting. If it opens its mouth take advantage of it and start shooting it in its mouth, but the most effective way of defeating the lizard boss is to equip with the shotgun. With the shotgun you should be able to defeat the lizard within 2 - 3 shots in the mouth.

Once you defeat the lizard boss you'll then be transported back into the school that you entered but in the boiler room. Once you'll wake up you'll see a little girl but you don't know who she is or what the hell she could be.

Chapter Four: Old Silent Hill (continued)

Part I: Balkan Church

First grab the K. Gordon Key, and then leave the BOILER ROOM and you should hear a church bell ringing. Head to the Balkan Church. Read the list of teachers at the reception desk before you leave you should notice that K. Gordon is one of the teachers at Midwich Elementary School. With this key you're now able to enter his house, but you have to go through K. Gordon's house to get to the Balkan Church. Look at the map to find out where the house is located, but if you can't find it just head towards the damaged part of the road on Bradbury Street near the school. But you'll need to be on the left because you'll need to go up an alley to get to Gordon's house. Before you head there head to the bus to save your game and grab two health drinks.

After you're done on the bus head to Bradbury Street and there is an alley to your left. Go past the garage with the massive blood on the door and then you should see a narrow path leading to a side yard. Go through the gate and you should be in K. Gordon's backyard, and then use the key to unlock the back door of his house. Be sure to save your game at the notepad and pick up the two packs of bullets. Now leave through the front door, then take a right on Levin Street, then back down on Bradbury Street, and head left. Then take the alley going towards Bloch Street and follow the street towards Bachman Road. The Church is at the corner and head in the church.

There will be an elderly woman waiting for you inside the church. She'll tell you that she was "expecting you" because it was foretold by Gyromancy. She also seems to know of a "little girl" but she seems to be more of a gypsy type of a woman than one of the clergy of the church. She'll tell you to head to the hospital to save this "little girl" and also mentions of an "encroaching darkness" that has something terrifying to it. She'll mention something that you must use this item known as Flauros to stop this "darkness". Will this "Flauros" be the key to end this terrifying nightmare or is there more to this? When she's leaves the altar she'll leave behind a drawbridge key and the Flauros pyramid.

Part II: Drawbridge

Leave the church and take a right on Bloch Street. Stay on this road until you come to a raised drawbridge at the end of the street. Before you reach the drawbridge, you should see a gas station and if you stop there you should be able to save your game, and grab the handgun bullets before you head to the drawbridge. Once you have saved your game and picked up the handgun bullets head to the drawbridge. To get to the drawbridge take a right on Bloch Street, stay on Bloch Road but before you get to the drawbridge make a stop at the Gas Station. There is a save point on where you might want to save your game just in case you didn't save it at the church and there will be some handgun bullets here for you to pick up.

Once you're done at the gas station, continue in the direction you were heading on Bloch Street until you approach the raised drawbridge. Once there, go to the drawbridge control tower on your right-hand side then climb to the 2nd level and enter the control room in the tower. You must add the Shopping District Map to your inventory because you'll need the map. While you're there check the control panel and there should be a keyhole on the panel, and this is where you use the drawbridge key that you received from the Balkan Church. Once you put the key into the keyhole and turn the switch, then the bridge should start lowering. Before you leave the tower grab the health drink and be sure to save your game and head back down to the first floor of the tower.

----- Chapter Five: Central Silent Hill -----

Leave the tower and now you should be able to cross now since the drawbridge should be down now. Since you're around the drawbridge there should be a set of stairs on both sides of the bridge but they are destroyed but there should be First Aid Kits at both of them. Cross the drawbridge and you should enter "Central Silent Hill" and here you can find the Alchemilla Hospital, even the 'Silent Hill' Police Station. After crossing the drawbridge and reach the intersection of Sagan Street and Crichton Street, you have to take a right onto Crichton Street until you reach Koontz Street. Koontz street should be on the right as you head down on Chrichton Street, and as you take the right on Koontz Street the Alchemilla Hospital should be on the right. To be able to get into the hospital enter through the gate and then you should be anle to get in the hospital but be careful because there will be at least 1 - 2 zombie dogs hanging around in that area.

----- Chapter Six: Alchemilla Hospital -----

----- Part I: Normal Hospital -----

Now enter the hospital through the double doors to your right. Once you're in the building you should be in a lobby/receptionist area of the hospital. If you look on the bulletin board you should be able to find a map of the layout of the hospital, as well as a notepad to save your game if you want to.

to the Generator Room which is the next door down from the stairway. You have to turn the flashlight to be able to see anything in there. You should see a panel on the generator that's open, go investigate it and then you should manage to turn the power for the elevators. Now you must head back to the first floor but you can now either use the stairway or the elevator to get there. The reason to head back to the first floor so you can head to the reception desk to save your game because you don't know what the hell's going to go on next.

Once you have done that go back to the elevator [in west wing] to make an attempt to go to floors 2 and 3. Once you tried exploring the 2nd and 3rd floors head back to the elevator and there is something weird on the panel. A mysterious 4th floor is now on the panel. What does this supposed to mean? Head to the MYSTERIOUS 4th floor to find out.

Part II: Alternate Alchemilla Hospital

The moment that you exit the elevator you'll see the girl in blue entering the antique shop. Look for a set of double doors since you don't have a map for this UNKNOWN area of the hospital. You will want to go on the other side of the doors then there should be another hall with low light to see. The weird thing is that when you go through the double doors that they will somehow lock behind you. Head to the far end of the hall you're in now and you'll notice that the visibility without the flashlight is completely zero, and just like the last hall the doors will be locked so you can't open them right now. Turn on the flashlight and take the stairs back down to the third floor at the far end of the hallway, now head back down to the third floor.

Once you're are back on the third floor go through the double doors at the bottom of the first flight of the stairs. You'll see a zombie nurse, make sure you pump her full of lead and then head straight to the bathroom. While in the bathroom you'll see something in blue on the windowsill. Take the "Plate of the Turtle" and leave. As you leave you will hear 'something' break'. Then head to room 301 and go inside, there you'll find a birdcage but it seems that the bird flew the coop, but there's nothing of interest in the room. Leave the room and search for the second door on your left which should be room 302, the AV room. There you can save with the notepad, you'll notice a TV with a VCR in the room as well, BUT there's no tape for you to view. Leave the room and head to room 304 farther down the hallway but there'll be a zombie nurse down there so watch out, be sure to pick up the health drink. If you look on the wall, you'll notice a metal plate.

Head back into the hall and you'll notice a door on the other side of the hall from the room you just exited. Enter the room to find out that it's the linen room, but if you keep moving you'll be able to enter the East Wing of the hospital. When you get there, two nurses will be waiting to attack you and after you kill them you want to find the double doors to enter the STOREROOM. Once you enter the storeroom, there will be a nurse that you will have to kill. Once you have finished off the nurse, head to the back of the room to the shelf to find a blood pack. The reason that you should pick up the blood pack is because you'll never know when it may come in handy, don't forget the handgun bullets and the first aid kit. Once done here head back to the hallway and go to your right to find a unlocked door which should lead to room 306.

Once you entered room 306 you should find the "Plate of Cat" on the wall

between the two windows. The moment that you obtain the "Plate of Cat" you should head back to the double doors by the linen room, then enter the west wing to get to the south stairway. If you try to take the elevators you'll notice that the doors leading to the elevator are locked on the other floors as well. You want to descend the flight of stairs to the second floor, then pass through the double doors on your right. There will be two nurses waiting for you so, kill them so you can get to room 201 without much hassle (which should be the first door on the left). When you enter room 201 shoot the nurse that's in there to be able to get to the cot that's in the room. Be sure to take the "Oil Lighter" and leave the room.

Now you have to go down the hallway to the very last door on your left. When you enter the room you'll notice something fused on the back wall wiggling its tentacles. If you try to get the "Plate of Hatter" this "THING" will prevent you from doing so. You notice that there's blood on the floor and that's what it seems to be 'sucking' up, and this is where the "Blood Pack" comes in handy because it'll work as a distraction so you can get the "Plate of Hatter". Now you can walk over to the wall and grab the "Plat of Hatter" without having to put up with that "THING". Exit the room and now check the black plate at the end of the hallway, and there should be a "Grim Reaper" list on the other end of the hallway. Now you have to go to the door down the hall on the left for any clues or items that you may need (Nurses' Center).

