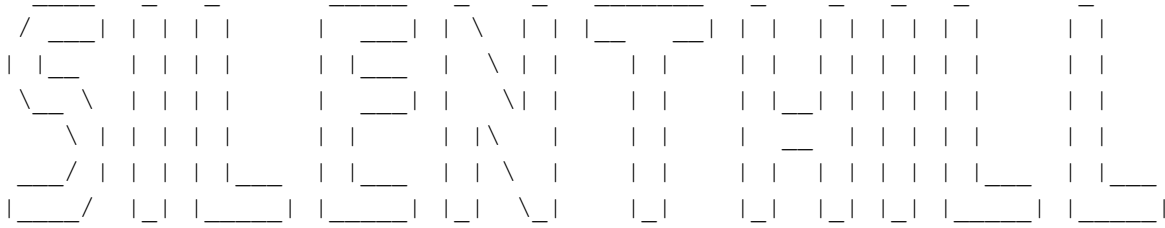


Silent Hill FAQ/Walkthrough

by Conquerer

Updated to vFinal on Jan 22, 2020



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||           S I L E N T   H I L L   F A Q   /   W A L K T H R O U G H           ||  
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||  
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||           =====           ||  
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||                           Silent Hill                           ||  
||  
||                           Developer: KCET (Team Silent)           ||  
||                           Publisher: Konami                       ||  
||                           Original Platform: PlayStation           ||  
||                           Genre: Adventure                       ||  
||                           Origin: Japan                          ||  
||                           Number of Players: 1                   ||  
||                           Initial Release Date: February 23, 1999 ||  
||                           ESRB Rating: "M" for Mature           ||  
||           =====           ||  
||  
||                           S P O I L E R S   N O T E           ||  
||  
||           This FAQ is free of major spoilers, only touching on           ||  
||           minor aspects as they pertain to gameplay.           ||  
||           =====           ||  
||  
||                           W A N T   T O   R A T E   T H I S   F A Q   ?           ||  
||  
||           If you feel that this FAQ has helped you in any way and           ||  
||           you wish to thank me, feel free to do so by appropriately           ||  
||           rating it wherever possible. Thank you.           ||  
||           =====           ||
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"The fear of blood tends to create fear for the flesh."

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1.	I N T R O D U C T I O N	[SH1_01]
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Welcome to my Silent Hill FAQ/Walkthrough, a comprehensive guide to walk you through Konami's first entry in survival horror and the beginning of a very successful series of psychological storytelling. As a big fan of the series and having written walkthroughs for the first four games, this was the last one I managed to put together despite working on it slowly for a few years prior.

Despite this FAQ first launching with a few incomplete tail end sections, years later while refreshing my guides I've now fully completed and fleshed it out, having completely rewritten or heavily re-organized and edited the entire document. My main intention was to present the walkthrough most specifically in a more user-friendly form with clearly defined segments to help all users find what they need more quickly, while re-writing it in the process.

I've always had the philosophy of being very comprehensive and descriptive with my walkthroughs, as if I'm taking the same journey with the player rather than simply giving lists of instructions. What initially inspired me to write my own guides was being frustrated with other guides with vague or confusing descriptions, so it became my goal to write in such a way to prevent readers from the same frustration. Because when you check a guide there's really no excuse. It should always help rather than confuse you or make you check someone else's work. And I feel I've achieved that here, making sure no stone is unturned.

While my guides always followed that philosophy, perhaps in the past they may not have been as navigation-friendly to just drop in and quickly find the spot you were at, given I used a basic paragraph after paragraph format for each location. But now the walkthrough has been carefully

re-written and reconstructed with sub sections and labels that clearly define small subsets of areas so you can do just that and waste no or very little time scrolling through. And I'm really happy with the result.

Beyond that, the biggest change would be the addition of the 10-star ranking guide, while the original ranking section wasn't even completed before. I've also filled out the unlockables and secrets section plus the "cool and scary things" list of trivia, which were apparently "coming soon" for over 10 years, so I'm glad to finally get this FAQ fully-completed.

Otherwise you can also find a speed walkthrough, full item and memo lists, a section full of tips called playing the game, and requirements for all endings in the game, amongst other sections.

Check the Table of Contents above for the appropriate segment codes to guide you most efficiently through this document. I'm happy to have put in the work over all these years to maintain it and I hope you both enjoy it and find it useful enough for whatever you're looking for.

Cheers.

