

Silent Hill FAQ/Walkthrough

by Harry Mason

Updated to v1.9 on Feb 4, 2002

Silent Hill Complete Guide.

Written exclusively by 'Harry Mason'
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'Someday, someone may experience these bizarre events. Hopefully,
they will find my notes useful.'

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The Complete Guide

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'The fear of blood tends to create fear for the flesh'

CONTENTS

01. Document Info & Revision History
02. Intro
03. Game Info
04. Review
05. Start Menu/Options menu
06. Controls
07. Characters
08. Prologue
09. Walkthrough
10. Endings
11. Ranking
12. Secrets
13. Game Tips
14. Item List
15. Weapon List
16. Enemies and Combat Tips
17. FMV List
18. Intro Guide
19. Map List
20. Notepad Locations

21. Cheat Codes
22. Puzzle Guide
23. Expert Tips
24. Essential Items/Speed Guide
25. Versions
26. Miscellaneous
27. Weird Stuff
28. In-game references
29. Recommended Sites & FAQ's
30. FAQ's
31. Help
32. Plot Summary
33. 10 Star Rating Guide
34. Soundtrack Info
35. Legal Stuff

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01. Document Info
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Document History

Version 1.0 - 22 June 2001

Version 1.1 - 30 June 2001

Big update. Changed some things so that they made more sense and added an E-mail address because no-one seems to want to post at my Club page :- (Loads of visitors (considering it's a guide for an old game and only been published a week) but no posts. Also added to thanks section, help section and added an alternate location for the shotgun to the misc. section. Removed theories and rambling section, added to recommended sites and FAQ's section and added to legal stuff.

Version 1.2 - 18 July 2001

Last update until I find answers to questions in help section and it's a huge one. More minor errors repaired and things changed. Added review, a notepad positions section, an FMV list, a map list and some expert tips. Also got a new E-mail address: HarryMason@game-saga.com

Version 1.3 - 31 July 2001

Some Help questions now answered and one removed (the one about the books in the directors office). Errors repaired and things changed. Added an intro guide, puzzle guide and cheat codes section. Now have a PAL version, so there is a small NA-PAL differences section within the misc. section and the character profiles have now been changed to include the new info found within the manual.

Version 1.4 - 22 August 2001

Added a document info section and I think I have fixed the contents menu. Added another book that can be read and some other stuff that is small but numerous. Sorted out the missing item problem. Removed the pointless numbering of cheat codes and added some for the

Japanese version. Changed the intro guide section slightly. Sorted out the misc. section and got rid of some unwanted stuff.

Version 1.5 - 29 August 2001

Added an extra line at very top to make saving as a lot easier. Controls section updated. Updated ranking section. Weapons section updated. Enemies section updated. Help section sorted out. Added the big SILENT HILL at the top. Game info section updated. Improved the walkthrough a little and added a versions section, a plot summary and an essential items/speed guide section. Also updated numerous other parts that cannot all be listed here.

Version 1.6 - 17 October 2001

Added the official name for the 'teddy bear' enemy. Added text from Botanical book courtesy of AdamDisgust. Still don't know how it is read and there also seems to be a problem getting to read the scrap book as well. Added a section for the soundtrack and updated weapons section with the multiple attacks for the hand weapons. Updated secrets section and versions section. Also moved all the old revision history to the following address just to make the document a bit shorter.

Version 1.7 - ????????????

[Accidentally deleted this update. If you have it can you mail it me please.]

Version 1.8 - 31 October 2001

Updated the walkthrough slightly so that all endings are covered and all secret items are pointed out. Added a link to a map of Nowhere thanks to David Newton a.k.a Wong Chung Bang. You can find it at the start of nowhere section and in the maps section. Also updated the secrets section because the credits can be skipped without the need to get all the endings so this has been removed and also the yellow hyperblaster secret has been changed from needing 8.5 stars to 8 stars because I earned it by getting 8.3 stars.

Version 1.9 - 4 February 2002

Got a new E-mail address, HarryMas0n@Yahoo.com
Put the version history back in after the cock-up I made of the version 1.7 update. Updated the versions section, legal info. Changed the solution to the zodiac puzzle slightly. Thanks to Johan Weisz for helping me on this. Also tried to make it clearer which parts are done for which ending and made the guide easier to read.

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02. INTRO
=====

'There are violent and disturbing scenes in this game'

Welcome to my Silent Hill walkthrough guide/FAQ. This guide comes very late in the day but with the inevitable release of Silent Hill 2 (which will rock the world) many people who missed this first game will be going back for some background info. This is it.

The main difference between this guide and many others that you might find is that it makes sense. I have written it so that you can see why you have to do stuff and how you're supposed to know where to find stuff as opposed to just saying the items are here, go get 'em.

Obviously some things can only be found by going searching, like the convenience store and Harry's jeep but for most essential items there is a clue to where it is and my guide has you finding the clue before the item. Make sense?

I have not included where enemies are as there are too many variables such as difficulty, version and the random regeneration of enemies. The radio will tell you when enemies are close by anyway.

This guide will work with all versions of the playstation game and was written using the American version on the hard difficulty. Once you have finished the game using my walkthrough you will get all 204 items, the good+ ending and have seen all the bits of info about the games plot which will help you to understand what's going on in this crazy town.

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03. GAME INFO
=====

Developed by KCET (Konami Computer Entertainment Tokyo).

Published by Konami - www.konami.com

Official website - www.silenthill.de

Formats - Playstation (PSone + PS2 compatible)

Memory save slots - 1 minimum

Icon - Harry's face (never changes)

Players - 1

Compatible with - Memory card, Analogue controller, Vibration

Function (dual shock), Konami hyper blaster (see secrets)

Game Rating: USA - Mature, UK - 15

Now available on Platinum in UK and Greatest Hits in USA.

Original soundtrack available.

Official strategy guide available from Prima guides.

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04. Review
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I went to post my review of Silent Hill at Gamefaqs.com but the 30 limit was already reached so I have put it in here instead.

The Story

Silent Hill, not really a name to bring in the tourists but it works for Harry Mason and his daughter. In fact they like it so much that this is now their favourite vacation spot, something tells me that this might change.

The game begins with Harry and his daughter driving towards Silent Hill. The first thing you will notice is that this intro isn't like

any other you've ever seen before, it's more like a trailer with bits of the game you are about to play thrown in as well as a scene-setting drive. As they approach Silent Hill, a cop speeds past on a motorcycle. The same motorcycle is then seen lying at the side of the road. Harry is distracted by this and loses concentration long enough to not see the girl in the road; he swerves at the last minute and crashes through the railing. When Harry awakes Cheryl is missing, maybe she went to get help. Harry heads into town to find out.

Gameplay

As expected the game plays very similar to the Resident Evil games with almost identical controls. The play basically revolves around solving puzzles to get items to allow you to move to the next area. You collect health and ammo to survive and maps so you know where to go. While all this is fun in itself, it takes a back seat to the engrossing storyline which will make you want to finish the game A.S.A.P.

Graphics

Silent Hill was the first game of its kind to use real 3D environments and while this sounds like an excellent thing there are some drawbacks. The actual surroundings can be a little messy and indistinguishable and the in-game characters are slightly blocky but once you get into the game you really won't notice this at all. The only other thing that needs mentioning is the fog and the darkness, they hinder your view a lot and while this builds the tension it can get a bit irritating when you're running around trying to find things. The FMV however is fantastic and certainly improves the games overall graphical impact.

Sound

The sound in Silent Hill is so good it is almost like the game was made to go with the music as opposed to the other way around. Every piece of music builds an incredible amount of atmosphere and the music with the intro is probably my favourite piece of all time. However it isn't all praise in the sound department due to some fairly slack voice acting which while not being as laughable as RE1 it is nowhere near as good as Konami's other adventure game, Metal Gear Solid. The dialogue itself isn't too bad but how it is said can sometimes be very unbelievable and although it doesn't ruin the game I am still hoping it can be fixed for the sequel.

Lifespan

All adventure games have the problem of being a bit short or a bit crap. Silent Hill is the former but does have 5 endings and loads of secrets to find. There are also references to other horror classics disguised as street names etc to find, which adds another few hours play. Silent Hill has no mini-games so isn't really the type of game to play for a few minutes and is aimed at the more hardcore gamer who will play it all the way through in one sitting to get the full effect of the game.

Overall

Everything negative I have said about this game doesn't change the fact that this is the best horror game ever bar none. For those people who think RE is going in the wrong direction by being more action packed with each instalment, this is the game for you.

The only game for people who prefer to be scared rather than shocked.

Score - 10/10

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05. START MENU/OPTIONS MENU
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When the game is first switched on, only Start and Option will be available. Choosing start will prompt you to choose a difficulty level - Easy, Normal or Hard.

Difficulty Levels

Easy - 30 handgun bullets per pack, easiest enemies to kill, least damage done by enemies. The inventory will have a green design.

Normal - 20 bullets per pack, average enemies that do average damage. The inventory will have a blue design.

Hard - 15 bullets per pack, tough enemies that do loads of damage. The inventory will have a purple design.

Choosing Option will take you to the options menu which can also be accessed in-game. Here is what you will find within the options menu and an explanation of how each option can affect play.

Options

Exit - allows you to leave the options menu.

Brightness level - allows you to increase the brightness of the game so that you can see better in the dark gloomy Silent Hill. Default set to 3 and can be lowered to 0 or increased to 7.

Controller config - allows you to change controls in the game. See controls section for details.

Screen position - allows you to centre screen, useful if you're using a SCART lead.

Vibration - On/Off, you should leave this on if you have a dual shock pad.

Auto Load - On/Off, you should probably leave this off as it will load up your last game every time you switch the game on.

Sound - Stereo/Monaural, leave on stereo for best sound with standard set up.

BGM Volume - 16 bars with 16 max and 0 min. BGM is background music.

SE Volume - Same scale as BGM. SE stands for sound effects.

When loading the game with a memory card inserted that contains a Silent Hill game file Continue and Load will appear. Continue auto loads the last game that you saved and load will allow you to load up any game you have saved.

If you die during play you may be able to continue from the start of the last section you started despite if you have saved or not. The sections are split up as follows:

Cafe
School
Alternate School
The lizard fight
Outside School
Hospital
Alternate Hospital
Antique Shop
Larva fight
Hospital after seeing Lisa
Sewer
Resort area
Alternate resort area
Sewer 2
Cybil fight
Nowhere
End boss fight

Load game allows you to load a game from a memory card inserted in either of the 2 slots.

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06. CONTROLS
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These are the default controls which are type 1 in the control configuration menu.

IN GAME

X - Action/Select
Square - Run
Triangle - Map
Circle - Toggle light On/Off
Start - Pause Game
Select - Enter/Leave Inventory
R1 - Step right
L1 - Step Left
R2 - Aim
L2 - View change
D-Pad - Move Character, Toggle option (Yes/No), Move camera in view change mode
Left Analogue Stick - Same as D-Pad
Right Analogue Stick - No Use
R3 - No Use
L3 - No Use
Analog - Toggles use of analogue sticks

Up + Square - Run Forward
Back + Square - Jump Back
R1 + Square - Strafe Right
L1 + Square - Strafe Left
R1 + L1 - 180 Turn
L1 + Square + Right - Circle clockwise facing inwards

L1 + Square + Left - Circle anti-clockwise facing outwards
R1 + Square + Right - Circle clockwise facing outwards
R1 + Square + Left - Circle anti-clockwise facing inwards
Start + Select + L1 + R1 + L2 + R2 - Reset Game

INVENTORY

X - Select
Square - Cancel
Triangle - Cancel
Circle - Cancel
Start - Select
Select - Leave Inventory
R1 - No Use
L1 - No use
R2 - No use
L2 - No use
D-Pad - Move selector
Right Analogue stick - No use
Left Analogue Stick - Same as D-pad
R3 - No Use
L3 - No Use
Analog - Toggles use of analogue sticks

MAP SCREEN

X - Zoom in/zoom out
Square - Leave map screen
Triangle - Leave map screen
Circle - Leave map screen
Start - Zoom in/zoom out
Select - No use
R1 - Toggle position arrow on/off
L1 - Toggle position arrow on/off
R2 - No use
L2 - No use
D-Pad - Change floor
Right Analogue Stick - Same as D-pad
Left Analogue Stick - No use
R3 - No Use
L3 - No Use
Analog - Toggles use of analogue sticks

EXTRA CONTROLS

Left - Change target while aiming.
Right - Change target while aiming.

Note In the control configuration menu you can set a shortcut button to the option menu. Only R3 and L3 are spare so you can use one of those. Other buttons can also be used but you must always have an aim and fire button when you are jumbling them around.

There are 2 other standard control settings - type 2 and type 3.
Type 2 is as above except R1 and R2 are switched and L1 and L2 are switched. This is useful for those of you who are used to pressing R1 to aim a la Resident Evil.
Type 3 is as above but with Select and Triangle switch. This is

useful for those who don't see select as a game button and prefer to stick to the 4 shape buttons.

DUAL SHOCK VIBRATION INFO

Just to clear this up. The pad doesn't actually vibrate unless you are shooting or injured. It is not his heartbeat as is said by a lot of people. It just vibrates when you shoot for obvious reasons and rhythmically when your injured to let you know your injured and possibly to build some tension.

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07. Characters
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Harold 'Harry' Mason

Age: 32

Occupation: Writer

The star of the show and the only playable character. During the intro he crashes and when he regains consciousness his daughter is missing. He's got to find her...

Cheryl Mason

Age: 7

Harry's little girl who mysteriously disappears and is lost alone in a world full of monsters. Or is she...

Cybil Bennett

Age: 28

Occupation: Police Officer

A cop from Brahms, a town close to Silent Hill. Cybil seems to want to help but doesn't quite seem to be experiencing what Harry does.

Alessa Gillespie

Age: 14 (?)

The mysterious ghostly figure who shows up at various places throughout the game and seems to lead you around. Why?

Dahlia Gillespie

Age: 46

Occupation: Antique Shop Proprietor

Another mysterious woman who seems to what to lead you around while playing her little games. Must be a family thing.

Dr. Michael Kaufmann

Age: 50

Occupation: Physician

Finally someone who genuinely seems lost and confused. A little moody mind but then, he is a doctor.

Lisa Garland

Age: 23

Occupation: Nurse

A nurse who has a poor explanation of why she doesn't know anything. Seems scared though so she might be telling the truth.

Harry's Wife

Age: ?

Occupation: Unknown

Helped Harry raise Cheryl but died mysteriously a few years ago.

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08. PROLOGUE
=====

Harry Mason and his daughter Cheryl are driving to their favourite vacation spot. Late that night, a figure suddenly appears from out of the darkness. Harry turns the wheel in panic, and the car careens off the road, knocking Harry unconscious. Awakening sometime later, he realizes that Cheryl is missing. Stumbling out of the wreckage, he heads towards the small town of Silent Hill.

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09. WALKTHROUGH
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During the walkthrough when I say right it means Harry's right not your right and the same goes for left.

SECTION 1 - OLD SILENT HILL

'Every town has its secrets, some are just darker than others'

FMV 1

WELCOME TO SILENT HILL

FMV 2. After the intro you will find yourself in the street looking for Cheryl, your daughter. Follow the figure in the fog (the game guides you if you stray) until you see FMV 3, Cheryl in the fog.

Go down the alley and through the gate. Follow the path (only 1 way to go) and through the next gate. It will get dark, carry on. When you have gone far enough a cut scene will show a rotting body hung on the fence, then you're attacked. Don't worry you are meant to die. You cannot escape as a fence is now in the way.

CAFE - you start here in next fear mode (games after your first)
Items (6) - Handgun, 2x Health drink, Flashlight, Knife, Radio.

FMV 4. You meet Cybil here and after answering a few questions she gives you the Handgun. Pick up the items (not radio) and the map. You can also save using notepad 1 if you wish. Try to leave and the radio will start emitting static. Then a window smashes and you get to kill your first monster (Air screamer). After the kill take the radio and leave. You must kill the air screamer before you can take the radio.

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SAVING INFO

Pressing action on the notepads that you see lying around will allow you to save your game. You can save 11 times for each memory card slot.

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FLASHLIGHT INFO

When using the flashlight you cannot:

- Pick up items
- look at the map
- aim accurately
- see very well

The advantages are:

- enemies cannot see you very well
- you can 'cheat' by increasing the brightness on the TV so you can see without improving your enemy's vision.
- you can use hand weapons without being seen by other enemies

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INVENTORY INFO

Access your inventory using the select button (default). Here you can choose a weapon to equip or reload or an item to use. The map can also be accessed here as can the options menu. The inventory is also useful for checking items such as keys and papers to find an address or code. Harry's face will be in the top corner. The colour behind Harry represents his health state. The main colours are Green, Yellow, Orange and Red. Green is the healthiest and Red is the most injured. One colour will fade into the other as Harry becomes injured.

=====

MAP INFO

Access your map by pressing triangle or through the inventory. See controls section for how to use each button. You can only use the map if you have picked it up. You cannot see the areas that you have already been to (like res evil). Open/Locked doors and other info will be shown on the map.

=====

LOOK FOR CHERYL

Items (7) - 4x Handgun bullets, Health drink, Steel pipe, Note

After the cut scene which shows you where you last saw Cheryl go right and get the 2X handgun bullets from the bench. Turn around, go past cafe and carry on to the Queen Burger. Get Health drink from the outside windowsill. Look at your map. Make you way to the alley that has been marked on.

Down the alley are groaners to kill/avoid. Go through the gate and carry on, there is a groaner down here as well (only in Hard mode). Notice that the gate says beware of dog, that's the bloody mess just to the other side of the gate. Just after going through the second gate you will find 2X handgun bullets, a steel pipe and a note from Cheryl indicating that she is at the school. (This is now marked on the map). You will also find Sheryl's Sketchbook but you can't take it with you.

FIND WAY TO SCHOOL

Items (6) - Note, Key, First aid kit, Health drink, 2x Handgun bullets

Make your way out of the alley. Turn left when you reach the street. The school is in the bottom left corner of map. Head down the first

street you come to. At the end of the street turn right. The road is blocked by a huge chasm but there is a note saying 'Dog house Levin street'. (Time saver - all roads to school are blocked so save time and don't bother looking for another route).

Check map to find Levin street then go looking for the dog house. Check the kennel to find the key for the house. Go in the house. Inside you will find a first aid kit, 2X handgun bullets and a health drink. Check the door on the right. If it is unlocked you can go in and pick up the katana. Head for the back door. It's locked by 3 locks. Check the map next to the door for info on where the keys are (this is copied to your map). You can save in here if you need to using notepad 2.