Here comes a tricky part of the game, you see a "multi-lock" door that you'll see has eight squares to it. There should be a piece of paper pinned to the wall with information that should be able to help you solve the puzzle:

```
o-----o
| The clouds flowing over the hill |
| sky on the sunny day             |
| tangerines that are bitter       |
| lucky four-leaf clover           |
| violets in the garden            |
| dandelions along a path          |
| Unavoidable sleeping time       |
| Liquid flowing from a slashed wrist |
o-----o
```

There are already 4 plates that are in the "multi-lock" door, find the remaining 4 plates to complete the puzzle. Once again get to the hallway, then head to the stairs down to the first floor. Shoot the doctor at the bottom of the stairs, then head to the right and then through the double doors. Now you have reached the "East Wing" once again and you should be able to find your way around this area. Head down the hallway [especially on the left], but first you'll have to shoot a few fucked-up doctors and after you have taken care of them head to the third door on the right. This room should be the Director's Office next to the kitchen, but inside the Director's Office there should be a notepad where you can save your game. Also while you're in there the "Plate of Queen", pick it up. After you pick up the "Plate of Queen" you'll hear a noise in the hallway, like if someone was closing a door.

After you're done at the Director's Office head back to the Nurses' Center with the 4 remaining plates for the "multi-lock" door. While you're on the way there grab the 3 health drinks at the vending machine as you pass it by in the hallway. Once you are back in the Nurses' Center and EXAMINE the door and you'll see that the 4 plates that are already in the door are placed by color in a clockwise manner white, orange, purple, and black. A trick to solving this puzzle is to use your imagination, from the poem that you read

on that poem [on the wall]. Let's take this line for example "LUCKY FOUR-LEAF CLOVER", then you might be able to pick a list of colors in the following order:

WHITE	PURPLE
BLUE	YELLOW
ORANGE	BLACK
GREEN	RED

If you take a good look at the plates in the inventory, at the plates that you have: Queen, Turtle, Hatter and Cat, are the remaining 4 plates to complete the puzzle and to unlock the door. Put them in clockwise form as mentioned in the poem and you should be able to unlock the door. Once you have done that, you should be able to go through the door, to get to the east wing of the second floor. You have to get past 3 nurses and once you get past them and then enter the nearest set of double doors. Once you pass through the double doors you should enter the Operation Prep Room, only one problem when you enter is that the huge part of the center of the floor missing. You want to try to get past the nurses that are in the room, go through the double doors on your left that heads to the operation room.

Once you enter the operation room, you want to take the nurse out and pick up the "Basement Storage key" that's laying on the gurney. Head to the east wing hallway again, but you should be able to see a pair of double doors to your right that you have to enter to get to the Intensive Care. Once in the Intensive Care you'll see another gurney with some "item" on it, but before you can get it you have to shoot through a nurse. The moment that you done that grab the "Disinfecting Alcohol" and go back to the hallway. Head back to room 306 to pick up a first aid kit and then unlock and go through the double doors to your right, heading to the elevator. Take the elevator down to the basement but before you do so, head to the Director's Office to save your game to be on the safe bet.

When you step off the elevator head to the double doors if you want to avoid the two nurses. Once inside there should be a health drink along with an ampoule, and two nurses. Use the Basement Storage key to get into the room to the left, and when you're there look for a back cabinet and between the wall. Look it over VERY CAREFULLY, and you want to choose "yes" when it says if you want to push the cabinet. You'll then see a "hidden" secret wooden door in the wall.

Enter through the "hidden" door and you immediately see a overgrowth of ivy on a lattice. It may seem that there's something under the grate but you can't seem to open it due to the vines that covers it. The only way that you open it is to burn it, and there's only one way that you can do that. Take the "Disinfecting Alcohol" and pour it on the vines, then take the "oil lighter" to light it on fire. This should clear about 99% of the vines from the grate. Now you should be able to open it and find out where it leads to, but there isn't no map for the area that you're about to explore. Head through the tunnel and go to the sturdy [iron] door ahead of you. Go through the door and enter through another [iron] door to your left, before three nurses gang up on you. You'll have to watch out for two more nurses in which you may want to outrun all the way down the hall and sneak around the left handed door.

When you enter the room it appears that someone was there not that long ago judging from how the room looks. If you take a look at the machine near the cot you'll find a picture of "Alessa", who is probably the girl in blue caught

somewhere between a child and a young woman. If you look closely he resembles Cheryl in a few aspects in the picture, then you will start wondering "What in the living hell is going on?", especially with someone who resembles Harry's daughter. There should be a key to the "Examination Room" on the machine, pick up the key and head back to the hallway. Now make a right in the hall but be careful to stay out of the nurses reach. Head to the opposite side of the hallway to the last door on the left, shoot the nurse inside. While you're in there you should be able to find a "videotape", which you can find on the cot. There's nothing else in the room across from the room that you're in but you'll hear SOMETHING break, like a sound of glass breaking.

Now you can leave the basement by going back the way you came, and go through the [wooden] door, back in the "pseudo" basement. You have to find the stairs or the elevator and re-enter the third floor. Once you're on the third floor head to the AV room, where you can possibly view the videotape that you found down in the basement. The VCR is still there even though that you might've not have noticed it the previous time that you were there. The moment that you're in the AV room look for a TV and a VCR, then you should put the tape in to view it. The only problem is that you'll only be able to gather bits of information from the tape. Now another problem arises, there are now more questions than answers after viewing the tape and being able to get any valuable information from the footage. One question that may end up on your mind is "Who is responsible for charting any symptoms of the patient?", but the answers may be revealed later on. It is the best bet to hang onto the videotape because you don't know if you'll be able to get another opportunity to watch it.

After trying to view the videotape, you have to head back to the first floor by using the stairs. You'll want to enter the room to the north that leads through the double doors by the stairway. Avoid the doctors that are lurking around the area and pull out the "EXAMINATION Room key" to open the locked door. If you visited here earlier you will hear something on the other side of the door. You'll once again be inside the Examination Room where you met the elusive Dr. Kauffman except that someone else is in the room. Someone will come scrambling out of from underneath a table towards you, and you are startled to see another person alive. Her name is Lisa Garland, she is a nurse that works at the Hospital, but Harry will ask her the same question as he did with everyone else "Have you seen a little girl?". Lisa will tell you that she doesn't know what is going on and obviously she says that she hadn't seen any little girls. All she remembers right now is that when she woke up everything was like it was, a living nightmare. Lisa will also mentions that she hasn't been to the basement because she was never allowed to enter the basement nor anyone else at the hospital staff when things were normal.

Suddenly, the conversation between you and Lisa is disturbed by a severe shot of pain which causes you to black out. When you regain consciousness you'll be in the consultation room but back in the normal hospital (where it's daylight outside). Lisa disappeared and it seemed that you were just dreaming about it, but without one EXCEPTION, Dahlia "Old Lady" Gillespie is in the room with you. Dahlia will start speaking more "gibberish" such as "You're too late. The town is being devoured by darkness and that this day would come. Only you can stop it now!" She tells you to go and find the "other church" of Silent Hill, but just like the last time you met she'll leave something behind for you to pick up. This time she gave you the "Antique Key" from the desk, and be sure to stop by the payphone to copy the location of the Antique Shop on your map. One thing before you leave the hospital to save your game because you may never know what the hell may go on outside via receptionist desk.

Before Dahlia left he had mentioned something about "The Mark of Samael."

Various roads in town will construct of this sign that Dahila had mentioned before you left the hospital (which explains the sign you saw in the courtyard at the Alternate Midwich School). The only thing that you probably figured out is that you're the only one who can do something about the whole mess.

