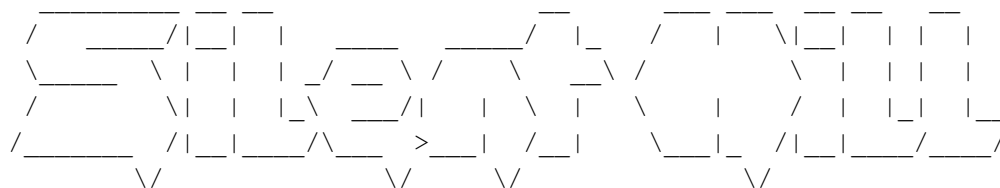


Silent Hill FAQ/Walkthrough Final

by Alex

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		Health Drink.....	_	
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		First Aid Kit.....	_	
		Health Drink.....	_	
		Handgun Bullets.....	_	
		Handgun Bullets.....	_	
		Steel Pipe.....	_	

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THE STORY SO FAR: Harry wakes up in a small diner with a female police officer. She seems to be experiencing the same weird occurrences that he is. She introduces herself as Cybil Bennett, from the next town over. As of now her current plan is to call for backup. She doesn't think Harry should go back out, but his daughter is missing and he desperately needs to find her. Before leaving, Cybil gives Harry and Handgun telling him that she hopes he doesn't have to use it. With that he gets ready to go.

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Cybil gives you the HANDGUN, which is a weapon for Harry to use. Press the select button and equip it in the menu. The weapon must be equipped in order to be used. There are a few other things to find in here as well. Check the counter to get a HEALTH DRINK, FLASHLIGHT and RESIDENTIAL AREA MAP. Beside these objects there is a Notepad on the counter. Examine the Notepad and you will be able to save your progress. Next move over to the other side of the counter where you will find a KITCHEN KNIFE and a HEALTH DRINK. The Kitchen Knife is a basic melee weapon with low power and short range, but you don't have to worry about ammunition. Personally in all the times I have played through this game, I don't know that I've ever used the knife more than once. Attempt to leave the diner and the radio will suddenly start buzzing.

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THE STORY SO FAR: "Huh, radio. What's going on with that radio?".

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As you go over to examine it, an enormous winged creature will break through the window and you'll be given control of Harry again. Waste no time blasting the creature out of the air. Hold R2 to position yourself in the fighting stance and then fire using the X button. It takes about six bullets to kill the monster. After doing so be sure to pick up the POCKET RADIO. The radio will buzz from now on whenever there are monsters in the area. If you're ready to proceed with the game, then you are free to leave the diner.

The alley where you chased Cheryl the first time is now marked on your map. Before going there make an immediate right (from Harry's perspective) when coming out of the diner and look on the nearby bench to find HANDGUN BULLETS and more HANDGUN BULLETS. Now turn around and go south (according to your map) toward the Queen Burger. At this point there is a good chance you will encounter an enemy. There are a couple things you should know. First of all ammunition is limited, so in many situations it's best to run rather than fight. If you do choose to fight, only ever use enough bullets to knock the monster down, not to kill it. Once the monster is injured on the ground you have a few second to approach it and stomp it with the X button for an instant kill. Anyway check the windowsill of the Queen Burger for a HEALTH DRINK.

Turn left (east) onto Matheson Street and follow it until you reach an alley. Go south down the alley to find some HANDGUN BULLETS, and another package of HANDGUN BULLETS on the ground. Now turn around and go up the alley to the

north. About half way up there should be a large gate on your left. Go through it and pick up the HEALTH DRINK off the trash can, and the KEY OF "WOODMAN" from the pool of blood. The use for this key will become obvious before too long. Head back through the gate and go north. Keep going north until eventually you bump into some houses. Turn west here until you hit Bachman road and then take a few steps north. On your right (just check the map) there should be a convenience store. The door is open so go inside.

There are quite a few items to be found in here including a HEALTH DRINK, HEALTH DRINK, HEALTH DRINK, FIRST AID KIT and a save point on the counter beside the First Aid Kit. Make sure you collect all the items before leaving the store. Make a right turn outside and start heading up Bachman Road. At the end, on the west side you should be able to find your car. Examine the driver's side door to get a HEALTH DRINK. Now run south to the intersection of Bachman and Finney, then turn west. Your destination now is the alley marked on your map with a red arrow. Head south down that alley again like you did at the beginning of the game. The alley is now swarming with enemies, but I don't recommend you actually fight any of them. Go through the gate at the end and down the alley as you did before. At the end you won't find any Demon Babies however, but you will find HANDGUN BULLETS, HANDGUN BULLETS, and a note written by Cheryl. It says "To school" so Harry marks the location of the Midwich Elementary School on his map. Examine the sketchbook as well and then pick up the STEEL PIPE. The Steel Pipe is a new melee weapon. It's like the knife except with a better range, more power, and overall just better. Unlike the knife I find the Steel Pipe can actually be useful to deal with enemies like the dogs without having to waste any of your precious ammunition.

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+-- (____ /   ETTING TO SCHOOL ----- 01.03 ---+

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|----------------|-------------------------|---|
| ITEM CHECKLIST | Handgun Bullets.....    | _ |
|                | Key of "Lion".....      | _ |
|                | Key of "Scarecrow"..... | _ |
|                | Health Drink.....       | _ |
|                | First Aid Kit.....      | _ |
|                | Health Drink.....       | _ |
|                | House Key.....          | _ |
|                | First Aid Kit.....      | _ |
|                | Handgun Bullets.....    | _ |
|                | Health Drink.....       | _ |
|                | Handgun Bullets.....    | _ |
|                | Health Drink.....       | _ |
|                | Health Drink.....       | _ |
|                | Handgun Bullets.....    | _ |
|                | Health Drink.....       | _ |
|                | Handgun Bullets.....    | _ |
|                | Health Drink.....       | _ |
|                | Health Drink.....       | _ |

Leave the alley and turn right onto Finney Street. Run all the way down to the east end where you will find a broken police car with the trunk open. Pick up the HANDGUN BULLETS off the ground and then examine the trunk of the Police Car to find a KEY OF "LION." Turn around and go back a little to

Ellroy Street and head all the way to the south end. At the very south end of the street, on the west side there is a wooden plank leading across to a secret mailbox with the KEY OF "SCARECROW" inside of it. Also be sure to pick up the HEALTH DRINK off the front porch. Turn around and head back north.

Turn left (west) onto Matheson Street and follow that for quite awhile. Turn south and the alley on Matheson between Levin Street and Bachman Road. At the end of this alley is a FIRST AID KIT. Keep moving west on Matheson until you reach the intersection of Matheson and Levin. At the south end of Levin Street where it reaches a dead end, you can find a HEALTH DRINK on the front porch of the house on the east side. Head back up to Matheson and continue west. At the west end of this road there are some bloody papers on the ground that read "Doghouse, Levin St." Levin Street is just east of here.

Make your way up Levin Street while staying on the west side of the road. One of the houses here has a pretty conspicuous bloody doghouse out front of it. Examine the doghouse to get the HOUSE KEY which unlocks the door to the house you're standing in front of. Pick up the FIRST AID KIT from the side table near the main door. The door you pass in the hallway is locked. If you've beaten the game a few times, this door will be unlocked and inside you will find a very awkward-to-wield Katana. Grab the HANDGUN BULLETS from the dining room table and the HEALTH DRINK out of the kitchen. There are more HANDGUN BULLETS beside the Notepad, and the Notepad itself allows you to save.

Examine the map beside the back door and you will automatically mark the locations of the three keys on your map. Fortunately if you've been following the guide so far, you have already picked them up. That saves a little time. You need all three keys in order to unlock this back door so use them now. When you get outside it suddenly goes completely dark. Harry automatically turns on his flashlight. The light can be turned on and off with the circle button, but there's really no reason to turn it off at this point.

Examine the patio table to get HEALTH DRINK, and HEALTH DRINK. Take the gate leading out of the backyard to the other areas of Silent Hill. Turn right and go north up the alley, then west and north again to a dead end at the top of Midwich Street. Over on the west side of the street behind one of the columns you can find some HANDGUN BULLETS and a HEALTH DRINK lying on the ground. From here run south and turn east on Matheson Street. Run south down the alley from Matheson Street that leads to Bloch Street. Along the way keep your eyes on your right to find some more HANDGUN BULLETS.

It's almost time to head for the school now. Just south of the school, parked on the west side of the road is a large school bus. Go inside of it and pick up the HEALTH DRINK and HEALTH DRINK off the front seat. There's also a Notepad at the back of the bus which you can use to save your game. With this taken care of you are now ready to enter the school. It's marked on your map just northwest of here. Approach the main doors and press X to go inside.

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+-- (/\_ |/ |\_ IDWICH ELEMENTARY SCHOOL ----- 01.04 ---+

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| ITEM CHECKLIST | School Map.....      |       |
|                | Handgun Bullets..... |       |
|                | Health Drink.....    |       |
|                | First Aid Kit.....   |       |

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|--|--|-----------------------|---|--|
|  |  | Handgun Bullets.....  | _ |  |
|  |  | Handgun Bullets.....  | _ |  |
|  |  | Health Drink.....     | _ |  |
|  |  | Chemical.....         | _ |  |
|  |  | Gold Medallion.....   | _ |  |
|  |  | Handgun Bullets.....  | _ |  |
|  |  | First Aid Kit.....    | _ |  |
|  |  | Handgun Bullets.....  | _ |  |
|  |  | Silver Medallion..... | _ |  |
|  |  |                       | _ |  |

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Sitting on the left side of the front lobby is the SCHOOL MAP which will be an invaluable asset to you when trying to find your way around this building. Proceed through the doors into the main hall and turn left. Examine the bloody notes behind the counter here. Each one is a clue to something you will have to do later. There's also a door here behind the reception that leads into some kind of lounge. Grab the HANDGUN BULLETS off the table and go back to the main hallway. Head east this time and go south through the door to the right of the lobby. This is the infirmary. In here you can find a FIRST AID KIT on the bed, and a HEALTH DRINK inside of the cabinet. Also be aware of the Notepad sitting on one of the shelves. Save and leave here.

Go through the doors leading north out into the courtyard. Be careful of the Demon Babies that occupy this area. Keep moving north and go through the double doors at the top. More Demon Babies to be found in this hallway. Again, head through the doors to the north and pick up the HANDGUN BULLETS off of the bench at the side. Turn around and return to the previous room. next we're going to go through the double doors on the far west side. Run all the way south (well almost all the way) and examine the double doors leading east. This should unlock them (they just lead back to where you came in, so don't go through the doors.) The only place you can go from here is up the stairs.

Kill off any Demon Babies you find in this hallway to start. Head down to the far south end of the hall and go into the women's washroom. Be prepared to fight off two Demon Babies in a small enclosed space here. Pick up the HANDGUN BULLETS off the floor and leave. Go into the men's washroom as well just to check it out. Enter the classroom beside the men's washroom and go north into the other classroom from that one. Kill any Demon Babies you find and get the HEALTH DRINK from a table up near the blackboard. There are two sets of doors leading to the eastern hallways, take the more northern of the two. Check out the room marked Lab Equipment Room. Locate the purple bottle on the shelf and pick it up to get a CHEMICAL. With nothing else to find in this room, go back out to the hallway and enter the Chemistry Lab.

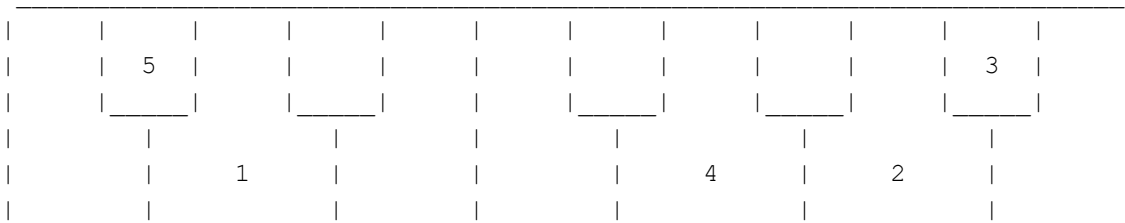
Examine the old man's hand on the table which is covering something. While standing directly beside it, open up your inventory and use the Chemical. When the hand is dissolved, Harry is able to pick up the GOLD MEDALLION. Make sure you also pick up the HANDGUN BULLETS at the back of the room before you leave. Head to the east end of the hall and go through the double doors, then north into the Library. There are some enemies in here, but they're just harmless spirits which cannot hurt you. Grab the FIRST AID KIT off the table. Leave the Library through the south door and go east into the northern classroom. From here head south into the other classroom, watch out for Demon Babies! Pick up the HANDGUN BULLETS off the table and exit through any door.

Run to the south end of the hall and then proceed through the double doors leading west. Go into the Locker Room first. Find the noisy locker and examine it. Leave the locker room and go back east to the previous hallway. Descend down the stairs here to the first floor. Go into the more northern of the two classrooms and find the HANDGUN BULLETS sitting on the table. Head to

the south end of the hall and unlock the double doors leading west back to where you first entered the school. From here head north to the courtyard. At the southeast corner of the courtyard there is a golden emblem on a pillar. Stand in front of this and use the Gold Medallion to set it into place.