GETTING FIRST KEY

Items (6) - 2x Health drink, First aid kit, 2x Handgun bullets, Key

Leave the house and turn right. Cross the road at the bottom and then cross to the other side, the last house before the chasm has a health drink on the doorstep. Get off the doorstep and follow the street around corner and straight on until you get to an alley, go down and get First aid kit before carrying on until there is another alley. Down the alley you will find 2X handgun bullets. Back to the road and check your map, head for the circled area. It's a dead end but a plank leads across to a small island where you will find a key and a health drink.

GETTING SECOND KEY

Items (2) - Key, Health drink

Check your map and head towards the marked alley. About halfway up on your left are some gates that say 'off limits' on them. Go through to a small basketball court where you will find a key and a health drink. There is also a dogs head on the floor, maybe part of the dog that was a bloody mess on the floor earlier and they were playing basketball with it!

GETTING THIRD KEY

Items (2) - Key, Handgun bullets

Leave the way you entered and turn left. When you reach the road go right and carry on until you reach a chasm where you will find a police car. Check the boot for a key and there's some handgun bullets nearby.

USING KEYS

Items (5) - 4x Health drink, First aid kit

Turn around and go straight until you reach Bachman Road (check map). On Bachman road turn right and go to the convenience store. Inside you will find 3X Health drinks and a first aid kit. You can also save in here using notepad 3 and pick up the channelling stone if you have earned it.

Leave and go straight until you reach the other side of the road. Go right to find your jeep. It's wrecked but has a health drink in it.

Check your map and head for the house marked on the map (on Levin Street). Go in the house and to the back door. Use the 3 keys.

GOING TO SCHOOL

Items (8) - 6x Health drinks, 2x Handgun bullets

In the garden everything will go dark again. Harry turns on his light. (toggle on/off with circle). Collect the 2X health drinks from the table and go out the gate. Turn right and head to the top left corner of the map where you will find a health drink and handgun bullets behind a pillow. Head South to the alley with the letter 'O' in it from Old Silent Hill (check map).

Down the alley you will find a health drink (on your left next to the second lot of bins) and some handgun bullets on your right. At the end of the alley cross the road and go right, round the corner and cross over again. Run down this road till you find a school bus. Go in to find a couple of health drinks and notepad 4. Leave and go in the nearby school (check map). The name of the school is engraved on a stone near the entrance.

SECTION 2 - SCHOOL

LOOK FOR CHERYL (AGAIN)

Items (3) - Health drink, First aid kit, Handgun bullets

Collect the map from the lobby and go through the double doors. Go right to the infirmary and get the health drink and First aid kit from here. You can also save in here using notepad 5. Leave and go left past lobby and to the reception. There is a list of teachers and 3 clues here.

=====
10.00
"Alchemy Laboratory"

Gold in an old man's palm
The future hidden in his fist
Exchange for sage's water

=====
12.00
"A place with songs and sound"

A silver guide post is
untapped in lost tongues.
Awakening at the ordained order.

=====
5.00
"Darkness that brings
the choking heat"

Flames render the silence
awakening the hungry beast.
Open time's door to beckon prey.

=====

Go to the room behind the reception and collect the handgun bullets and check the pretty picture. Leave and have another good read of the clues. Head towards the courtyard via the double doors opposite the lobby. Turn right to find the clock tower. Click on the door to check the time. It says 10:00, which was a time mentioned in the clue.

CHANGING TIME FROM 10:00 to 12:00

Items (8) - 4x Handgun bullets, Chemical, Gold Medallion, Health drink, First aid kit.

Leave the courtyard via the doors opposite the ones you entered by. In the corridor go straight forward and through the doors. Pick up the handgun bullets. Leave and turn right, through the double doors at the end. Go up stairs (checking map shows lab, which was mentioned in clue is on 2F). On 2F the lab is just through the doors in front but we are going long way round to get everything.

Go into classroom to your right for a health drink. Leave and carry on down corridor to the girls toilets where you will find handgun bullets. In the boys toilet you will hear someone crying but there is nothing to do in here. Go back up the corridor to first double doors, go through. The first door leads to the music room which has a clue in it as well as a piano (can't use yet). Leave and carry on to the next door which is the locker room. Go in and investigate the noise that you hear.

Leave and go through doors on right. Go through the door in front and get the handgun bullets. Leave and head up the corridor to the library where you will find a first aid kit. Now check your map and go to the lab equipment room. Inside you will find the chemical. Leave and go next door to the Lab. Inside you will find handgun bullets and the gold medallion which is held by a stone hand. Use chemical to dissolve the stone hand and take the medal. Check the medallion in your inventory to discover a clock tower engraved on it.

Leave, turn right and go through doors, down stairs and through nearby double doors. The courtyard is through the doors on the right. Use gold medallion on the clock tower. Check the time again.

CHANGING THE TIME TO 5:00

Items (2) - Silver Medallion, Handgun bullets

Head back up to the second floor, the same way you just came down. Go to the music room (check map). Once in check the clue and now the piano can also be used.

=====

'A tale of birds without a voice'

First flew the greedy pelican,
Eager for the reward,

White wings flailing.

Then came a silent Dove,
Flying beyond the pelican,
As far as he could.

A Raven flies in,
Flying higher than the dove,
Just to show he can.

A Swan glides in,
To find a peaceful spot,
Next to another bird.

Finally out comes a Crow,
Coming quickly to a stop,
Yawning and then napping.

Who will show the way,
Who will be the key,
Who will lead to
The Silver Reward

=====
The clue refers to the colours of the keys to play by using the colours of birds. There are 5 birds and 5 keys that are broken. You need to play the broken keys so that they coincide with the rhyme. Number the keys 1-12 from left to right including black and white keys. The keys which are broken are 2,3,8,10,11. 2 and 11 are black so they are the Crow and Raven. The order of the keys is White, White, Black, White, Black as this is the order of bird colours. The crow comes to a stop quickly so must be key 2, as it is the first key we get to and so must be played last as the crow is the last bird in the clue. This makes the Raven key 11 as it's the only black key left so key 11 must be played third. The Raven is above the Dove so the Dove must be key 10 and be played second. Key 3 must be the Pelican as the Dove flies as far away as it could and the only other key left is 8 which makes it the Swan. So 3 must be played first and 8 must be played forth.

Pelican - 3
Dove - 10
Raven - 11
Swan - 8
Crow - 2

Now play the following keys 3,10,11,8,2. This gets you the silver medallion. Phew that was tough.

Leave the room and go right and through doors at end. Go downstairs and into the classroom to your right. Carry on to the next classroom where you will find Handgun bullets. Leave to the corridor and turn left and go straight until you see the double doors. Unlock them and go through. The courtyard is through the doors to your right. Go use the silver medallion on the clock tower. The time changes to 5:00.

UNLOCKING THE CLOCKTOWER

Items (0) - none

Go through the door you just entered through and turn left. Go down the nearby steps to the basement. Enter the right hand door and press the red button. Head back up to the clock tower and you can now go through the door. Follow the route until you leave into another courtyard (!) where you will see a strange sign on the floor.

REACHING THE 2F

Items (14) - 2x First aid Kit, Rubber ball, Picture card, 5x Handgun bullets, Shotgun, 2x Health drink, Ampoule, Shotgun shells

Now you're in the alternate school. There is a small part of the last clue left to complete (the part about the prey). So you're going to have to face a boss. It's in the basement where you heard the growl after switching on the boiler (you may have guessed). But it's not a straight forward route there as you will need to up and round before going down. Let's go.

First job is to head through the double doors to your right. Once in the corridor enter the door in front. Pick up the first aid kit and handgun bullets then leave. Go into the room on your right which is the storage room. There you will find a rubber ball (play catch?). Leave and go left to the last door on your left. Inside immediately turn right and get out of this room, it's full of roaches (on hard mode).

Go through the door on you left and collect the picture card from the large table. Check the card in your inventory to discover it has a picture of a key - a 'key' card then. Go into the next classroom and leave via the door at the far end. Collect health drink from nearby bench and go back down the corridor to the double doors. Go through and into the infirmary (first door on left). Inside you will find a first aid kit and a health drink and notepad 5 still. Leave and go into the next room for an ampoule found in the wheelchair.

AMPOULES

Many people are confused about what this item actually does. It recovers your health to the highest state when you first use it and for a short period of time (about 3 minutes) will recover you slowly from any injury you sustain after using it. After a short period of time it will have no effect.

The final room on this corridor contains handgun bullets and a door like the one in the picture that was previously here. Check the door and there is a slot. The card in your inventory has a picture of a key and is used on this door.
Use the picture card on the door to unlock it and go through. Go into the boys toilets to find the shotgun and a clue:

=====
Leonard Rhine
The Monster Lurks
=====

Leave and go into the girls toilets. The girls toilets warp you between floors (more loading time as well) so when you leave your on the 2F. Go into the boys toilets to find 2X handgun bullets and shotgun shells. Leave and use the girls to warp back downstairs. Enter the door after the boys toilets and go through to the next room. In here you will find handgun bullets and take a phone call (when you try to leave). Leave this room and go up the nearby stairs.

REACHING THE BASEMENT

Items (12) - 3x Health drink, 2x Handgun bullets, 3x Shotgun shells, 2x key, First aid kit, Ampoule

Head right to find health drink on the end of the bench. Go into the classroom via the door on the other side of the corridor. Inside you will find handgun bullets and the next room contains shotgun shells. When you leave the second classroom go through the double doors in front of you. Only the locker room can be accessed this time (far door on right). Do what you did last time and you will have a key when you leave.

The key is for the Library reserve room, so head over there now. You will need to go back on yourself. Inside this room will be a First aid kit. There is an open book on the shelf as well. It is the one referred to in the boys toilets.

=====
Chapter 3:

'Manifestation of Delusions'

...Poltergeists 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, such phenomena do not appear to happen to just anyone. Although it is not clear why adolescents, especially girls, are prone to such occurrences.

=====
Go into the library next door and pick up the Handgun bullets and read the book which gives clues to how to kill the boss.

=====
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 wide open. This was what the man wanted. Calmly drawing his bow, he shot into the lizards gaping mouth. Effortlessly, the arrow flew, piercing the defenceless maw, and the lizard fell down dead.

=====
Leave this room and attempt to enter the door on your left. It is locked.

There is only 1 place left to go now, the 3F. Head up there now. Once there just go through the door and out onto the roof. In the top right corner there is a drain with 2 holes. One of the holes has a

key in but you can't reach it, the other is empty. If you turn the valve water will flow down the hole in the corner before it reaches the key. If you use the rubber ball on the empty hole then the water will flow past that hole and wash the key down the drain.

Use the channelling stone here if you have it.

You now need to collect the key from the drain in the courtyard which is where the clock tower is. When you have the key check it in your inventory. The tag says 2NW which stands for 2F North-West, but we already found the locked door. Go back upstairs to the classroom and use the key.

Leave this room and go into the next classroom and collect the health drink. Now go out through the door at the far end. Turn right and get the health drink from the nearby bench before going downstairs. Once downstairs you can unlock the fence to your right, go through the double doors and into the infirmary to save or straight down to fight the boss. When downstairs go into the door on the left for 2X shotgun shells and an ampoule. Leave and go into the room next door.

There are 2 valves that need to be turned until a gap appears in the turning gates.

Turn the right valve left twice and left valve right once. It's just trial and error for the answer. To figure it out yourself just turn the valves until the path is clear and write down what you did. The cancel all the lefts and rights out until you get the minimum amount of turns needed. Once done go through the gap and you will be transported down.

BOSS FIGHT 1 - THE GIANT LIZARD

Items (1) - Key

After the cut scene which shows the arrival of the giant lizard you will need to equip your handgun and fire away until he starts to split his head. At this point the music changes and the real fight begins. Equip your shotgun and get some space between him and you. Don't go near the outer walls, if it traps you - you're dead. Wait for him to come up to you (you may stumble) and open his mouth, then fire twice while walking back (the book in the library is the clue to this). He dies at this point on easy mode but you will need to repeat the process on normal and hard mode. You may need some practice, I did.

After you win dark Silent Hill will return to the light version and you will get a key after the cut scene and FMV 5.

There is an adolescent girl in the cut scene as mentioned in the book you read in the Library reserve. Perhaps she is making this happen!

Leave the boiler room and go up the stairs. After another cut scene you know that your next destination is the church (marked on map). Go through the double doors and over to the reception at the end of the corridor and check the teachers list. Gordon's name is on the list as is his address. His house is now marked on the map and you have his house key.....

*You can also visit his house on the way to the school in alternate Silent Hill but you can only go into the garden and there's no real

reason to bother.*

SECTION 3 - OLD SILENT HILL CONT.

GET TO THE CHURCH

Items (5) - 3x Handgun bullets, 2x Health drink

Leave the school through the main entrance and go up the alley which is more or less in front of you. Check your map and it leads to the back of Gordon's house. The garage door has a dodgy paint job and also his name is on a plaque. Inside the house you will find 2X handgun bullets and notepad 6, leave through the front door. Turn left and go up the street until you reach a chasm, the last house on the other side of the road has a health drink on the door step. You now need to go to the alley behind the houses opposite Gordon's house. The last bench you pass on the way has a health drink on it. Go all the way up the alley stopping about halfway to collect some handgun bullets on the right. Turn right at the top and go straight until you get to the church. (check map). The plaques either side of the door say Balkan church.

IN THE CHURCH

Items (3) - Key, Flauros, Health drink

In the church you will be met by FMV 6 followed by a cut scene which tells you that the hospital is your next stop, it's in the other part of town though. Afterwards pick up the Flauros and the key from the front then the health drink to the left. You can also save using notepad 7.

DRAWBRIDGE

Items (6) - 2x Handgun bullets, 2x Shotgun shells, First aid kit, Health drink

Leave the church and turn right. When you reach the garage (check map) go inside and collect the handgun bullets and save if you wish using notepad 8. If you have finished the game before you can pick up the Gasoline.

Chainsaw Detour

Head out the garage and turn left, back past the church and right to the end of the road where a chasm prevents you going any further. On your left will be Cut-rite chainsaws where you can pick up the chainsaw.

When you leave turn right and follow the wall all the way until you see a truck with VOWO written on the side. Collect the handgun bullets and shotgun shells from the corner and turn around. Follow the chasm round until you find a low wall, follow the wall till you find some steps. You can only go down a bit but there is a first aid kit and shotgun shells down there.

When you have these items go back up and carry on the way you were

going until you see the control tower. The sign says 'Orridge bridge Control room'.

If you go in the lower section of the tower you can find the Rock Drill after switching on your flashlight.

Go up the steps and inside. Pick up the map and health drink then use the key on the controls next to where the health drink was. Save if you want using notepad 9. Leave when you have control and go over the bridge.

SECTION 4 - CENTRAL SILENT HILL

GETTING TO THE HOSPITAL

Items (10) - 5x Handgun bullets, 3x Health drink, 2x shotgun shells

Once over the other side look at the map for a small purple block on the bridge. Go there and get the Health drink. Cross back over and find the steps on that side to find some Handgun bullets. Carry on down that road until you get to the police station on the corner (check map). Inside you will find 2X handgun bullets and shotgun shells. Go through the door on the left as you enter to find shotgun shells and handgun bullets as well as a memo and plot info on the chalk board. You can save in here using notepad 10.

=====
Coroner seals called.

Officer Gucci unlikely to be murdered. He apparently died naturally. But, medical records show Officer Gucci had no prior symptoms of heart disease.
=====

=====
Product only available in selected areas of Silent Hill.

Raw product is White Claudia, a plant peculiar to the region.

Manufactured here?

Dealer = manufacturer?
=====

Drug dealers and unexplained 'murders'?? Weird.

Leave the station and go down the road in front of you towards the hospital.

On the same road as the hospital, there is a small alley where you will find handgun bullets and a health drink (check map, its next to 'L' in the word Hospital). Across the road is a cafe with a health drink on one of the tables. Go to the hospital entering through the metal gates. The sign says 'Alchemilla Hospital'. Enter through the door on your right.

SECTION 5 - HOSPITAL

EXPLORE THE FIRST FLOOR

Items (5) - First aid kit, key, Health drink, Plastic bottle, Unknown liquid

To your left is notepad 11 if you need it. Go round the corner to the first door on the right. Inside you will see FMV 7 and a cut scene. After the cut scene go through the door on the right and straight through to the next room. You will be behind the desk that you passed a while ago. Take the map and the First aid kit, then return to the room where you saw the cut scene. Go through the door to the left and you will be in a small room. There is a newspaper and an article has been cut out. Something important? Leave this room through the other door and you will find yourself in a corridor. There are lots of rooms but only some are accessible.

Go into the Doctor's office to your left and get the map. The door leads to the conference room where you will find a key.

* Good+/Bad+ endings only.

* Return to the corridor and go into the kitchen (double doors) and
* pick up the plastic bottle from the back and a health drink from
* one side. The next room along is the directors office. Inside is a
* smashed vial on the floor and the room has been wrecked. Use the
* plastic bottle on the puddle to pick up the unknown liquid.

Go to the last door on this side of the corridor which leads to the basement.

SEARCH THE REST OF THE HOSPITAL

Items (0) - none

Go left to the generator room and active the generator. Now go to the lift round the corner. Choose 2F. The door on the second floor is locked. Go back in lift, choose 3F. This door is also locked. Go back in lift and a new button has appeared, choose 4F. You see a cut scene and everything changes before you take control again. You were shown an antique shop, better go there next.

GETTING OUT OF THE HOSPITAL

Items (26) - 4X Plate, 2X Shotgun shells, Lighter, Alcohol, 6X health drink, blood pack, 2X first aid kit, 3X handgun bullets, 3X key, ampoule, video tape, Hammer

Go through the double doors and carry on to the end of the corridor (hear the door lock behind you, creepy). Go through the double doors and down the steps (again the door locks behind you).

On the 3F enter the double doors to find yourself in a corridor. Go into the men's toilets for the Plate of turtle. Leave and go into room 301 to find an empty birdcage - might be useful later on. In room 302 you will find shotgun shells and notepad 12 as well as a VCR which might be useful later on. In room 304 you will find a health drink and see a steel plate screwed to the wall. Even more to remember for later!

Go into the next half of the corridor via the double door or linen room. Enter the storage room to find a Blood pack, First aid kit and handgun bullets. Leave and enter room 306 to find the plate of cat. Leave the room and go through the double doors at the end of the corridor. Use the lift to go to 2F. The door is locked so go back in the lift and go to 1F.

Go forward and search the broken vending machine to find 3 health drinks. Enter the directors office to find the plate of Queen and notepad 13. Leave and enter the Kitchen to find a health drink. Go to the office to find some handgun bullets. Leave and go to the medicine room. Check the door to see that it is locked but there is a noise on the other side. Return to the corridor and go through the double doors and up the stairs to 2F.

Go through the double doors to arrive in a corridor. Enter room 201 to find a lighter. Go to room 204 where you will find some tentacles coming out of the wall. They are stopping you from reaching the plate on the wall. The tentacles seem to like the blood on the floor so use you blood pack to distract the tentacles while you get the plate. Leave the room and turn left to have a look at the plate on the wall. Now go to the Nurse Centre.