- Conquerer

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2.	U P D A T E S	[SH1_02]
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[01/20/2020] - 409 KB [FINAL]

I posted a couple more stealth updates in the final week of December as I kept finding small things here and there, but then it was finished on the 31st. Beyond that though, there were still a few things I wanted to clear up in the 10-Star Ranking Guide, specifically adding and explaining the convoluted formulas and exact requirements to make sure nothing is unclear, since there are often misunderstandings with the rankings in these games. That's now done and this guide is 100% good to go. Final update.

[12/18/2019] - 384 KB

Almost 14 years since the last update. This FAQ wasn't quite in a finished state back then with some incomplete sections yet it somehow fell off my radar until refreshing my FAQs all these years later. All sections have not only been filled out or completed, but the entire document has been almost entirely rewritten from scratch, including my main intention of refreshing the walkthrough to be more segmented and navigation-friendly, while also adding a 10-Star Ranking Guide as the biggest other addition when the basic Ranking section wasn't even completed originally. All these years later I'm completely satisfied with the state of this FAQ, which is now finished.

[01/10/2006] - 293 KB

First submitted. Walkthrough and most sections are complete, but some have some gaps to fill in and others are yet to be written. This document also hasn't been edited yet and likely contains a litany of typos and mistakes that will eventually be corrected.

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3. FREQUENTLY ASKED QUESTIONS [SH1_03]

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GENERAL FREQUENTLY ASKED QUESTIONS:

Q: How many versions are there of this game?

A: As of 2020 there is only the original PS1 version, which has since been made available in digital form on PS3, PSP and PS Vita.

Q: Are there any notable differences between the different regions?

A: Yes, the PAL version has all Grey Children removed and replaced with Mumlbers, which only appear in the second sewers in NA/JP.

Q: Is it worth playing this if I enjoyed later Silent Hill games?

A: Absolutely. At first you may have to overcome the blocky graphics and clunky controls if it's something you're unfamiliar with, but it shouldn't take long to get over that and acclimatize yourself. Even today it's a fantastic, creative and terrifying horror game that holds up well.

Q: About how long does it take to complete this game?

A: Your first run will likely take about 7 hours, perhaps ranging from 6-10 for most people. It took me a bit longer than 7 my first time.

Q: How many endings are in this game, and what are they?

A: Five. Good, Good+, Bad, Bad+, UFO.

Q: How do I get the UFO Ending?

A: In a Next Fear game, you must acquire the Channeling Stone from the Convenience Store at the northeast end of Bachman Road in Old Silent Hill. Then you must use it in five specific locations outlined in the Endings section.

Q: How do you unlock the Hyper Blaster?

A: You must complete the game with the UFO ending and it'll be in your inventory during your next run. Its laser colour and power depends on how good your previous ranking was.

Q: How do you unlock the Katana?

A: You must clear the game with a Good and Bad ending, either standard or + versions. Then it'll be found in the Levin Street house side room.

Q: What is a "Next Fear"?

A: It basically amounts to a New Game Plus, allowing you to acquire anything you've unlocked in subsequent runs and achieve more endings in your save file. It also ups the difficulty one level each time, up to the max of Hard.

Q: Is increasing the bullet adjust tied to game clears or endings?

A: It's tied to the endings. Each one will give you a boost of one, up until x6 is unlocked with the fifth ending.

SPECIFIC LOCATIONAL OR GENERAL GAMEPLAY QUESTIONS:

Q: I keep shooting the Split Head lizard but it won't die. What am I supposed to do?

A: As hinted in a book on the way to the boss, you must shoot into its mouth whenever it opens, after first angering the monster with a handful of shells. Be sure to back up while firing to avoid getting chomped, which is an insta-kill. It'll die in a few shots to the mouth.

Q: I found a Chainsaw and a Rock Drill but I can't pick them up because I can't find gasoline to power them. Where is some gasoline?

A: In your first run through the game, there is no gasoline to find and these weapons cannot be acquired. Only in a Next Fear run will the Gasoline Tank appear inside the Gas Station garage at the Bloch and Ellroy intersection. Take it and use it on which of the two weapons you want, while you can use it to get the other on the next run. Once a weapon has been powered, it won't require gas to acquire in your next run, although the Gasoline Tank will still be there.

Q: Can I still get the Shotgun if I missed it in the school?

A: Yes, it can be found in the side room of the Police Station in the shopping district if you missed it earlier.