Chapter Seven: Central Silent Hill (continued)

Once you exit the hospital you would want to take Koonts Street til you approach Simmons street. Make a left on Simmons and stay on Simmons until you pass the "Silent Hill Town Center", the antique shop should be past there. Head down the stairs and use the "Antique Shop key" to gain access to the Antique Shop. You'll need to have the flashlight on to be able to view anything down there, and there should be a notepad to save your game if you want to. Be sure to look around the Antique Shop very closely, and once you have done that make sure to check out the cabinet, because there seems to be some kind of markings on the floor like if someone had moved it. You want to push the cabinet due to that it'll give away a secret passage but you don't know where it leads to.

After you discover the secret passage, Cybil will come in to check up on how everything's going. She'll mention something about seeing a little girl near the Waterworks but she wasn't able to keep up with her. Cybil will ask what you found and Harry doesn't have an idea where it leads but he says that he'll check it out. Cybil will tell you that she'll stay there to cover you and to head back if anything happens. Once you get there, it seems to be a 'inauspicious' altar, but is this what Dahila meant by this "Other Church" that you had to find. Walk up to the altar and grab the axe and the back wall will be revealed to you. Cybil tries to call out to you but she isn't getting an answer back from you, and she will go to check up on you but when she gets there there's no one to be found.

After she finds out that you're not there Harry will wake up from another one of those [queer] dreams, and you find out that the next destination is the town lake. It seems that the only person who may know how to get there is Lisa, depending if she's still wondering at the hospital. She may be able to tell you of a different way of getting to the lake since all the roads are currently destroyed. Of course you'll run into Lisa again and she'll tell you that the only way to get to the lake if you take the Sewers. There should be a notepad on the dresser, but then you should be able to notice the "Mark of Samael". Head back to the hospital, and once you exit the Antique Shop you'll notice that it's starting to get pitch black again, can this be under the control of the mysterious demon "Samael".

One thing that you'll notice that there's an increase of the number of enemies that are lurking around the area, but be careful they won't be so easy to take down this time around. The only problem is that the usual route to the hospital has been literally cut off, so you'll have to take an alternate route to the hospital. Now you have no choice but to take a left from the "Green Lion" and then go up on Simmons Street until you approach a hole in a fence, you can't miss it. Once you found it climb through it and you should be in a shopping mall type of area. Once you've enter the building look for the escalators and go up to the next floor to the TV screens which will automatically turn themselves on. After seeing the disturbing images on the TV (of seeing Cheryl on them) makes you feel a bit uncomfortable, at that point in the game. Once you don't see Cheryl on the TV anymore, you'll then start seeing a symbol that will keep flashing on the TV and you'll wonder if it may have anything to do with anything "MYSTERIOUS" that has been going in Silent Hill.

You want to stay where you were going on the escalators and follow the path to your left. In this area the radio will start going haywire on you but keep going in that direction. As you keep going the camera will switch to an overhead view but where you are walking will collapse and you'll land in a little sand area (aka sand pit). The only problem is when you find out that there's no way out of that area and you figure that there's something wrong here. Look for a wall where a "Hunting Rifle" is, which is good news but the bad news is that it only has ONE bullet left in it. You would be better off equipping the shotgun in preparation of another boss fight.

Boss Fight #2: Giant Larva

Sometime after you pick up the hunting rifle, a giant larva of unknown type will come up from underneath the sand. It's first attack will be likely right underneath you and be careful during this boss fight. The objective of this boss fight is to try to get a clean shot at its head as good as you can by using the shotgun (not the hunting rifle). Another tactic that the larva will use is by going under the sand after its first attack. If you go about trapping "it" in the corner be careful because it'll shoot some red liquid at you if it can't reach you with its head. Keep trying to shoot at its head a few times before it'll finally had enough but there's an option where you can pump it full of lead to make it wear itself out. During the battle you'll would have lost a good deal of health but you'll be glad to have finally defeated it (when it curls into a ball), but will you see it again, that is a question that you'll soon find out. It'll bust through a window and you'll then have a way out of that damn sandpit.

You'll want to go through the broken window, and you'll be on the backside of the mall. You want to make a right on Sagan Street to the west, and you see the police station, head in the station to be able to save your game. Now you can get some ammo for the hunting rifle you found in the sandpit, after doing so head out of the police station and make a right on "Chrichton" until you get to the hospital, again. Head into the hospital and you definitely want to save your game while you're there, then head to the EXAMINATION Room. After you have visited the EXAMINATION Room you want to head out of the hospital but you may want to save your game just in case. When you head back outside you'll see things have changed again since you entered the hospital.

The only way that you can go is across the street to the post office and the first thing you'll notice when you get over there the radio is really going haywire. The reason for this is because of the Giant Larva you fought earlier has now made a new home for himself at the roof of a building, make sure that he doesn't plan of staying for a vacation.

Boss Fight #3: GIANT MOTH

To fight this Moth you have to go up the stairs to the roof but you have to be prepared to fight him as soon as you get up there. Now you must face the Larva again but this time he's re-incarnated as a Moth of an unknown kind. The thing that you'll be wondering, "how the hell did he managed to metamorphacized in such a short time since the last battle?" Just like the last time that you fought him watch out for the red liquid that he'll spit out at you. A tip that I can give you for this battle is not to leave the upper level of the building because it'll be the only way to get good shots at it, and another tip is don't get too close or he'll whip you with its

tale. If you need any time to recuperate go under the water tower for any protection for a bit. It shouldn't take no more than like 5 - 7 shots before the moth is finally defeated and dies, and if you see blood in the color of purple, that's a good sign that you're hitting it right on. When you finally defeat the moth, the sun would start to come out and the moth will start to fall down towards the ground.

Once you're done with the battle, head back down the stairs and take Chrichton Street to your north. You should be able to get more ammo and save your game if you want to by stopping at the police station again. This time you should find some information about some "Drug Traffiking" investigation. Read the memo for the information:

```
o-----o
| Coroner Seals Called Officer Gucci unlikely to |
| be murdered. He apparently died unnaturally. But, |
| medical records show Officer Gucci had no prior |
| symptoms of heart disease |
o-----o
```

If you take a look at the chalkboard you'll notice that there's writing like if someone was there since the last time you visited:

```
o-----o
| Product only available in selective |
| areas of Silent Hill Raw material |
| known as White Claudia, a plant peculiar |
| to the region. Manufactured here? |
| Dealer = Manufacturer? |
o-----o
```

The information that you have just read is quite unusual evidence for a town like Silent Hill. Could Officer Gucci have been murdered, just for the Coroner to cover up the whole thing? What could have been surprising at the hospital after the times that you have visited it to see for yourself? Can this White Claudia drug be responsible for the disappearance of everyone or what's going around? If so, what kind of connections are there? When you leave the police station, your intentions is still getting to the lake but you have to cross the drawbridge to head back to "Old Silent Hill". Once you get to the other side of the drawbridge you will be right near the Water Works near the Midwich Elementary School.

Part II: Water Works

Approach the gate that leads into the water works, but there's only one problem though, the gate's locked with one of those padlocks. It seems to have been decayed somewhat but the only way to get the lock off is to either use the ax or the steel pipe, but using the ax should be much faster at getting it off. Once the lock has came off head through the gate and there should be some opening in the ground, leading to the sewers. It seems that someone or something opened for an 'free and easy access' to the unknown sewers.

Part III: Sewers

After entering the sewers go in the only direction that you'll can go in. One of the first things you'll notice is that the tunnels are divided into two sections. One tends to go farther than the other as well as two enemies that will be waiting at either end. These are ones that you've never saw in Silent Hill, thus far, but you know that there has to be map of the sewers somewhere. If you want to find the map for the sewers take the tunnel to your left and around the corner but stay to the left there as well. When you cross over the water make a right as soon as you can but cross back over to the left side until you reach a gate. Go through the gate and use the path that heads left and around a corner to a water tank. Now take the path to your right over the steps to the next water tank, you'll see a room at the end of the tunnel. It seems to been of some office down there, but you'll be glad that the sewer map is down there as a sewer key as well. After you grabbed the items "retrace" your steps to the first tunnel you were, when you made a left at. Be careful since there will be a few creatures there waiting for anything that comes near them, you'll be able to know where they are so rely on your trusty radio.