Inside check the message on the wall:

```
=====  
Clouds flowing over a hill.  
Sky on a 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.  
=====
```

Now check the door. There are 4 squares and 4 empty slots. You have 4 square plates but you must figure out the order. The riddle is a colour riddle so assign each line a colour and put the plates in that order.

White - clouds are white
Blue - sky is blue
Orange - tangerines are orange
Green - clover is green
Violet - violets are violet (really they are)
Yellow - Dandelions are yellow
Black - Sleep at night, night sky is black
Red - blood is red

Take out the colours already present and the order starting top right is : Blue, Green, Yellow, Red.

The door is now unlocked so go through. Enter the operating prep room and go through to the operating room to pick up the Basement storeroom key. Now return to the corridor. Enter the intensive care unit to find the disinfecting alcohol. Leave the room and go to room 206 to find a first aid kit. Exit and go through the nearby double doors and down the lift to the basement.

Enter the morgue and search the last 2 beds for a health drink and an ampoule. Now leave and enter the storeroom. Inside there are handgun bullets and shotgun shells. Check the scratches on the floor next to the cupboard to find that the cupboard has been pushed along. Go to the other side and push it back (over the scratches) to reveal a door. Enter the door.

Check the grate to discover that it is covered in vines. They look very dry but when you use the lighter on them the fire goes out straight away. But if you use the alcohol first the fire is a lot more intense and burns the vines away. Go down the revealed stairs.

Go straight on and through the door at the end. In the next corridor only the door on the left can be opened. Go through to another corridor. The first door on the left is empty but there is a smashing sound when you go in. The first door on the right has a videotape in.

Only the last door on the left is unlocked so go there and watch the cut scene. There is also a key and a picture of a girl named Alessa who is the girl that you've seen a few times before. Return to the first floor basement corridor. Go to the generator room to find the hammer. Use the lift to go to floor 3F. Check the map to see that the VCR is in room 302 so that's where we're heading. After watching the video head down to the first floor via the lift as that is where the examination room is and we have a key for it.

Once on 1F head for the examination room using your key to unlock the door. Inside you will see FMV 8 and a cut scene. After the cut scene take the key left for you. Leave the room to go into the waiting room. Check the phones and phonebooks to find the position of the antique shop (now labelled on map) and leave the hospital through the main entrance.

SECTION 6 - CENTRAL SILENT HILL CONT.

FINDING ANTIQUE SHOP

Items (1) - Axe

There is nothing to collect on the way to the antique shop so just head straight there. Inside the antique shop is notepad 14 and a cabinet that appears to have been moved. Move it out of the way to reveal a secret entrance before another cut scene starts. When you have control run down the tunnel and through another hole to find an altar. This is the 'other church' that Dahlia was talking about. Check the chalice at the front of the altar to discover some white powder which has been left behind. Collect the axe from the wall and try to leave. After the cut scene you find yourself in the alternate world.

HEAD FOR THE HOSPITAL

Items (3) - First aid kit, 2X rifle shells

Leave the antique shop and turn left and run down the street, the camera will switch to guide you into the Silent Hill Town centre. Inside try to go up the escalator to trigger a cut scene and FMV 9. Watch it then go up the escalator.

*If you hang around for a while watching the screens then the

familiar circle pattern that was in the alternate school courtyard will appear as well as some which you will recognize later on.*

Upstairs head forward and left to enter the wooden door into a jewellery store. Pick up the first aid kit and 2X rifle shells and save if you wish using notepad 15. Leave and turn left, run until the floor collapses and then watch the cut scene which will introduce the next boss.

BOSS FIGHT 2 - LARVA

Items (1) - Hunting Rifle

Stay where you are until you know where it will rise then move out of its way, turn and shoot. Using the shotgun you should finish it off in about 6 shots. An easy boss, but its not dead yet. When the boss is defeated collect the Hunting rifle from the outskirts of the fighting area and then go through the exit that the LARVA makes for you.

HEAD FOR THE HOSPITAL (AGAIN)

Items (2) - Rifle shells, Handgun bullets

Outside turn right and run along the mesh floor until you can go right. At this point go along all the way to the police station. There is nothing to collect or do so just run for your life. The police station doors are invitingly slightly open so go in and pick up the Rifle shells and handgun bullets. Now leave and sprint in an almost straight line to the hospital. Once inside go round the corner and into the room on your left. Watch the cut scene. When you regain control, leave the hospital.

Use the channelling stone here if you have it.

Go out the gate and across the street to the post office (it's the only place you can go). Go up the stairs and watch the cut scene.

BOSS FIGHT 3 - THE MOTH

Items (0) - none

Equip your Hunting Rifle and start firing away checking your health after each stab with the tail. You could also use the shotgun but after the previous 2 boss fights and any other times you used the shotgun, you may not have many left. The shotgun is best to use if you have any as you can move and shoot at the same time. When the enemy is dead watch the cut scene and everything will return to normal.

REACHING THE SEWERS

Items (0) - None

From the roof of the post office, head for the drawbridge. Run across the bridge and you are taken straight to the waterworks entrance. The sign says 'Reservoir. Authorized Personnel only'. The gate is locked but the padlock is rusty and if it is hit hard it might break. Use any weapon (even the knife eventually breaks it) to break the lock. Aim and action as though shooting to break the lock.

SECTION 7 - SEWER 1

GETTING THROUGH SEWERS

Items (6) - Rifle shells, Handgun bullets, Shotgun shells, Health drink, Key, First aid kit.

From the start turn right and down the tunnel. At the end turn left and follow the wall to the end to find some Rifle shells. Turn around and start to go back then across to the other side of the water at the first opportunity. Turn left and head to the end where you will find Handgun bullets, Shotgun shells and a health drink. Now turn around and go straight forward until the path on this side stops. Cross over to the other side at this point. Carry on in the direction you were going and cross back over to the other side at the first opportunity.

Carry on going forward until you reach a gate. Go through and follow the only route around to the office where you will find a key and a map as well as notepad 16.

Go through the gate and follow the path to unlock the next gate. Go through the gate and straight on until the path comes to an end. Cross over at this point and carry on going forward. Cross back over as soon as you can and then go back in the direction you came and round the corner. Carry straight on until you reach a big fence. The gate at one side can be unlocked with the key that you have. Go straight on and follow the wall around to the dead end to find a first aid kit. Go back on yourself and across the water to find the ladder.

GETTING THROUGH SEWERS PART 2

Items (4) - First aid kit, Health drink, Handgun bullets, Key

From the start collect the first aid kit from your left. Check your map, you need to go down the long thin tunnel that goes across the map. At the end of the tunnel carry on going forward until you reach a wall. You will find a Health drink and handgun bullets here. Check your map again, you need to go downwards. At the end of the tunnel turn left. The gate is locked so turn around and go the other way. If you check your map you will notice 3 fences in a row. To avoid being hurt you should learn where the gates are so you can go straight through. The first gate is on the right, so is the second but you will need to crossover and back again due to a missing walkway and the last gate is on the left.

At the end check the blood pool to find a key. A cut scene will then make you want to leave, quickly. Turn around and run for the gate. The first is now on the right, the second is on the left and so is the third but you will need to cross over when you see a big white 2 on the wall. The last gate is also on the left and can now be unlocked. Go up the nearby ladder saving at notepad 17 first if you need to.

SECTION 8 - RESORT AREA

*If you want the bad ending, bad+ ending or UFO ending then skip the

Good/Good+ only section below.*

* Good/Good+ endings only.
* RESORT AREA
* Items (17) - First aid kit, 3X rifle shells, handgun bullets, 3X
* key, receipt, 6X health drink, magnet, shotgun shells
*
* Hmm, Cheryl went over the lake so she must be around here
* somewhere...
* Go straight forward to find a map and then check the ruins next to
* where you started to find a first aid kit, rifle shells and handgun
* bullets. Head for Annie's bar as it's the closest labelled building
* on the map. Inside you will see a cut scene look around near the
* dead monster for a key and a receipt. Check the receipt to discover
* it has a code on it - 0473. Remember it for later. Also in the bar
* are 2 health drinks and notepad 18.
*
* Leave the bar and head for the Indian runner as that is where the
* receipt is from. There is a padlock on the door with a four digit
* code. Try the one from the receipt and bingo, the door unlocks.
* Inside you will find Rifle shells and a health drink on the counter
* and a key in the drawer. Use the key on the safe and you will find
* some drugs inside.
*
* *More drugs stuff.*
*
*Check the memo on the wall:
*
* =====
* 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
* =====
*
* Another code to remember. Also check the photo next to the memo,
* 'Normans Grand Opening' of a motel and there's a motel on the map.
* We'll go there next. Last thing to do here is check the diary on
* the counter:
*
* =====
* August 20
* He came by. I handed over the package that 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.
* =====
*
* *More drugs and mystery goings on. Perhaps the Indian runner owner
* also died of a mysterious heart attack.*
*
* Now leave the Indian runner and head towards the motel. When you
* get there go around to the back door (we have the code you see).

* The back door is on weaver ST. Enter the code from the memo (0886)
* to unlock the door. Inside you will find a magnet and a newspaper
* that is the same as the one in the hospital but the article isn't
* missing this time.

*
* =====

* Investigation stalled.
* 'PTV' dealers still at large.

*
* Suspicious deaths continue.
* Like the anti-drug mayor,
* A narcotics officer dies of
* A sudden heart failure of
* Unknown origin.

* =====

* *The officer is probably Officer Gucci who we read about in the
* police station*

*
* There's also a diary on the small desk:

*
* =====

* September 10
* Took package.
* Told to sit on it awhile.
* Don't want to get involved, but can't disobey...
* He's probably linked to death of the mayor and others.

* =====

* Now go through the door to the left as if you had just entered.
* Inside you will see a motorcycle, check it to discover that the
* dust has been wiped away around the gas tank cap. Is there
* something in the gas tank? Search the rest of the room for shotgun
* shells and a health drink. Leave the garage and head through the
* open door.

*
* In the reception is notepad 19. Unlock the door on the other side
* of the room and go outside.

*
* *Use the channelling stone here if you have it.*

*
* The motel rooms are here and if you check the key that Kaufmann
* dropped earlier, you will find it is No.3. Go to room 3 and use the
* key.

*
* Inside you will find a health drink in the bathroom and a cabinet
* that looks out of place (it covers part of a poster). Move the
* cabinet to reveal a small hole containing a key. You can't get to
* it using your hands so you have to use the magnet on a string. This
* gets you the motorcycle key.

* Now go back to the motorcycle and use the key on it and then watch
* the cut scene. If you looked at the drugs in the safe then Harry
* will comment on Kaufmanns probable involvement with the drug
* racketing.

*
* Apparently that was a waste of time, let's carry on looking for
* Cheryl. Check your map to find the next likely building to be
* explored, the garages. Head over there right now, checking the
* broken steps on the left (like on the drawbridge) and you will find

* Rifle shells and a health drink. About halfway along Sandford St.
* the world will change to the dark alternate world.

For all endings follow the guide below.

ALTERNATE RESORT AREA

Items (6) - Shotgun shells, 2X health drink, Handgun bullets, Rifle shells, First aid kit

Check your map to see that there is an alley just to your right. Silent Hill often has items in alleys so check there to find shotgun shells and a health drink. All nearby buildings cannot be entered so go to the lighthouse, which looks like the next important place.

On your way to the lighthouse you will find a boat. On the boat you will meet Cybil and Dahlia. After all the talk search around for Handgun bullets, rifle shells and a health drink. You will also find notepad 20 in here.

Use channelling stone here if you have it.

Leave through the door to the right of the steering wheel to find yourself outside.

Go over the plank and up the steps, straight on until you see more steps to go down. Go over the 3 planks and through the gate when you reach the land again. From here go straight on to the chasm to find a First aid kit, then go back and go up the stairs that you passed. You are now at the T-junction so check your map so that you are facing the lighthouse and run in that direction. You will need to go down some steps and up some steps before you reach the lighthouse.

Inside just go straight up the stairs to watch a cut scene and save if you want using notepad 21.

Use channelling stone here if you have it.

UFO ending is seen here.

You now need to return to the boat to see if Cybil had any luck. The game will take you there after you leave the lighthouse and run forward a little.

After the cut scene you will discover that you need to be at the amusement park. Check your map and a small arrow has appeared, go to it now. When you arrive you will discover it is another sewer entrance. Go down.

SECTION 9 - SEWER 2 AND AMUSEMENT PARK

SEWER 2

Items (3) - 2X health drink, handgun bullets

Watch FMV 10 before you can take control then collect the map from the wall. Go down the tunnel until you can go right. Go along this tunnel and carry on going forward until you reach a wall. Here you will find a health drink. Turn around to face the tunnel you just ran down the go right and to the dead end where you will find a health

drink and handgun bullets. There is now nothing to collect in the sewer and the route is simple so head for the ladder on the left of the map to exit the sewers.

FIND CYBIL

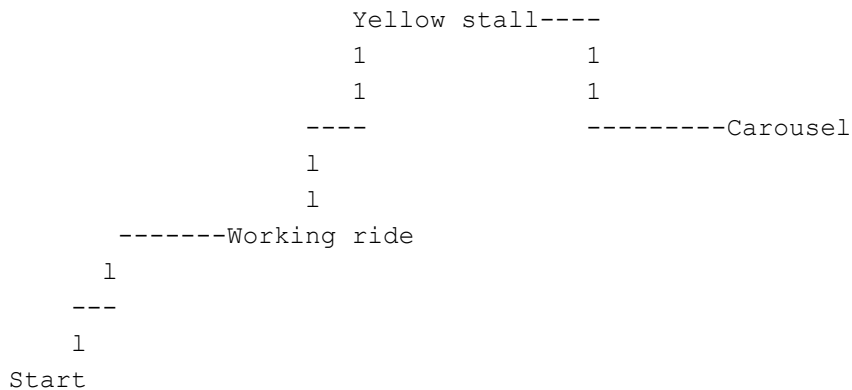
Items (0) - none

I hate this bit because there's no map and no obvious route. Oh well, follow my directions best you can and have a look at my poorly drawn map for guidance. If this fails just run around at random until you find the carousel.

From the start go right as much as you can (you will have to go around holes) and you will find a working ride (you can also hear it so head for the noise when you can). When you find the ride go left to find a big yellow stall containing notepad 22. From there go down and right until you find a carousel. Go up the steps and watch FMV 11.

The map below has no scale or anything like that, it just represents the general direction that you need to go.

MAP



BOSS FIGHT 4 - CYBIL

Items (0) - none

* Good+/Bad+ ending.
* Cybil has a gun with 10 bullets. You must tempt Cybil to shoot at
* you by stopping near her then moving out of the way when she shoots
* at you. After the bullets are all gone Cybil will throw the gun
* away.
* This is your cue to either shoot Cybil (not for the best ending) or
* to use the unknown liquid on her (get best ending).
*
* Of course you can just use the liquid straight away by just running
* straight at her and using it but this is risky especially on Hard
* where 1 bullet kills you. To use the unknown liquid, you must be
* right next to Cybil. On hard level if you have your health in the
* bright green stage then you can survive being shot.

* Good/Bad ending.
* If you are killing Cybil then you can use her wheelchair to your
* advantage by hiding one side of it so the Cybil has to go around it
* to get you. This means you can shoot her more times before having
* to run away so the fight is over quicker.
*
* After the fight watch the long cut scene which introduces many plot
* twists.
* If you kill Cybil by shooting her you will get to see FMV 12.

SECTION 10 - NOWHERE

*There is no map for this section but thanks to David Newton a.k.a.
Wong Chung Bang you can follow the link below to see a custom map.*
<http://www.geocities.com/harrymas0n/NOWHERE.gif>

NOWHERE

Items (24) - 3X Handgun bullets, Shotgun shells, first aid kit,
screwdriver, pliers, 6X Key, stone of time, Amulet, crest, rifle
shells, ring, camera, 2X health drink, dagger, ankh, disk

Watch FMV 13 and the cut scene. When you have control use notepad 23
then go through the only door you can and down the elevator. If you
run around the corner you will get to see a ghostly image of Alessa.
From the elevator go into the first room on your right. Inside you
will see a birdcage like before but this time there is a key inside.
Remember it for later and pick up the handgun bullets from the bed.
Leave the room and go into the on opposite.

In here is a faucet (a tap if your English) with a key stuck inside.
Can't get it out using your hands so you'll have to remember it for
later. Leave the room and check the next door along the corridor. The
word PHALEG is carved on it. You'll need the PHALEG key then.

Try the next door along which is like the antique shop. Inside is a
clock with a square hole in the centre and a key for one of the
hands. You can't get the key yet. Search the room for shotgun shells,
a first aid kit and notepad 24. Leave and try the next door along
which is simply locked. The next door is also locked and has the word
OPHIEL carved on it. Another key to look out for.

The next door leads to some steps. Down these steps is a classroom.
Check the desk in the centre to find some abuse. Go through the
classroom and exit via the other door to find a dark room containing
a screwdriver and pliers.

Go back upstairs and to the room with the faucet (round the corner on
its own). Inside use the pliers to pull the key from the faucet. You
now have the key of OPHIEL. Use this key on the door that says OPHIEL
on it.

Through this door you will find another corridor. The doors to your
right are locked, one of which cannot be opened. The other has a
slate next to it entitled the 'The grim reaper's list'. Remember it
for later. The double doors to your left cannot be opened so go into

the next door along.

Inside you will see 4 pictures on the wall with numbers below them and 3 pictures at the end where you have to enter a number. Check the 4 pics on the wall:

Pisces = 0
Taurus = 4
Libra = 2
Cancer = 10

To solve this you need to ask yourself, what has a bull got that a shark hasn't. It is obviously legs. But if you look at the other pictures then the legs don't correspond to the number so you must also include arms to make the pattern work.

Using this the puzzle is simple, from left to right enter - 6, 4, 8. You must press cancel after entering a number to return to the game. Now collect the stone of time. Check the stone in your inventory to discover it has a clock-face on it and if you remember the clock had a square hole in it.

Leave the room and try the rest of the doors in the corridor, none of them can be opened. Look at the slate at the end of the corridor:

=====
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!
=====

Hmmm another plate about the grim reaper's list. Go back to the first one (around the corner) and look at it again. There are 5 names with numbers next to them. The last plate talked about age so if we assume the numbers are ages and put them in order:

18 Albert Lords
35 Lydia Findly
38 Edward C Briggs
45 Roberta T Morgan
60 Trevor F White

After writing them down you may notice that the first letters spell ALERT. Enter this in as the password and the door will unlock. Go straight through this room to the next room and take the Amulet from the wall.