Q: Is there any way I can get the hospital map if I'm already in the Nightmare Hospital?

A: Unfortunately no, since there's no way back after heading to the mysterious 4th floor. You must get it from behind the Reception counter after meeting Kaufmann in the Examination Room or you'll be without it.

Q: Is it possible to save Cybil?

A: Yes, but you need to have found a Plastic Bottle and filled it with the Unknown Liquid in the hospital's Director's Office, then use it on her on the merry-go-round.

Q: What's up with this "Nowhere" place? Why's there no map?

A: Because it's a jumble of several areas of the game and doesn't particularly follow normal laws of physics or spacing. It generally takes after the hospital in appearance but its layout is all over the place, including rooms/hallways that should overlap and a door that warps you to another floor, so a map might not make normal sense.

Q: Is it possible to avoid the final boss' lightning strikes consistently?

A: It is but it's insanely hard, to the point that if you have enough health it's a fair decision to decide to just take the damage and heal. But if you're able to master running in an aggressive circle you might be able to avoid the strikes. Definitely takes practice and not quite an automatic unless you've totally nailed it.

Q: What do the "shooting style" stats in the ranking screen mean?

A: The percentage distribution of all your shots from close, medium and long range, while "no aiming" shots is your percentage of missed shots.

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4. P R O L O G U E [SH1_04]
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The town of Silent Hill is known to be a quiet resort town, but the memories of a tragic fire seven years ago still loom over it.

Having lost his wife to a fatal disease four years ago, Harry Mason is a single parent with a seven year old daughter named Cheryl, who repeatedly begged her father to take her on a trip to the town of Silent Hill. He eventually agreed.

Due to car troubles, they arrive at the outskirts of the town at nighttime, following the windy road as a police officer on a motorcycle approaches and speeds past them after taking a glance.

Shortly after, Harry spots and passes a crashed motorcycle matching the one the officer was riding. Suddenly, a shadow appears in the middle of the road before Harry's Jeep headlights shine on it, revealing the figure of a young girl. In a panic, Harry swerves to avoid the girl and crashes through the railing.

After regaining consciousness at the wheel of his wrecked vehicle, it is now daytime and Cheryl is nowhere to be seen. Harry steps out to find himself just inside the town of Silent Hill, which maintains a thick fog and is snowing out of season.

Harry calls for Cheryl and heads deeper into town to find her.

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5. C H A R A C T E R S [SH1_05]
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Harry Mason

Age: 32

As the main character, Harry is a widowed writer whose wife died four years ago from a disease, leaving him to take care of their now seven year old daughter, Cheryl. Harry has brown hair and brown eyes and is a kind and respectful man who loves his daughter. After Cheryl repeatedly begged him to take her to Silent Hill, he finally gave in, but a car crash while entering the town separated them. Heading into the foggy town, Harry is determined to do whatever he can to find and save his daughter.

Cheryl Mason

Age: 7

The daughter of Harry Mason, Cheryl is a quiet, seven year old girl with short black hair and brown eyes. After the tragic loss of her mother at the age of three, her father Harry became her sole guardian. She began begging him to take her on a trip to the town of Silent Hill, to which he finally agreed. With Cheryl asleep in the passenger seat on the way into town during the night, a mysterious figure jumped in front of Harry's vehicle and sent them into a crash. After Harry gained consciousness in the morning, Cheryl was nowhere to be found.

Cybil Bennet

Age: 28

As a police officer from the nearby town of Brahms, Cybil is Harry's first acquaintance in Silent Hill, finding him passed out in a cafe. Cybil has blonde hair and green eyes, and despite being a police officer with authority puts a lot of trust in Harry, offering her weapon after he explains his story. While Harry sets out to find Cheryl, Cybil decides to leave the town for reinforcements since all the phones and radios are out.

Dahlia Gillespie

Age: 46

First summoning Harry to a church by ringing its bell, Dahlia is a crazy lady with brown hair, blue eyes, lots of eye shadow, and strange clothing. In each meeting she feeds Harry what certainly sounds like crazy talk to help him find his daughter, but she always leaves quickly without further explanation. As told by Lisa, Dahlia apparently lost her child in a fire and has been crazy ever since.

Michael Kaufmann

Age: 50

First meeting Harry in the hospital and greeting him with a bullet, Kaufmann is a doctor that works at Alchemilla Hospital. He has brown hair, blue eyes and has an extremely rough and curt personality with a very

short temper, not standing for goofing off or flapping his gums for too long. Despite his concern for what's going on in the town, he doesn't appear very interested in helping Harry but rather is more focused on his own affairs.