Head through the northern doors and then go west. You need to get back up to the second floor. On the southern side of the second floor there is a room called the Music Room, that is your destination right now. Before examining the piano, examine the sheet music on the wall. This is the solution to the riddle of which keys to play. When you attempt to play the piano you'll notice that some keys work and some don't. The ones that don't are actually tied to switches and you have to play them in the proper order. The order is explained on the sheet music with the riddle, and the answer is as follows:

Pelicans are white (corresponds to the colour of the key.) You have a white key, then a dove (also white) flies past (further to the right.) You have one white key, and one white key to the right of it. A raven (black) is further than the dove and the pelican, so you have white, white, black. Another white goes somewhere, but it doesn't tell you where. The crow stops immediately, meaning far to the left. The order of the birds also matters and must be taken into account with the solution. The final answer is:



Going in order from one, two, three, four, five of course. The diagram is a little crude but should correspond exactly to the keys' position. Once the proper combination has been input, a SILVER MEDALLION will drop from its position above. Head back again to the first floor courtyard and place the Silver Medallion into where it's supposed to sit. When this is done, go south through the doors and then east into the eastern hallway. Head down the stairs into the basement and enter the Boiler Room. Examine the big red button and choose to turn it on. Once again you need to make another trip back to the courtyard. Examine the doors of the clocktower where you have been placing the medallions, it is no longer locked. Climb down the ladder and go through the underground, then back up the ladder on the other side.

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+--- (_/    LTERNATE SCHOOL ----- 01.05 ---+

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| ITEM CHECKLIST | First Aid Kit.....|_ |
|                 | Handgun Bullets.....|_ |
|                 | Picture Card.....   |_ |
|                 | Health Drink.....   |_ |
|                 | First Aid Kit.....  |_ |
|                 | Health Drink.....   |_ |
|                 | Handgun Bullets.....|_ |
|                 | Shotgun.....        |_ |
|                 | Handgun Bullets.....|_ |
|                 | Handgun Bullets.....|_ |

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	Shotgun Shells..... _
	Handgun Bullets..... _
	Rubber Ball..... _
	Handgun Bullets..... _
	Health Drink..... _
	Shotgun Shells..... _
	Library Reserve Key..... _
	First Aid Kit..... _
	Handgun Bullets..... _
	Classroom Key..... _
	Health Drink..... _
	Health Drink..... _
	Shotgun Shells..... _
	Shotgun Shells..... _
	Ampoule..... _

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THE STORY SO FAR: Harry comes out of the clocktower a little dazed and wondering where he is. Walking forward he notices an odd symbol etched into the ground before him. Players who are familiar with the Silent Hill series know exactly what is going on, but technically this is the very first time in the series we visit the "alternate" version of something. Basically in the world of Silent Hill they like to take areas that are really creepy, and multiply them by a thousand. This here is the "alternate school" which basically puts the first school to shame.

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We will start by going through the double doors to the north. Be careful of Demon Babies when you do. Continue north into the next room with the giant fan and pick up both the FIRST AID KIT and the HANDGUN BULLETS off the benches. Head east and go up into the hall. Watch out for the new enemies in here, the cockroaches. You can tell these are some badass bugs when you still have to kick them even after using a bullet. There are two doors leading south, take the more eastern of the two down and then go east into the classroom. Head south and watch out because there are three Demon Babies in this classroom. Leave the room through either door and check the bench in the hallway to find a HEALTH DRINK. Proceed through the western double doors.

Start by checking out the evil Infirmary. Just like before you will find a FIRST AID KIT, a HEALTH DRINK as well as a Notepad for saving your game. Leave this room and go through the doors leading to the lobby. As you probably guessed there is no way to leave the school, but if you examine the wheelchair you will get an AMPOULE. Ampoules are the most potent healing items in the game. Return to the hallway and go through the door behind the reception desk. In this room you will find some HANDGUN BULLETS sitting on the couch. Stand in front of the odd door and use the Picture Card you found recently. Now that you have unlocked this door, go through it.

Now this is where things get weird. Go first into the men's washroom, not the women's washroom (this is important.) Open up the bathroom stall to find yourself face to face with a hanging corpse. Forget about the corpse for now, your focus should be the SHOTGUN sitting on the ground in front of it. Pick up the Shotgun and leave the washroom. All right now look at your map in the hallway and see that it says "1F" at the upper left corner. Well go into the women's washroom and look at your map. Suddenly it says "2F." The women's washroom in the alternate school is a warp portal between floors somehow. Leave the washroom and go into the men's washroom on the second floor. Pick up the HANDGUN BULLETS, HANDGUN BULLETS and SHOTGUN SHELLS. To get back to



the first floor all you have to do is enter and leave the women's washroom.

Head north on the first floor and unlock the double doors leading east. When you reach a dead end and can't go any further north, head into the classroom. Demon Babies and Cockroaches populate this room. When you've got them taken care of go north into the next classroom. Pick up the HANDGUN BULLETS from the chair and then try to leave through the northeast door. As you do...

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THE STORY SO FAR: As Harry tries to leave the room suddenly the phone starts ringing. He picks up the line and on the other end he can hear the voice of his daughter who sounds scared, but the line cuts off.

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Leave through the northeast door and unlock the large double doors leading east. Go through them and then up into the Storage room. Pick up the pink RUBBER BALL from the table. Leave this room and return to the west hallway. With nowhere else to go, climb the stairs up to the second floor. Enter the first classroom and be very careful of Demon Babies. You should be able to find some HANDGUN BULLETS on a chair in here. Leave this room not through the south door, but the east door on the south side. Just pick up the HEALTH DRINK off the bench in the hall then turn around and go back into the classroom. Take the south door and pick up the SHOTGUN SHELLS off the chair, then go through either door to get back to the hallway again.

Proceed through the double doors leading east here. Kill any enemies you come across and run over to the Locker Room again. When you go inside that same damn locker is pounding, so examine it. Since there's nothing inside, leave the room. Oh wait... examine that corpse to get the LIBRARY RESERVE KEY. Turn around and go back through the previous hallway, through the classroom and up to the north end. Proceed through the double doors leading east. Run to the east side and use the Library Reserve Key on the Library Reserve. Pick up the FIRST AID KIT and then go through the door into the Library.

Read the book which is sitting on the table. Keep this little fairy tale in mind because it just might be a tip relating to a certain upcoming boss. Make sure you pick up the HANDGUN BULLETS and then take the south door into the hallway. At the moment there is nowhere you can go here, so head back west through the hallway and go up the stairs to the third floor (the roof). Go out the door and locate a hole next to some blood. Examine the hole and you will see a key just out of reach. Go over and find the drainage valve. Choose to turn it on when Harry asks. You will see that the water doesn't wash away the key. Walk over to the hole where the water drains at the corner, and use the Rubber Ball you found. Turn the water on again and it will wash around to where you say the key. In order to actually find it you now need to run back to the first floor and go out into the courtyard.

The key can be found in a very conspicuous location up near the northeast corner of the courtyard. Examine the key to acquire the CLASSROOM KEY which is exactly what you need. Now would be a good time to go back to the Infirmary and save your game by the way. Return to the second floor and run east through the northern hallway, past the Library Reserve to reach the locked classroom. Open it up by using your Classroom Key. Be careful here because you'll be attacked by three Demon Babies. Head south into the next classroom and pick up the HEALTH DRINK off the chair. Leave the classroom through the west door and find the HEALTH DRINK sitting on a bench in the hallway. Descend down the stairs at the far end and when you reach the first floor, unlock the door to the north and go through it. Now is your final chance to save the game before the boss, and it's a perfect chance since you're about three seconds away from the Infirmary. When you're ready go down

to the basement and enter the Storage room to find SHOTGUN SHELLS, SHOTGUN SHELLS and AMOUPLE. Leave the room, reload your Shotgun and equip it.

Through the door leading into the Boiler Room you'll find something a bit puzzling. You can't proceed any further because there are bars in your way. On the left is a handle which moves the gate in one manner, while the one on the right moves it differently. To get through you must strategically use a combination of both. The solution is to examine the left crank and choose to move it right. Now examine the other crank (on the right) and choose to move that one right... twice. There is your solution. The boss awaits.

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|| The Lizard makes for a decent first boss, and he can actually be pretty ||
|| tough if you don't know what you're doing. If you do know what you're ||
|| doing however he can be quite easy. The trick is timing and agile ||
|| movement. The boss is fought in two "stages." During the first stage ||
|| his only attack is like a headbutt. He'll wander around the area and ||
|| nudge you with his face. It takes at least three of these to bring you ||
|| from green to yellow damage and at least four or five more before it ||
|| actually kills you. The danger is minimal but you still need to heal if ||
|| you start to get hurt. What you want to do is whip out the Shotgun and ||
|| start blasting the monster in the face. Shoot a couple times and then ||
|| reposition yourself if necessary. After about four or five shells to ||
|| the face, the monster will get angry and enter the second stage of the ||
|| battle. The only attack it has now is when it opens up its face and ||
|| tries to eat you. This is a far cry from its first attack, now you're ||
|| looking at something which is an almost guaranteed one-hit kill. ||
|| Fortunately there's an easy solution. Get yourself in a position where ||
|| you're facing the boss and he's facing you, but there is a lot of ||
|| distance behind you. Wait until the first sign he is going to open his ||
|| mouth then hold down to start walking backward (don't hold square to ||
|| hop, just walk backward.) While walking you can shoot with slowing down ||
|| so blast a couple of Shotgun Shells into the beast's open mouth. On ||
|| normal difficulty you can actually fire two shots in a matter of ||
|| seconds, and kill the boss with those two back-to-back blasts. ||
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| ITEM CHECKLIST | K. Gordon Key.....|_|| |
| | | Handgun Bullets.....|_||
| | | Handgun Bullets.....|_||
| | | Health Drink.....|_||
| | | Health Drink.....|_||
| | | Handgun Bullets.....|_||
| | | Handgun Bullets.....|_||
| | | Handgun Bullets.....|_||
| | | Shotgun Shells.....|_||
| | | First Aid Kit.....|_||
| | | Flauros.....|_||
| | | Drawbridge Key.....|_||
| | | Health Drink.....|_||
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|  |  |                              |  |
|--|--|------------------------------|--|
|  |  | Health Drink..... _          |  |
|  |  | Shopping District Map..... _ |  |
|  |  | Health Drink..... _          |  |
|  |  | Handgun Bullets..... _       |  |
|  |  | Shotgun Shells..... _        |  |
|  |  | Handgun Bullets..... _       |  |
|  |  | Handgun Bullets..... _       |  |
|  |  | Shotgun Shells..... _        |  |
|  |  | Handgun Bullets..... _       |  |
|  |  | Handgun Bullets..... _       |  |
|  |  | Health Drink..... _          |  |
|  |  | Health Drink..... _          |  |

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THE STORY SO FAR: Harry blacks out after the boss is defeated, and wakes up in the school's Boiler Room during the day. All traces of the monster are gone, and all traces of the Alternate School are gone as well. Everything is back to normal, or as normal as it can be in Silent Hill. As he goes to leave the school he hears the sound of a church bell ringing and decides to see if perhaps there may be someone else there.

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Pick up the K. GORDON KEY and stick it into your inventory. The school is no longer evil in any way so you can pretty much roam around all you like without having to worry about monsters or scariness. If you're looking for a place to save your game, the save point in the school bus is still readily available. Follow Bradbury Street east a little bit and then go up the alley. You should be able to find your way into another backyard from here and use the K. Gordon Key on the backdoor of the house. Pick up the HANDGUN BULLETS and more HANDGUN BULLETS in the kitchen, then leave the house through the front door.

The church is circled on your map, so finding your way there now shouldn't be difficult at all. There are no obstacles in your path like there were for the school. Before we go there, head north on the road until you reach a dead end. Check the porch of the house on the east side of the road to get a HEALTH DRINK. Now run south and turn east onto Bradbury Street. Run along the north sidewalk and just before you reach the alley you should be able to find another HEALTH DRINK on one of the benches. Make your way up the alley keeping your eye on the right side for some HANDGUN BULLETS. When you pop out at the top, turn right and make your way to the church. When you reach it don't go inside. Take a look at your map and see that east of the church is a gas station. Head there and find the open door on the side of the gas station. Inside this little room there is a Notepad and a box of HANDGUN BULLETS. If you've beaten the game before then there is also a Gas Canister if I'm not mistaken, which is used with either the Rock Drill or Chainsaw.

Leave the gas station and head down Ellroy Street going south. At the end check the west side for a lone truck with both SHOTGUN SHELLS and some HANDGUN BULLETS beside it. GO back up to the intersection of Bloch Street and Ellroy, then run a little bit east. On the far south side there is a broken set of stairs leading to both a FIRST AID KIT and some SHOTGUN SHELLS. That covers just about all of the items that you can find in this area. If you're ready then go back to the church and head inside to trigger a cutscene.