You want to go past the first tunnel, going south until you reach a gate that's locked. Use the sewer key that you found in that part that resembled an office and then cross over the water. Cross over where you see a blue grate to cross the water, stay on it towards your left to safely get across it. Then you should be able to get back over to the right side of the grate until you come across a ladder which should take you to another part of the sewers. After you get to the top of the ladder head to your left to pick up grab some first aid. You want to continue going in that direction and there will be some enemies that will be on the ceiling. Afterwards go to your left and go through the tunnel [to the east] and that one shouldn't be blocked. The moment you reach the corner take a right, and the ladder to your left is not accessible at the moment. Now head west through the tunnel, and the gate with the "KEEP OUT" sign should be unlocked so you wouldn't have much of a problem with it. Now you have to use the "blue" grate again to cross over the water to the left side and keep going until you reach a dead end.

One thing that you'll notice is that there's blood on the ground as well as the water, but look closely because there should be a "Sewer Exit Key" in the water. After you grab the key be VERY careful because three underwater creatures will start coming towards you screaming from underneath the surface. Right now you want to try to make like a runner, retracing your steps to the gate that was blocking the ladder to get the hell out of there. Use the "Sewer Exit Key" and there should be a notepad so you can save your game if you wish. Once that's done with climb the ladder to escape the torture of the sewers for now and get back to the surface.

Chapter Eight: Resort

Part I: Resort

Once you're back on the surface from the sewers, head to the building to your left. Be sure to grab to the map from the wall that is for the "Resort Area of Silent Hill", as well as some "handgun" ammo, "rifle" ammo, and a first aid kit. Once you have picked up the items head south on Bachman road and when you get to the Craig St. junction, you'll be near Annie's Bar on the left. Be

sure to go inside in the bar, once you enter Annie's Bar you'll have another run in with Dr. Kaufmann. Make sure to listen to what Dr. Kaufman may have to say, and once he's done be sure to grab the wallet between the pool tables. The question is "Did Kaufmann drop this?". You'll also find a store receipt with some number on it, which is like some kind of combination for some kind of a lock. After you get done with the wallet be sure to pick up the two health drinks at the bar and head back outside.

Since you have found a few new things and objectives that you can do in any particular order. If you don't want to retrace your steps, you can go about by going to Indian Runner by going through either by Craig Street or the Park, then make a right. The moment that you get to Indian Runner you should see a door with a combination lock, and be sure to take out the receipt for the code on it which should be "0473", make sure that the lock matches the number given on the receipt. Once you've done that go inside, and the first thing that you'll notice is that the tables is "upturned", like if someone came in trying to trash the place looking for something valuable or something. There should be some rifle shells that you can take and go over to the counter, and if you go behind it there will be a safe at one end along with a health drink and a date log. Read the date log for the following entry:

```
o-----o
|   August 20                               |
| He came by. I handed over the package to the woman |
| left here.                                  |
|-----|
|   September 12                             |
| He showed up at Norman's too Don't want to be involved |
| with the likes of them anymore, but...I'm getting |
| creeped out even more than before. Thought of leaving |
| town, but I'm afraid of what will happen if I do |
o-----o
```

After you're done reading that take a look behind where you're currently standing, you should see some sort of a shopping list tacked to the wall for UNKNOWN reason:

```
o-----o
| 3 Loaves of Bread |
| 3 Cartons of Milk |
| 2 Dozen Eggs |
| Deliver to back door |
| daily 8 a.m. |
| Rear entrance code 0886 |
| Norman Young |
o-----o
```

Next to this list you were just looking at should be a picture of a MOTEL's GRAND OPENING pinned to the wall, and the only guess is that Norman Young is the owner of the MOTEL. Before you make an attempt to leave to check the cabinet drawer to grab the "safe key". Now go the safe and use the key to open the safe to see if there's anything in it, but you'll about to see might shock you. There are a few bags of some kind of drug, but could this be the "White Claudia" that you've read about earlier in the game. You can't take those with you because you don't know who put them there or who the bags belong to anyways. One thing is that you might figure is, that if this place

is the Doctor's secret hiding place or something.

Could the doctor have been some "Middleman" in some drug trafficking operation. The only problem is that you don't know who else is involved in this thing and there was a mention of "the woman" which was mentioned in the entry in the date log, but the only ones you can think of is "Old Lady Gillespie" or it could be Lisa, Alessa, or someone you haven't ran into yet. The only way that you'll be able to find out is to head to the only place that you haven't checked yet which is the MOTEL and go through the back door. The moment that you get there you can then check it out by using the key to gain access to the room. Your only hope is that Norman Young doesn't show up and try to chase you out of the room.

Part II: MOTEL

When you leave Indian Runner you want to make your way to the Motel room, and to get to the MOTEL room you must head south on Weaver Street. Go past the park and the MOTEL's rear door should be on your right, but be careful of any apes, dogs, or birds that may be lurking around the area. Once you get to the door there should be some kind of "code box" to enter a code/password to enter the room. If you wrote down the code "0886" from the shopping list then you should be able to gain access by entering that number. Once you punch in the numbers select "ENTER" and vola, you now have access to the room. Once you go through the door you should be in what should be the "living space". The only thing that you can take a guess that it's the room of Norman Young. You should notice a notebook on the desk, be sure to read it:

```
o-----o
|   September 20           |
|   Took package          |
|   Told to sit on it a   |
|   while                 |
|   Don't want to get    |
|   involved but         |
|   couldn't disobey...  |
|   He's probably linked |
|   to the death of the  |
|   mayor and others    |
o-----o
```

There should be a magnet which you should pick up and then check out the coffee table in the same room. There should be a 'newspaper' and if you remember the date from the 'newspaper' from the hospital is the same date as the one that you saw in the hospital. This part of the newspaper happens to be the "missing" article from the newspaper in the hospital, but it seems that its still intact somehow. Read to see what you didn't have a chance to read at the hospital:

```
o-----o
|   INVESTIGATION STALLED |
|   "PTV" Dealers Still  |
|   at Large              |
|   Suspicious deaths    |
|   continue. Like the   |
|   anti-drug mayor, a   |
|   narcotics officer    |
|   dies of a sudden     |
|   heart failer of      |
|   unknown origin       |
o-----o
```

After reading the article you must wonder if it's talking about Officer Gucci and now you wonder if he was somehow murdered. From what you read from

Norman's notebook, may point out like the doctor was forced to move the illegal cargo, PTV. Could these acts of terrorism be from the members of the underground cult be responsible for what's going on? What about the drug, could this be the key to their power of getting rid of people that they either don't want around or anything that gets in their way? Were there any plans of having Cheryl being the next extortionist when you and her came back to Silent Hill? The questions are starting to get more and more complicated as they are making you paranoid. The thing is are they becoming more plausible or more confusing at this point in the game.

Now leave the room by going through the door to the right from the door that you originally have come through. Once you go through the door you'll be in a garage, where you'll find a motorcycle, and you'll notice that everything is basically covered in dust. Be sure to grab the health drink and the ammo that is laying around, and be sure that you check out the motorcycle. You'll notice that it's clean around the gas tank, which is quite odd because everything else is covered with dust. Now go back into Norman's room and to where the registration desk is through the open door that is near you, then you should be able to find a notepad to save your game. Leave the room by going through the front entrance, and you should be in the parking lot. You should be able to spot room three without hesitation, because that's the next room that you want to check but to be able to gain access to the room you need to have the "Room 3 key".

Once you're in the room be sure to check it out very closely, such as looking at the dresser, and you'll notice that there's blood near it on the wall. You should be able to move the dresser, and once you've done this you should see a crack in the floor and look very closely. There should be a key in the crack and use the magnet that you found in Norman's room to be able to pick up the key. You will find out that it's the key to the motorcycle, now head back to Norman's room and to the garage to where the motorcycle is. Once you use the "motorcycle key", then you should see a bottle in the gas tank like the one that you saw back at the hospital. Then Dr. Kaufmann will come in and grab the bottle away from you saying that there's no time for screwing around.