Lisa Garland

Age: 23

A young nurse who works at Alchemilla Hospital, Harry finds Lisa hiding under a table before she jumps to her feet and hugs him in relief as the first person she's seen in a while. Lisa has blonde hair and green eyes and is a very caring, friendly, and emotional young woman. She explains to Harry that she woke up all alone in the hospital in its current state after falling unconscious. As the only particularly friendly local, Harry relies on Lisa for key information about the town and anything that can help him on his journey.

Alessa Gillespie

Age: 14

A mysterious young girl, Alessa is the one who stepped in front of Harry's Jeep, causing the car crash that started this whole mess. Harry repeatedly spots her around town but she never sticks around long enough for Harry to speak with. Although nothing is certain, she may have something to do with the town's current state.

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6.	E N E M I E S	[SH1_06]
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Air Screamer

Appearance:
A large pterodactyl-looking bird with wide-spreading wings. Has a pale, pinkish-red colour to its skin.

Location(s):
Old Silent Hill, Central Silent Hill, Silent Hill Resort Area.

Attacks:
Most often they will swoop down from above and kick you with their feet. Take hard turns to avoid them and never underestimate what they're capable of. When on their feet, they may lunge and headbutt you.

Suggested Weapon(s):
Rifle, Handgun.

Strategy:

These dinosaur-type birds are found everywhere throughout Silent Hill's streets and are among the most annoying enemy types due to their aggressive behaviour and ability to quickly swoop in and attack. When being chased, take a hard turn to get them off your tail since slight adjustments won't make much of a difference. While they're mostly found flying, some will be found standing before taking off. Consider killing them before they get a chance to get away.

To kill them, turn to the Handgun whenever they're within range and pop them until they they drop. The Rifle isn't acquired until fairly late, but despite the limited ammo it makes killing Air Screamers a breeze as it extends your range significantly, dropping them in a shot or two. Follow up with either a kick or an additional shot or two to kill.

Groaner

Appearance:

A skinny, hairless dog of pinkish, bloody flesh.

Location(s):

Old Silent Hill, Central Silent Hill, Silent Hill Resort Area.

Attacks:

Groaners will regularly jump and lunge at you, biting in the process. Either run away or shoot them before they get a chance, even if it's a last second effort during their lunge, since they'll often get knocked down.

Suggested Weapon(s):

Handgun.

Strategy:

Groaners are simple to deal with but can catch you off guard quite easily with their aggressive and relentless lunges. Quickly use the Handgun to put them out of their misery, or just sprint past them. Running is often the best strategy, especially when they're in packs.

To save the ammo, the Steel Pipe works fairly well but you need to be quick and catch them at the right time, either as you run up to them or after an attack lunge. The Axe and Hammer also work well when you get them.

Grey Child

Appearance:

A small, pale and deformed-looking child with a knife in its hand. Its head is fairly small and close to its shoulders with no neck visible. This creature is not found in the PAL version, instead replaced with the similar Mumbler. May also be known as Demon Child.

Location(s):

Arrival, Midwich Elementary School, Nightmare School, Lakeside Amusement Park.

Attacks:

Most often they will lunge forward and fall at your feet, stabbing you in

the process. Others may also approach and slash at you during or after your recovery. Treat them seriously at all times, and when you are grabbed, mash the directional and shoulder buttons to escape more quickly.

Suggested Weapon(s):

Handgun, Shotgun.

Strategy:

Perhaps one of the more disturbing enemies of the game due to their childlike figures, Grey Children move slowly but are supremely dangerous, especially with the surprisingly long range they can perform their main attack from. Turning off your Flashlight may help slipping by them in dark hallways, while there may often be space to do so either way. But sometimes you won't have an escape path or will be ambushed from multiple sides. Always try to get to a safe spot and then take them out one by one as they approach you.

One trick is to lure them towards you and just as they're about to dive, perform a backwards hop (Down + Square). Then either run past or take them out. Due to their knives, melee weapons are not recommended unless you can make effective work of the above trick. Otherwise, always use the Handgun to defeat them, while the Shotgun can make quicker work of them if cornered.

Creeper

Appearance:

A truly giant roach, yellow and red in colour and with many legs.

Location(s):

Nightmare School, Alchemilla Hospital, Nightmare Hospital, Sewers (to resort area), Sewers (to amusement park).