Leave the room and watch FMV 14 followed by a cut scene. When you take control you will be outside the room. If you re-enter you can read Lisa's diary:

=====
Ask Doctor to let me quit being in charge of that patient.
Its 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...

=====

So Lisa was in on the drug thing as well!

After reading the diary, leave the room and enter the second door on the left. You will be back in the first corridor. Enter the second door on the left again and use the stone of time on the clock. This will get you the key of HAGITH. We haven't found this door yet but if you leave the room, turn right and go to the end then you will find it.

In the new room you will find an elevator. Go to floor 2 and through the double doors. The first 2 doors in this corridor are locked. The third leads to a Jewellery store again. Inside you will find a crest, rifle shells and a ring. Leave the room and try the next door, it cannot be opened nor can the door opposite so go through the double doors at the end.

The first 2 doors are locked. The third is unlocked when you try it and, like the girls toilets in the school, acts as a lift between floors 1 and 2. You will need it later. The door at the very end of this side can also be opened. Inside is the steel plate that you saw in the hospital. Again it is screwed to the wall but this time you have a screwdriver. Behind the steel plate is a key that you cannot take because it is electrified. Remember where it is and leave the room.

Only door on the other side of the corridor can also be entered. Inside you will find a camera and handgun bullets. Check the camera to find that it has a flash. Leave the room and return to the lift (just keep going through the double doors at the end). In the lift choose 3.

The lift goes straight to a room on this floor. The room has an alter like the one seen before and 2 paintings hanging either side. Check the paintings. One is titled 'The light illuminating the darkness' and the other is titled 'The light to the future'. There is an emphasis on light here and you and you just picked up a camera with flash so try that. After the light flashes on the pictures patterns appear. Now check the doors on each side. There are 3 blocks of

buttons and 3 patterns on the paintings. Copy the pattern on each side to the doors to unlock them:

(from elevator)

Left Door:

```
  * * *
  * * .
  * . .

. . *   * . *
. . *   * * .
* * *   * * *
```

Right Door:

```
  * * *
  * . *
  * . *

. * .   * . .
* * *   * * .
. * .   * * *
```

The room on the right (as you enter from lift) contains a health drink and a Botanical book that you cannot read yet. I don't know how to read this book but this is what it says:

=====
There's a place mark in the book . . .

WHITE CLAUDIA.

Perennial herb found near water.
Reaches height of 10 to 15 in.
Oblong leaves, white blossoms.

Seeds contain hallucinogen.
Ancient records show it was
used for religious ceremonies.
The hallucinogenic effect
was key.

=====
(Thanks to AdamDisgust for telling me this.)

There is also a newspaper cut-out book on the desk that can be read, although I'm not sure about the criteria for reading it.
The first part is the article that was missing from the paper in the hospital:

=====
Investigation stalled.
'PTV' dealers still at large.

Suspicious deaths continue.
Like the anti-drug mayor,
A narcotics officer dies of
A sudden heart failure of
Unknown origin.

=====

The second part says:

=====
Fire broke out in town.
6 homes destroyed.

Charred body
Of Alessa Gillespie (7)
Found in aftermath.

Cause of fire currently under

Investigation.

Investigations show source
As basement of Gillespie home.
Blaze now believed caused by
Malfunction of antiquated
Boiler.

=====
The fire is the same day that Cheryl was found. Coincidence?

The other room contains the birdcage key. Use the lift to return to the first floor. Once there go through the double doors and all the way around to the last room on the left. Use the key on the bird cage to get the Key of PHALEG.

Leave the room and go to the first door on your right. You will now find yourself in the basement of the hospital. The first door on the right is the kitchen. There is a dagger in the refrigerator but if you take it you are attacked and die. To stop this from happening you must first use the ring to complete the chain. You will then hear the tentacles trying to get out but you live and keep the dagger.

I suppose the ring of contract sort of implies a bond or link but this one is a bit cryptic.

Leave the room and try the door opposite. You need the BETHOR key first. Try the next door along on that side. Inside you will see a cut scene and find an ankh. Leave the room and enter the door opposite. Inside you will find a health drink, handgun bullets and the key of BETHOR (inside the Jelly beans bag). Go through the double doors and you will find a VCR. Since you still have the video tape you can watch it again and it is now clearer.

Leave and go back to the corridor. Try the next door along on this side and you will be in a bedroom. Check the door at the back to receive a message:

=====
Thou possess them
To guard thy spirit
Evoke five rites
Unveil thy fate
=====

5 rites and 5 differently shaped holes. Put in the amulet, crest, ankh and dagger. Only one more needed now. Leave the room and try the door opposite. You need the key of ARATRON. Go back down the corridor to the door with BETHOR carved on it and use the key of BETHOR. Inside is a generator that you can switch off. This does 2 things
1 - allows you to get the key that was electrified,
2 - Stops the lifts from working.

Since the key is on 2F this is a problem and this is where that magic door that goes from 1F to 2F is useful. Exit to the corridor and exit the corridor via the door at the end. Now go through the double doors (second on right) and you will be on 2F. The key is in the room at the end on your left.

Collect the key and go back to the double doors and back down to 1F. Go back through the door of PHALEG (second on left) and you will be back in the dark corridor. Go to the third door on your right and unlock it. Inside you will see a cut scene. Afterwards pick up the disk from next to the picture and leave. Go through the door opposite and use the disk on the door at the back to unlock it. You are now about to fight the last boss so save if you want to using notepad 25 and enter the door. You will see a cut scene before being able to go down the stairs. Here you will watch a long cut scene which will explain more of the plot before your left to fight the final boss.

BOSS FIGHT 5 - GR. Winged Demon (If Kaufmann is in previous cut Scene, good+/good ending.)

Items - none

Equip your Rifle and shoot constantly until it is dead. On Hard mode you will have to heal almost every time you're hit. On lower levels you can take a few hits before being in danger of dying. If you haven't got much health left then you will have to shoot 4 times and then run around and try to avoid the lightning. If all else fails try lying down (it works for Cybil) or just standing there scared (works for Kaufmann). This boss is also known as Samael.

ALTERNATE BOSS FIGHT 5 - ALESSA (If Kaufmann isn't in previous cut Scene, bad+/bad ending.)

Items - none

This boss is the same as the one above except she stays on the floor. This makes it harder for you to avoid her (less area left for you to run in) but this is compensated for by her being easier to kill.

After the boss is defeated watch the cut scenes that will vary depending on how you played the rest of the game.

CREDITS

Different music is played depending on your ending but only the bad ending has any lyrics.

EXTRA SCENE

FMV 15/16/17/18 or a cut scene depending on your ending.

BLOOPERS (FMV 19)

Cool cock ups and messing about by the entire cast which makes them more life-like.

RANKING

You will have collected 204 items and have got the good+ ending. The items in the background are what you have earned. (see secrets for more info). See the section on ranking for more info.

GAME COMPLETION SAVE

You will be able to save your completed game as a next fear game (gold writing). You will start in the cafe from now on. The difficulty level will also increase now (unless you were already on Hard).

=====

There are 5 possible endings to Silent Hill depending on the actions you take while playing the game.

Good+.....Save Kaufmann in the bar then get the red liquid from the motorcycle. Also use the unknown liquid on Cybil at the amusement park. After the credits Harry and Cybil hold the baby and the impression is that they will live happily ever after (maybe). This also unlocks the alternate intro. (see secrets)

Good..... Save Kaufmann in the bar then get the red liquid from the motorcycle. Kill Cybil at the amusement park. After the credits Harry is running through the streets carrying the child. He stops and looks around confused.

Bad+.....Don't bother with Kaufmann or the red liquid from the motor cycle but do save Cybil at the amusement park. After the credits roll Cybil will snap (actually slap) you out of your sobbing and tell you to go.

Bad..... Don't bother with Kaufmann or the red liquid from the motor cycle and kill Cybil at the amusement park. You get to hear the lyrics to the end tune (Esperandote) and see Harry dead in his jeep after the credits.

UFO.....Use the channelling stone in 5 places, the 5th time you are shot and abducted by aliens. The 5 places are:

- 1 Roof of the alternate school
- 2 Outside hospital just before moth fight
- 3 Motel car-park
- 4 Cabin of old boat
- 5 Top of lighthouse

You get to see a comic strip style ending followed by credits rolling in a star wars style with strange music playing.

=====

11. Ranking

=====

This is what the ranking screen shows and what each thing means.

Mode - Easy, Normal or Hard

Game clear - How many times you have finished the game on this save.

Ending - The ending that you got.

Saves - How many times you saved during the game.

Continues - How many times you continued after dying.

Total time - Time taken to finish the game.

Walking distance - How far you walked in kilometres, in the game scale obviously.

Running distance - as above but with running distance.

Items - The number of items from a possible 204 that you collected.
The bracket is how many extra items you collected.

Defeated enemy by fighting - The number of enemies killed by a hand
weapon.

Defeated enemy by shooting - the number of enemies killed with a gun.

Shooting style -

Short range shots - obvious

Middle range shots - obvious

Long range shots - obvious

No aiming shots - a 'miss' in other words or a shot
Using the hyper blaster.

YOUR RANK

The number of stars you got is your rank. Say the big stars are worth
1 and the little stars 0.1. Add them up for your rank. 10 stars is
the highest rank possible.

Gold Ratings - Sometimes the rank screen will have gold writing
instead of white. This means that you did well in this area. This is
how I think you get gold in the individual areas, although some have
a ? as I haven't figured them out yet. If I have got gold before this
is also shown.

Game clear - 5 or more

Ending - Good+

Saves - 2 or less

Continues - 1 or less

Total time - less than 1:30:00

Walking Distance - not sure if game wants you to have as high number
as possible or as low number as possible. (?, never got gold)

Running Distance - As above. (? never got gold)

Items - more 150 (?, lowest I got gold for is 197)

Defeated enemies by fighting - more than 40 (? I got 41 and got gold)

Defeating enemies by shooting - more than 250 (? I got 260 and got
gold)

*I got 47 kills by fighting and didn't get gold so I think it is the
total kills that has to be above a certain limit and you will get
gold in both fighting and shooting if you beat this limit.*

Shooting style -

Short range shots - More than 0.39 (?, got gold with 0.43)

Middle range shots - More than 0.29 (?, got gold with 0.33)

Long range shots - More than 0.19 (?, got gold with 0.2)

No aiming shots - Less than 0.10 (?, got gold with 0.04)

*I got 0.41 for short range shots and didn't get gold so I assume

that all 4 criteria must be met and you will get gold in all 4 areas instead of being able to get gold in each individual area.*

=====
12. SECRETS
=====

GASOLINE - Finish the game. (Thanks to Central Silent Hill for this)
Found in the garage close to the drawbridge in old silent hill. Can be used to fuel the Rock Drill and the Chainsaw. Once you have fuelled a weapon that weapon remains fuelled for all games after that. You can only fuel one of the weapons per game, so you must choose one weapon first time and then the other the second time. After both weapons are fuelled you can still pick up the Gasoline.

ROCK DRILL - Get the gasoline.
Found in the lower section of the control tower for the drawbridge.

CHAINSAW - Get the gasoline.
Found in a chainsaw shop (!) on the same road as the drawbridge but at the opposite end next to a chasm. In cut rite chainsaws' window. Check map, but its hard to see.

CHANNELING STONE - Get a good+ ending.
Found in the convenience store at the top of the street where the cafe you start in is. Needs to be used 5 times to get the UFO ending. See below for places to use it.

HYPERBLASTER - Get the UFO ending.
Use the channelling stone in these 5 places:
On the roof of the school in the alternate Silent Hill.
Just after leaving the Hospital before fighting the moth.
In Normans motel. The open area outside the rooms.
In the old boat, anywhere near a window.
The top of the lighthouse.

KATANA - Not sure, could be random. Found in the locked room in the house you go through to get to the school (on Levin street).
Ninfraek also says that it is random.

EXTRA OPTIONS - press a shoulder button while in the options menu.
Here are the extra options and what they do.

Weapon Control - Press/Switch

- Changing this to switch will mean that pressing R2 will aim until you press R2 again to stop aiming. This is switching between aiming

and not aiming rather than holding the button down.

****Blood Colour - Normal/Green/Violet/Black****

- Changes the colour of the blood in the game.

****View Control - Normal/Reverse****

- When in reverse the camera acts as though you are holding down L2. Holding L2 will change the camera back to normal until you let go.

****Retreat Turn - Normal/Reverse****

- Reverses left and right if you are moving backwards. (Thanks to '01201072' for this.)

****Walk/Run Control - Normal/Reverse****

- When reversed you can run by pressing up, no need to use square button. Hold square to walk.

****Auto Aiming - On/Off****

- Switches off auto aim to make the game very hard.

=====
The following options are added to the list on completion of the game:

****View Mode - Normal/Self****

- Have a head-cam view. Useful in corridors, not so good outdoors.

****Bullet Adjust - x1 etc****

- Ammo multiplier. Increases by one after each completion of the game. Instead of a 6 there is a star but it still multiplies by 6. This is the highest that it will go.

If you start a new game then you can still use the ammo multiplier as long as the game you earned it on is on a memory card that is plugged in.

ALTERNATE INTRO - Get the Good+ ending. The scene near the beginning of the intro which shows Harry and his wife with a baby is replaced by a scene where Harry and Cybil are with a baby.

SAVE CYBIL EASILY - When you reach the amusement park use the unknown liquid on one of the semi-invisible ghosts to the right of where you start. Everything goes weird but the game acts as though you saved Cybil and returns to normal after the cut-scene.

EASY FINAL BOSS KILL - Reach the boss without having any ammo for your guns and he/she will die as soon as he/she appears without you

having to fight him/her. Doesn't work if you have the hyper blaster as it has infinite ammo.

KCET SELF PROMOTION - If you have ISS Pro Evolution 1 or 2 go into training mode and look at the advertising boards around the outside of the pitch, one of them has CYBIL on it.

HYPERBLASTER EASY METHOD

Plug the Konami light gun into controller port 2 before loading the game up. Start a new game and in your inventory will be the Hyper blaster. Shoot with the light gun to fire in the game. Cool. You will have a flickering red beam instead of the standard one.

HYPER BLASTER POWER UP 1 (Yellow) - Earn an 8 star rating or more.

When you earn this it will say HYPER BLASTER POWER UP with a yellow bar on the save screen at the bottom.

After I finished the game with this hyper blaster I then saved and had lost it. Fortunately I didn't overwrite so this is just to warn everyone that you can lose it (have it degraded to red).

Also when I finished with this, the items said (+12) with the bracket through the 2. Weird.

HYPER BLASTER POWER UP 2 (Green)

Don't know how to get this but there is one as there is a code to get it. My guess is you need a 10 star or close to 10 star rating.

This is also confirmed by Ninfraek.

ALTERNATE SHOTGUN LOCATION

If you do not pick up the shotgun at the school and play through the game until you reach the police station then you can pick up the shotgun from the room with the chalk board in. This means that you will need to beat the giant lizard without the shotgun. Tough - I used the powered up hyper blaster. This is however, completely pointless and you should really pick up the shotgun as soon as you can.

UNLOCKABLE TEXT

1. Botanical Book.

Found on 3F in Nowhere this book contains info about white Claudia. I don't know how it is unlocked so just try whenever you're in there.

2. Newspaper Scrap Book.

Found in the same room as the botanical book. This gives info about the fire which happened 7 years ago and also reveals that it happened on the same day that Cheryl was found. Again I don't know how it is

unlocked.

=====
13. Game Tips
=====

These tips are shown to you when you die on your first game. There are some parts that I have changed where there are errors in the text and I have changed it to be correct.

If you find the night scenes too dark, try increasing the brightness level in the options menu.

When Harry has the light turned off, enemies will have a harder time spotting Harry. It will cut down the number of times Harry is surrounded by enemies, lets him avoid battles or even allows Harry to sneak up and attack enemies from behind.

When the light is turned off, accuracy with the gun goes way down. When Harry has the light turned off, carefully approach the enemy and shoot from close range to ensure a hit.

Pushing the L1 and R1 simultaneously will make Harry do a quick turn around. Useful in getting out of a room quickly or running away from enemies.

The longer Harry aims at an enemy the higher the accuracy. Use the search view to bring the view to be right in front of Harry, aim and fire.

Harry is more likely to shoot an enemy when it is close. Draw the enemy in to increase accuracy. Harry will save bullets in the long run this way.

It is not always best to confront an enemy in front of Harry. Rather than wasting bullets, sometimes it is better to run.

Harry will be quickly overwhelmed if surrounded by several enemies. When there are many enemies around, keep your distance or try turning off the light to avoid them. Try to keep confrontations to one-on-one situations.

It is difficult to pin-point flying enemies. However if Harry keeps a wall to his back, he can cut down blind-side attacks.

Harry can move around while using some weapons. With this, Harry can back up to avoid attacks by the enemy, while staying in weapon ready mode.

While using guns, hitting the weapon button will aim at the nearest enemy in front of Harry. Hitting left or right on the direction button will change the aim on to the next enemy.

While using a weapon that you can swing, the motion will change dependant on how the action button is pressed. Tapping it quickly will make the weapon swing around, while holding it down will cause it to swing down or thrust, dependent on the weapon.

Harry can take out an enemy that is lying on the floor by getting out

of the weapon ready mode, and the hitting the action button. Harry will kick or step on that enemy to kill it.

When Harry has beaten an enemy, make sure he has completely taken it out or it may rise again to cause trouble. You will know it is dead when the sound of the radio cuts out.

When you press the L2 button, the camera angle shifts behind Harry, making it easier to see what is directly in front of him.

=====
14. Item List
=====

The following shows the location of all 204 items and all 6 extra items.

Format:

Location (No. of Items so far) - Item name(s)

Cafe (6) - Handgun, Knife, 2X Health drink, Flashlight, Pocket Radio

Bench outside cafe (8) - 2X Handgun bullets

Queen Burger Windowsill (9) - Health drink

Matheson St. Right hand alley (11) - 2X Handgun bullets

Ellroy St. Chasm (13) - Key of scarecrow, Health drink

Alley behind cafe (15) - Key of woodman, Health drink

Finney St. far right (17) - Key of Lion, Handgun bullets

Convenience store (21) - 3X Health drink, First aid kit

Harry's Jeep at top of Levin St. (22) - Health Drink

Finney St. central alley (26) - 'To School' note, 2X Handgun bullets,
Steel pipe

Matheson St. central alley (27) - First aid kit

Levin St. southern chasm (doorstep) (28) - Health drink

Matheson St. left chasm (29) - 'Dog House, Levin St.' note

Dog Kennel on Levin St. (30) - House Key

House on Levin St. (34) - First aid kit, 2X Handgun bullets, Health
Drink.