Unfortunately you have to leave the MOTEL after the run in with Kaufmann, there at the MOTEL. As you move on in the game you wonder what that red liquid could be. One thing that may be something related to that PTV drug, but the only thing is that you don't know what that stuff is exactly used for. Dr. Kaufmann sure as hell won't give you any details about what you have found, just leave you scratching your head about it. You want to head down Sanford Street in direction of the lighthouse and it'll start going to that DARK stage again. Could this be the "permanent" blackness that is now arriving from the evil that you have to stop or is it starting to take over? You can tell that things are starting to go to a living hell state due to the route is now broken and there's ABSOLUTELY no way of getting back to the MOTEL. Your only hope is to keep going towards the lighthouse.

You want to look for two warehouses to your left because there will be a pier past them, that leads to the lighthouse. You can go to the left to head down the ramp to a houseboat, when you reach the houseboat head inside through the double doors, then through the doors that leads to the "cabin". Once inside the cabin you'll run into Cybil once again, and now seems supportive of your weird talk about the world coming to an end, evil monsters with the purpose of killing as many people as possible. Dahlia Gillespie will enter the houseboat and she'll babble about "...the demon is awakening. Soon the dead will walk and the martyrs will burn. Everyone will die. You must stop the demon from taking the child's form before the girl is sacrificed.", that is what she'll tell you and the Flauros is the key to stopping it.

Now you know that Cheryl is in some major you know what due to what you have heard from Dahila. Now Cybil will help you out to stop the "mark of Samael" from completing, but you and Cybil will agree that you'll head to the lighthouse and she'll go to the Amusement Park (as what Dahlia said). You want to pick up rifle shells, handgun bullets, and the health drink before you leave the houseboat. Also there should be a notepad there just in case that you want to save your game before you leave to head to the lighthouse. Now you want to leave the houseboat to the "helm" of the boat and start heading to the lighthouse. You can exit the houseboat by going through the double doors in this "helm" and you should be on the pier on the opposite side of the "locked" gate then go up the stairs.

Part III: Lighthouse

As you head towards the lighthouse you will encounter many twists and turns on your way. When you finally reach the lighthouse you'll probably have about 5 - 6 enemies on your ass. Go to the pier near the end and you should see a set of steep stairs to descend, head down the stairs until you reach the "green" plank. Continue on your way until you get over the barges, then you'll have to cross another plank going left, and then back to your right again, through some gate then up some stairs that leads in the "opposite direction". From there you want to go forward and then make a left to where another set of stairs. Be sure to head down those set of stairs and then head due east on the small path you see, until you reach yet another set of stairs going up (talk about alot of stairs to go through). Those stairs should lead to the lighthouse but when you reach the lighthouse you will have to dodge the guard dogs in the area.

Once you're in the lighthouse there should be a notepad so you can save your game due to the fact that you don't know what is going to be running into while you're there. Walk up the very, very steep stairwell and when you get up to where the stairs lead you will see Alessa once again, but if you look closely the floor will light up. Right now you wonder if you were too late just like back in the hospital, since you have ran into Alessa again. If you look at the floor it's the another "Mark of Samael", now head back down the stairs and you might want to save your game again just in case something happens after you leave. Now you have to head back to the houseboat by going down the peir but you'll notice that it takes less time to get back there then it did getting to the lighthouse.

Chapter Nine: Sewer to Amusement Park

Part I: SEWER

Once you get back to the houseboat you'll notice that Cybil has yet to return from the Amusement Park as of yet. The only thing that you can do is to go to the Amusement Park yourself to see if you can find her. As of right now there wasn't anything "BIG" that went on with the "Mark of Samael" that you saw in the lighthouse. With seeing Alessa there a consumption that you can make that this "Mark" is almost complete, but the only thing is that "Old Lady" Gillespie didn't give you a fair warning before going there. If she's involved in the drug trafficking that was going on in Silent Hill, could she be possibly putting you off-track? If so, Cybil may in some serious trouble

or probably for Cheryl as well. Before you leave to find Cybil you should see about saving your game before leaving the houseboat, and exit through the doors that you originally came through where Cybil and Dahlia met up with you. When you exit the houseboat you should be able to be near West Sanford Street, and you want to head in that direction.

The reason that you want to go on West Sanford street because there isn't a direct route (or an easy way) of getting to the Amusement Park. when you get there you should be able to see an open gate and go through the gate to find an open manhole cover, which should lead to a different part of the sewers that you were previously in. You presume that Cybil had to find an alternate route to get to the Amusement Park and this is the way that you think that she has taken, so you have no choice but to use the sewers to get to the Park. After entering sewers you will think of Cybil going through the sewers before you, or maybe suddenly being attacked wonder if she's ok or not. You will see that "Mark of Samael" around in these sewers, like on the ground and on the left wall there should be a map of the sewers with a route to the Park.

The enemies that you'll run into here are much more vicious than the previous enemies that you've encountered before, especially the orange one with the huge claws. After you climbed down from the ladder you want to go straight ahead, but the only thing that'll suck is that once you leave that section it'll be blocked when you come back to the area. Once you reach the next tunnel take a right and make sure to pick up the items that are around that area, then you want to make another right at the next tunnel, and a left at the next. Now go to the end of the tunnel and you should be able to find a ladder that should lead up to the Amusement Park. Climb up the ladder to get to the Amusement Park.

Part II: Amusement Park

After you have climbed the ladder to the Amusement Park, and you have to find the concession stand which shouldn't be very far off from you came out from the sewer. The only thing is that you don't have to worry about any enemies wondering around you so you can feel relaxed while you're there. You'll notice that the rides aren't in very good shape and if you see one that's moving the concession stand is across from it. It would be wise to save your game at the concession stand. After you have done that go straight and go left to the ride but it seems that you can't enter it from there. Then you should come across a carousel and take the stairs to get on the carousel.

Boss Fight #4: Cybil

When you get on the carousel you will see Cybil "collapsed" in a wheelchair but she isn't herself because she'll start shooting at you. In this fight you have to try to avoid the bullets that Cybil will fire at you because if you even get one hit your health will deplinish quite a bit. A strategy that can be implied to fighting Cybil is to keep running from her but whenever you get a chance to get a clean shot at her. It would be wise if you have a few health drinks and a couple first aid kits just in case she hits you [with a bullet]. If you end up going far she won't attack you but that may not be such a great idea to do so. The thing is that you want her to run completely out of ammo before you can be able to do anything about it. When she does run out of ammo she'll look at her gun and then throw it on the ground. Then she'll try to grab you around the neck to either choke or strangle you but

this would be a good opportunity to use that red liquid from the hospital if you have have picked it up.

After you have used it on her, some kind of parasite should come out of her and once it's out you want to make sure to squish it before it has a chance to get away. With this action will lead you to one of Silent Hill's endings that you can get when you beat this game, but if you shoot her dead you'll won't get the ending that you would get if you saved her. After killing the worm that made Cybil its host she will come to and you'll find out where "they" have taken your daughter Cheryl. Now you will consume the fact that Cheryl was adopted and she was found abandoned along the highway when Harry's wife was still alive. The two of them decided to take Cheryl into their lives while she was still around, but you can also assume that she could have been born in Silent Hill. Now it gets to a point to where the Flauros that you picked up back at the church where you met Dahila and it will attack Alessa but it seems that there's a force field surrounding her.

The moment she collapses you will ask her where Cheryl's at, but then you'll see Dahlia enter and tell Alessa that her little game is over. Dahila will mention that the girl has one last thing and then Dahila and Alessa will disappear without a trace. Now you will be wondering what the hell is going on and you'll now notice that Dahila is the "bad guy" of this whole mess and not Alessa. Now you will end up losing conscious again.