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THE STORY SO FAR: This crazy old hag seems to know all about Cheryl somehow. Harry demands she tell him everything she knows about Cheryl, but she seems mostly concerned with an object she calls Flauros. They are

objects supposedly designed to counteract the power of the underworld. The woman tells Harry to make haste to the hospital, so at least he has some idea of where to go. With that, she simply walks out of the church.

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After she is done talking, approach the pedestal and take both the FLAUROS and the DRAWBRIDGE KEY. Also be sure to pick up the HEALTH DRINK sitting on the ledge to the left of the pedestal. The only other noteworthy object in this place is the Notepad back near the door. Save your game and exit the church. Head all the way east from here to reach the drawbridge. The control tower is on the south side. Before going up the stairs check out the lower room of the tower. Inside is a Rock Drill, but you can only pick it up if you've beaten the game before and found the Gasoline back at the station. Head up the stairs to the control booth and pick up the SHOPPING DISTRICT MAP. Also make sure you pick up the HEALTH DRINK. Examine the control panel and then open up your inventory and use the Drawbridge Key. Agree to press the switch and the bridge will lower. Head down and cross over into the Shopping District.

Proceed east until you have the chance to go north in the new part of town. On the north side of the bridge there is a HEALTH DRINK sitting on a red drum beside some kind of shack. When you get across check the broken stairs on the south side of the drawbridge to get some HANDGUN BULLETS. At the very first intersection there is a police station on the corner, and the door is unlocked. Enter the police station and take the SHOTGUN SHELLS off the shelf in the front hall. Don't miss the HANDGUN BULLETS and HANDGUN BULLETS on the counter either. One of the doors is jammed but you can go through the other. More SHOTGUN SHELLS can be found in here as well as a memo on the desk. Save your game again if you need to and then collect the HANDGUN BULLETS. That's all there is to find in here so leave the police station entirely.

I forgot to mention that you need to be careful of the new enemies, the Monkey Men. They can deal quite a bit of damage if they manage to leap on you. Our next destination is quite a distance away. Head all the way east to the intersection of Sagan and Simmons, then go south to the intersection of Simmons and Koontz. Head a little bit west on Koontz then south down the alley to find both HANDGUN BULLETS and a HEALTH DRINK. Just north of the alley on the other side of the street there is another HEALTH DRINK on one of the tables out front of the restaurant. If you're ready to continue with the game then head for the gates of the hospital now and go through them. You'll have to fight off a couple of dogs before you can go inside.

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+--- (_/ LCHEMILLA HOSPITAL ----- 01.07 ---+
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ITEM CHECKLIST	First Aid Kit..... _
	Hospital Map..... _
	Hospital Basement Map..... _
	Basement Key..... _
	Plastic Bottle..... _
	Health Drink..... _

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Start by examining the Notepad on the reception desk and saving your game. As you walk ahead you should hear a gunshot somewhere off in the distance.

There's only one door that you can go through on this floor right now.

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THE STORY SO FAR: Inside this room sits a man holding a handgun with blood at his feet. He fires a shot but not aiming for Harry. Harry introduces himself to the man who seems relieved to find another human being. The man says he is Dr. Michael Kaufmann and he works at the hospital, when he woke up everything was like it is now. Harry explains his situation and Michael is sorry to hear about everything that is happened, but is determined not to just sit around. Michael wishes him good luck and exits.

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Proceed through the door next to the one you came in from, but not on the opposite side. This one should take your behind the reception desk where you can pick up both a FIRST AID KIT and the HOSPITAL MAP off of the wall. Return to the previous room and go through the third door, the one you haven't gone through yet. Leave this small room to reach a hallway. Try the doors along the side one by one until you find one that is open. In this room there is a HOSPITAL BASEMENT MAP sitting on the table. Pick it up then go through the door next to it. This is some kind of conference room, on the table is a BASEMENT KEY. Make sure you don't miss it. Go next door into the kitchen and collect both the HEALTH DRINK and a PLASTIC BOTTLE which is sitting on the counter. The next room to check is the director's office. At the back of the room you will find some liquid spilled all over the floor. Stand above the liquid and use the Plastic Bottle in your inventory to collect some. This liquid won't come into play until near the end of the game, and will play a vital role in determining which of the game's endings you get.

With this stuff out of the way, use the Basement Key to unlock the door leading down to the basement and descend down the stairs. Turn on your flashlight and get ready to shoot some Cockroaches. Before doing anything else go into the generator room and press the switch to activate the power. The elevator should be working now so go into it and press the button for second floor. Try the door to find that it's locked and go back into the elevator. Ride up to the third floor now and try the door to see that it's locked. Go back into and examine the elevator panel only to find that there is now a button for the fourth floor. Press that button to ride up.

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+-- (\_/ LTERNATE HOSPITAL ----- 01.08 ---+

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| ITEM CHECKLIST        | Shotgun Shells.....    |  |
|                       | Health Drink.....      |  |
|                       | Handgun Bullets.....   |  |
|                       | First Aid Kit.....     |  |
|                       | Blood Pack.....        |  |
|                       | Plate of "Cat".....    |  |
|                       | Plate of "Turtle"..... |  |
|                       | Lighter.....           |  |
|                       | Plate of "Hatter"..... |  |
|                       | Handgun Bullets.....   |  |
|                       | Health Drink.....      |  |
|                       | Plate of "Queen".....  |  |
|                       | Hammer.....            |  |

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|  |  | Health Drink..... _           |
|  |  | Ampoule..... _                |
|  |  | Basement Storeroom Key..... _ |
|  |  | Disinfecting Alcohol..... _   |
|  |  | Handgun Bullets..... _        |
|  |  | Shotgun Shells..... _         |
|  |  | Examination Room Key..... _   |
|  |  | Video Tape..... _             |

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Welcome to the undocumented fourth floor of the evil Alternate Hospital. There are quite a few doors on this floor but believe it or not, all of them are jammed. The only thing you can do is run to the end of each hall and go through the doors leading to the next hallway. When you come to the stairs, take them down to the third floor (you can use your map again here.) Be careful of the new enemy you'll encounter, the Nurses. Start by checking out Room 302 and using the Notepad to save your game. Collect the SHOTGUN SHELLS sitting on the bed and leave the room again. Your next destination is Room 304 where you'll find (in addition to a Nurse) a HEALTH DRINK sitting on the table, and a steel plate screwed into the wall. There's nothing you can do with it now so just ignore it. Go into the linen room and then out the other door to reach the next hallway. Watch out for more Nurses!

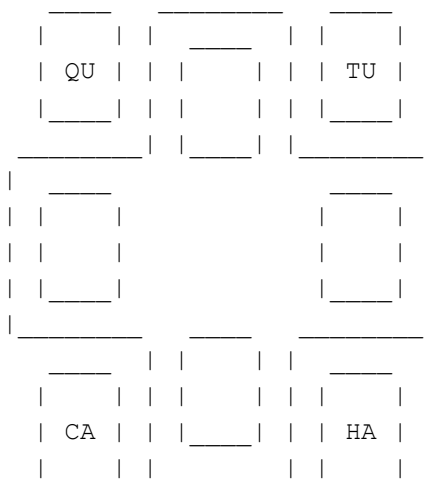
The next room to check out is the storage room. In here you will find HANDGUN BULLETS, FIRST AID KIT as well as a BLOOD PACK which will be used at a later time. Exit this room and head into Room 306 to find a PLATE OF "CAT" hanging on the wall. The last place to go on this floor is back and into the men's washroom. In there is where you will find the PLATE OF "TURTLE" sitting on the windowsill. Go through the door leading back to the stairs and take them down to the second floor. Head through the double doors to enter the hall.

More Nurses here, you know what to do (Shotgun.) Your first destination here is Room 201. Go in there and pick up the LIGHTER off the bed. Now leave this room and head into Room 204. Room 204 is occupied by some kind of weird tentacle monster. As you can see, while the monster does have an interest in biting you it also has an interest in the puddle of blood on the floor. Knowing this you need to give it a more appealing distraction. Approach the monster and open your inventory. Use the Blood Pack here and it will distract the monster, allowing you to walk up and grab the PLATE OF "HATTER." Inside the Nurse Center you will find the place where you have to put all those plates you've been finding, but you need four before you can solve the puzzle so there's really no reason to go in there, at least for the moment.

Since you can't get to the eastern hallway, go back into the stairwell and descend down to the first floor. Through the double doors the enemies are slightly different, you'll be fighting male Nurses or Doctors or something. They fight in pretty much the same way. Go into the medicine room, and try the door but you'll find that it is locked. The room across from the medicine room is open, but empty. The office beside it has some HANDGUN BULLETS sitting on the table. You'll find a HEALTH DRINK in the kitchen but not much else. In the director's office you'll find the PLATE OF "QUEEN" as well as a Notepad to save your game. Proceed through the door to the basement.

Watch out for the two Nurses that attack you simultaneously down here. Go into the generator room and pick up the HAMMER. The Hammer is a fantastic short range and very powerful melee weapon, much better than the Steel Pipe. Enter the morgue and pick up the HEALTH DRINK on one bed and AMPOULE on the other. Enter the elevator and ride it up to the third floor. Make your way to the stairs on the other end and run down to the second floor. From here go into the Nurse Center. It's time to solve this damn puzzle. The clues to

the puzzle can be found on the wall nearby. I encourage you to try and figure it out for yourself but I'm just going to give you the answer.



Obviously the two letters on the plates indicate which one to put there. For QU place the Plate of "Queen", for CA place the Plate of "Cat" etc. When all of the plates have been set into place the door will be unlocked. Unlock the double doors leading back west for simplicity sake and then head south into the operating prep room. Kill the nurses and open up the door to the operating room. Pick up the BASEMENT STOREROOM KEY from the table and go back out into the hallway. Next you'll want to go into the intensive care unit to find the DISINFECTING ALCOHOL. Inside Room 206 there is a FIRST AID KIT sitting on the chair. Unlock the door at the north end of the hallway and go through it to reach the elevator. Ride the elevator down to the basement and use the Basement Storeroom Key on (you guessed it) the basement storeroom.

In here you will find on the various shelves, HADNGUN BULLETS and SHOTGUN SHELLS. Examine the oddly conspicuous cabinet from the side, not the front to get the option to move it. Inside this room there is a trap door covered in vines. Pour Disinfecting Alcohol all over the vines and then use the Lighter in your inventory to burn them away. Proceed down into the sub-basement. Kill all of the Nurses here (it might help to turn off your flashlight if you're not using a gun) then go through the door on the left and kill all of the Nurses in there as well. The first door on your left just leads to an empty room so instead try the third door on your left for a quick scene.

Pick up the EXAMINATION ROOM KEY off the table in here and then leave the room. Return to the previous hallway and find the door on the opposite side that you can go through. There is a VIDEO TAPE sitting on the bed in here, pick it up and go back upstairs through the trap door. If you wish you can run up to the third floor and go into the room with the VCR. Use the video tape on the VCR to trigger a scene. Head back up to the first floor and go through the medicine room to reach the examination room.

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THE STORY SO FAR: Downstairs in the sub-basement Harry found a very dark and isolated room which appeared to have been occupied recently. Sitting on the desk was a picture of a girl named "Alessa." Beside that picture Harry found a key to a door upstairs. Now he unlocks this door and walks inside. There is a woman in this room, a nurse. She says her name is Lisa Garland and she has no idea what's going on. Just like everyone else he meets (beside the woman in the church) she doesn't know anything about his daughter. Harry asks the woman if she knows anything about the weird stuff in the sub-basement, but Lisa says that she and the others are under strict orders to never enter even the basement storeroom.

What happened after defeating the lizard starts happening again. Harry

loses consciousness and wakes up in the hospital during the day. The woman from the church comes into the room, giving her name, Dahlia Gillespie. She says that evil is trying to devour the town, hasn't he seen the crest marked all over the town? It's the mark on the ground in the courtyard of the alternate school, the mark of Samael...

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ITEM CHECKLIST	Antique Shop Key.....	_
	Axe.....	_

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Pick up the ANTIQUE SHOP KEY that Dahlia Gillespie left on the table for you. The Antique Shop is located at the far north end of Simmons Street on the east side of the road. Go down and use your key on the door. Save your game when you get inside the room and then examine the cabinet on the wall. Choose to push it when you get the option and you'll reveal a hole in the wall.

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THE STORY SO FAR: Cybil Bennett who we haven't seen since the beginning of the game is back, she says she couldn't get out of town no matter how hard she tried and she saw Harry coming down here. Cybil did see a girl walking through the fog, but she disappeared at the end of a dead-end road. Cybil suggests that drug trafficking might have something to do with the odd behavior of some of the people, but it certainly doesn't explain the odd events going on in the town. Lastly Harry asks Cybil about the "other world", the alternate world where he met Lisa...

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Head down the hall to the end to find an altar. Examine the wall on your right to get an AXE, personally I still prefer the Hammer. When you try to leave this room the fire will flare up and another scene will trigger.