Attacks:

Creepers will run up and bite Harry's legs. Quickly pop them or run past to avoid this.

Suggested Weapon(s):

Handgun.

Strategy:

Creepers are mostly just annoying creatures and aren't much of a threat at all. Usually they can just be run past, but they also do come in groups and may try to gang up on you. In these cases, quickly take them out one by one with a Handgun shot, followed by a kick or another shot.

Larval Stalker

Appearance:

A small child-like apparition. Spotted as a small black shadow, stumbling all over the ground like an infant and signalled by a high-pitch creak. Sometimes come in groups and usually disappear after a few seconds.

Location(s):

Nightmare School, Lakeside Amusement Park.

Attacks:

None.

Suggested Weapon(s):

None.

Strategy:

These shadow figures never try to attack you nor pose a threat. They have enough trouble even staying on two feet and thus have more pressing issues than to attack you. You'll often hear sharp high-pitched sounds indicating their presence, but they're not to be feared in any way. They also cannot be attacked anyway. But keep an eye out for their adult form which actually is lethal later on...

Romper

Appearance:

Takes the form of a humanoid mixed with an ape-like creature on all fours, capable of jumping around and making ape-like sounds.

Location(s):

Central Silent Hill, Nightmare Central Silent Hill, Silent Hill Resort Area, Nightmare Resort Area.

Attacks:

Rompers will hop towards you and smother Harry to the ground. Do not approach them and instead attack from a distance or run by well clear. When held down, wiggle the directional and shoulder buttons to escape more quickly. Additionally they may sometimes jump an incredible distance and bowl Harry over without smothering him.

Suggested Weapon(s):

Shotgun, Handgun.

Strategy:

A very quick creature that is extremely hard to run away from once it's spotted you, since it'll hop right on over and jump Harry. Instead, it's important to get the jump on them with quick Shotgun or Handgun blasts. With the Handgun, begin firing from a farther distance to ensure you won't get bowled over, but it won't take more than a few shots to down one. The Shotgun will only take 1-2 blasts if you have the ammo.

Puppet Nurse

Appearance:

A nurse in uniform with a giant parasite hump in its back, carrying a small knife similar to Harry's.

Location(s):

Nightmare Hospital, Nowhere.

Attacks:

Nurses will primary try to grab you and slash with their knives, while other Nurses will approach and slash at you while held up. Push the directional and shoulder buttons to escape grapples more quickly.

Suggested Weapon(s):

Handgun, Shotgun, Hammer, Rock Drill.

Strategy:

Due to their knives, Nurses are important to eliminate before they get too close. Use the Handgun if you have the time in space, while the Shotgun makes quick work of them when in groups or up close.

Melee weapons are difficult due to their knives, but the Hammer can work extremely well. Performing the double swing not only keeps a Nurse from getting to you from the front, but knocks them down rather quickly as well. In a Next Fear game, the Rock Drill is also fantastic. Simply raise it in the air with R2 to get it running, then just let Nurses run up to you and kill themselves.

Puppet Doctor

Appearance:

A doctor in uniform with a large parasite lump on its back, very similar to the Puppet Nurse. All doctors carry knives similar to Harry's.

Location(s):

Nightmare Hospital.

Attacks:

Just like Nurses, Doctors will grab and also slash Harry. Use the directional and shoulder buttons to escape grabs and be sure to shoot them before they get too close.

Suggested Weapon(s):

Shotgun, Handgun, Hammer, Rock Drill.

Strategy:

Treat Doctors the same way as Nurses by killing them before they can get too close. Keep in mind Doctors are slightly stronger and more aggressive, so perhaps the Shotgun is wise at least when in close. They usually appear solo and thus the Handgun is suitable to take them down with enough space. There are only a handful of them found in the game.

If daring enough to use the Hammer, it also works effectively on them if you can attack first, while the same Rock Drill trick works on Doctors just as well as Nurses.

Night Flutter

Appearance:

Another pterodactyl-type bird similar to the Air Screamer but only found in Nightmare Silent Hill areas. It has darker skin and its head is completely covered with worms.

Location(s):

Nightmare Central Silent Hill, Nightmare Resort Area.

Attacks:

Just like Air Screamers they will chase you and kick from above, but they are faster and stronger than their counterparts. Take hard turns to avoid

their swoops and take them out early if you get the chance. They can also headbutt you when encountered walking on the ground.