Garden (36) - 2X Health drink

Midwich St. top (38) - Health drink, Handgun bullets

Matheson St. left alley (40) - Health drink, Handgun bullets

School bus (42) - 2X Health drink

School Infirmary (44) - First aid kit, Health drink

Room behind reception desk (45) - Handgun bullets

Fan room (46) - Handgun bullets

Lab Equipment room (47) - Chemical

Chemistry Lab (49) - Gold Medallion, Handgun bullets

Classroom 2F top left (50) - Health drink

Girls toilet 2F (51) - Handgun bullets

Classroom 2F bottom right (52) - Handgun bullets

Library (53) - First aid kit

Music room (54) - Silver Medallion

Classroom 1F bottom right (55) - Handgun bullets

Alternate school storage room (56) - Rubber ball

Fan room (58) - First aid kit, Handgun bullets

Classroom 1F top right (59) - Picture card

Bench outside Classroom 1F bottom right (60) - Health drink

Infirmary (62) - First aid kit, Health drink

Lobby (63) - Ampoule

Room behind reception (64) - Handgun bullets

Boys Toilet 1F (65) - Shotgun

Boys Toilet 2F (68) - Shotgun shells, 2X Handgun bullets

Teachers room top (69) - Handgun bullets

Bench outside classroom top left (70) - Health drink

Classroom top left (71) - Handgun bullets

Classroom bottom left (72) - Shotgun shells

Locker Room (73) - Library Reserve key

Library Reserve (74) - First aid kit

Library (75) - Handgun bullets

Roof/Courtyard (76) - Classroom key

Classroom 2F bottom right (77) - Health drink

Bench outside classroom 2F bottom right (78) - Health drink

Basement storage room (81) - Ampoule, 2X Shotgun shells

Boiler room (82) - K.Gordon key

K.Gordon's house (84) - 2X Handgun bullets

Levin St. southern chasm (85) - Health drink

Bench on Bradbury St. (86) - Health drink

Bradbury St. alley (87) - Handgun bullets

Church (90) - Drawbridge key, Flauros, Health drink

Gas Station (91) - Handgun bullets

Next to VOWO truck (93) - Handgun bullets, Shotgun shells

Drawbridge steps right (95) - First aid kit, Shotgun shells

Drawbridge control room (96) - Health drink

Drawbridge building (97) - Health drink

Drawbridge steps right (98) - Handgun bullets

Police station main area (101) - 2X Handgun bullets, Shotgun shells

Police station small room (103) - Shotgun shells, Handgun bullets

Koontz St. alley (105) - Handgun bullets, Health drink

Koontz St. outside tables (106) - Health drink

Hospital reception (107) - First aid kit

Conference room (108) - Basement key

Kitchen (110) - Plastic bottle, Health drink

Directors Office (111) - Unknown Liquid

Men's Toilet 3F (112) - Plate of Turtle

Room 302 (113) - Shotgun shells

Room 304 (114) - Health drink

Storage room (117) - Blood pack, Handgun bullets, First aid kit

Room 306 (118) - Plate of Cat

Vending machine 1F (121) - 3X Health drink

Directors Office (122) - Plate of Queen

Kitchen (123) - Health drink

Office (124) - Handgun bullets

Room 201 (125) - Lighter

Room 204 (126) - Plate of Hatter

Operating room (127) - Basement storeroom key

ICU (128) - Disinfecting alcohol

Room 206 (129) - First aid kit

Morgue (131) - Ampoule, Health drink

Storeroom (133) - Handgun bullets, Shotgun shells

B2 First right (134) - Videotape

B2 Third left (135) - Examination room key

Generator room (136) - Hammer

Examination room (137) - Antique shop key

Alter room (138) - Axe

Jewellery store (141) - 2X Rifle shells, First aid kit

Larva boss stage (142) - Hunting Rifle

Alternate police station (144) - Rifle shells, Handgun bullets

Sewer top left 1F (148) - Rifle shells, Handgun ammo, Health drink
Shotgun shells

Sewer Office (149) - Sewer Key

Near bottom of ladder (150) - First aid kit

Near top of ladder (151) - First aid kit

Sewer top right (153) - Health drink, Handgun bullets

Sewer bottom left (154) - Sewer exit key

Ruins next to sewer exit (157) - Rifle shells, Handgun bullets, First
Aid kit

Annie's bar (161) - Receipt, Kauffmann key, 2X Health drinks

Indian runner (164) - Rifle shells, Health drink, Safe key

Norman's motel (165) - Magnet

Garage (167) - Shotgun shells, Health drink

Motel room 3 (169) - Motorcycle key, Health drink

Sandford St. steps (171) - Rifle shells, Health drink

Sandford St. alley (173) - Shotgun shells, Health drink

Boat (176) - Handgun bullets, Rifle shells, Health drinks

Bottom of pier (177) - First aid key

Sewer top right (180) - Handgun bullets, 2X Health drinks

Birdcage room (181) - Handgun bullets

Antique shop (183) - Shotgun shells, First aid kit

Operating prep room (185) - Pliers, Screwdriver

Faucet room (186) - Key of Ophiel

Limb puzzle room (187) - Stone of time

Morgue (188) - Amulet of Solomon

Antique shop (189) - Key of Hagith

Jewellery store (192) - Ring of contract, Rifle shells, Crest of
Mercury

Hospital office (194) - Camera, Handgun bullets

3F right room (195) - Health drink

3F left room (196) - Birdcage key

Birdcage room (197) - Key of Phaleg

Kitchen (198) - Dagger of Melchoir

Graffiti room (199) - Ankh

Storeroom (202) - Key of Bethor, Health drink, Handgun bullets

Electrified key room (203) - Key of Aratron

Alessa's basement room (204) - Disc of Ouroboros

EXTRA ITEMS

Garage (+1) - Gasoline Tank

Cut rite chainsaw shop (+2) - Chainsaw

Drawbridge lower room (+3) - Rock drill

Levin St. dog house secret room (+4) - Katana

Convenience store (+5) - Channelling stone

Inventory after UFO ending (+6) - Hyper blaster

Item Descriptions

All the items in the game and a description, in the order that they appear in the walkthrough.

Name - Handgun

Description - Handgun received from Cybil. Holds up to 15 rounds.

Name - Health Drink(s)

Description - Supplies nutrition to recover a small amount of stamina

Name - Flashlight

Description - One touch On/Off switch. In the chest pocket.

Name - Kitchen Knife

Description - Hard to use, but better than nothing.

Name - Pocket radio

Description - Portable radio that emits static when monsters are near

Name - Handgun bullets

Description - Ammo for the handgun.

Name - Steel Pipe

Description - 3' long steel pipe. Long range but of limited use.

Name - A Note ''To School''

Description - ''To school'' is written in Cheryl's handwriting.

Name - A note 'Doghouse'

Description - 'Doghouse' and 'Levin st.' are written in Cheryl's handwriting.

Name - House Key

Description - The house key hidden in the dog house.

Name - First aid Kit(s)

Description - Heals injury to provide moderate stamina recovery.

Name - Key Of ''Scarecrow''.

Description - The key to the garden of the house. Found in mailbox blocked by fallen tree.

Name - Key of ''Woodman''.

Description - The Key to the garden of the house. Found in the basketball court.

Name - Key of ''Lion''

Description - The Key to the garden of the house. Found in patrol car's trunk.

Name - Chemical

Description - The label reads 'concentrated Hydrochloric acid'. Found in the lab equipment room.

Name - Gold medallion

Description - A picture of a clock tower is engraved on the surface. Found in the chemistry lab.

Name - Silver Medallion

Description - A Picture of a clock tower is engraved on the surface.
Found in the music room.

Name - Rubber Ball

Description - Florescent pink rubber ball used by children.

Name - Picture Card

Description - A rectangular card with a picture of a key. Found on a desk in a classroom.

Name - Ampoule(s)

Description - Relieve pain to recover stamina to high. Effect lasts for a while.

Name - Shotgun

Description - Fires in a wide radius. Holds up to 6 rounds.

Name - Shotgun Shells

Description - Ammo for the shotgun.

Name - Library Reserve Key

Description - The key to the school's 2nd floor library reserves.
Picked up in the locker room.

Name - Classroom key

Description - The tagged classroom key found hanging in the drainpipe on the roof.

Name - K. Gordon Key

Description - The tag says, 'K. Gordon;' found in the school's boiler room.

Name - 'Flauros'

Description - Pyramid shaped object found in the church. Purpose and use unknown.

Name - Drawbridge key

Description - Key to operate the drawbridge. Found in the church.

Name - Basement key

Description - The hospital basement door key, found on the table in first floor conference room.

Name - Plastic Bottle

Description - Empty bottle found in the kitchen of the hospital.

Name - Unknown liquid

Description - Red liquid found in a broken vial in the hospital director's room.

Name - Plate of 'Turtle'.

Description - Square blue plate with a picture of a 'mock turtle'.

Name - Blood pack

Description - 200ml blood pack. Found in the hospital storage room.

Name - Plate of 'Cat'

Description - Square yellow plate with a picture of a 'Cheshire cat'.

Name - Plate of 'Queen'

Description - Square, red plate with a picture of a 'Queen of Hearts.'

Name - Lighter

Description - Oil lighter found in room 201.

Name - Plate of 'Hatter'

Description - Square green plate with a picture of a 'Mad Hatter'.

Name - Basement storeroom key

Description - The hospital basement storeroom key found in the operating room.

Name - Disinfecting alcohol

Description - Isopropyl alcohol bottle, found in ICU at the hospital.

Name - Video tape

Description - Nothing on the label. Found on 2nd floor hospital basement.

Name - Examination room key

Description - Found in patient room in the 2nd floor basement.

Name - Hammer

Description - Emergency hammer. Highly damaging but hard to use.

Name - Antique Shop key

Description - The tagged key with a shop name on it that Dahlia left at the hospital.

Name - Axe

Description - Small one hand axe. Moderately effective as a weapon.

Name - Rifle shells

Description - Ammo for the Hunting rifle.

Name - Hunting Rifle

Description - Holds up to 6 rounds.

Name - Sewer key

Description - Sewer Passageway door key.

Name - Sewer exit key

Description - Key to exit from the sewer to the resort area, which dropped in the water.

Name - Kaufmann key

Description - A '3' is written on the tag. The key was thought to have been dropped by Kaufmann.

Name - Receipt

Description - Receipt from general store, thought to have been dropped by Kaufmann.

Name - Safe Key

Description - Key to the safe, found at Indian runner General store.

Name - Magnet

Description - Long, thin magnetic rod with a string attached, in the motel office.

Name - Motorcycle Key

Description - Key to an old motorcycle, which was dropped between the floorboards in the motel room.

Name - Screwdriver

Description - Tool for screws. Rusted but usable.

Name -Pliers

Description - Tool to use on metal and wires. Rusted but usable.

Name - Key of 'Ophiel'

Description - The word 'Ophiel' is engraved on the key.

Name - Stone of time

Description - Large stone with clock-face design on pillar with astrology chart hanging from it.

Name - Amulet of Solomon

Description - The amulet is a star shaped object with 6 corners named after the ancient magician.

Name - Key of 'Hagith'

Description - The word 'Hagith' is engraved on the key.

Name - Crest of Mercury

Description - Snake in the symbol of mercury signifies alchemy.

Name - Ring of contract

Description - Rustic, hefty-looking ring of unknown material.

Name - Camera

Description - Camera with flash.

Name - Bird cage key

Description - Bird cage key with engraved handle.

Name - Dagger of Melchoir

Description - The ancient dagger named after the magi.

Name - Ankh

Description - Elliptical talisman with a cross inside.

Name - Key of 'Bethor'

Description - The word 'Bethor' is engraved on the key.

Name - Key of 'Aratron'

Description - The word 'Aratron' is engraved on the key.

Disk of Ouroboros

Description - Ring of a snake biting its own tail.

EXTRA ITEMS

Name - Gasoline Tank

Description - Fuel for chainsaws and rock drills.

Name - Chain saw

Description - Power tool used for cutting down trees, etc., highly

deadly.

Name - Rock drill

Description - A tool used in road construction to create holes in the road for poles.

Name - Channelling Stone

Description - A mystical stone possessing power. If used somewhere, the result will be...?

Name - Katana

Description - Traditional single edged Japanese blade.

Name - Hyperblaster

Description - High-powered handgun with infrared scope and unlimited bullets.

Powered up Hyper Blasters have same description and name.

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15. Weapon List

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A list of all the weapons in the game and a basic rating on how good they are in what I think are the 3 most important areas. Also included are the 2 different attacks of each hand weapon.

Attack 1 = tap button

Attack 2 = hold button

HAND WEAPONS

Knife

Attack 1 - Slash

Attack 2 - Stab

Range - 1/5

Power - 1/5

Speed - 3/5

Steel Pipe

Attack 1 - Side Swing

Attack 2 - Downward Swing

Range - 3/5

Power - 2/5

Speed - 3/5

Axe

Attack 1 - Slash

Attack 2 - Downward Slash

Range - 1/5

Power - 2/5

Speed - 4/5

Hammer

Attack 1 - Diagonal swing

Attack 2 - Downward swing

Range - 3/5

Power - 4/5

Speed - 1/5

Chainsaw

Attack 1 - Swing side to side

Attack 2 - Swing downward

Range - 3/5

Power - 5/5

Speed - 2/5

Rock drill

Attack 1 - swing side to side

Attack 2 - Thrust forward

Range - 3/5

Power - 4/5

Speed - 2/5

Katana

Attack 1 - Slash

Attack 2 - Downward Slash

Range - 3/5

Power - 4/5

Speed - 4/5

Note - you will move forward a long way while using this weapon.

GUNS

Handgun

Clip - 15 rounds

Range - 5/5

Power - 3/5

Speed - 4/5

Shotgun

Holds - 6 shells

Range - 4/5

Power - 4/5

Speed - 3/5

Hunting Rifle

Holds - 6 shells

Range - 5/5

Power - 5/5

Speed - 2/5

Note - cannot move while aiming with this weapon therefore not as good as stats suggest.

Red Hyper blaster

Range - 5/5

Power - 3/5

Speed - 5/5

Note - has infinite ammo.

Red Flickering beam Hyper blaster (when real hyper blaster plugged in)

Range - 5/5

Power - 3/5

Speed - 5/5

Note - has infinite ammo.

Yellow beam Hyper blaster

Range - 5/5

Power - 4/5
Speed - 5/5
Note - has infinite ammo.

Green Beam Hyper blaster
Range - ?/5
Power - ?/5
Speed - ?/5
Note - has infinite ammo.

=====
16. ENEMIES AND COMBAT TIPS
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Enemy - Air Screamers
Where they are - Outside areas throughout the game.
What to listen for: Flapping of giant wings.
Attack/Damage: Claw/Low, Bite/Low
Best Weapon to use: Handgun
Combat Tips - Always use guns to fight against these as they are almost impossible to defeat with hand weapons. A good tip is to just run away, changing direction suddenly or stopping suddenly will send the winged demons going straight past you.

Enemy - Groaners
Where they are - Outside areas throughout the game.
What to listen for: Sound just like normal dogs
Attack/Damage: Bite/Low
Best weapon to use: Handgun
Combat Tips - These dog-like creatures can be taken out with 2 handgun bullets but you'll need to stamp on them as well. I wouldn't recommend a hand weapon for these as there quite quick.

Enemy - Mumbler (controversial - taken out of PAL release)
Where they are - The school and amusement park.
What to listen for: Your radio will tell you before you hear them.
Attack/Damage: Grab/Low, Slash/Medium
Best weapon to use: Handgun
Combat Tips - The handgun is enough to take care of these child demons most of the time and is relatively risk free. To save bullets you could try using the pipe but if there is more than 1 I wouldn't recommend it. If you have the katana use this to go from one end of the corridor to the other, constantly pressing attack, you will keep moving forward while slicing up anything in your way - nice.

Enemy - Invisible child
Where they are - The school, amusement park and nowhere.
What to listen for: A squeaking sound.
Attack/Damage: None/none
Best weapon to use: None
Combat Tips - You can't kill these nor will they try to kill you. Very strange...

Enemy - Cockroaches
Where they are - The school, hospital and sewers.
What to listen for: Scuttling of tiny feet.
Attack/Damage: Nibble/Low
Best weapon to use: Handgun
Combat Tips - 1 shot from the handgun then stamp on them. Not too hard.

Enemy - Rompers

Where they are - Central SH and resort area.

What to listen for: Someone pretending to be an ape.

Attack/Damage: Pounce and bite/Medium

Best weapon to use: Shotgun

Combat Tips - These half-man, half-ape creatures can be taken out with the shotgun. They are probably too quick to use a hand weapon and too strong to use the handgun on.

Enemy - Puppet Nurses

Where they are - Hospital and nowhere.

What to listen for: Groans

Attack/Damage: Grab/Low, Slash/Medium

Best weapon to use: Hammer

Combat Tips - A single Nurse is easy to kill with the Hammer, Chainsaw, Katana or Rock Drill so don't waste ammo on them. If paired up use the Shotgun for a quick kill to minimise health loss.

There seems to be no difference between the nurses with green tops and the nurses with blue tops.

Enemy - Puppet Doctor

Where they are - Hospital and nowhere.

What to listen for: Groans

Attack/Damage: Grab/Low, Slash/Medium

Best weapon to use: Hammer

Combat Tips - See above for tactics.

Enemy - Tentacle 1

Where it is: Alternate hospital

What to listen for: A sucking noise

Attack/Damage: Slap/V. low or none

Combat tips - Give it the blood pack to occupy it while you get the item it guards.

Enemy - Hanged Scratchers

Where they are - Sewers.

What to listen for: Sounds like a vicious cat or the cackling from the Blair Witch project.

Attack/Damage: Slash/Medium

Best weapon to use: Handgun

Combat Tips - The handgun is the best weapon to use for killing at a safe distance and for killing the ones on the ceiling. Main problem with these is telling when they are dead as they die very slowly while you're wasting ammo still shooting at it. Shoot about 5 times then finish it off if it tries to get you.

Enemy - Clawfingers (these replaced the mumbler in the PAL version)

Where they are - Second set of sewers and on top of Kaufmann.

What to listen for: Nothing, but sometimes there is a breaking noise and a hole in the floor as if they came through it.

Attack/Damage: Grab/Low, Claw/Medium

Best weapon to use: Shotgun

Combat Tips - The shotgun is recommended for these, not because they are tough but because you will always find them in large groups of enemies meaning a quick kill is essential.

Enemy - Stalkers

Where they are - Nowhere

What to listen for: Your radio, if you can't see anything its one of these.

Attack/Damage: Grab/Medium, Slash/high

Best weapon to use: Handgun

Combat Tips - Hard to see, hard to kill. Fortunately only appear towards the end of the game, you will need a handgun to take care of them. Same as the standard Mumbblers, but much harder to see.