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THE STORY SO FAR: Harry is back in the hospital with the nurse, Lisa. She says that he was having a bad dream. Harry asks Lisa about Dahlia Gillespie, who has heard something about her. Supposedly Dahlia's child died in a fire and since that time she's been kind of crazy. Lisa also knows something about Dahlia's mention of the town being devoured by darkness. Long ago before Silent Hill became a resort town, many people in the area were part of a black magic cult. Some of the original founders of the town have since died in mysterious accidents. Just as Lisa finishes talking about the cult, Harry wakes up yet again.

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| ITEM CHECKLIST | Rifle Shells.....    | _ |
|                | Rifle Shells.....    | _ |
|                | First Aid Kit.....   | _ |
|                | Hunting Rifle.....   | _ |
|                | Handgun Bullets..... | _ |
|                | Rifle Shells.....    | _ |

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You will wake up in the antique shop, but in the alternate world again. Leave the shop to find yourself in Alternate Silent Hill. If you zoom in on your map you'll see that to the south is the Silent Hill Town Center, this is your current destination. When you get close to it the camera will take a stationary position on an area of wall with a large hole in it. Go through the hole to get inside the town center. There isn't a map for this place but the path is relatively linear. Go forward and start up the escalator to trigger a short scene. Make a left (from Harry's perspective) on the second floor and locate the door into the jewelry shop. In here you can find RIFLE SHELLS, RIFLE SHELLS, FIRST AID KIT and a save point over on the counter. Leave the shop and make a left turn, you'll fall and trigger a boss fight.

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	Lying on the ground over in the corner of the area where you fight the	
	boss is a fairly conspicuous HUNTING RIFLE. Despite the novel-ness of	
	this new gun, it's not the best tool for the job. Equip the Shotgun in	
	this scenario and get ready to blast this vile creature. The way it	
	works is that the Larva comes up out of the ground, shoots a toxic cloud	
	at you and then moves toward you. If you're hit by the toxic cloud you	
	take damage, if the boss runs into you, you take damage. The best way	
	to avoid the bosses attacks is to utilize the strafing power of the L1	
	and R1 buttons. Always keep moving or you'll be hit for sure. When the	
	boss pops out of the ground, take a couple of second to get out of the	
	way, but try your very best to stay as close as you can while still	
	avoiding the attack. The closer you are the more damage your Shotgun	
	will do. You can get off about two shots on average before the boss	
	buries itself under the ground again. Rinse and repeat until it's dead.	
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When the boss is defeated, it will use whatever strength it has left to break through the glass door, allowing you passage to escape. Proceed through this hole to get back outside again. There are quite a few places you can actually reach now, but there are very few (if any) items or bonuses you'll find anywhere. The one place that you will want to visit before going to your next destination however is the police station. Pick up both the HANDGUN BULLETS and the RIFLE SHELLS from the counter. There's also a Notepad in here in case you want to save your game after defeating that boss. Your next destination? That would be Alchemilla Hospital, of the Alternate Hospital I should say. Enter the room where you met Michael Kaufmann in the "normal" hospital.

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THE STORY SO FAR: Harry finds Lisa again in the Alternate Hospital, and asks her how he can get to the lake. Bachman Road is the normal route but the road is blocked. She tells Harry that there's a water works by Midwich that should have an underground tunnel that can get you to the lake. She doesn't want to be alone, but for whatever reason she doesn't think it would be a good idea for her to leave the hospital and go with Harry. He tells her to just wait patiently for him to come back.

When you get out of the hospital there is literally no other path for you to take except for the one which leads you directly up to the roof, and...

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|| While the Moth is probably the most difficult boss you've faced so far, ||  
|| there's no reason a patient person can't get through this battle with ||  
|| little to do damage. For those looking to go on an offensive, the ||  
|| Shotgun is the weapon of choice, while those who wish to avoid damage ||  
|| should opt for the Hunting Rifle. The Moth has two basic attacks, a ||  
|| poison cloud spray from the air similar to the previous boss' attack, ||  
|| and a stab with its stinger that does a bit more damage than the former. ||  
|| To avoid being hit by these attacks and still kill the boss you need to ||  
|| equip the Hunting Rifle and run back and forth from one side of the roof ||  
|| to another between the furthest two points. When you stop and turn ||  
|| around you will only have time to fire off one shot before you have to ||  
|| run back. If you're willing to take a hit then you can probably get ||  
|| off about five or six shots before the Moth gets close enough to attack ||  
|| physically. It takes a good 15 shots or so on the normal difficulty ||  
|| from various ranges to kill the boss, less with the close-range Shotgun. ||  
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| ITEM CHECKLIST | None.....N/A |
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Fortunately you don't actually have to run all the way back to the Midwich Elementary School manually, once you cross the drawbridge the game automatically places you next to the water works. There's a lock on the door but a single shot from the Handgun, or perhaps the Hammer should do the trick in getting it off. Examine the stairs to climb down into the sewer.

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|----------------|------------------------|
| ITEM CHECKLIST | Rifle Shells..... _    |
|                | Health Drink..... _    |
|                | Handgun Bullets..... _ |
|                | Shotgun Shells..... _  |
|                | Sewer Map..... _       |
|                | Sewer Key..... _       |
|                | First Aid Kit..... _   |
|                | First Aid Kit..... _   |
|                | Health Drink..... _    |

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|  | Handgun Bullets..... _ |  |
|  | Sewer Exit Key..... _  |  |
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At the bottom of the stairs head through the arch and then follow that path for a ways until you come to a dead end. The path forks both left and right, take the left branch and do not stray from this path. It will take you to a corner, turn left and eventually lead you to a dead end with some RIFLE SHELLS. Turn around and go back the way you came a little bit until you first chance to cross over to the other side. When you do, turn left and go back in the same direction you were going to get the Rifle Shells, except now you're on the other side. Pick up the HEALTH DRINK, HANDGUN BULLETS and the SHOTGUN SHELLS on the ground here. Turn around and go back in the opposite direction while staying on this path until you come to a dead end. Cross to the other side at the dead end and continue in that direction until you reach a door.

This door is locked and there's nothing you can do about it right now. Turn around at the locked door and cross over at the first chance you get. Proceed back in the direction of the locked door except on this side now, and you'll reach another door... but this one isn't locked. There's really only one direction you can go here and it eventually takes you to some kind of sewer office. Pick up the SEWER MAP off the table and use the Notepad to save your game. Examine the key rack beside the desk to get a SEWER KEY. Leave the sewer office through the door right beside you and run west (according to your map) until you reach a corner and then cross to the north side. Head a bit west again then go south, and keep going all the way to the far south end.

The Sewer Key unlocks this door which takes you of course, to more sewers. Stay on the east side if possible and you'll find a FIRST AID KIT on the ground at a dead-end. Cross to the other side and climb up the ladder to reach the next section of the sewers. Directly beside you in this new area is another FIRST AID KIT. Head south and you'll come to a four way fork in the path. Take the east branch and follow it all the way to the end where you'll find both a HEALTH DRINK and some HANDGUN BULLETS on the ground. Go all the way south and at that point, start making your way west. Proceed through every gate you come across until eventually you come to a dead end with some blood on the ground. Examine the blood to get SEWER EXIT KEY. Upon doing this three reptile things will attack you. Don't waste your ammunition or health, just turn around and go through the gate back to the far east side. Use the Sewer Exit Key on the east door and save before climbing up again.

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| ITEM CHECKLIST | Handgun Bullets..... _ |  |
|                | Rifle Shells..... _    |  |
|                | First Aid Kit..... _   |  |
|                | Resort Area Map..... _ |  |
|                | Rifle Shells..... _    |  |
|                | Health Drink..... _    |  |
|                |                        |  |

Listen closely because you don't have a map of this area. You'll pop out of the sewer among some broken down concrete walls. Head up past the ladder and

turn left when you can (left from Harry's perspective.) Turn left again and check inside this broken structure to find RIFLE SHELLS, HANDGUN BULLETS and a FIRST AID KIT. Just outside of this structure on the side of the street is a sign with the RESORT AREA MAP attached to it, be sure to pick that up. Head down to the end of Bachman Road and get on the south side of Sanford Street. Run along the south side moving west until you find a small set of broken stairs leading off the road down to a HEALTH DRINK and some RIFLE SHELLS. From what I can tell that's about all you're going to find in this area.

At this point there is a little sidequest available that will determine whether you get the good or bad ending. It's quite simple really and only depends on whether you complete the quest or skip it. There are more than just one good, and one bad ending in this game, but this is one of the primary deterministic factors. Feel free to skip over the next section if you wish.

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+--- (_/ AUFMANN SIDEQUEST ----- 01.14 ---+

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| ITEM CHECKLIST      |   |
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| Kaufmann Key.....   | _ |
| Receipt.....        | _ |
| Health Drink.....   | _ |
| Health Drink.....   | _ |
| Rifle Shells.....   | _ |
| Health Drink.....   | _ |
| Safe key.....       | _ |
| Health Drink.....   | _ |
| Magnet.....         | _ |
| Health Drink.....   | _ |
| Shotgun Shells..... | _ |
| Motorcycle Key..... | _ |

THE STORY SO FAR: Harry enters the bar to find Michael Kaufmann wrestling with a demon on the floor of the bar. Harry shoots the demon and saves Kaufmann's life. Kaufmann thanks him and asks if he's found a way out, but neither of them has. Before Kaufman leaves Harry asks him if he knows a girl named Alessa, but unfortunately, he's never heard of her.

Check the floor between the pool tables to find a package full of stuff. Inside is the KAUFMAN KEY and the RECEIPT. Before you leave the bar also be sure to pick up the HEALTH DRINK and HEALTH DRINK sitting on the counter. There's also a Notepad there as well. Leave the bar now and take a look at your map. To the east there is a place called the Indian Runner. That's going to be your next destination. When you arrive and examine the door there will be a lock on it. Open up your inventory and take a look at the receipt to find the number "0473" written on it, so use that. This number opens up the lock for you. Enter the Indian Runner and go around behind the counter to find some RIFLE SHELLS. You'll find a HEALTH DRINK back there as well as a book sitting on the counter. Read the book and then examine the drawer behind the counter to get the SAFE KEY. Use the safe key to unlock the safe. Inside you'll find drugs. There's nothing at all you can do with them.

Take a look at the white piece of paper beside the safe on the wall to get the code "0886" which will come in handy in a moment. Leave the Indian Runner store and look at your map. Locate the motel south of here and head there (the entrance to the motel is on the south side.) The door you want is number three, use the Kaufmann Key to open it up. Start by collecting the HEALTH DRINK off the counter in the bathroom. What you need to do now is leave the motel inner area, and when you're back on the street check the east side of the motel (the back) to find a door. The door is locked, but when you examine the key panel beside it you'll be able to enter a code. Type in the code "0886" and then press the enter button to unlock the door.

Examine the newspaper on the coffee table to get a few more clues about what's going on. Same applies to the documents on the desk in this room. Pick up the MAGNET off of the couch and then go through the open door to find a Notepad where you can save your game. The door beside the TV is jammed so try the one on the other side. Pick up the HEALTH DRINK and SHOTGUN SHELLS, and then examine the old motorcycle. Return to the room with the Notepad and unlock the front door, then go out that way. Proceed back inside room number three which you unlocked before with the Kaufmann Key. Push the shelving unit out of the way (examine it from the side) and then use your Magnet to pick up the MOTROCYCLE KEY. Return to the motel office and use it on the motorcycle.

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THE STORY SO FAR: Inside the motorcycle Harry finds a vial of liquid similar to the liquid he found in the hospital. Kaufmann suddenly enters the room and grabs the liquid from him, he seems very angry demanding that Harry stop wasting time and mind his own business if he wants to stay alive. Harry realizes that Michael Kaufmann was most likely involved in all the drug activity that plagued the town earlier, but at the moment it's not something to worry about. His daughter Cheryl is more important.

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Thus the Michael Kaufmann sidequest has been completed. Your reward (besides the ending) is all of the items you wouldn't have been able to find otherwise, not that there was anything all that special. Time to move onward.

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+-- (\_/ LTERNATE SILENT HILL ----- 01.15 --+

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|                |                        |
|----------------|------------------------|
| ITEM CHECKLIST | Handgun Bullets..... _ |
|                | Rifle Shells..... _    |
|                | Health Drink..... _    |
|                |                        |

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Make your way to Sanford Street and then start heading west. Once you get across the bridge we start to phase into the alternate world once again. Your destination now (take a look at your map) is the direction of the Lighthouse to the south. We're not actually going to the Lighthouse yet, but as you move toward it you should come to a point where you have no choice but to take a few steps back and go down the stairs beside you. Cross the board at the bottom and enter the houseboat. Proceed through the door for a scene.

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THE STORY SO FAR: Harry finds Cybil in the houseboat, she says that she made her way through the sewer to reach this point. Harry explains the situation to Cybil by saying the town is being "invaded by the Underworld, trying to swallow up everything in darkness." In addition to all this, he knows that Cheryl is somewhere within the darkness and she needs his help.

Suddenly Dahlia Gillespie bursts into the houseboat shouting her various ramblings about the consumption of the town by the darkness. Soon it will be over, she says, with the completion of Samael's symbol. Dahlia says the only way to save everyone is to stop the demon, the demon taking the child's form. The Lighthouse on the lake, and the Amusement Park are the final two locations. Harry must go there now. Cybil says she will head for the Amusement Park while he goes to the Lighthouse. Before going Dahlia says that the only way to stop it is to use the Flauros, but what of Cybil? She doesn't have one... but it's too late, Dahlia is gone.