Suggested Weapon(s):

Handgun, Hunting Rifle, Shotgun.

Strategy:

This creature has the same characteristics of the Air Screamer, although taking its place in the alternate world. These creatures are also stronger and hit harder so do your best to deal with them appropriately. Usually the best strategy in all these nightmare areas is just to run, but if you wish to kill them, the Handgun is still pretty good, the Shotgun is best at very close range, and the Rifle is probably the best all around with its long range and consistent power, dropping them in 1-2 hits. Follow up with a kick or another shot.

Wormhead

Appearance:

Very similar to the Groaner in foggy Silent Hill but takes its place in Nightmare Silent Hill. As the name suggests, their heads are covered in worms and their bodies are generally darker in colour.

Location(s):

Nightmare Central Silent Hill, Nightmare Resort Area.

Attacks:

Just like Groaners, Wormheads will jump and bite you. Run on by them or attack safely from a moderate distance, while shots during airtime can knock them down.

Suggested Weapon(s):

Handgun.

Strategy:

Wormheads have identical attacks to Groaners, but they do more damage and are stronger. Nightmare areas are often best traversed by running past everything, but if you do wish to fight them the Handgun works well as usual. When a quick kill is needed, turn to the Shotgun. Melee weapons are often not a good idea in the areas that contain them due to enemy frequency, but if you do have the space then the Steel Pipe, Hammer and Axe are all fairly good when used properly.

Hanged Scratcher

Appearance:

A large green insect-looking creature with sharp claws. Looks somewhat like a huge praying mantis, or perhaps a giant but very thin frog. Often found hanging on the roof.

Location(s):

Sewers (to resort area), Sewers (to amusement park).

Attacks:

Hanged Scratchers will approach you and attack with their sharp claws. Run past or prevent them from getting close to avoid them. They will also

claw at you from the roof when below them.

Suggested Weapon(s):

Shotgun, Handgun.

Strategy:

Scratchers are only found in the Sewers but are deadly creatures, capable of sneaking up on you despite their clicking legs, or ambushing in groups. One on one, take them out with the Handgun, while when quicker kills are needed due to multiple Scratchers, turn to the Shotgun. Melee requires more skill, but the Hammer can handle them well one on one.

Scratchers take a while to fall down after dying, so save your ammo when you see them beginning to fall. Also keep an eye out for them on the roof where they hang while waiting for you, sometimes hoping for an ambush if you don't notice them. When ambushed by several of them, it's often the best idea to just run away.

Mumbler

Appearance:

The size of a small child, with reddish skin and long, sharp claw fingers on both hands. Looks somewhat like a large and creepy monster teddybear. Its head is very small, has a hole in it, and is connected to its body without a visible neck.

Location(s):

Sewers (to amusement park). Replace Grey Children in all locations in PAL version.

Attacks:

Very similarly to Grey Children, they will dive at Harry's feet and do damage with their claw fingers, or slash at Harry, including when he's already being grappled. Hit the directional and shoulder buttons to escape these holds more quickly.

Suggested Weapon(s):

Handgun, Shotgun, Rifle.

Strategy:

Perhaps even more disturbing than Grey Children, Mumlbers take a quite frankly terrifying form with their short size and menacing claws. They are however fairly easy to kill with the Handgun or run past if you have the time and space. If quick kills are needed when being chased or encountering them in groups, turn to the Rifle or Shotgun.

Normally only found in the Sewers in the North American and Japanese versions, these creatures are much more abundant in the PAL version, replacing all Grey Children in the school and elsewhere.

Stalker

Appearance:

The adult form of the Larval Stalker, and the apparition form of the Grey Child, appearing as a shadowy figure that's very hard to see while also carrying a knife. Unlike standard Grey Children, they are featured in all

versions of the game. May also be known as Invisible Demon Children.

Location(s):

Nowhere.

Attacks:

Just like Grey Children, they'll throw themselves at Harry's feet with a hold while slicing, or deliver separate slashes when already held. Use the directional and shoulder buttons to escape holds more quickly.

Suggested Weapon(s):

Shotgun, Handgun, Rifle.

Strategy:

Although they behave just like Grey Children, they are more dangerous since they're harder to spot with their shadowy figures. Therefore it may be a good idea to use the Shotgun to kill them more quickly, despite the Handgun still working fairly well if you have the time, space and vision to spot them. The Rifle will handle them quickly from a longer range to eliminate the threat before they get close.