Chapter Ten: "NOWHERE"

Now you are in a section that resembles certain parts from the hospital but the others are places that you've never been to in the game. You hope to find some map instead, and during the conversation with Lisa it seems that she's about to loose it but she can't really figure out exactly what it is. Could she be possessed like Cybil? Let's hope that she isn't because you probably don't want to go through another scenario like that. There's something that doesn't seem right in this situation due to the way that Lisa was acting. When you wake up you'll be back in the Director's room with Lisa, once again, but this time it's in the basement. You'll hear a some kind of weird nose coming from the basement but what exactly is it? Take the path that head to the elevator but as you reach the elevator it automatically opens like if you're being summoned for some unknown reason. You want to enter the elevator and let it take you to where it has to and then exit once it gets to where it took you.

When you step off the elevator you want to head to the first room on your right. There is a birdcage in there which you should see, has a key but the only problem is that the birdcage is locked so you can't get the key out right now. Now leave the room and go to the one across the hall and you'll see a faucet with a key stuck in it but you can't seem to get it out, then leave this room. When you leave you want to go down the hall until you see a figuration of Cheryl going into a room, when you try to open the door it's locked and the word "Phaleg" is etched into the door. You want to see about getting access to as soon as you possibly can, but you want to go through the next door on your right which should be UNLOCKED. The weird thing is that it resembles the Antique Shop and there should be a notepad to which you can save your game if you want to.

Find the clock and examine it very carefully because instead of seeing a round hole like in any other clock you'll see a square hole. Knowing that you'll notice that one of the arms on the clock face isn't a arm it's a key. The only problem that there is that you can't break the glass that protects it,

be sure to pick up first aid kit and the ammo in the room then leave. When you get back into the hallway there will be two nurses, shoot them so they won't bother you. You want to keep examining each of the doors in the hallway and down the hall you will come across a door that has the word "Ophiel" on it but that door is locked just like the "Phaleg" door was. There should be a door on the right [last door] that you should be able to get through since it seems that the other doors are either locked or the lock is broken.

After you have entered through the door you want to take the stairs downward until you get to the door at the bottom of the stairs. After you enter the door it appears that you're back in the school once again. Check out the desk around the middle of the room be sure to take a look at it because there is a carving in it:

```
o-----o
| "Go home thief. Drop Dead." |
o-----o
```

Who could these words be to? You? Maybe so, but you want to go to the back of the room and go through the door. In that room you should see a gurney with some tools on it, and store them in your inventory. Head back up the stairs and back to the room where you saw the faucet at, because you'll need the pliers so you can get that key out of it. The key should be out now and it should be the Key of Ophiel and now you can go and unlock the door that had the word "Ophiel" carved under the keyhole. Now you'll be in another hallway but this time it resembles the Alchemilla Hospital. Here's the weird thing, there will be only ONE door that is unlocked in the whole hallway that you're currently in, be sure to enter the only door that's unlocked.

After you have entered through the door you'll notice that there are some kind of signs in there. There should be four pictures placed on the wall with a picture that represents astrological signs and you must use them to be able to get the "Stone of Time". YOU should see a pillar in the center of the room which is holding the "Stone of Time" in which you need to advance in the game, and the only way to get it is to use the pictures to solve the puzzle. To do this puzzle you have to change the numbers of the astrological signs. A thing that you have to used "changed month of the year" to be able to solve this puzzle, you can use the signs as a guide on the pillar. To be able to make it past this puzzle, you will have to enter six under the capricorn, under the Taurus enter four, and eight under the Scorpio, then you should be able to get the "Stone of Time" now.

Once you have the "Stone of Time" in your inventory, you want to leave the room but watch out for the nurse in the hallway. Go through the double doors at the end of the hallway and you'll notice a keypad to the right of the door that could unlock the door but you'll have to go to the other end of the hall to read some clues. Be sure to read what's carved on the plate:

```
o-----o
| Names engraved on a      |
| lithograph.             |
| The Grim Reaper's list.  |
| Yes the headcount is set |
| young and old lined up in |
| order of age.            |
| Then the pathway opens   |
| awaiting them the frenzied |
```

```
| uproar, the feast of death!|
o-----o
```

Be sure to remember what was carved in that stone because you'll need it to help solve the puzzle to open the door. Now return over to where you saw that door where the keypad is and there should be the grim reaper's list right there on the wall. It should be to the right of the door and this is the list:

```
o-----o
| The Grim Reaper's list |
| 35 Lydia Findly      |
| 60 Trevor F White    |
| 18 Albert Lords      |
| 45 Roberta T Morgan  |
| 38 Edward C Briggs    |
o-----o
```

If you read the clues very carefully, it says that you have to list them from youngest to oldest in order respectfully. To be able to figure this puzzle out you have to take the first letter of each first name and spell out a word by going from youngest to oldest. Once you figure that out you should be able to spell out ALERT and that is the code want to enter in the keypad. Once the door is unlocked and go through the door. Head through the empty door to get to the next room by going through the double doors. Now you're in the morgue while you're there be sure to pick up the "Amulet of Solomon" off the wall. While making an attempt to leave the room you will be interrupted by Lisa, but she discovered that she's some kind of demon. She will beg for you to save her but it is already too late to save her then she'll start to hemorrhage to her death and you'll run in panic.

If you head back to the room that looks like the antique shop you'll be able to find Lisa's diary on the floor, read it:

```
o-----o
| Ask doctor to let me quit being in charge of that patient. |
| It's too weird.                                           |
| Still alive, but with wounds that won't heal.           |
| Told the doctor I quit.                                   |
| Won't work at that hospital anymore                       |
| The room is filled with insects.                         |
| Even with doors and windows shut, they get in to spite me |
| To the hospital...                                       |
| Feeling bad.                                             |
| Need to throw up.                                        |
| But nothing comes out.                                   |
| Vomiting only bile.                                      |
| Blood and pus flow from the bathroom faucet              |
| I try to stop it, but it won't turn off.                |
| Need drug.                                              |
| Help me...                                              |
o-----o
```

Now knowing the "slow realization" of Lisa that she was becoming something else then herself, just wasn't enough to save her from it. After reading her

diary, you are still confused on the drug that Lisa was referring to in the entry. What exactly was Lisa using the drug for? Or maybe what did she need it for? After reading the diary leave the room back into the hallway and head to the empty room. To get to that room go through the second door to your right and you should be the first hallway. There will be a nurse there, be sure to take her out with whatever weapon you choose, and then to the room that is like the Antique Shop. Save your game because you here in NOWHERE you don't know what to expect around the area. This time approach the clock, and then go to your inventory then use the "Stone of Time". After placing the "Stone of Time" in the clock the glass will somehow break and you should be able to grab the "Key of Hagith", now you should be able to enter the "Hagith" door.

Once you have the key leave the room into the hallway, and once in the hallway head to your right 'til you get to the end of the hallway. One of the doors should be the door that should be unlocked by using the "Key of Hagith". Once you have used the key enter through the door and there should be a elevator that you can take to the second floor. Enter the hallway on the second floor and then head to the third door on your left. Once you have entered through the doorway you'll recognize that it's the jewelry room that you have previously was in back in the shopping center. There are two items that you can take from this room and they are "Crest of Mercury" and the "Ring of Contract". After you have picked up the items leave the room, then through the doors at the end of the hallway and then you'll be in a totally new room that you won't recognize. Once you're in the room head over to the first door that you come to on your right and go in.

In the room you should be able to find the "camera" including some "handgun bullets". Once you have acquired these items leave the room back to the hallway but you want to go to your right. The moment that you enter the room you'll notice that there's a plate "screwed" to the wall (for those who are reading please don't get any weird thoughts, because I know what you're probably thinking). You want to take the "screwdriver" that you have in your inventory and "unscrew" the plate so you can take it. Once you have taken the plate you will noticed another key but this one seems to be trapped with electrical wires making it impossible to get it. The only way to get the key is to somehow cut off the power supply to the wire so you can get the key. Since you can't grab that key you want to leave the room heading through those previously locked on the right side of the hall.