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Pick up the HANDGUN BULLETS, RIFLE SHELLS and then HEALTH DRINK, then use the Notepad on the counter to save your game. Leave the houseboat through the door that you didn't come in from, and then proceed toward the Lighthouse. The path takes you all over the place but don't worry, it's almost entirely linear. Take a look at your map to see that the path going south sticks out a bit at the bottom, while earlier it turns east toward the Lighthouse. If you pass by the stairs leading up at the corner and go all the way south you'll find a FIRST AID KIT on the ground. Ascend the stairs and head east now and eventually after a lot of up and down running, you'll reach the Lighthouse.

Save your game using the Notepad at the entrance, and then climb up the long spiral stairs toward the top. You're too late, and the young girl (Alessa) has already been here. The mark of Samael is present in full force, perhaps you can get to the Amusement Park before it's too late? Run down to the bottom of the stairs and exit the Lighthouse. As you run forward you'll automatically find yourself transported back to the houseboat. Since Cybil isn't there you've got to get to the Amusement Park fast. Save your game and leave through the back door. Head north again toward Sanford Street. Take a look at your map and see the arrow on the other side of Sanford Street. You'll find an open gate just below it and another sewer access.

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THE STORY SO FAR: Cybil climbs up to the top of the ladder and looks around. Just then, something approaches and hits her from behind...  
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+-- ( \_ / EWERS PART II ----- 01.16 ---+  
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|                |                      |   |
|----------------|----------------------|---|
| ITEM CHECKLIST | Sewer Map.....       | _ |
|                | Handgun Bullets..... | _ |
|                | Health Drink.....    | _ |
|                | Health Drink.....    | _ |
|                |                      | _ |

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Make your way south until you come to a four way split at which point you need

to turn and start going west. At the next fork in the road go south where you'll find both HANDGUN BULLETS and a HEALTH DRINK on the ground. There's a second health drink in the corner of the western branch. Proceed north up the path and watch out for the new enemies, the Claw Demons. At the third fork in the road. Turn west again and follow this path until you reach the ladder.

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+-- (_/ MUSEMENT PARK ----- 01.17 ---+

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ITEM CHECKLIST	None.....N/A
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There isn't a lot to this place, so little in fact that you won't even find a map. Your main goal to start is to locate the concession stand. The concession stand is a large structure with about three windows, two of them closed and one of them open with a Notepad to save your game. After locating the Notepad, turn around and move in the exact opposite direction of the pad until you hit a dead end. Turn right at that point and run a little bit to find the merry-go-round. Open up the gate here to trigger a scene.

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|| What we have here is the second of two primary deterministic factors for ||
|| your ending. The boss is Cybil and there are two ways to fight this ||
|| battle, killing her or not killing her. For the sadistics I'll start ||
|| with the strategy for defeating Cybil as a boss. Doing so will ||
|| likely get you the bad ending (if you didn't do the Kaufmann sidequest) ||
|| or the Good ending (killing her and doing the sidequest.) Saving her ||
|| (and doing the Kaufmann sidequest) should get you the best ending, so if ||
|| it's your first time through that's what you're probably going for. The ||
|| first paragraph covers how to kill her, and the second, how to save her. ||
|| ||
|| Cybil is a relatively easy boss for the most part. Her attacks are ||
|| extremely powerful, but it's that fact that they're so easy to dodge ||
|| that makes the fight easy. She has two attacks, slap you and shoot you. ||
|| When you're right next to her she'll probably pistol whip you, otherwise ||
|| she'll just keep shooting and shooting until it's over. When she shoots ||
|| her arms takes a moment to lift and when that happens, as long as you've ||
|| moving perpendicular (left or right, not toward her) at any speed you ||
|| will be able to dodge the attack. Strafing with R1 and L1 work too, ||
|| although you should be holding square when you use those. As for ||
|| actually attacking, the close range Shotgun works best, but the Rifle is ||
|| probably the best choice overall. Remember that you're stationary when ||
|| attacking so this is definitely when you're most likely going to be ||
|| hit. Stay at a distance if you're using the Rifle and don't try to get ||
|| off more than a shot or two before moving to dodge her attack. ||
|| ||
|| Saving Cybil and aiming for the best ending is the best choice to make. ||
|| Not only that, it also saves you from having to waste ammunition and ||
|| you'll probably avoid quite a bit more damage. In order to save her you ||
|| have to have collected the red liquid in the hospital using the Plastic ||
|| Bottle. If you've been following this guide to the letter then you ||
|| definitely have it, if not then... you'll just have to kill her. All ||
|| you need to do is run up to Cybil as close as you can possibly get, ||
|| perhaps even from behind, and then open your inventory and use the ||

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|| Plastic Bottle full of liquid. The parasite will crawl out of her... ||

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THE STORY SO FAR: Assuming that you saved Cybil during the battle, Harry squishes the parasite that was infecting her. When Cybil has recovered from the attack, she asks Harry if he knows why they took his daughter? Harry explains that Cheryl wasn't actually his biological daughter, they found her on the side of the road one day all alone and took her in. Given this fact there's a chance there could be some connection between Cheryl and Silent Hill. Harry intends to save her no matter what.

Alessa stands before Harry. He demands that she let Cheryl go but Alessa raises her arm and knocks him back with some kind of magic forcefield. The Flauros that Dahlia gave him earlier rises from his hand and strikes a blow to Alessa who screams and falls to the ground. Harry approaches the girl and Dahlia Gillespie walks out from the darkness. She tells Alessa (her daughter) to stop this game. Dahlia speaks of a spell she used to entrap Alessa, but somehow she was able to escape thanks to Harry Mason. Dahlia tells Alessa that it's time to go home, and the two of them disappear into some kind of portal, and once again Harry blacks out.

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| ITEM CHECKLIST | Handgun Bullets.....    | _ |  |
|                | First Aid Kit.....      | _ |  |
|                | Shotgun Shells.....     | _ |  |
|                | Screwdriver.....        | _ |  |
|                | Pliers.....             | _ |  |
|                | Key of "Ophiel".....    | _ |  |
|                | Amulet of Solomon.....  | _ |  |
|                | Stone of Time.....      | _ |  |
|                | Key of "Hagath".....    | _ |  |
|                | Rifle Shells.....       | _ |  |
|                | Ring of Contract.....   | _ |  |
|                | Crest of Mercury.....   | _ |  |
|                | Handgun Bullets.....    | _ |  |
|                | Camera.....             | _ |  |
|                | Health Drink.....       | _ |  |
|                | Bird Cage Key.....      | _ |  |
|                | Key of "Phaleg".....    | _ |  |
|                | Dagger of Melchior..... | _ |  |
|                | Key of "Bethor".....    | _ |  |
|                | Ankh.....               | _ |  |
|                | Key of "Aratron".....   | _ |  |
|                | Disk of Ouroboros.....  | _ |  |

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THE STORY SO FAR: Harry wakes up with Lisa in the examination room from the Alchemilla Hospital. She says that after talking to Harry she went down to look at the rooms down in lowest basement. She got the feeling that she had been there before, like something happened there and she couldn't remember. Harry tells her not to worry and that she'll remember soon, but Lisa is angry, and storms out of the room on her own.

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There is a Notepad on the table, I think that now would be a good time to save your game. There is only one door leading out of this room, it takes you to a walkway and across into an elevator. Nowhere is kind of like a combination of places you've been before, with sprinkles of novel-ness all over the place. A very odd and creepy place all around. Since you don't have a map make sure to listen close. Head through the first door on your right and pick up the HANDGUN BULLETS off the table. Leave the room and go right, the next door is locked but the one after it takes you into the Antique Shop. Save your game (again) if need be and pick up both the FIRST AID KIT and SHOTGUN SHELLS that you find in this room. Leave this room and continue down the hall. The next two doors are locked but the third one after it is open, head inside.

Examine the lone desk in the middle of the classroom and then take the other door that you didn't come in from. Pick up both the SCREWDRIVER and the PLIERS from off the table, and then backtrack up to the previous floor. The door beside the double doors you entered from (Lisa's examination room) leads you into a small room with a lone faucet. Examine the faucet and then use the PLIERS on it to get the KEY OF "OPHIEL." Use the key to unlock one of the doors in the previous hallway, then go through it. On your right is a new puzzle. The only door in this hallway leads to an empty room with a second puzzle. Ignore that second puzzle for now and focus on the one out in the hallway. Examine the large gray tablet on the wall and it lists a bunch of names. Read the large gray tablet at the end of the hall as well. This one says something about the people lining up in order of age. If you haven't figured it out by now go back and look at the first gray tablet. What you need to do is look at the first letter of the people's first names in the ascending order of their age. 18 is Albert, so A. When you do this it will spell the word "ALERT" and that just happens to be the door's code. The password panel is the one on the right side of the door, input it there.

Through the door is an empty storage room. Keep moving into the morgue and collect the AMULET OF SOLOMON from the wall. When you go back into the previous room it will trigger another scene with Lisa.

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THE STORY SO FAR: Lisa tells Harry she knows why her life has been spared, but she doesn't want to be alone. She cries out for Harry's help and runs toward him, but Harry backs off. Blood begins to pour down Lisa's face as she cries and Harry closes the door ahead of her. When he goes back inside Lisa is gone and there's no trace of her body. A diary lies in the middle of the floor, the diary of someone who worked in the hospital, see blood everywhere and being unable to endure it. It ends with "Need drug."

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Re-enter the room and read the diary on the floor. After reading it exit the room and go into the only other room that opens here. People familiar with the astrology signs will be able to get this quite easily. The solution is as follows: for the button on the left side press six, for the one in the middle press four and the one on the right press eight. Doing so will release the STONE OF TIME. Take the Stone of Time back into the previous hall and enter the Antique Shop. Stand in front of the clock and use the Stone of Time to smash the glass covering the hands. After doing that you can pick up the KEY

OF "HAGITH." The Key of "Hagath" unlocks the double doors at the end of the hall. Go through them and then take the elevator to the second floor.

Try the third door on your left to find the Jewelry Shop. There are a number of items to collect in here including the RING OF CONTRACT, CREST OF MERCURY and some RIFLE SHELLS. Leave the room and go through the double doors at the opposite end of the hall. Unlock the double doors ahead of you and you'll find they somehow take you back to the first floor hallway. That's not where you want to go however, enter the room almost directly opposite the double doors which lead back to the first floor. Pick up the HANDGUN BULLETS off the table and snag the CAMERA as well. Leave this room and go through the door at the top of the hall. Examine the steel plate on the wall then open your inventory and use the Screwdriver. Unfortunately there is no way for you to get this key right now so you've got no choice by to go back through those doors that lead to the first floor, and ride the elevator to floor three.

There is an altar here with two paintings on each side and two locked doors each with three panels on them. What you need to do is approach the painting on the left and use the camera. The camera will reveal three shapes. Reproduce these shapes on the left door using the panels to unlock it. Next take a picture of the painting on the right and recreate those shapes on the right door to unlock it. Proceed through the door on the right and pick up the HEALTH DRINK, then read the book beside it. Look all around this room for any other articles you can read, there should be a couple. Go through the door on the left this time and pick up the BIRD CAGE KEY off of the chair. Ride the elevator back down to the first floor and go through the door to the left of the examination room when facing the examination room (where you started this area.) Use the Bird Cage Key on the bird cage to get the KEY OF "PHALEG." Use that key on the door next to this one to reach the next area.

Watch out for invisible Demon Babies here, they're not harmless like the other ghosts. If you're one of those people who uses the walkthrough as a rough guide and does their own thing, I highly recommend you don't touch the dagger in the room on the right. Pulling it out will get you killed, I guarantee it. What you actually have to do is stand in front of the dagger and use the Ring of Contract to connect the broken link in the chain. After doing that you are free to take the DAGGER OF MELCHOIR without being eaten. Go into the room next to the kitchen and pick up the HEALTH DRINK and HANDGUN BULLETS. There are some Jelly Beans on the shelf as well, choose to open the bag and then pick up the KEY OF "BETHOR" on the floor afterward. Open up the double doors that lead into the adjacent room and use your Video Tape on the VCR there.

Leave this room and go through the door in the middle on the other side of the hall. You'll find the ghost of a young girl crying in here. The only item you can find to pick up in here is the ANKH. Back in the hallway again use the Key of "Bethor" on the locked door. Examine the generator and cut the power. What does this do you might ask? Remember the electrified key? Return to the first floor hall and go through the double doors that warp you to the second floor. Turn left and enter the room at the far end. Take the KEY OF "ARATRON" off the wall and backtrack to the basement hallway again. There is one locked door at the end of the hall, open it up.

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THE STORY SO FAR: The scene shows a few men and Dhalia Gillespie huddled over the body of someone lying in bed, presumably Alessa. They say that half the soul is lost and they would only be able to draw a minute amount of power from the girl, but Dhalia believes that with a magic spell perhaps more could be done. The people and images fade away....