Enemy - Baby Larva

Where they are: Town centre

What to listen for: your radio, it won't shut up until you kill these

Attack/Damage: None/none

Best weapon to use: Handgun

Combat Tips - There are 2 of these in the entire game, feasting on a corpse at the other side of the walkway that collapses so that you have to fight the big larva. I only saw them because the damn radio wouldn't shut up so I aimed and it pointed at them.

Enemy - Tentacle 2

Where it is: Kitchen in Nowhere

What to listen for: You can't hear it until it is too late.

Attack/Damage: Eats you/Fatal

Combat tips - Use the ring of contract so that the tentacles cannot get out of the refrigerator.

BOSSSES

Boss 1 - The Lizard

Where it is: Basement of alternate school

What to listen for: You'll see it first

Attack/Damage: Head butt/Low, Bite/Fatal

Best weapon to use: Shotgun

Combat Tips - After the cut scene which shows the arrival of the giant lizard you will need to equip your handgun and fire away until he start to split his head. At this point the music changes and the real fight begins. Equip your shotgun and get some space between him and you. Don't go near the outer walls, if it traps you - your dead. Wait for him to come up to you (you may stumble) and open his mouth, then fire twice while walking back (the book in the library is the clue to this). He dies at this point on easy mode but you will need to repeat the process on normal and hard mode. You may need some practice, I did.

Boss 2 - Larva

Where it is: 1F of town centre

What to listen for: Digging noise getting closer

Attack/Damage: Bite/Low, Spit/Low

Best Weapon to use: Shotgun

Combat Tips - Stay where you are until you know where it will rise then move out of its way, turn and shoot. Using the shotgun you should finish it off in about 6 shots. An easy boss, but its not dead yet. When the boss is defeated collect the Hunting rifle from the outskirts of the fighting area and then go through the exit that the LARVA makes for you.

Boss 3 - The Moth

Where it is: Roof of post office

What to listen for: You'll see it first

Attack/Damage: Sting/High, Spit/Low

Best Weapon to use: Hunting Rifle

Combat Tips - Equip your Hunting Rifle and start firing away checking your health after each stab with the tail. You could also use the shotgun but after the previous 2 boss fights and any other times you used the shotgun, you may not have many left. The shotgun is best to use if you have any as you can move and shoot at the same time. When the enemy is dead watch the cut scene and everything will return to the light version.

Boss 4 - Cybil

Where it is: Carousel in amusement park

What to listen for: You'll see her first but listen for her cocking her gun.

Attack/Damage: Shoot/High, Grab/Medium, Slap/Low

Best weapon to use: Unknown liquid (to save her), Rifle (to kill her)

Combat Tips - Cybil has a gun with 10 bullets. You must tempt Cybil to shoot at you by stopping near her then moving out of the way when she shoots at you. After the bullets are all gone Cybil will throw the gun away. This is your cue to either shoot Cybil (not for the best ending) or to use the unknown liquid on her (get best ending). Of course you can just use the liquid straight away by just running straight at her and using it but this is risky especially on Hard where 1 bullet kills you. To use the unknown liquid, you must be right next to Cybil.

Boss 5a - Gr. Winged Demon (Samael)

Where it is: Last room of game

What to listen for: You'll see him first.

Attack/Damage: Lightning bolt/High, Lightning fork/Medium

Best weapon to use: Hunting Rifle

Combat Tips - Equip your Rifle and shoot constantly until it is dead. On Hard mode you will have to heal almost every time you're hit. On lower levels you can take a few hits before being in danger of dying. If you haven't got much health left then you will have to shoot 4 times and then run around and try to avoid the lightning. If all else fails try lying down (it works for Cybil) or just standing there scared (works for Kaufmann).

Boss 5b - Alessa

Where it is: Last room of game

What to listen for: You'll see here first

Attack/Damage: Energy ball/High

Best weapon to use: Hunting Rifle

Combat Tips - This boss is the same as the one above except she stays on the floor. This makes it harder for you to avoid her (less area left for you to run in) but this is compensated for by her being easier to kill.

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17. FMV List
=====

1. Intro

See section on this for greater details.

2. Harry waking from crash

Harry discovers Cheryl is gone.

3. Cheryl in fog

Cheryl is seen looking all spooky.

4. Harry waking in the cafe

Harry wakes to find Cybil with him.

5. Alessa in boiler room

Alessa makes her first ghostly appearance.

6. Dahlia in church

Dahlia makes her first strange appearance.

7. Kaufmann meeting

Kaufmann decides not to blow your head off.

8. Lisa meeting

Lisa makes an emotional entrance to the game.

9. Cheryl plea for help

Cheryl appears to be tied up and frightened.

10. Cybil attacked

Cybil is attacked from behind.

11. Cybil waking as dead

Cybil awakes in a zombie-like state.

12. Cybil dying

Cybil dies - can be avoided with the unknown liquid.

13. Harry waking with Lisa

Harry wakes up in the hospital having been at the amusement park.

14. Lisa bleeding

Lisa bleeds all over. Disgusting.

15. Lisa dragging away Kaufmann

Lisa exacts revenge on Kaufmann.

16. Good+ ending

Harry and Cybil hold the child given to them by Cheryl/Alessa.

17. Good ending

Harry runs through the streets with the child but no Cybil.

18. Bad ending

Harry is dead in his jeep. All just an unconscious nightmare perhaps?

19. Bloopers

The characters cock up and mess around. It's great.

20. Alternate intro

Harry's wife has now gone from the intro replaced by Cybil. Anyone know what Harry's wife is called by the way?

21. Alternate bloopers

On the CD but not accessible through normal means I don't think. Same as normal but with a crapper tune playing.

=====
18. Intro Guide
=====

I really love the intro for this game which is why it has its own section and also because it gives some background information.

Scene 1: Black screen which has 'The fear of blood tends to create fear for the flesh.' Written on it.

Scene 2: The picture of Alessa which is found twice in the game, first in the hospital basement and secondly in Nowhere. The picture is up on a wall here though. I think the significance of this is that the picture has been taken off the wall so that she is forgotten about.

Scene 3: This scene shows Harry and his wife with a baby. The baby we find out to be Cheryl and we also learn that she was found there. It appears that Cheryl was in fact found in the cemetery not the side of the road as Harry says. Perhaps the cemetery is the side at the side of the road.

This scene is replaced by a scene showing Harry and Cybil with another baby after you finish the game with the good+ ending.

Scene 4: This is taken from the game and shows Cheryl in the fog.

Scene 5: This scene is taken from the game also and shows Harry waking up in the cafe.

Scene 6: This scene shows Lisa crawling out from under a table and hugging Harry. It is taken from the game when you first meet Lisa.

Scene 7: Dahlia is shown in the church. This scene is taken from the game also.

Scene 8: Alessa appears as a ghost in the boiler room. This is taken from the game.

Scene 9: This shows Lisa's smile after first meeting Harry during the game.

Scene 10: Kaufmann after he has just killed an air screamer. Taken from the game when you first meet him.

Scene 11: The last of the scenes which were just showing each character. This is Cybil as you see her when you wake in the cafe.

Scene 12: Harry driving his jeep along mountain roads.

Scene 13: Shows Cheryl asleep holding a sketchbook which says Coogwigger Diner on it. This Diner is in the game and shows that the Masons have been to Silent Hill before.

Scene 14: Alessa is bandaged up but looks cheerful, probably because Cheryl is approaching who contains the other half of the demon which she has inside her.

Scene 15: Cybil on her police motorbike rides along the same road as

Harry.

Scene 16: Cybil gets a call and she leaves probably to go to Silent Hill. This just shows why she is here.

Scene 17: Dr. Michael Kaufmann and Lisa Garland have an argument and Lisa appears to use explicit language. The scene shows that Kauffman is the one who makes Lisa look after the patient and that Lisa isn't happy about it. Presumably he then kills her and Lisa gets revenge at the end of the game.

Scene 18: Cybil rides alongside Harry's jeep and they make eye contact. This is probably why she thinks Harry lives in Silent Hill when you first meet her.

Scene 19: Just shows Lisa laughing. I suppose it is to make you feel more upset when she dies.

Scene 20: Harry driving still.

Scene 21: Cybil rides past Harry and into the distance.

Scene 22: Cheryl wakes up and she too looks happy despite their long drive. (Long because she fell asleep, I have no idea where they are from)

Scene 23: Cheryl in fog again but this time it is closer up. This is taken from the game.

Scene 24: Harry sees Cybil's bike at the side of the road but there is no body and Harry carries on looking thoughtful.

Scene 25: Dahlia Gillespie is shown running somewhere surrounded by large columns. I have no idea where this is or why it is shown.

Scene 26: A house is shown in an isolated place. Probably the home of Dahlia and the place where you go at the end of the game.

Scene 27: The same as the scene you see in the town centre just before fighting the giant larva. Shows Cheryl struggling as though she is tied up.

Scene 28: Shows Alessa step out into the middle of the road and Harry swerving to avoid her. Explains how he came to crash which leads up to the start of the game.

Thanks to shade for helping me improve my explanation of the intro.

=====
19. Map List
=====

- 1 - Residential Area
- 2 - School (Basement, 1F, 2F, Roof)
- 3 - Central Silent Hill
- 4 - Hospital (Basement, 1F, 2F, 3F)
- 5 - Sewer to Resort Area (C1-C4, D1-D4)
- 6 - Resort Area
- 7 - Sewer to Amusement Park

I haven't drawn the maps because I'm rubbish at it. If you want to do it then feel free. You will get full credit and all. Please don't steal them from anywhere though. Thanks.

Thanks to David Newton a.k.a. Wong Chung Bang for drawing this map of Nowhere. Follow the link below to see it.

<http://www.geocities.com/harrymas0n/NOWHERE.gif>

=====
20. Notepad Locations
=====

Location of notepad - Save name

01. Cafe - Cafe
02. Doghouse on Levin St - Doghouse
03. Convenience store - Store
04. School Bus - Bus
05. School Infirmary - Infirmary
06. K. Gordon's house - Gordon
07. Balkan Church - Church
08. Garage - Garage
09. Bridge control tower - Bridge
10. Police Station - Police
11. Hospital reception - Reception
12. Alternate hospital room 302 - Room 302
13. Directors Office in alternate hospital - Director's
14. Antique Shop - Antique
15. Jewellery Shop - Jewellery
16. Sewer 1 - Sewer
17. Sewer 1 exit - Sewer
18. Annie's Bar - Pool Hall
19. Motel reception - Motel
20. Small Boat - Boat
21. Lighthouse - Lighthouse
22. Amusement Park - Theme Park
23. Hospital After Defeating Cybil - Nowhere
24. Antique Shop Room in Nowhere - Nowhere
25. Child's Bedroom - Child's

Some of the notepads can be found in both the normal and alternate worlds, some however can only be found in one world or the other.

=====
21. Cheat Codes
=====

I don't use cheat cartridges so I cannot answer questions about them, sorry. There are 5 sections of cheat codes. They are in this order:

- 1 - Gameshark codes for NA Version
- 2 - Xplorer codes for NA Version
- 3 - Action Replay codes for UK Version
- 4 - Xplorer codes for UK Version
- 5 - Gameshark codes for Japanese version

- 1 - Gameshark Codes for NA Version.

Reverse Joker Command

D00BC76C ?????

Have Max Slots

300BCADF 0028

Inventory Modifiers Codes

Slot 01-Max 255 800BCA34 FF??
Slot 02-Max 255 800BCA38 FF??
Slot 03-Max 255 800BCA3C FF??
Slot 04-Max 255 800BCA40 FF??
Slot 05-Max 255 800BCA44 FF??
Slot 06-Max 255 800BCA48 FF??
Slot 07-Max 255 800BCA4C FF??
Slot 08-Max 255 800BCA50 FF??
Slot 09-Max 255 800BCA54 FF??
Slot 10-Max 255 800BCA58 FF??
Slot 11-Max 255 800BCA5C FF??
Slot 12-Max 255 800BCA60 FF??
Slot 13-Max 255 800BCA64 FF??
Slot 14-Max 255 800BCA68 FF??
Slot 15-Max 255 800BCA6C FF??
Slot 16-Max 255 800BCA70 FF??
Slot 17-Max 255 800BCA74 FF??
Slot 18-Max 255 800BCA78 FF??
Slot 19-Max 255 800BCA7C FF??
Slot 20-Max 255 800BCA80 FF??
Slot 21-Max 255 800BCA84 FF??
Slot 22-Max 255 800BCA88 FF??
Slot 23-Max 255 800BCA8C FF??
Slot 24-Max 255 800BCA90 FF??
Slot 25-Max 255 800BCA94 FF??
Slot 26-Max 255 800BCA98 FF??
Slot 27-Max 255 800BCA9C FF??
Slot 28-Max 255 800BCAA0 FF??
Slot 29-Max 255 800BCAA4 FF??
Slot 30-Max 255 800BCAA8 FF??
Slot 31-Max 255 800BCAAC FF??
Slot 32-Max 255 800BCAB0 FF??
Slot 33-Max 255 800BCAB4 FF??
Slot 34-Max 255 800BCAB8 FF??
Slot 35-Max 255 800BCABC FF??
Slot 36-Max 255 800BCAC0 FF??
Slot 37-Max 255 800BCAC4 FF??
Slot 38-Max 255 800BCAC8 FF??
Slot 39-Max 255 800BCACC FF??
Slot 40-Max 255 800BCAD0 FF??

Quantity Digits to Accompany Item Inventory Modifier Codes

- 20 - Health Drink
- 21 - First Aid Kit
- 22 - Ampoule
- 40 - Lobby Key
- 41 - House Key
- 42 - Key of Lion
- 43 - Key of Woodman
- 44 - Key of Scarecrow
- 45 - Library Reserve Key
- 46 - Classroom Key

47 - K.Gordon Key
48 - Drawbridge Key
49 - Basement Key
4A - Basement Storeroom Key
4B - Examination Room Key
4C - Antique Shop Key
4D - Sewer Key
4E - Key of Ophiel
4F - Key of Hagith
50 - Key of Phaleg
51 - Key of Bethor
52 - Key of Aratron
53 - Note: To School
54 - Note:Doghouse
55 - Picture Card
57 - Sewer Exit Key
58 - Channeling Stone
60 - Chemical
61 - Gold Medallion
62 - Silver Medallion
63 - Rubber Ball
64 - Flauros
65 - Plastic Bottle
66 - Unknown Liquid
67 - Plate of Turtle
68 - Plate of Hatter
69 - Plate of Cat
6A - Plate of Queen
6B - Blood Pack
6C - Disinfecting Alcohol
6D - Lighter
6E - Video Tape
70 - Kaufmann Key
71 - Receipt
72 - Safe Key
73 - Magnet
74 - Motorcycle Key
75 - Bird Cage Key
76 - Pliers
77 - Screwdriver
78 - Camera
79 - Ring of Contact
7A - Stone of Time
7B - Amulet of Solomon
7C - Crest of Mercury
7D - Ankh
7E - Dagger of Melchior
7F - Disk of Ouroboros
80 - Kitchen knife
81 - Steel Pipe
82 - Rock Drill
84 - Hammer
85 - Chain Saw
86 - Katana
87 - Axe
A0 - Handgun
A1 - Hunting Rifle
A2 - Shotgun
A3 - Hyper Blaster
C0 - Handgun Bullets

C1 - Rifle Shells
C2 - Shotgun Shells
E0 - Flashlight
E1 - Pocket Radio
E2 - Gasoline Tank

Infinite Health
300BA0BD 0040
800BA0BE 0006

Infinite Ammo All Weapons/No Reload
800BA008 0001

Have Map
800BCB98 0002

Weapon-In-Hand Modifier
300BCADE 00??

Quantity digits to accompany Weapon-in-hand code

80 - Kitchen Knife
81 - Steel Pipe
82 - Rock Drill
84 - Hammer
85 - Chain Saw
86 - Katana
87 - Axe
A0 - Handgun
A1 - Hunting Rifle
A2 - Shotgun
A3 - Hyper Blaster

Walk Thru Walls
8006A5B8 A997
8006A5BA 0801
8006A694 A9AE
8006A696 0801

With this code, be careful, as inside a wall the camera angle changes; you need to know where you are to get back onto the screen.

Always First Save
800BCADA 0000

Quick Load
D00BC76C 0110
800BCCBC 0008

With this code, go to save game screen and press Up & L2. (DO NOT USE ANYWHERE BUT SAVE MENU!)

Maxium Brightness In Options
300BC74B 001F

Roller Skate Mode
800BA132 3800

Infinite All Items

50002804 0000

300BCA35 00FF

or

8005346E 2400

Game Time 0:0:0

800BCC84 0000

800BCC86 0000

Radio Always On

800BCAE0 0001

Completed Map

800BCC08 FFFF

800BCC0A FFFF

800BCC0C FFFF

800BCC0E FFFF

800BCC10 FFFF

Flashlight Always On

800BC35C 0100

Control Demo Mode

D00BC76C 0100

800BCCB2 00E0

D00BC76C 0100

800BC258 0004

With this code, press and release L2 at the Silent Hill title screen.
If done properly, the screen may appear to move down. Don't push any
buttons and wait for the demo to begin.

All Weapons

50000404 0001

300BCA34 00A0

50000304 0001

300BCA44 0080

50000404 0001

300BCA50 0084

300BCA60 00E2

WARNING: This will overwrite other items unless you start a new game.

Have A Ten Star Ranking At End Of Game

300C48B5 0064

How Many Games Cleared Modifier

300BCC7E 00??

Power & Colour Of Hyper Blaster Beam Modifier

300BCC90 00??

Quantity Digits to Accompany Power & Colour of Hyper Blaster Beam
Modifier Code

31 - Red Beam (Least Powerful)

71 - Yellow Beam (2nd Most Powerful)

B1 - Green Beam (Most Powerful)

F1 - Flashing Beam (Same Power As Red Beam)

Restore Health (press select):

D00BC76C 0001
300BA0BD 0040
D00BC76C 0001
800BA0BE 0006

Timer Off:

800BCC84 0000
800BCC86 0000

Thanks to:

<http://www.cmgsccc.com/>
Game Software Code Creators Club
For most of these codes.

2 - Xplorer codes for NA Version

Infinite Ammo
865FEE305964

Save always 0
865F19FE595A

Complete map
865F1A30504F
865F1A2E504F
865F1A34504F
865F1A38504F

Health Restore (press select)

D00BC76C0001
300BA0BD0040
D00BC76C0001
800BA0BE0006

Save always first save
800BCADA0000

All Weapons
500004040001
300BCA3400A0
500003040001
300BCA440080
500004040001
300BCA500084
300BCA6000E2

Not many here but if you know more can you let me know or tell me
where to find them. Thanks.

3 - Action Replay codes for UK Version

Reversed Joker Command
D00B BD5C ????