This will somehow take you back to the first floor when you desperately need to get to the third floor. You need to figure out where the elevator is so you can take it up to the third floor. Once you have found the elevator, head up to the third floor as planned, and you'll find another "altar" that seemed to be there waiting for you to come along. Take a look at all the possible items that are contained within this altar and you should be able to find a few interesting things during your visit there. There should be a picture on both sides of the wall with a description under both of them, one reads "The light illuminating darkness." while the other says "The light to the future." This is the time to take out that camera that you found and flash it in front of both of the pictures that you see on the wall. Once you have done that there should be some kind of symbols revealed on the pictures, and these will help you open those side doors.

The symbols on the picture on the left has to be entered for the door on the left and the same goes for the picture on the right. If you enter the door on the left you should be able to retrieve the "birdcage key". As for the door on the right you should be able to find a "health drink" as well as some kind of book on top of a shelf. Be sure to read it because you'll never know what kind of information it may provide you with. The book seems to be book marked to a particular page of it:

```

o-----o
| White Claudia |
| Perennial herb found near water. |
| Reaches height 10 to 15 inches. |
| Oblong leaves, white blossoms. |
| Seeds cause hallucinogen. |
| Ancient records show it was used for religious ceremonies |
| The hallucinogenic effect was key. |
o-----o

```

Now it seems that you have found out more about this drug that you heard about from Lisa's diary. If this White Claudia is the drug that Lisa was referring to, then what kind of hallucinations does it cause to those to use this drug? That question is quite unclear at the moment because you really don't know what the hell is going on. Now you want to head back to the elevator and back to the room that has the birdcage then you should be able to get the "Key of Phaleg" out from it now. Head to the door of "Phaleg" and use the key to unlock the door so you can advance farther into the game. After going through the door you should be in quite a short hallway with three rooms. Enter through the first door on the right hand side and you should be in a kitchen. While you're in the kitchen there should be a dagger have been stabbed into the refrigerator, but after you have taken the "Dagger of Melchior" you want to use the "Ring of Contract" because if you don't SOME THING will come out of the refrigerator and attack you. Place the "Ring of Contract" on the broken chain to be sure that the thing doesn't gobble you up in one bite.

Once you have done that leave the room and now head to the second door on the right and there you should be able to find a few items that you can take including the "Key of Bethor". There should be another door that you can try to enter. You want to enter through the door and it appears to be an AV room that you were in from the hospital. The TV and the VCR should still be in the room so if you view the tape this time around you'll get a much clearer picture than you did when you were at the alternate hospital. Now you'll get a real explanation on why Lisa was to petrified of. It appears that she was in charge of a "young patient" with wounds that wouldn't heal whatsoever. You know that any other person with these wounds would've died not long after obtaining them but it seems that this one kept going. Head to the first room in that small hallway that you were at earlier, then take the second door "on the left". Go through the door and you'll see another "ghostlike" figure of your daughter Cheryl flickering before disappearing again.

On the table in that room you should be able to find another item that you'll have to use later on in the game an "Ankh". One thing that you will definitely notice about the room is that the walls are covered in graffiti. Be sure to grab the "Ankh" before you leave the room. Once you leave the room and you're back in the hallway then through the first left hand door from the entrance of the hallway. The only way to open it is to use the "Key of Bathor", and when you enter the room there should be a power generator. Remember that key that you couldn't retrieve due to the electrical wires, this is where you can get that opportunity to turn the power off to that wire. Once you have done that then you can leave the generator room, but you'll only have one problem and the elevators won't have any power to them. The only route that you can take is to go through the "Phaleg" door, the hallway from the generator room, from that short (but sweet) hallway go to the second door that is on your right.

When you go through the door you should be on the second floor, but be careful because there'll be two demon children that will be hard to see. You have to

try and remember the room where you "unscrewed" the plate to reveal that key wrapped around the electrical wire. Once you have found the room you should be able to retrieve the "Key of Arathon" safely now since you don't have to worry about being shocked by the wire. After you have retrieved the key from the room head back down to the first floor. Head through the door of "Phaleg" to the long (and tiring) hallway, then go through the third door to your right [it should be marked "Aratron"]. When you enter through the door you'll notice a few people standing by a bed, and you recognize one of them Dahila. They seem to be discussing plans of some sort to revive some kind of Demon but "exactly what kind of demon?" you wonder. If you listen closely the only way that they can bring this "demon" into the world if they somehow split a soul in half.

They apparently want to bring this "demon" so they can get power and the person that is lying in the bed must be the victim of this whole mess. The person must be kept alive by any means possible while the other half of the soul is floating around somewhere, but where? You wonder if that person that is lying in that bed could be Alessa by any chances, if it did happen, how long ago did the event happen? If she only has half a soul then where could the other half of the soul could be? What exactly has to be sacrificed for this demon in Silent Hill anyways? The answers to all these questions you will soon find out the answer to very soon. After you have encountered that "flashback" look around in the room and one thing that you'll notice is a "picture of Alessa" which should be by the bed. There should be a item in that room, pick up the "Disk of Ouroboros". Now leave the room and enter through the door across from the room that you were just in.

The room that you just entered looks like it used to be a child's room, the reason for that is because you'll find books such as fairytales, drawings, and some dress on a hangar. There should be a notepad so you can save your game if you wish to do so. Be sure to examine the back door that you see in the room but there's only one problem, it's locked. If you examine it very closely there should be some writing on the door as well, you want to check it out:

```
o-----o
| thou possess them |
| to guard thy spirt |
| evoke five right |
| unveil thy fate |
o-----o
```

It appears that you'll need five items to get the door unlocked, and you should have all five of those items in your inventory: Dagger of Merchior, Disk of Ouroboros, Crest of Mercury, Amulet of Solomon, and the Ankh. You want to place all five of those items in their proper slots to be able to unlock the door. Once you have managed to get all five items in their right spots the door should be unlocked and then you should be able to go through it now. After you go through the door it seems that you are in the house of Dahila Gillespie, or what seems to be her house. You will notice a flashback with Dahila and Alessa which is probably from Alessa's past. Once you have saw that now you can now head down the stairs only to find out that Dahila is down there alongside with someone wrapped around with some kind of sheets sitting in a wheelchair, also you'll notice that Alessa is there as well.

If you have saved Cybil at the Amusement Park, she will already be there almost like she knew you'll be there. You wonder how did she get there before you even did? Listen to the conversation very closely, and then Dr. Kaufmann will eventually interrupt (if you met up with him at the MOTEL). He'll end up

shooting Dahila and then the figure that you see in the wheelchair will begin to rise up with some kind of bright light. Apparently that figure is Cheryl that was in the wheelchair, and Dahila apparently had deceived you. The figure then appears as an angelic girl.

Dr. Kaufmann will then throw the liquid that he had stashed in the motorcycle on that thing that just arose, the same stuff that you used to save Cybil at the Amusement Park, onto the Angel. Dahila is now a bit mad after Kaufmann had messed up her plans, but it was Kaufmann who got the last laugh as the angel bursts out into some demon and apparently shoots a "ray of energy" towards Dahila engulfing her in flames. Now it is time to end all of this in the final boss fight that you'll have to do in this game.

Boss Fight #5: DEMON *FINAL Fight*

Now the final boss fight of the game is now underway. There are two quick ways of defeating this demon by either using your shotgun or the hunting rifle that you picked up when you fought that 'Larva' boss. All you have to do is to keep shooting at it but make sure you don't get hit by any of the energy rays that it fires at you. If you get hit by any of them it'll take away a good amount of your health so be careful with this boss fight. The best way of doing it is to go back a bit and fire at it as much as you can before it has a chance to fire on you. If you happen to run out of ammo, if you can avoid any attacks that it throws at you, then the boss fight will end at some time afterwards. One of the weirdest ways if you run out of ammo during a fight. Once you have managed to defeat it it'll vanish and start to fall down to the ground, then Alessa will take her place holding a baby.

The game will take over at this moment and Harry will walk over to Alessa then Alessa will give the baby to Harry. Now there will be a light to where you can get the hell out of that place, and if Cybil was there you'll escape along with you. As for Dr. Kaufmann he seems to get caught from underneath from the demon version of Nurse Lisa Garland. As the fire sparks, and the falling beams Alessa will be taken by a gulf of flames. Eventually you and Cybil will reach the surface, and running to get out of Silent Hill. It seems that Harry and Cybil both in "awe" at the new born baby, that blossomed in the darkness of Silent Hill.