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Pick up the DISK OF OUROBOROS from the object beside the bed, this is the final of the five relics. Leave the room and enter the one directly across from it, Alessa's Room. Make sure to use the Notepad in here which is sitting on the desk. Stand in front of the door and use the Disk of Ouroboros, the Ankh, the Dagger of Melchior, the Crest of Mercury and the Amulet of Solomon. Save your game once again and heal yourself before opening the door. Most of the story events after this point are dependent on the ending, so I'll let you watch them yourself. Following these you fight the final boss.

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| There are two final bosses of this game, Samael and Alessa. If you're ||
| going for the bad ending you'll fight Alessa while if you're going for ||
| the good ending you'll fight Samael. The difference between the bosses ||
| is very minimal, Alessa just takes less shots to actually kill. The ||
| weapon of choice for this battle is the Hunting Rifle of course, and ||
| here's what you need to do. The boss' only attack is three very ||
| powerful blasts of electricity back to back to back. There is a ||
| strategy which will allow you to win this battle without being hit, ||
| almost guaranteed. Here's how it works: Equip the Hunting Rifle, aim up ||
| and fire five shots into the boss. I recommend you hold the L2 button ||
| as well to make sure you're actually hitting the boss (look for a small ||
| bit of blood when you shoot.) After five shots hold the R1 button, ||
| square button and left on the D-pad simultaneously. While holding these ||
| buttons you should be strafing in circles. This is the only surefire ||
| and easiest way of dodging every one of the electricity bolts, every ||
| time. After the third one stop where you are and shoot five more Rifle ||
| Shells into the boss. Repeat this process for about 25 shots to win. ||
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Congratulations, you have completed the game. Enjoy your ending!

(Tip: Watch the opening cutscene again after you have completed the game, depending on which ending there should be a slight chance when it starts.)

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+-- LIZARD ----- 02.01 --+

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| The Lizard makes for a decent first boss, and he can actually be pretty ||
| tough if you don't know what you're doing. If you do know what you're ||
| doing however he can be quite easy. The trick is timing and agile ||
| movement. The boss is fought in two "stages." During the first stage ||
| his only attack is like a headbutt. He'll wander around the area and ||
| nudge you with his face. It takes at least three of these to bring you ||
| from green to yellow damage and at least four or five more before it ||
| actually kills you. The danger is minimal but you still need to heal if ||
| you start to get hurt. What you want to do is whip out the Shotgun and ||
| start blasting the monster in the face. Shoot a couple times and then ||
| reposition yourself if necessary. After about four or five shells to ||
| the face, the monster will get angry and enter the second stage of the ||
| battle. The only attack it has now is when it opens up its face and ||

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	tries to eat you. This is a far cry from its first attack, now you're	
	looking at something which is an almost guaranteed one-hit kill.	
	Fortunately there's an easy solution. Get yourself in a position where	
	you're facing the boss and he's facing you, but there is a lot of	
	distance behind you. Wait until the first sign he is going to open his	
	mouth then hold down to start walking backward (don't hold square to	
	hop, just walk backward.) While walking you can shoot with slowing down	
	so blast a couple of Shotgun Shells into the beast's open mouth. On	
	normal difficulty you can actually fire two shots in a matter of	
	seconds, and kill the boss with those two back-to-back blasts.	

+-- LARVA ----- 02.02 --+

|+-----+|  
	Lying on the ground over in the corner of the area where you fight the	
	boss is a fairly conspicuous HUNTING RIFLE. Despite the novel-ness of	
	this new gun, it's not the best tool for the job. Equip the Shotgun in	
	this scenario and get ready to blast this vile creature. The way it	
	works is that the Larva comes up out of the ground, shoots a toxic cloud	
	at you and then moves toward you. If you're hit by the toxic cloud you	
	take damage, if the boss runs into you, you take damage. The best way	
	to avoid the boss's attacks is to utilize the strafing power of the L1	
	and R1 buttons. Always keep moving or you'll be hit for sure. When the	
	boss pops out of the ground, take a couple of seconds to get out of the	
	way, but try your very best to stay as close as you can while still	
	avoiding the attack. The closer you are the more damage your Shotgun	
	will do. You can get off about two shots on average before the boss	
	buries itself under the ground again. Rinse and repeat until it's dead.	

+-- MOTH ----- 02.03 --+

|+-----+|  
	While the Moth is probably the most difficult boss you've faced so far,	
	there's no reason a patient person can't get through this battle with	
	little to do damage. For those looking to go on an offensive, the	
	Shotgun is the weapon of choice, while those who wish to avoid damage	
	should opt for the Hunting Rifle. The Moth has two basic attacks, a	
	poison cloud spray from the air similar to the previous boss' attack,	
	and a stab with its stinger that does a bit more damage than the former.	
	To avoid being hit by these attacks and still kill the boss you need to	
	equip the Hunting Rifle and run back and forth from one side of the roof	
	to another between the furthest two points. When you stop and turn	
	around you will only have time to fire off one shot before you have to	
	run back. If you're willing to take a hit then you can probably get	
	off about five or six shots before the Moth gets close enough to attack	
	physically. It takes a good 15 shots or so on the normal difficulty	
	from various ranges to kill the boss, less with the close-range Shotgun.	

+-- CYBIL ----- 02.04 --+

|+-----+|

	What we have here is the second of two primary deterministic factors for	
	your ending. The boss is Cybil and there are two ways to fight this	
	battle, killing her or not killing her. For the sadistics I'll start	
	with the strategy for defeating Cybil as a boss. Doing so will	
	likely get you the bad ending (if you didn't do the Kaufmann sidequest)	
	or the Good ending (killing her and doing the sidequest.) Saving her	
	(and doing the Kaufmann sidequest) should get you the best ending, so if	
	it's your first time through that's what you're probably going for. The	
	first paragraph covers how to kill her, and the second, how to save her.	

	Cybil is a relatively easy boss for the most part. Her attacks are	
	extremely powerful, but it's that fact that they're so easy to dodge	
	that makes the fight easy. She has two attacks, slap you and shoot you.	
	When you're right next to her she'll probably pistol whip you, otherwise	
	she'll just keep shooting and shooting until it's over. When she shoots	
	her arms takes a moment to lift and when that happens, as long as you've	
	moving perpendicular (left or right, not toward her) at any speed you	
	will be able to dodge the attack. Strafing with R1 and L1 work too,	
	although you should be holding square when you use those. As for	
	actually attacking, the close range Shotgun works best, but the Rifle is	
	probably the best choice overall. Remember that you're stationary when	
	attacking so this is definitely when you're most likely going to be	
	hit. Stay at a distance if you're using the Rifle and don't try to get	
	off more than a shot or two before moving to dodge her attack.	

	Saving Cybil and aiming for the best ending is the best choice to make.	
	Not only that, it also saves you from having to waste ammunition and	
	you'll probably avoid quite a bit more damage. In order to save her you	
	have to have collected the red liquid in the hospital using the Plastic	
	Bottle. If you've been following this guide to the letter then you	
	definitely have it, if not then... you'll just have to kill her. All	
	you need to do is run up to Cybil as close as you can possibly get,	
	perhaps even from behind, and then open your inventory and use the	
	Plastic Bottle full of liquid. The parasite will crawl out of her...	

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+-- FINAL BOSS ----- 02.05 --+

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	+-----+	
	There are two final bosses of this game, Samael and Alessa. If you're	
	going for the bad ending you'll fight Alessa while if you're going for	
	the good ending you'll fight Samael. The difference between the bosses	
	is very minimal, Alessa just takes less shots to actually kill. The	
	weapon of choice for this battle is the Hunting Rifle of course, and	
	here's what you need to do. The boss' only attack is three very	
	powerful blasts of electricity back to back to back. There is a	
	strategy which will allow you to win this battle without being hit,	
	almost guaranteed. Here's how it works: Equip the Hunting Rifle, aim up	
	and fire five shots into the boss. I recommend you hold the L2 button	
	as well to make sure you're actually hitting the boss (look for a small	
	bit of blood when you shoot.) After five shots hold the R1 button,	
	square button and left on the D-pad simultaneously. While holding these	
	buttons you should be strafing in circles. This is the only surefire	
	and easiest way of dodging every one of the electricity bolts, every	
	time. After the third one stop where you are and shoot five more Rifle	
	Shells into the boss. Repeat this process for about 25 shots to win.	

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BLOOD PACK	Alt. Hospital - Storage Room 3F		
-----	-----		
CAMERA	Nowhere - Room on second floor		
-----	-----		
CHEMICAL	School - Lab Equipment Room 2F		
-----	-----		
CLASSROOM KEY	Alt. School - Drain roof to courtyard		
-----	-----		
CREST OF MERCURY	Nowhere - Jewelry Shop		
-----	-----		
DAGGER OF MELCHOIR	Nowhere - Kitchen room in basement		
-----	-----		
DISINFECTING ALCOHOL	Alt. Hospital - Intensive care unit 2F		
-----	-----		
DISK OF OUROBOROS	Nowhere - Alessa's hospital room		
-----	-----		
DRAWBRIDGE KEY	Found inside the church on pedestal		
-----	-----		
EXAMINATION ROOM KEY	Alt. Hospital - Alessa's Room Sub-BF		
-----	-----		
FIRST AID KIT	On a shelf in the convenience store		
-----	-----		
FIRST AID KIT	Alley west of Levin on Matheson		
-----	-----		
FIRST AID KIT	Inside the house on Levin Street		
-----	-----		
FIRST AID KIT	School - Infirmary on first floor		
-----	-----		
FIRST AID KIT	School - Library on second floor		
-----	-----		
FIRST AID KIT	Alt. School - Fan room on first floor		
-----	-----		
FIRST AID KIT	Alt. School - Infirmary first floor		
-----	-----		
FIRST AID KIT	Alt. School - Library Reserve 2F		
-----	-----		
FIRST AID KIT	East of Ellroy and Block intersection		
-----	-----		
FIRST AID KIT	Hospital - Reception 1F		
-----	-----		
FIRST AID KIT	Alt. Hospital - Storage Room 3F		
-----	-----		
FIRST AID KIT	Alt. Hospital - Room 206		
-----	-----		
FIRST AID KIT	Town Center - Jewelry Shop		
-----	-----		
FIRST AID KIT	The Sewers - South end		
-----	-----		
FIRST AID KIT	The Sewers - Start of second area		
-----	-----		
FIRST AID KIT	Silent Hill - After exiting sewers		
-----	-----		
FIRST AID KIT	Nowhere - Antique Shop		
-----	-----		
FLASHLIGHT	COunter in diner where you meet Cybil		
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FLAUROS	Found inside the church on pedestal		
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GOLD MEDALLION	School - Chemistry Lab 2F		
-----	-----		

HAMMER	Alt. Hospital - Generator room BF		
-----	-----		
HANDGUN	Given to you by Cybil at start of game		
-----	-----		
HANDGUN BULLETS	On the bench beside the first diner		
-----	-----		
HANDGUN BULLETS	On the bench beside the first diner		
-----	-----		
HANDGUN BULLETS	South end of alley east of Bachman		
-----	-----		
HANDGUN BULLETS	South end of alley east of Bachman		
-----	-----		
HANDGUN BULLETS	Down the alley where Cheryl lead you		
-----	-----		
HANDGUN BULLETS	Down the alley where Cheryl lead you		
-----	-----		
HANDGUN BULLETS	East end of Finney St by police car		
-----	-----		
HANDGUN BULLETS	Inside the house on Levin Street		
-----	-----		
HANDGUN BULLETS	Inside the house on Levin Street		
-----	-----		
HANDGUN BULLETS	North end of Midwich Street		
-----	-----		
HANDGUN BULLETS	Alley east of Midwich south of Matheson		
-----	-----		
HANDGUN BULLETS	School - Behind reception		
-----	-----		
HANDGUN BULLETS	School - North-centre room on 1F		
-----	-----		
HANDGUN BULLETS	School - Second floor women's washroom		
-----	-----		
HANDGUN BULLETS	School - Chemistry Lab 2F		
-----	-----		
HANDGUN BULLETS	School - Classroom on second floor		
-----	-----		
HANDGUN BULLETS	School - Classroom on first floor		
-----	-----		
HANDGUN BULLETS	Alt. School - Fan room on first floor		
-----	-----		
HANDGUN BULLETS	Alt. School - Room behind reception		
-----	-----		
HANDGUN BULLETS	Alt. School - Men's washroom 2F		
-----	-----		
HANDGUN BULLETS	Alt. School - Men's washroom 2F		
-----	-----		
HANDGUN BULLETS	Alt. School - Classroom on first floor		
-----	-----		
HANDGUN BULLETS	Alt. School - Classroom second floor		
-----	-----		
HANDGUN BULLETS	Alt. School - Library second floor		
-----	-----		
HANDGUN BULLETS	K. Gordon house on Levin Street		
-----	-----		
HANDGUN BULLETS	K. Gordon house on Levin Street		
-----	-----		
HANDGUN BULLETS	Alley between Bloch and Bradbury		
-----	-----		
HANDGUN BULLETS	In the gas station east of church		
-----	-----		