Infinite Health
800B96AE0063

Infinite ammo & no reload
800B95F80063

Have All Weapons
800BC0980180
800BC09C0181
800BC0A40184
800BC0A80185
800BC0B00187
800BC0B4FFA0
800BC0B8FFA1
800BC0C0FFA3
800BC0BCFFA2

Using this Code will delete other items unless you start a new game.

Always finish with 1 save
800BC0CA0000

Always finish with game time 00:00:00
800BC2740000
800BC2760000

Slide & Glide mode
800B97223800

Never Reload
800B 95F8 0001

Weapon-In-Hand Modifier
800A D77C 04??

Quantity digits to accompany Weapon-in-hand code

80 - Kitchen Knife
81 - Steel Pipe
82 - Rock Drill
84 - Hammer
85 - Chain Saw
86 - Katana
87 - Axe
A0 - Handgun
A1 - Hunting Rifle
A2 - Shotgun
A3 - Hyper Blaster

Brightness Modifier (01-1F)
D00B BD3A 0103
800B BD3A 01??

Blood Colour Modifier
D01E 76A0 0000
801E 76A0 000?

Don't know the quantity digits for this code. Can you tell me if you

know. Thanks.

Save Equals 1
800B C0CA 0000

Quick Load
D00B BD5C 0110
800B C2AC 0008

Use only at Save Game Screen. Press L2 & Up, then X to load a save game.

Have Map
800B C188 0002

Map Completed
800B C1F8 FFFF
800B C1FA FFFF
800B C1FC FFFF
800B C1FE FFFF
800B C200 FFFF

Flashlight Always On
800B B94C 0100

Act In Demo Mode
D00B BD5C 0100
800B C2A2 00E0
D00B BD5C 0100
800B B848 0004

Press and release L2 at the Silent Hill title screen. Don't do anything until the demo starts.

Have 40 Slots
300B C0CF 0028

Inventory Modifiers
Slot 01-Max 255 800B C024 FF??
Slot 02-Max 255 800B C028 FF??
Slot 03-Max 255 800B C02C FF??
Slot 04-Max 255 800B C030 FF??
Slot 05-Max 255 800B C034 FF??
Slot 06-Max 255 800B C038 FF??
Slot 07-Max 255 800B C03C FF??
Slot 08-Max 255 800B C040 FF??
Slot 09-Max 255 800B C044 FF??
Slot 10-Max 255 800B C048 FF??
Slot 11-Max 255 800B C04C FF??
Slot 12-Max 255 800B C050 FF??
Slot 13-Max 255 800B C054 FF??
Slot 14-Max 255 800B C058 FF??
Slot 15-Max 255 800B C05C FF??
Slot 16-Max 255 800B C060 FF??
Slot 17-Max 255 800B C064 FF??
Slot 18-Max 255 800B C068 FF??
Slot 19-Max 255 800B C06C FF??
Slot 20-Max 255 800B C070 FF??

Slot 21-Max 255 800B C074 FF??
Slot 22-Max 255 800B C078 FF??
Slot 23-Max 255 800B C07C FF??
Slot 24-Max 255 800B C080 FF??
Slot 25-Max 255 800B C084 FF??
Slot 26-Max 255 800B C088 FF??
Slot 27-Max 255 800B C08C FF??
Slot 28-Max 255 800B C090 FF??
Slot 29-Max 255 800B C094 FF??
Slot 30-Max 255 800B C098 FF??
Slot 31-Max 255 800B C09C FF??
Slot 32-Max 255 800B C0A0 FF??
Slot 33-Max 255 800B C0A4 FF??
Slot 34-Max 255 800B C0A8 FF??
Slot 35-Max 255 800B C0AC FF??
Slot 36-Max 255 800B C0B0 FF??
Slot 37-Max 255 800B C0B4 FF??
Slot 38-Max 255 800B C0B8 FF??
Slot 39-Max 255 800B C0BC FF??
Slot 40-Max 255 800B C0C0 FF??

Quantity Digits to Accompany Item Inventory Modifier Codes (I think these are right but I only copied them from the explorer section)

20 - Health Drink
21 - First Aid Kit
22 - Ampoule
40 - Lobby Key
41 - House Key
42 - Key of Lion
43 - Key of Woodman
44 - Key of Scarecrow
45 - Library Reserve Key
46 - Classroom Key
47 - K.Gordon Key
48 - Drawbridge Key
49 - Basement Key
4A - Basement Storeroom Key
4B - Examination Room Key
4C - Antique Shop Key
4D - Sewer Key
4E - Key of Ophiel
4F - Key of Hagith
50 - Key of Phaleg
51 - Key of Bethor
52 - Key of Aratron
53 - Note: To School
54 - Note:Doghouse
55 - Picture Card
57 - Sewer Exit Key
58 - Channeling Stone
60 - Chemical
61 - Gold Medallion
62 - Silver Medallion
63 - Rubber Ball
64 - Flauros
65 - Plastic Bottle
66 - Unknown Liquid
67 - Plate of Turtle
68 - Plate of Hatter
69 - Plate of Cat

6A - Plate of Queen
6B - Blood Pack
6C - Disinfecting Alcohol
6D - Lighter
6E - Video Tape
70 - Kaufmann Key
71 - Receipt
72 - Safe Key
73 - Magnet
74 - Motorcycle Key
75 - Bird Cage Key
76 - Pliers
77 - Screwdriver
78 - Camera
79 - Ring of Contact
7A - Stone of Time
7B - Amulet of Solomon
7C - Crest of Mercury
7D - Ankh
7E - Dagger of Melchior
7F - Disk of Ouroboros
80 - Kitchen knife
81 - Steel Pipe
82 - Rock Drill
84 - Hammer
85 - Chain Saw
86 - Katana
87 - Axe
A0 - Handgun
A1 - Hunting Rifle
A2 - Shotgun
A3 - Hyper Blaster
C0 - Handgun Bullets
C1 - Rifle Shells
C2 - Shotgun Shells
E0 - Flashlight
E1 - Pocket Radio
E2 - Gasoline Tank

Infinite All Items
GB 2.2 or higher only
5000 2804 0000
300B C025 00FF

PAL2NTSC
D002 252C 0000
8002 252C 0001

4 - Xplorer codes for UK Version

Joker, Codes by UL1@blaze.de
Codes 5 & 6 by Nachbrenner & UL1@blaze.de
made on XPClassic V2.0081

Reverse Joker Command
700BBD52 ????

ScreenX
800C6478 ????

ScreenY
800C647A ????

PAL2NTSC
\$85ABEFE3CECD

Y-Fix
\$85AA4DCFCECD

Walk through Walls
(Press L1 & L2 & R1 & R2 Pad 2)
\$75B47B4DBECC
\$55AF5F6F2ED1
\$DC6EDC661C55

Switch off Walk through Walls
(Press L1 & L2 & R1 & R2 & Select Pad 2)
\$75B47B4DBECB
\$85AF5F6FCED9
\$75B47B4DBECB
\$85AF5F71DE0D

Infinite Health
\$35B4547CCE0D
\$35B4547DCE0D

Infinite Ammo For Weapon-in-Hand
\$35B453C7CECE
Press Buttons at Inventory Screen. Not all weapons can be used at every time.

When using weapon codes place them in the last spaces of the inventory to avoid the game getting locked.

Have Kitchen Knife
(Press Square & L1 Pad 2)
\$75B47B4D49CC
\$85B3954BD14D
\$35B47E9ECEF5

Have Steel Pipe
(Press Square & L2 Pad 2)
\$75B47B4D4CCC
\$85B3954BD14E
\$35B47E9ECEF5

Have Rock Drill
(Press Square & R1 Pad 2)
\$75B47B4D45CC
\$85B3954BD14F
\$35B47E9ECEF5

Pick
(Press Square & R2 Pad 2)
\$75B47B4D4BCC
\$85B3954BD151

\$35B47E9ECE5

Have Chain Saw

(Press Circle & L1 Pad 2)

\$75B47B4DA9CC

\$85B3954BD152

\$35B47E9ECE5

Have Katana

(Press Circle & L2 Pad 2)

\$75B47B4DACC

\$85B3954BD153

\$35B47E9ECE5

Have Axe

(Press Circle & R1 Pad 2)

\$75B47B4DA5CC

\$85B3954BD154

\$35B47E9ECE5

Have Handgun

(Press Circle & R2 Pad 2)

\$75B47B4DABCC

\$85B3954BD26D

\$35B47E9ECE5

Have Hunting Rifle

(Press Triangle & L1 Pad 2)

\$75B47B4DB9CC

\$85B3954BD26E

\$35B47E9ECE5

Have Shotgun

(Press Triangle & L2 Pad 2)

\$75B47B4DBCCC

\$85B3954BD26F

\$35B47E9ECE5

Have Hyper Blaster (red beam)

(Press Triangle & R1 Pad 2)

\$75B47B4DB5CC

\$85B3954BD270

\$35B47E9ECE5

Brightness Modifiers:

Very dark

\$75B47B09CFD0

\$35B47B09CECE

Normal

\$75B47B09CFD0

\$35B47B09CED0

Bright

\$75B47B09CFD0

\$35B47B09CEDC

Very bright

\$75B47B09CFD0

\$35B47B09CEEC

Red Blood

\$75C7346FCECD

\$35C7346FCECD

Green Blood

\$75C7346FCECD

\$35C7346FCECE

Purple Blood

\$75C7346FCECD

\$35C7346FCECF

Black Blood

\$75C7346FCECD

\$35C7346FCECD0

Saved once

\$35B47E99CECD

Time 0:0:0

\$85B48043CECD

\$85B48045CECD

Quick Load

\$75B47B2BCFDD

\$35B4807BCED5

Use only at Save Game Screen. Press L2 & Up,
then X to load a save game.

Slide'n'Glide-Mode

\$85B455F106CD

Have Map

\$35B47F57CECF

Map complete

\$B5ADBED1CECD

\$15B47FC7CDCC

Flashlight Always On

\$35B4771CCECE

Act In Demo Mode

\$75B47B2BCFCD

\$35B48071CEAD

\$75B47B2BCFCD

\$35B47617CED1

Press and release L2 at the Silent Hill title
screen. Don't do anything until the demo starts.

Have 40 Slots

\$35B47E9ECEF5

Infinite all Items

Slot 01 \$35B47EF4CED6

Slot 02 \$35B47EF8CED6

Slot 03 \$35B47EFCED6

Slot 04 \$35B47E00CED6

Slot 05 \$35B47E04CED6
Slot 06 \$35B47E08CED6
Slot 07 \$35B47E0CCED6
Slot 08 \$35B47E10CED6
Slot 09 \$35B47E14CED6
Slot 10 \$35B47E18CED6
Slot 11 \$35B47E1CCED6
Slot 12 \$35B47E20CED6
Slot 13 \$35B47E24CED6
Slot 14 \$35B47E28CED6
Slot 15 \$35B47E2CCED6
Slot 16 \$35B47E30CED6
Slot 17 \$35B47E34CED6
Slot 18 \$35B47E38CED6
Slot 19 \$35B47E3CCED6
Slot 20 \$35B47E40CED6
Slot 21 \$35B47E44CED6
Slot 22 \$35B47E48CED6
Slot 23 \$35B47E4CCED6
Slot 24 \$35B47E50CED6
Slot 25 \$35B47E54CED6
Slot 26 \$35B47E58CED6
Slot 27 \$35B47E5CCED6
Slot 28 \$35B47E60CED6
Slot 29 \$35B47E64CED6
Slot 30 \$35B47E68CED6
Slot 31 \$35B47E6CCED6
Slot 32 \$35B47E70CED6
Slot 33 \$35B47E74CED6
Slot 34 \$35B47E78CED6
Slot 35 \$35B47E7CCED6
Slot 36 \$35B47E80CED6
Slot 37 \$35B47E84CED6
Slot 38 \$35B47E88CED6
Slot 39 \$35B47E8CCED6
Slot 40 \$35B47E90CED6

Inventory Modifier

Slot 01 300BC024 00??
Slot 02 300BC028 00??
Slot 03 300BC02C 00??
Slot 04 300BC030 00??
Slot 05 300BC034 00??
Slot 06 300BC038 00??
Slot 07 300BC03C 00??
Slot 08 300BC040 00??
Slot 09 300BC044 00??
Slot 10 300BC048 00??
Slot 11 300BC04C 00??
Slot 12 300BC050 00??
Slot 13 300BC054 00??
Slot 14 300BC058 00??
Slot 15 300BC05C 00??
Slot 16 300BC060 00??
Slot 17 300BC064 00??
Slot 18 300BC068 00??
Slot 19 300BC06C 00??
Slot 20 300BC070 00??
Slot 21 300BC074 00??

Slot 22 300BC078 00??
Slot 23 300BC07C 00??
Slot 24 300BC080 00??
Slot 25 300BC084 00??
Slot 26 300BC088 00??
Slot 27 300BC08C 00??
Slot 28 300BC090 00??
Slot 29 300BC094 00??
Slot 30 300BC098 00??
Slot 31 300BC09C 00??
Slot 32 300BC0A0 00??
Slot 33 300BC0A4 00??
Slot 34 300BC0A8 00??
Slot 35 300BC0AC 00??
Slot 36 300BC0B0 00??
Slot 37 300BC0B4 00??
Slot 38 300BC0B8 00??
Slot 39 300BC0BC 00??
Slot 40 300BC0C0 00??

Quantity Digits To Accompany Inventory Modifier Codes

20 - Health Drink
21 - First Aid Kit
22 - Ampoule
40 - Lobby Key
41 - House Key
42 - Key of Lion
43 - Key of Woodman
44 - Key of Scarecrow
45 - Library Reserve Key
46 - Classroom Key
47 - K.Gordon Key
48 - Drawbridge Key
49 - Basement Key
4A - Basement Storeroom Key
4B - Examination Room Key
4C - Antique Shop Key
4D - Sewer Key
4E - Key of Ophiel
4F - Key of Hagith
50 - Key of Phaleg
51 - Key of Bethor
52 - Key of Aratron
53 - Note: To School
54 - Note doghouse
55 - Picture Card
57 - Sewer Exit Key
58 - Channeling Stone
60 - Chemical
61 - Gold Medallion
62 - Silver Medallion
63 - Rubber Ball
64 - Flauros
65 - Plastic Bottle
66 - Unknown Liquid
67 - Plate of Turtle
68 - Plate of Hatter
69 - Plate of Cat
6A - Plate of Queen
6B - Blood Pack

6C - Disinfecting Alcohol
6D - Lighter
6E - Video Tape
70 - Kaufmann Key
71 - Receipt
72 - Safe Key
73 - Magnet
74 - Motorcycle Key
75 - Bird Cage Key
76 - Pliers
77 - Screwdriver
78 - Camera
79 - Ring of Contact
7A - Stone of Time
7B - Amulet of Solomon
7C - Crest of Mercury
7D - Ankh
7E - Dagger of Melchior
7F - Disk of Ouroboros
C0 - Handgun Bullets
C1 - Rifle Shells
C2 - Shotgun Shells
E0 - Flashlight
E1 - Pocket Radio
E2 - Gasoline Tank
80 - Kitchen Knife
81 - Steel Pipe
82 - Rock Drill
84 - Hammer
85 - Chain Saw
86 - Katana
87 - Axe
A0 - Handgun
A1 - Hunting Rifle
A2 - Shotgun
A3 - Hyper Blaster

Thanks to
www.Xploder.net
for the codes.

5 - Gameshark codes for Japanese version.

Codes Made & Tested on 2.3 Version Cheat Device

Game save always 0:
800BF00A 0000

Game Time set to 00:00:00:
800BF1B4 0000
800BF1B6 0000

Infinite Health:
800BC5EE 0006

Super Save (L2 & Square):

D00BEC9C 8100
800BF1EC 0010

Infinite Ammo:
800BC538 000F

Have Map:
300BF00D 0001

Item Slot Modifier 1:
800BEF64 FF??

Item Slot Modifier 2:
800BEF68 FF??

Quantity Items to Accompany Inventory Modifier Codes

- 20 - Health Drink
- 21 - First Aid Kit
- 22 - Ampoule
- 40 - Lobby Key
- 41 - House Key
- 42 - Key of Lion
- 43 - Key of Woodman
- 44 - Key of Scarecrow
- 45 - Library Reserve Key
- 46 - Classroom Key
- 47 - K.Gordon Key
- 48 - Drawbridge Key
- 49 - Basement Key
- 4A - Basement Storeroom Key
- 4B - Examination Room Key
- 4C - Antique Shop Key
- 4D - Sewer Key
- 4E - Key of Ophiel
- 4F - Key of Hagith
- 50 - Key of Phaleg
- 51 - Key of Bethor
- 52 - Key of Aratron
- 53 - Note: To School
- 54 - Note:Doghouse
- 55 - Picture Card
- 57 - Sewer Exit Key
- 58 - Channeling Stone
- 60 - Chemical
- 61 - Gold Medallion
- 62 - Silver Medallion
- 63 - Rubber Ball
- 64 - Flauros
- 65 - Plastic Bottle
- 66 - Unknown Liquid
- 67 - Plate of Turtle
- 68 - Plate of Hatter
- 69 - Plate of Cat
- 6A - Plate of Queen
- 6B - Blood Pack
- 6C - Disinfecting Alcohol
- 6D - Lighter
- 6E - Video Tape
- 70 - Kaufmann Key
- 71 - Receipt

72 - Safe Key
73 - Magnet
74 - Motorcycle Key
75 - Bird Cage Key
76 - Pliers
77 - Screwdriver
78 - Camera
79 - Ring of Contact
7A - Stone of Time
7B - Amulet of Solomon
7C - Crest of Mercury
7D - Ankh
7E - Dagger of Melchior
7F - Disk of Ouroboros
80 - Kitchen knife
81 - Steel Pipe
82 - Rock Drill
84 - Hammer
85 - Chain Saw
86 - Katana
87 - Axe
A0 - Handgun
A1 - Hunting Rifle
A2 - Shotgun
A3 - Hyper Blaster
C0 - Handgun Bullets
C1 - Rifle Shells
C2 - Shotgun Shells
E0 - Flashlight
E1 - Pocket Radio
E2 - Gasoline Tank

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22. Puzzle Guide

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This section is for people who only want to know the answer to the puzzle rather than how the answer is found. I strongly recommend finding out how the answer is found otherwise you will never get better at solving puzzles but here's the answers for the lazy people:

Piano puzzle - Number keys 1-12, left to right and play 3,10,11,8,2.

Classroom key - Look at the key, use rubber ball on other hole and turn valve.

The key can be found in the courtyard where the clock tower is.

Valve puzzle - Turn the right valve left twice and the left valve right once.

Plate Puzzle - Place the plates in the following order starting top right:

Blue, Green, Yellow, Red.

Indian Runner code - 0473

Normans motel code - 0886

Zodiac sign puzzle - Enter the numbers 6,4,8 from left to right.

Grim reapers door - Enter ALERT to unlock it.