THAT'S THE END OF SILENT HILL, BE SURE TO WATCH THE CREDITS AND EVERYTHING ELSE BECAUSE YOU DON'T WANT TO MISS THEM.

MAP KEY

;, *, ** - Door

d888888o.	8 8888	8
.`8888:' `88.	8 8888	8
-8.`8888.---Y8-----	8-8888-----	8
`8.`8888.	8 8888	8
`8.`8888.	8 8888	8
Section 10:	8 8888	8
`8.`8888.	8 8888	8
`8.`8888.	8 88888888888888	8
8b---`8.`8888.-----	8-8888-----	8

There are five endings in Silent Hill. They are listed below and what you have to do to require that ending:

Ending: Good+

Play through the game and make sure to pick up the red liquid by using the plastic bottle in found in the kitchen. Then make sure to go the Anne's bar, then Indian Run, and finally The MOTEL. Save Cybil at the AMUSEMENT PARK.

Ending: Good

Play through the game but kill Cybil but go to Anne's bar, Indian Run, and the MOTEL. Then you should obtain the GOOD Ending.

Ending: Bad+

To obtain the BAD+ Ending you must NOT go to Anne's bar, Indian Run, and the MOTEL to get this ending but save Cybil at the AMUSEMENT Park.

Ending: Bad

To obtain the BAD Ending you must do the same things for the BAD+ Ending, except, you have to kill Cybil at the Park.

Ending: "Special Ending"

To obtain this "Special Ending", you FIRST have to get the GOOD+ Ending and start from the 'NEW FEAR' save. Then pick up the Channeling Stone at the store located near the Harry's Jeep. Then use it in the following locations to get it:

- o-----o
| Alternate School Roof |
|-----|
| In the Alchemilla Hospital Courtyard before fighting the Moth |
|-----|
| Lakeside Silent Hill Motel's Parking Lot |
|-----|


```

| Lakeside Boat (after the conversation with Dahila and Cybil) |
|-----|
| Top of Lighthouse |
|-----o

```

The "Special Ending" should appear after you use it at the lighthouse.

```

d888888o.                8 8888      8
.`8888:' `88.            8 8888      8
-8.`8888.---Y8-----8-8888-----8
`8.`8888.                8 8888      8
`8.`8888.                8 8888      8
`8.`8888.                8 8888      8
`8.`8888.                8 8888      8
`8.`8888.                8 88888888888888
8b---`8.`8888.-----8-8888-----8
`8b. ;8.`8888            8 8888      8
`Y8888P ,88P'           8 8888      8

```

Here is a list of the Weapons/Items you can obtain after you beat the game but some may require a certain ending to obtain them and then some or don't require even beating the game:

```

o-----o
| Part One: Weapons |
|-----|-----o
|      Weapon      |      Location      |      Use      |
|-----|-----|-----|
| Chainsaw         | Chainsaw Store on | 1 of 3 weapons that you can use to |
|                  | Bloch Street      | help conserve weapon ammo. Must    |
|                  |                   | beat game 1x.                       |
|-----|-----|-----|
| Rock Drill       | In the downstairs | 1 of 3 weapons that you can use to |
|                  | room of the       | help conserve weapon ammo. Must    |
|                  | drawbridge        | beat game 1x. NOTE: You can't     |
|                  |                   | walk while using this weapon.     |
|-----|-----|-----|
| Katana           | Locked door in    | 1 of 3 weapons that you can use to |
|                  | House on Levin    | help conserve weapon ammo. It's    |
|                  | Street            | hard to know when you obtain this  |
|                  |                   | weapon because it's random.       |
|-----|-----|-----o

```

```

o-----o
| Part Two: Items |
|-----|-----o
|      Item      |      Location      |      Use      |
|-----|-----|-----|
| Channeling Stone | Convenience Store | After beating the game at least    |
|                  |                   | one time. See if you can figure    |
|                  |                   | out what this item is used for.    |
|-----|-----|-----|
| Gasoline         | Gas Station near  | Used to fuel 2 of 3 hidden weapons |
|                  | the Balkan Church | in playing Silent Hill after      |
|                  |                   | beating the game 1x.               |
|-----|-----|-----|

```

```

|-----|-----|-----|
| EXTRA Options | L1+L2+R1+R2 | You don't have to beat the game to |
| | | use this. |
|-----|-----|-----|

```

```

o-----o
      d8888888o.                8 8888      8
      .`8888:' `88.            8 8888      8
-8.`8888.---Y8-----8-8888-----8
`8.`8888.                8 8888      8
`8.`8888.                8 8888      8
`8.`8888.                8 8888      8
`8.`8888.                8 8888      8
`8.`8888.                8 88888888888888
8b---`8.`8888.-----8-8888-----8
`8b. ;8.`8888            8 8888      8
`Y8888P ,88P'          8 8888      8

```

Here I would like to give credit to anyone who might or might've not have helped me in making this FAQ/Guide for Silent Hill:

```

o-----o
| KONAMI - I would like to give credit to KONAMI for making one helluva |
|      freaky survivor-horror game on the PlayStation. |
|-----|
| THE SILENT HILL BOARD - I would like to give special thanks to those |
|      who answered people's questions about Silent |
|      Hill because of the info helped me in the |
|      making of this FAQ. |
|-----|
| CVXFREAK - I would like to give credit to CVXFREAK for posting how to |
|      get the ending by submitting them [as codes & secrets] on |
|      Game FAQs. |
|-----|
| Atom Edge - I would like to give credit to Atom Edge for the ASCII |
|      artwork. |
|-----|
| Brady GAMES - I would like to give credit to the TOTALLY UNAUTHORIZED |
|      Strategy Guide by Brady GAMES for Silent Hill. The |
|      reason that I give them credit is because that is where |
|      I managed to put the maps in without having to hand- |
|      draw them and have them look like crap. |
|-----|
| T S U Valentine - I would like to give credit to T S U Valentine for |
|      providing me with information on how to obtain the |
|      Katana. |
|-----|
| Chad Steele - I would like to give credit to BTB for giving me a few |
|      tips to make this guide a little better. |
|-----|
| Trace Jackson - I would like to give credit to Mr. Jackson for giving |
|      advice on how to make this guide look better. |
|-----|
| MTincher - I would like to give credit to MTincher for making the |
|      headers for each section better. |
|-----|
| CJayC - I would like to give credit to CJayC for posting my guide |
|      for Silent Hill on Game FAQs. |

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Allowed Sites	Banned Sites
GameFAQs: www.gamefaqs.com	CheatCC: www.cheatcc.com
IGN: http://faqs.ign.com	Cheats Guru: www.cheatsguru.com
Silent Hill Abyss: http://freewebs.com/SilentHillAbyss	
GamerHelp: www.gamerhelp.com	
Spec's Silent Hill: http://freewebs.com/specssilenthill	
Neoseeker: www.neoseeker.com	

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NOTE: Please let me know immediately if this guide is seen on another site which is not listed above, and I'll take care of the rest. Be sure to read the WARNING before you proceed with this Silent Hill FAQ/Guide.

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`Y8888P ,88P'           8 8888      8

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Thank you for reading Warhawk's Silent Hill guide. I hope that you were able to beat this game using my guide and hope that if you ever get stuck playing the game again, you'll know one guide that you can use. Please if you have any comments, questions, or concerns you know how to contact me, hence that I provided ways of getting into contact with me if you have anything for me. So again I would like to give a big THANK YOU for all the readers who read my guides.

Thank you and be sure to look for any updates for my guides that are already posted on Game FAQs and corresponding sites with those guides, as well as new guides that I do. I hope to bring some excellent guides to you over the time that I'll be writing them, but I'll keep writing guides for you to read until I know for sure that I can't seem to go any farther. Thank you for reading but until next time PEACE OUT.

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