HANDGUN BULLETS	Far south end of Ellroy Street		
-----	-----		
HANDGUN BULLETS	Broken stairs east side drawbridge		
-----	-----		
HANDGUN BULLETS	Silent Hill police station		
-----	-----		
HANDGUN BULLETS	Silent Hill police station		
-----	-----		
HANDGUN BULLETS	Silent Hill police station		
-----	-----		
HANDGUN BULLETS	Alley on Koontz Street		
-----	-----		
HANDGUN BULLETS	Alt. Hospital - Storage Room 3F		
-----	-----		
HANDGUN BULLETS	Alt. Hospital - Office 1F		
-----	-----		
HANDGUN BULLETS	Alt. Hospital - Basement storeroom		
-----	-----		
HANDGUN BULLETS	Alt. Silent Hill - Police Station		
-----	-----		
HANDGUN BULLETS	The Sewers - On the path		
-----	-----		
HANDGUN BULLETS	The Sewers - East end of second area		
-----	-----		
HANDGUN BULLETS	Silent Hill - After exiting sewers		
-----	-----		
HANDGUN BULLETS	Silent Hill - Houseboat		
-----	-----		
HANDGUN BULLETS	Sewers Part II - South-central area		
-----	-----		
HANDGUN BULLETS	Nowhere - On a bed in a room		
-----	-----		
HANDGUN BULLETS	Nowhere - Room on second floor		
-----	-----		
HEALTH DRINK	Counter in diner where you meet Cybil		
-----	-----		
HEALTH DRINK	Counter in diner where you meet Cybil		
-----	-----		
HEALTH DRINK	Windowsill of the Queen Burger		
-----	-----		
HEALTH DRINK	Through gate of alley east of Bachman		
-----	-----		
HEALTH DRINK	On a shelf in the convenience store		
-----	-----		
HEALTH DRINK	On a shelf in the convenience store		
-----	-----		
HEALTH DRINK	On a shelf in the convenience store		
-----	-----		
HEALTH DRINK	Found in Harry's car		
-----	-----		
HEALTH DRINK	South end of Ellroy St across board		
-----	-----		
HEALTH DRINK	South end of Levin St on porch		
-----	-----		
HEALTH DRINK	Inside the house on Levin Street		
-----	-----		
HEALTH DRINK	Backyard of Levin Street house		
-----	-----		
HEALTH DRINK	Backyard of Levin Street house		
-----	-----		

HEALTH DRINK	North end of Midwich Street		
-----	-----		
HEALTH DRINK	School bus southeast of Midwich school		
-----	-----		
HEALTH DRINK	School bus southeast of Midwich school		
-----	-----		
HEALTH DRINK	School - Infirmary on first floor		
-----	-----		
HEALTH DRINK	School - Second floor classroom		
-----	-----		
HEALTH DRINK	Alt. School - First floor hallway		
-----	-----		
HEALTH DRINK	Alt. School - Infirmary first floor		
-----	-----		
HEALTH DRINK	Alt. School - Hallway on second floor		
-----	-----		
HEALTH DRINK	Alt. School - Second floor classroom		
-----	-----		
HEALTH DRINK	Alt. School - Second floor hallway		
-----	-----		
HEALTH DRINK	On porch on south side of Levin Street		
-----	-----		
HEALTH DRINK	On bench on Bradbury street		
-----	-----		
HEALTH DRINK	Found inside the church on pedestal		
-----	-----		
HEALTH DRINK	Drawbridge control tower booth		
-----	-----		
HEALTH DRINK	Sitting on red barrel east side bridge		
-----	-----		
HEALTH DRINK	Alley on Koontz Street		
-----	-----		
HEALTH DRINK	Restaurant table on Koontz Street		
-----	-----		
HEALTH DRINK	Hospital - Kitchen 1F		
-----	-----		
HEALTH DRINK	Alt. Hospital - Room 304		
-----	-----		
HEALTH DRINK	Alt. Hospital - Kitchen 1F		
-----	-----		
HEALTH DRINK	Alt. Hospital - Morgue BF		
-----	-----		
HEALTH DRINK	The Sewers - On the path		
-----	-----		
HEALTH DRINK	The Sewers - East end of second area		
-----	-----		
HEALTH DRINK	Silent Hill - Resort area		
-----	-----		
HEALTH DRINK	Silent Hill - Annie's Bar		
-----	-----		
HEALTH DRINK	Silent Hill - Annie's Bar		
-----	-----		
HEALTH DRINK	Silent Hill - Indian Runner		
-----	-----		
HEALTH DRINK	Silent Hill - Kaufmann's motel room		
-----	-----		
HEALTH DRINK	Silent Hill - Motel motorcycle garage		
-----	-----		
HEALTH DRINK	Silent Hill - Houseboat		
-----	-----		

HEALTH DRINK	Sewers Part II - South-central area		
HEALTH DRINK	Sewers Part II - South-central area		
HEALTH DRINK	Nowhere - Third floor altar rooms		
HOSPITAL BASEMENT MAP	Hospital - Doctor's Office 1F		
HOSPITAL MAP	Hospital - Reception Desk 1F		
HOUSE KEY	Inside the doghouse on Levin Street		
HUNTING RIFLE	Town Center - During Larva boss fight		
K. GORDON KEY	After completing Alternate School		
KAUFMANN KEY	Silent Hill - Annie's Bar		
KEY OF "ARATRON"	Nowhere - Behind steel plate		
KEY OF "BETHOR"	Nowhere - Storeroom in basement		
KEY OF "HAGITH"	Nowhere - Antique Shop		
KEY OF "LION"	East end of Finney St by police car		
KEY OF "OPHIEL"	Nowhere - Faucet room		
KEY OF "PHALEG"	Nowhere - Bird cage room		
KEY OF "SCARECROW"	South end of Ellroy St across board		
KEY OF "WOODMAN"	Through gate of alley east of Bachman		
KITCHEN KNIFE	Counter in diner where you meet Cybil		
LIBRARY RESERVE KEY	Alt. School - Locker Room 2F		
LIGHTER	Alt. Hospital - Room 201		
MAGNET	Silent Hill - Motel office		
MOTORCYCLE KEY	Silent Hill - Kaufmann's motel room		
PICTURE CARD	Alt. School - Classroom on first floor		
PLASTIC BOTTLE	Hospital - Kitchen 1F		
PLATE OF "CAT"	Alt. Hospital - Room 306		
PLATE OF "HATTER"	Alt. Hospital - Room 204		
PLATE OF "QUEEN"	Alt. Hospital - Director's office 1F		
PLATE OF "TURTLE"	Alt. Hospital - Men's washroom 3F		
PLIERS	Nowhere - Room beyond classroom		
POCKET RADIO	Counter in diner where you meet Cybil		

RECEIPT	Silent Hill - Annie's Bar		
RESIDENTIAL AREA MAP	Counter in diner where you meet Cybil		
RESORT AREA MAP	Silent Hill - After exiting sewers		
RIFLE SHELLS	Town Center - Jewelry Shop		
RIFLE SHELLS	Town Center - Jewelry Shop		
RIFLE SHELLS	Alt. Silent Hill - Police Station		
RIFLE SHELLS	The Sewers - On the path		
RIFLE SHELLS	Silent Hill - After exiting sewers		
RIFLE SHELLS	Silent Hill - Resort area		
RIFLE SHELLS	Silent Hill - Indian Runner		
RIFLE SHELLS	Silent Hill - Houseboat		
RIFLE SHELLS	Nowhere - Jewelry Shop		
RING OF CONTRACT	Nowhere - Jewelry Shop		
RUBBER BALL	Alt. School - First floor Storage room		
SAFE KEY	Silent Hill - Indian Runner		
SCHOOL MAP	School - In the lobby		
SCREWDRIVER	Nowhere - Room beyond classroom		
SEWER EXIT KEY	Sewers - Second area in blood pool		
SEWER KEY	Sewers - The sewer office		
SEWER MAP	Sewers - The sewer office		
SEWER MAP [AMUSEMENT]	Sewers Part II - Right at the start		
SHOPPING DISTRICT MAP	Drawbridge control tower booth		
SHOTGUN	Alt. School - Men's washroom 1F		
SHOTGUN SHELLS	Alt. School - Men's washroom 2F		
SHOTGUN SHELLS	Alt. School - Classroom on second floor		
SHOTGUN SHELLS	Alt. School - Basement Storage room		
SHOTGUN SHELLS	Alt. School - Basement Storage room		
SHOTGUN SHELLS	Far south end of Ellroy Street		
SHOTGUN SHELLS	East of Ellroy and Block intersection		
SHOTGUN SHELLS	Silent Hill police station		



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(=====) - (=====) +
(|o| Unlocks the door leading down to the |
(What it's For: |o| basement of the Alchemilla Hospital, found |
) |o| in the Hospital conference room. |
(=====) - (=====) +
) BASEMENT STREEROM KEY |o| Locate this item/equip in section 01 (point) 08 |
(=====) - (=====) +
(|o| Used to unlock the door to the storeroom |
(What it's For: |o| down inthe basement where even the |
) |o| staff are forbidden to ever enter. |
(=====) - (=====) +
) BIRD CAGE KEY |o| Locate this item/equip in section 01 (point) 18 |
(=====) - (=====) +
(|o| Used on the bird cage in one of the first |
(What it's For: |o| rooms in Nohwere in order to unlock it and |
) |o| get you the key of "Phaleg." |
(=====) - (=====) +
) BLOOD PACK |o| Locate this item/equip in section 01 (point) 08 |
(=====) - (=====) +
(|o| Used in the Alternate Hospital as a means to |
(What it's For: |o| distract the weird snake monsters coming |
) |o| out of the wall in Room 204. |
(=====) - (=====) +
) CAMERA |o| Locate this item/equip in section 01 (point) 18 |
(=====) - (=====) +
(|o| Used on the third floor of Nowhere in order |
(What it's For: |o| to reveal the shapes hidden in the paintings |
) |o| that show you how to open the doors. |
(=====) - (=====) +
) CHEMICAL |o| Locate this item/equip in section 01 (point) 04 |
(=====) - (=====) +
(|o| Use this to dissolve the hand that is covering |
(What it's For: |o| the gold medallion. Once the hand is dissolved |
) |o| the medallion can easily be picked up. |
(=====) - (=====) +
) CLASSROOM KEY |o| Locate this item/equip in section 01 (point) 05 |
(=====) - (=====) +
(|o| The key is used to unlock the door to the |
(What it's For: |o| classroom on the second floor of the Alternate |
) |o| School. Must wash it down from roof. |
(=====) - (=====) +
) CREST OF MERCURY |o| Locate this item/equip in section 01 (point) 18 |
(=====) - (=====) +
(|o| One of the final five items which open up |
(What it's For: |o| the door at the end of the game that |
) |o| leads you down to the boss of the game. |
(=====) - (=====) +
) DAGGER OF MELCHIOR |o| Locate this item/equip in section 01 (point) 18 |
(=====) - (=====) +
(|o| One of the final five items which open up |
(What it's For: |o| the door at the end of the game that |
) |o| leads you down to the boss of the game. |
(=====) - (=====) +
) DISINFECTING ALCOHOL |o| Locate this item/equip in section 01 (point) 08 |
(=====) - (=====) +
(|o| Used along with the Lighter down in the secret |
(What it's For: |o| basement storeroom to help set fire to |
) |o| the vines that are covering the trap door. |
(=====) - (=====) +
) DISK OF OUROBOROS |o| Locate this item/equip in section 01 (point) 18 |

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(=====)- (=====)+
(|o| One of the final five items which open up |
(What it's For: |o| the door at the end of the game that |
) |o| leads you down to the boss of the game. |
(=====)- (=====)+
) DRAWBRIDGE KEY |o| Locate this item/equip in section 01 (point) 06 |
(=====)- (=====)+
(|o| Allows you to control the mechanism that |
(What it's For: |o| lowers the bridge and gives Harry access |
) |o| to the other half of Silent Hill. |
(=====)- (=====)+
) EXAMINATION ROOM KEY |o| Locate this item/equip in section 01 (point) 08 |
(=====)- (=====)+
(|o| Used o nthe door to the examination room |
(What it's For: |o| to complete the Alternate Hospital |
) |o| and meet up with Lisa the nurse. |
(=====)- (=====)+
) FIRST AID KIT |o| Locate this item/equip in section 01 (point) 02 |
(=====)- (=====)+
(|o| Like the Health Drink except heals you even |
(What it's For: |o| more, but is rarer than the Health Drinks. |
) |o| Still not the most powerful healing item. |
(=====)- (=====)+
) FLASHLIGHT |o| Locate this item/equip in section 01 (point) 02 |
(=====)- (=====)+
(|o| The Flashlight lights your path in dark areas |
(What it's For: |o| where you can't see. It also gives away your |
) |o| position so it's easier to hide when it's off. |
(=====)- (=====)+
) FLAUROS |o| Locate this item/equip in section 01 (point) 06 |
(=====)- (=====)+
(|o| A powerful relic given to Harry by Dahlia |
(What it's For: |o| Gillespie. It's ability to defeat |
) |o| evil spirits is unmatched by anything else. |
(=====)- (=====)+
) GOLD MEDALLION |o| Locate this item/equip in section 01 (point) 04 |
(=====)- (=====)+
(|o| Used in the courtyard of the school to set |
(What it's For: |o| the time and proceed with the game. Unlocks |
) |o| the cover on the second floor piano. |
(=====)- (=====)+
) HANDGUN |o| Locate this item/equip in section 01 (point) 02 |
(=====)- (=====)+
(|o| It's your basic projectile weapon, has |
(What it's For: |o| limited ammo. Powerful at both close |
) |o| range and a distance, but inaccurate. |
(=====)- (=====)+
) HANDGUN BULLETS |o| Locate this item/equip in section 01 (point) 02 |
(=====)- (=====)+
(|o| Bullets for the Handgun. Each package of |
(What it's For: |o| bullets come with approximately 15. Can be |
) |o| manually or automatically loaded into the gun. |
(=====)- (=====)+
) HEALTH DRINK |o| Locate this item/equip in section 01 (point) 02 |
(=====)- (=====)+
(|o| Restores a little bit of your health. The |
(What it's For: |o| lack of healing power is made up for by the |
) |o| sheer number of these you find in the game. |
(=====)- (=====)+
) HOSPITAL BASEMENT MAP |o| Locate this item/equip in section 01 (point) 07 |