Camera Puzzle:

(from elevator)

Left Door:

Right Door:

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* * *
* * .
* . .

. . * * . *
. . * * * .
* * * * * *

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* * *
* . *
* . *

. * . * . .
* * * * * .
. * . * * *

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23. Expert Tips
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1. If you find a particular part difficult then save just before instead of continuing over and over again.
2. Obvious one - skip all FMV, cut scenes and don't read any notes (except the Levin St. dog house one).
3. Remember the pass codes for the doors so that you won't need to look up anything. Also remember the patterns for the doors on 3F in nowhere (place where you use camera).
4. Have ammo multiplier on max and use shotgun as soon as you get it throughout the game. Hunting rifle should be used on bosses for quick kills.
5. Collect all the items in the game which improves your rank and gets you loads of health. At the end of the day your rank will be better with gold in items, saves, continues and ending instead of time.
6. Kill everything that gets in your way to improve your rank. Always kill cockroaches as they take the least ammo but still count as a kill.
7. Don't use the hyper blaster as you get no credit for your aiming and it's not that good anyway.

=====
24. ESSENTIAL ITEMS/SPEED GUIDE
=====

Follows is a list of all the essential items needed to finish the game. It can be used as a speed guide or as a general guide for people who only want to know where to find the main stuff.

Cafe - map, flashlight, 2X health drink, knife, radio, handgun

Ellroy St. Chasm - Key of scarecrow

Alley behind cafe - Key of woodman

Finney St. far right - Key of Lion

UFO ending only

Convenience Store - Channelling stone

Matheson St. left chasm - 'Dog House, Levin St.' note

Dog Kennel on Levin St. - House Key

Lab Equipment room - Chemical

Chemistry Lab - Gold Medallion

Music room - Silver Medallion

Alternate school storage room - Rubber ball

Classroom 1F top right - Picture card

Locker Room - Library Reserve key

Roof/Courtyard - Classroom key

Boiler room - K.Gordon key

Church - Drawbridge key, Flauros

Conference room - Basement key

+ ending only

Kitchen - Plastic bottle

Directors Office - Unknown Liquid

Men's Toilet 3F - Plate of Turtle

Storage room - Blood pack

Room 306 - Plate of Cat

Directors Office - Plate of Queen

Room 201 - Lighter

Room 204 - Plate of Hatter

Operating room - Basement storeroom key

ICU - Disinfecting alcohol

B2 Third left - Examination room key

Examination room - Antique shop key

Sewer Office - Sewer Key

Sewer bottom left - Sewer exit key

Good/Good + ending only

Annie's bar - Receipt, Kauffmann key

Norman's motel - Magnet

Motel room 3 - Motorcycle key

UFO ending here. Everything below for 4 standard endings only.

Operating prep room - Pliers, Screwdriver

Faucet room - Key of Ophiel

Limb puzzle room - Stone of time

Morgue - Amulet of Solomon

Antique shop - Key of Hagith

Jewellery store - Ring of contract, Crest of Mercury

3F left room - Birdcage key

Birdcage room - Key of Phaleg

Kitchen - Dagger of Melchoir

Graffiti room - Ankh

Storerroom - Key of Bethor

Electrified key room - Key of Aratron

Alessa's basement room - Disc of Ouroboros

TOTALS

UFO ending = 34 (+1, Channelling stone) + 1 map

BAD ending = 49 + 1 map

BAD+ ending = 51 + 1 map

GOOD ending = 53 + 1 map

GOOD+ ending = 55 + 1 map

Essential Kills

UFO ending = 4

First Air Screamer

Giant Lizard

Giant Larva

Giant Moth

BAD ending = 6
First Air Screamer
Giant Lizard
Giant Larva
Giant Moth
Cybil
Alessa

BAD+ ending = 5
First Air Screamer
Giant Lizard
Giant Larva
Giant Moth
Alessa

GOOD ending = 6
First Air Screamer
Giant Lizard
Giant Larva
Giant Moth
Cybil
Samael

GOOD+ ending = 5
First air Screamer
Giant Lizard
Giant Larva
Giant Moth
Samael

=====
25. Versions
=====

- 1 - Japanese Version
- 2 - American Version
- 3 - European Version

Japan-USA Game Differences

Unknown

USA-EURO Game Differences

1 PAL version has black borders on the FMV, cut-scenes and map screen. The in game borders are virtually absent and konami deserve respect for that.

2 The main menu screen is now practically blank. Why? It looks crap compared to the NA version.

3 There is an extra option in the options menu: Language. Choose from English, German, French, Spanish and Italian. Tough choice.

4 As is already said before, the Clawfinger enemy replaces the mumblers.

5 For some reason the text you get when searching the mess on the floor behind the 'beware of dog' gate has changed from:

What the..?
What is it?

To:

Jesus!

What is that?

God only knows why they bothered doing this. (No pun intended :-))

6 The inventory screen has changed from:

Name: ----- Stock: ---

To:

----- X ---

Doesn't look as good in my opinion and there seemed no reason to change it. No big deal though.

7. Harry now says he prays Cheryl is safe when you check his jeep instead of hoping that she is safe.

8. Some camera angles are slightly different.

Think that's about everything.

Other Games in the series

Name	Versions	Formats
Silent Hill	Japanese (Konami the best) American (greatest hits) European (Platinum)	PSX
Silent Hill: Play Novel	Japanese	GBA
Silent Hill 2	American, Japanese, European	PS2
Silent Hill 2: Restless Dreams	Japanese, American, European	Xbox

=====
26. MISCELLANEOUS
=====

GAME DEMO

If you leave the game for a while game scenes will start to play which show Harry going to places that you need to go to but never collecting what he needs:

1. Harry goes to the police car where you find the key of Lion but never picks it up.

2. Harry goes to the wrecked freeway on his way to the school. He

takes the healthy drink but refuses the handgun bullets. He is also using his knife. Perhaps you get something for not using guns. (?!)

3. Harry does a nice move to avoid an air screamer then kills it. He then finds the school bus, gets lost for a bit then finds the school.

4. Harry walks around the school kicking butt with the steel pipe before finding the piano room. He inspects the locked piano and the riddle on the wall before going mad and attacking the wall. Very strange.

5. Harry starts off in the room with the big fan, he leaves, shoots some mumbler and then finds the gutter. Harry then goes to the roof and checks his map. These 2 places are where you go to get the classroom key.

=====
27. WEIRD STUFF
=====

On my way to the lighthouse I was attacked by a romper and was pushed into the sea. I could walk on water but could not get back on the land. I could go anywhere on the map but it was all black. I could walk straight through buildings without even seeing them and even off the map, I had to reset in the end.

Check the game manual for the items section to find some rather bad mistakes:

Portable first aid kit - Wrong name used, no need for the portable part because all first aid kits are portable.

Kitchenknife - Surely not all one word.

Lead pipe - I'm sure the one I got was steel.

Dietary supplements - Or even health drinks.

Also read the prologue and it says Cheryl is asleep in the back seat when she clearly is in the front during the intro.

=====
28. In-game References
=====

Teachers List

The 3 names on the list (Gordon, Moore & Ranaldo) are the surnames of the 3 original members of Sonic Youth:

- Kim Gordon
- Thurston Moore
- Lee Ranaldo

The Key you get after defeating the giant Lizard is K. Gordon's key.

STREET NAMES

Finney - Jack Finney

Bachman - Stephen King's pseudonym
Bloch - Robert Bloch
Matheson - Richard Matheson
Ellroy - Jack Ellroy
Bradbury - Ray Bradbury
Levin - Ira Levin
Sanford - John Sanford
Simmons - Dan Simmons
Sagan - Carl Sagan
Crichton - Michael Crichton
Koontz - Dean R Koontz
Wilson - F. Paul Wilson

MIDWICH

As in the name of the town in 'The Midwich Cuckoos' by John Wyndham.

QUEEN BURGER

Surely they mean Burger King. Someone at KCET should be eating more healthily.

Thanks to rac002 for this E-mail:

I noticed a reference:
the keys "Scarecrow"; "Woodman"; and "Lion" are
references to "The Wizard
Of Oz" Dont ask me why they are
there, though.

Thanks to Alvin Ronnfeldt for this E-mail:

By the way, did you notice that the name of the hotel owner was Norman? As in Norman Bates? As in Psycho? Also, the plates in the hospital correspond to characters from Alice in Wonderland, just as the keys correspond to characters from Wizard of Oz. I guess these childish images come from Alessa's nightmare.

Thanks to Jamie Weir for this E-mail:

I played this game 3 years ago and didn't play much of it and last night I beat it. I noticed when I first rented it that it and the movie "Phantoms" have a lot in common. Here is how. Maybe you seen this movie (book is better, then again the book is always better than the movie) and have noticed this stuff.

1. Both take place in a mountain town for tourist.
2. Everyone in town has disappeared or is dead.
3. The sirens in the town go off and on.
4. A giant moth breaks in through a window. Silent Hill-a demon.
5. Snowing.
6. Dean Koontz wrote the book "Phantoms." Silent Hill-street name.
7. Demons take over town.
8. Phantoms/Silent Hill Cop gets taken over by a demon.
9. No way out of towns...only in. Radio's are all down and phones are dead.
10. Phone call from ghost/demons. Kid singing "Jesus Loves Me" in kitchen sink in "Phantoms."
11. Both have a doctor type-person obsessed with the occult.
12. Send demons to try to kill humans or lead them somewhere.

13. Kinda dumb. Both towns start with an S. Silent Hill...Snowfield.

Well now if you never have anything to do you can search for these comparisons someday.

=====
29. Recommended Sites & FAQ's
=====

You should really check out the Silent Hill Plot Guide by President Evil, it's great. You can find it at www.gamefaqs.com amongst other places.

I think that these are currently the best Silent Hill sites on the net so go here for any info you need:

Silent Hill Asylum:
<http://www.planets2.com/shasylum/main.html>

Official sites:

Silent Hill:
<http://www.silenthill.de/english/index.html>

Silent Hill 2:
<http://www.kcetokyo.com/sh2/>

=====
30. FAQ's
=====

Feel free to send me your Silent Hill related questions or corrections or additions or whatever. Contact info at bottom of document.

1. Can I use your guide on my site?

A. Probably but E-mail me anyway so that I can confirm it and so that I can keep track of where it is.

=====
31. HELP
=====

A list of stuff I still need help with or still want to add:

Need criteria for gold in items, walking/running dist, kills and shooting style.

Need to know criteria for earning Katana.

Need to know how to earn green beam hyper blaster and add weapon stats for it.

Need someone to tell me and differences between American and Japanese version of the game.

Need to know how to read the 2 files found on 3F in nowhere.

Need the release date of the Japanese soundtrack.

Cheat code question:

What are the quantity digits for blood colour code for action replay (UK)

=====

32. PLOT SUMMARY

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Dahlia and Kaufmann are members of a cult that worship a dark god known as Samael. Presumably a prophesy (gyromancy) told the cult when the right time to resurrect the evil god was and so the cult set about doing this. The plan is to have a child born and the god to be inside the child who will then give birth to the dark god, Samael. This is shown at the end of the game when Dahlia says Cheryl/Alessa will be the mother of god.

Things start to go wrong when Alessa becomes haunted by a poltergeist brought on by the stress of bullying at school. The poltergeist info is shown in the book by Leonard Rhine that you are directed to read and Alessa being bullied is shown by her crying in the toilets and abuse on her desk in Nowhere.

Dahlia does not want to lose control over Alessa to anyone especially a poltergeist so she casts a spell on Alessa to extract her soul and place it into another child, Cheryl. In order to do this Dahlia must give up some of her life which is why she looks so much older than she really is. Alessa's body is then burnt to put her into a coma and stop the poltergeist activity. Cheryl is then left at the side of the road for Harry and his wife to find.

Alessa's burnt body was then to be hidden in the basement of the hospital by Kaufmann, the director of the hospital. Obviously Kaufmann can't do this alone and run the hospital so he recruits Lisa Garland, a nurse. Kaufmann then makes Lisa do anything he wants by getting her addicted to a drug called White Claudia. Lisa then falls into a depression as you can see from her diary. My guess is she then makes the video that you find and commits suicide, hence the blood on the tape. Everything is then a waiting game until Cheryl's return to Silent Hill which was also prophesised.

Cheryl returns to Silent Hill numerous times (which is why she has a colouring book from coogwiger diner) although nothing happens. When Cheryl returns this time however the soul of Alessa is 14 years old. Basically she is now old enough to give birth to the demon god. Dahlia must just get Cheryl and Alessa together and then perform another ritual to put Alessa's soul back into her body.

Alessa is now a lot more powerful than when she was put into Cheryl. She is also a good person and does not want to give birth to a demon god. She therefore creates a world full of demons for Cheryl to hide in. Cheryl cannot be killed here though because she contains Alessa's soul and it is Alessa's world. To stop Alessa, Dahlia must use the Flauros to kill/capture/destroy the poltergeist which is giving Alessa the power to create her alternate world.

Dahlia however cannot get to Alessa/Cheryl because the world in which she hides is Alessa's. Dahlia decides to send in Harry presuming that Alessa will not let the demons kill him. Harry is killed. Dahlia puts

Harry back into the alternate world and gives him some help, Cybil and her handgun.

Harry then goes around killing monsters and finding helpful items to open doors and get close to Alessa/Cheryl. Cybil however is most probably killed although it doesn't matter because she can be reinserted when she is needed. Dahlia guides Harry towards Cheryl using his love for her, Notes in her handwriting and urges him to go quicker by showing him Cheryl is in danger, the phone call, the screens in the town centre etc.

As the demon god grows inside of Alessa, it starts to take more and more control which explains the sudden plunges into a dark hell which happens more frequently towards the end. I think also that the demon god is the one responsible for the Giant lizard and the larva/moth. Once Harry defeats these creatures everything returns to the way Alessa wanted it and the demon god is suppressed for a short time.

Once Harry reaches the hospital he meets Kauffman who also has a gun. Since he then kills some of the monsters I guess that means Dahlia put him in. This is possibly an attempt to keep Harry going, Kauffman says things like 'keep your mind on business' and 'patrol will be through here soon'. I believe that Alessa then steals Kauffman and uses him to get the Aglothitis which she thinks will kill the demon god.

Alessa then inserts Lisa into the world who I believe is used by Alessa to try and charm Harry into giving up his search for Cheryl. It doesn't work.

I believe that Alessa then has Cybil attacked. This is to test the Aglothitis. It seems to work. Alessa then makes an appearance to try and explain to Harry what is going on and how to get his daughter back. However the Flauros kicks in and Alessa's world starts to fall apart. Dahlia captures Alessa/Cheryl and Harry ends up talking to a weird looking Lisa.

Alessa in a last ditch attempt to stop the demon god creates a place in which Harry can look for Cheryl. The puzzles are still there though because the rooms are only rooms from before. Alessa now needs Harry to find her so that he can stop Dahlia.

Once Harry finds Alessa, Dahlia explains cryptically what is going on. Kauffman then makes a surprise appearance and uses the aglothitis on Alessa. The demon god however is not killed but he is extracted from Alessa. Since he is not born he is not at full strength and so he can be killed. Harry does this but only after it kills Dahlia who is laughing indicated that she isn't really there at all.

Alessa then gives Harry a little girl and the 2 of them run for an exit, created by Alessa, with Cybil. Kauffman is captured by Lisa who is already dead but still wants revenge. Alessa stays behind and is presumably killed.

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33. 10 Star Rating Guide
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Will be finished by next update for sure.

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34. SOUNDTRACK INFO
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Track Listing

01. Silent Hill (2:51)
02. All (2:07)
03. The Wait (0:09)
04. Until Death (0:51)
05. Over (2:04)
06. Devil's Lyric (1:26)
07. Rising Sun (0:57)
08. For All (2:39)
09. Follow the Leader (0:52)
10. Claw Finger (1:32)
11. Hear Nothing (1:33)
12. Children/Flesh Kill (0:19)
13. Killed by Death (1:25)
14. Don't Cry (1:29)
15. The Bitter Season (1:26)
16. Moonchild (2:48)
17. Never Again (0:45)
18. Fear of the Dark (1:13)
19. Half Day (0:39)
20. Heaven Give Me Say (1:47)
21. Far (1:14)
22. I'll Kill You (2:52)
23. My Justice For You (1:21)
24. Devil's Lyric 2 (0:25)
25. Dead End (0:17)
26. Ain't Gonna Rain (1:12)
27. Nothing Else (0:51)
28. Alive (0:33)
29. Never Again (1:01)
30. Die (0:56)
31. Never End. Never End. Never End (0:46)
32. Down Time (1:38)
33. Kill Angels (1:16)
34. Only You (1:16)
35. Not Tomorrow 1 (0:48)
36. Not Tomorrow 2 (1:38)
37. My Heaven (3:17)
38. Tears of... (3:16)
39. Killing Time (2:54)
40. She (2:36)
41. Esperandote (6:26)
42. Silent Hill (Otherside) (6:23)

Note - Track 12 has 2 different names depending on the version.
Children Kill in Japan and Flesh Kill in the US.

Versions Info

Japanese version:

Front cover - Lisa Garland

Back cover - Cybil Bennett

Release date - ???????

US version:

Front cover - Cheryl Mason

Back cover - Alessa Gillespie

Release date - 5th March 1999

General Info

Composer - Akira Yamaoka

Published By - King Records

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35. LEGAL STUFF
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I spent a lot of time writing this guide so I don't want anyone ripping me off. Don't try and change some of it and call it yours either cause I will recognize my own writing style a mile away.

The only sites allowed to use my guide or any part of it are:

Gamefaqs.com <http://www.gamefaqs.com>
Neoseeker.com <https://www.neoseeker.com>
Psxcodez.com <http://www.psxcodez.com>
Central Silent Hill <http://www.game-saga.com/darksaga/csh/>
Biohazard IV Outbreak <http://www.gamingireland.net/~phoenix/bh4site/>
Dark Omen <http://www.gamingireland.net/~darkomen/omen/>
The Dungeoneers Guild <http://www.geocities.com/gideond/>
Survival Horror Network
<http://www.silenthill4all.f2s.com/sh2/test5.shtml>

And any site that I make myself, when I get around to it. If you see this guide anywhere not mentioned then please tell me so that I can sue them and live a life of luxury.

My thanks go to:

KCET for developing this great game.
Konami for publishing this great game.
The hosts of every site that has published my guide.
Everyone who has contributed to this guide and has been mentioned.
Shade for his help with the plot.
David Newton for his cool nowhere map.
Everyone who reads this for reading this.

Contact can be made via the following message board:

<http://clubs.yahoo.com/clubs/harryssilenthill>

To E-mail me my address is:

HarryMas0n@Yahoo.com

Note: when E-mailing me please do not include an attachment as I am a trust-no-one type of person and will not open it.

Written exclusively by 'Harry Mason'

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