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(=====) - (=====) +
(|o| Shows you the locations of each of the |
(What it's For: |o| rooms down in the basement of the Alchemilla |
) |o| Hospital and the Alternate Hospital. |
(=====) - (=====) +
) HOSPITAL MAP |o| Locate this item/equip in section 01 (point) 07 |
(=====) - (=====) +
(|o| Map that shows you the locations of each |
(What it's For: |o| of the rooms in both the Alchemilla Hospital |
) |o| and the evil Alternate Hospital. |
(=====) - (=====) +
) HOUSE KEY |o| Locate this item/equip in section 01 (point) 03 |
(=====) - (=====) +
(|o| Unlocks the door to the house on Levin |
(What it's For: |o| Street. The house it unlocks is the one with |
) |o| the doghouse in the front yard. |
(=====) - (=====) +
) HUNTING RIFLE |o| Locate this item/equip in section 01 (point) 10 |
(=====) - (=====) +
(|o| The Rifle is a powerful gun like the shotgun |
(What it's For: |o| which unlike the shotgun, still provides |
) |o| great power even at a long range. |
(=====) - (=====) +
) K. GORDON KEY |o| Locate this item/equip in section 01 (point) 06 |
(=====) - (=====) +
(|o| Use it to unlock the back door on one of |
(What it's For: |o| the houses on Levin Street after you have |
) |o| completed the Alternate School |
(=====) - (=====) +
) KAUFMANN KEY |o| Locate this item/equip in section 01 (point) 14 |
(=====) - (=====) +
(|o| Unlocks the door to Michael Kaufmann's motel |
(What it's For: |o| room during his sidequest in the resort |
) |o| section of Silent Hill. |
(=====) - (=====) +
) KEY OF "ARATRON" |o| Locate this item/equip in section 01 (point) 18 |
(=====) - (=====) +
(|o| Use this to unlock the final door where |
(What it's For: |o| you find the scene of Dahlia and the other |
) |o| men huddled over Alessa's body. |
(=====) - (=====) +
) KEY OF "BETHOR" |o| Locate this item/equip in section 01 (point) 18 |
(=====) - (=====) +
(|o| Unlocks the door in the basement of nowhere |
(What it's For: |o| which leads you to the generator room |
) |o| and allows you to cut the power there. |
(=====) - (=====) +
) KEY OF "HAGATH" |o| Locate this item/equip in section 01 (point) 18 |
(=====) - (=====) +
(|o| Used in Nowhere to unlock the door in the |
(What it's For: |o| first hallway at the top which leads |
) |o| you to the elevator. |
(=====) - (=====) +
) KEY OF "LION" |o| Locate this item/equip in section 01 (point) 03 |
(=====) - (=====) +
(|o| One of the three keys needed to unlock the |
(What it's For: |o| door in the house that is bolted shut. Once |
) |o| unlocked you can then make it to the school. |
(=====) - (=====) +
) KEY OF "OPHIEL" |o| Locate this item/equip in section 01 (point) 18 |

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(=====)- (=====)+
(|o| Unlocks the door in the first hall with the |
(What it's For: |o| Ophiel symbol on it which leads you |
) |o| into yet another hallway (in Nowhere.) |
(=====)- (=====)+
) KEY OF "PHALEG" |o| Locate this item/equip in section 01 (point) 18 |
(=====)- (=====)+
(|o| Used on the door next to the room with the |
(What it's For: |o| bird cage in Nowhere to take you to the |
) |o| hospital sub-basement like area. |
(=====)- (=====)+
) KEY OF "SCARECROW" |o| Locate this item/equip in section 01 (point) 03 |
(=====)- (=====)+
(|o| One of the three keys needed to unlock the |
(What it's For: |o| door in the house that is bolted shut. Once |
) |o| unlocked you can then make it to the school. |
(=====)- (=====)+
) KEY OF "WOODMAN" |o| Locate this item/equip in section 01 (point) 02 |
(=====)- (=====)+
(|o| One of the three keys needed to unlock the |
(What it's For: |o| door in the house that is bolted shut. Once |
) |o| unlocked you can then make it to the school. |
(=====)- (=====)+
) KITCHEN KNIFE |o| Locate this item/equip in section 01 (point) 02 |
(=====)- (=====)+
(|o| Your basic melee weapon which has a very short |
(What it's For: |o| range and low attack power, but does not |
) |o| consume any type of ammunition. |
(=====)- (=====)+
) LIBRARY RESERVE KEY |o| Locate this item/equip in section 01 (point) 05 |
(=====)- (=====)+
(|o| The Library Reserve Key that you find on a |
(What it's For: |o| corpse in the Alternate School opens up the |
) |o| Library Reserve in the Alternate School. Duh. |
(=====)- (=====)+
) LIGHTER |o| Locate this item/equip in section 01 (point) 08 |
(=====)- (=====)+
(|o| Used along with the Disinfecting Alcohol |
(What it's For: |o| in order to burn the vines covering the |
) |o| secret trap door in the basement storeroom. |
(=====)- (=====)+
) MAGNET |o| Locate this item/equip in section 01 (point) 14 |
(=====)- (=====)+
(|o| Found in the motel office and used to snag |
(What it's For: |o| the Motorcycle Key hidden under a shelving |
) |o| unit in Michael Kaufman's motel room. |
(=====)- (=====)+
) MOTORCYCLE KEY |o| Locate this item/equip in section 01 (point) 14 |
(=====)- (=====)+
(|o| A key to turn on the motorcycle, used to |
(What it's For: |o| bring to a close the Michael Kaufman |
) |o| sidequest in the motel office. |
(=====)- (=====)+
) PICTURE CARD |o| Locate this item/equip in section 01 (point) 05 |
(=====)- (=====)+
(|o| Used to unlock the door in the room behind |
(What it's For: |o| the reception desk on the first floor |
) |o| of the Alternate School. |
(=====)- (=====)+
) PLASTIC BOTTLE |o| Locate this item/equip in section 01 (point) 07 |

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(=====)- (=====)+
(|o| Bottle used to collect the msysterious liquid |
(What it's For: |o| in the normal Alchemilla Hospital which is |
) |o| then optionally used at the end of the game. |
(=====)- (=====)+
) PLATE OF "CAT" |o| Locate this item/equip in section 01 (point) 08 |
(=====)- (=====)+
(|o| One of the four plates found in the Alternate |
(What it's For: |o| Hospital used on the second floor in order |
) |o| to solve the puzzle and unlock the door. |
(=====)- (=====)+
) PLATE OF "HATTER" |o| Locate this item/equip in section 01 (point) 08 |
(=====)- (=====)+
(|o| One of the four plates found in the Alternate |
(What it's For: |o| Hospital used on the second floor in order |
) |o| to solve the puzzle and unlock the door. |
(=====)- (=====)+
) PLATE OF "QUEEN" |o| Locate this item/equip in section 01 (point) 08 |
(=====)- (=====)+
(|o| One of the four plates found in the Alternate |
(What it's For: |o| Hospital used on the second floor in order |
) |o| to solve the puzzle and unlock the door. |
(=====)- (=====)+
) PLATE OF "TURTLE" |o| Locate this item/equip in section 01 (point) 08 |
(=====)- (=====)+
(|o| One of the four plates found in the Alternate |
(What it's For: |o| Hospital used on the second floor in order |
) |o| to solve the puzzle and unlock the door. |
(=====)- (=====)+
) PLIERS |o| Locate this item/equip in section 01 (point) 18 |
(=====)- (=====)+
(|o| Use them in the room with the lone faucet |
(What it's For: |o| in Nowhere to pluck the Key of "Ophiel" |
) |o| out of the faucet where it's stuck. |
(=====)- (=====)+
) POCKET RADIO |o| Locate this item/equip in section 01 (point) 02 |
(=====)- (=====)+
(|o| When this is turned on, it will buzz |
(What it's For: |o| automatically when there are dangerous |
) |o| monsters in the area. It can be turned off. |
(=====)- (=====)+
) RECEIPT |o| Locate this item/equip in section 01 (point) 14 |
(=====)- (=====)+
(|o| Found in Annie's Bar and was being held by |
(What it's For: |o| Michael Kaufman, it displays the code |
) |o| needed to enter the Indiant Runner store. |
(=====)- (=====)+
) RESIDENTIAL AREA MAP |o| Locate this item/equip in section 01 (point) 02 |
(=====)- (=====)+
(|o| Shows you the basic streets and areas of the |
(What it's For: |o| residential area in Silent Hill. Does not |
) |o| cover the entire town unfortunately. |
(=====)- (=====)+
) RESORT AREA MAP |o| Locate this item/equip in section 01 (point) 13 |
(=====)- (=====)+
(|o| It's a map that shows the third section of |
(What it's For: |o| Silent Hill separate from residential and |
) |o| shopping, it's the resort section. |
(=====)- (=====)+
) RIFLE SHELLS |o| Locate this item/equip in section 01 (point) 10 |

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(=====) - (=====) +
(|o| Ammunition for the Rifle which like most |
(What it's For: |o| other guns, requires a special kind |
) |o| of bullet in order to be fired. |
(=====) - (=====) +
) RING OF CONTRACT |o| Locate this item/equip in section 01 (point) 18 |
(=====) - (=====) +
(|o| Used in the basement area of Nohwere in order |
(What it's For: |o| to connect the broken chain in the kitchen |
) |o| and prevent you from being disembowled. |
(=====) - (=====) +
) RUBBER BALL |o| Locate this item/equip in section 01 (point) 05 |
(=====) - (=====) +
(|o| The Rubber Ball is placed into a hole on the |
(What it's For: |o| roof of the Alternate School in order to |
) |o| prevent water from draining down it. |
(=====) - (=====) +
) SAFE KEY |o| Locate this item/equip in section 01 (point) 14 |
(=====) - (=====) +
(|o| A key found in the drawer behind the counter |
(What it's For: |o| of the Indian Runner, used to unlock the |
) |o| safe in the Indian Runner. |
(=====) - (=====) +
) SCHOOL MAP |o| Locate this item/equip in section 01 (point) 04 |
(=====) - (=====) +
(|o| Shows you the locations and such of all the |
(What it's For: |o| rooms in the school. Automatically marked |
) |o| as you proceed through the area. |
(=====) - (=====) +
) SCREWDRIVER |o| Locate this item/equip in section 01 (point) 18 |
(=====) - (=====) +
(|o| The Screwdriver is used for taking off the |
(What it's For: |o| steel plate found on the second floor of |
) |o| Nowhere to reveal an electrified key. |
(=====) - (=====) +
) SEWER EXIT KEY |o| Locate this item/equip in section 01 (point) 12 |
(=====) - (=====) +
(|o| The key which allows you to finally |
(What it's For: |o| get out of the disgusting cockroach infested |
) |o| underground water ways of Silent Hill. |
(=====) - (=====) +
) SEWER KEY |o| Locate this item/equip in section 01 (point) 12 |
(=====) - (=====) +
(|o| Unlocks the door at the end of the sewers |
(What it's For: |o| and allows you to proceed further into |
) |o| the sewers... how very pleasant. |
(=====) - (=====) +
) SEWER MAP |o| Locate this item/equip in section 01 (point) 12 |
(=====) - (=====) +
(|o| It's a map of the sewers! For all the tourists |
(What it's For: |o| interested in waste disposal, this map was |
) |o| designed to fit their every need. |
(=====) - (=====) +
) SHOPPING DISTRICT MAP |o| Locate this item/equip in section 01 (point) 06 |
(=====) - (=====) +
(|o| The map of Silent Hill that when combined with |
(What it's For: |o| the Residential District map, gives you a |
) |o| pretty complete picture of the town. |
(=====) - (=====) +
) SHOTGUN |o| Locate this item/equip in section 01 (point) 05 |

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