Pay attention to the radio static in case one may be patrolling nearby. Despite melee being a bit trickier due to being harder to see, the Hammer can be effective on them one by one.

=====
7. WEAPONS AND SUPPLIES [SH1_07]
=====

w e a p o n s

A total of seven weapons can be found in your first run of Silent Hill, with an additional two that require gasoline and can be procured in subsequent Next Fear runs, plus another two that can be unlocked beyond that.

Refer to the chart below for the effectiveness ratings of each weapon. You'll find that the Shotgun and Hunting Rifle are the most effective firearms, while the Handgun is versatile and still gets the job done against any enemy. For melee weapons your best bet will be the Hammer with its high power and move set. The Hyper Blaster is not listed since its power depends entirely on your previous ranking but is capable of being very effective on everything.

Weapons Chart table with columns for weapons (K, HG, SP, SG, HM, AX, HR, C, RD, KA) and rows for enemies (Air Screamer, Groaner, Grey Child, Creeper, Romper, Puppet Nurse, Puppet Doctor).

Night Flutter	NE	E	NE	VE	NE	NE	VE	NE	NE	NE	
Wormhead	NE	VE	E	VE	VE	E	VE	E	VE	VE	
Hanged Scratcher	NE	E	NE	VE	VE	NE	VE	E	E	VE	
Mumbler	NE	E	E	VE	VE	E	VE	E	VE	VE	
Stalker	NE	E	E	VE	VE	E	VE	E	VE	VE	

'-----'

Legend

Weapons:	
K	- Kitchen Knife
HG	- Handgun
SP	- Steel Pipe
SG	- Shotgun
HM	- Hammer
AX	- Axe
HR	- Hunting Rifle
C	- Chainsaw*
RD	- Rock Drill*
KA	- Katana*
VE	- Very Effective
E	- Effective
NE	- Not Effective
N/A	- Not Applicable
*	- Extra Weapon

=====

Melee Weapons

=====

Once acquired, these weapons will be held for the rest of the game and will never break or require ammo. Once equipped, hold R2 to raise a melee weapon and press X for a light swing, X repeatedly for a double swing, or hold X for a heavy attack, usually an overhead downward swing.

Kitchen Knife

"Hard to use,
but better than nothing."

Simply said, the worst weapon in the entire game. The Kitchen Knife is your first melee weapon acquired and not particularly effective on any enemy type, although a skilled user could make some use of it. To use the Knife, hold R2 to raise it and tap X for double swings or hold X for a thrust.

The Knife can only be used at extremely close range due to its size and also offers minimal power. Be cautious when using it and thankful when you're not. Use the Handgun or Steel Pipe instead unless you're confident. The Kitchen Knife is found on the counter of the cafe at the beginning of the game in Old Silent Hill.

Steel Pipe

"3' long steel pipe.

Long range but of limited use."

Quite a step up from the Kitchen Knife, the Steep Pipe provides a longer range and inflicts more damage. Caution is still to be exercised, perhaps by luring an enemy into an attack, hopping back (Down + Square), and then attacking. This strategy works well on Grey Children in particular.

Hold R2 to raise the Pipe and press X for standard swings or hold X for an overhead downward swing. The Steel Pipe is located beside Cheryl's sketchbook amongst the rubble at the end of the center Finney Street alley back pathway in Old Silent Hill.

Hammer

"Emergency hammer.

Highly damaging,
but hard to use."

A large Hammer found in the hospital, this is one hell of a weapon that may surprise you. As a large emergency tool (this is an emergency, right?) it is very deadly and arguably the best weapon in the game since it requires no ammo, although may take some practice to make the most of it.

Use R2 to hold it up and tap X for standard swings or hold X for an overhead downward swing. The standard two hit combo is very effective in blocking the enemy from attacking since it pushes them backward when hit. Simply said, the Hammer is to be adored and used whenever necessary. Do not miss it leaning against the generator in the Nightmare Hospital's basement Generator Room.

Axe

"Small one hand axe.

Moderately effective
as a weapon."

Found around halfway through the game, the Axe is an effective short range weapon, offering power that the Knife does not have, while it lacks the power and range of say the Hammer. Use R2 to raise it and tap X to deliver standard strikes, or hold X for a single overhead swing. The Axe is a missable weapon that is found on the wall in the "other church" hall with the altar in the back of the Antique Shop on north Simmons Street in Central Silent Hill, after leaving the hospital.

Chainsaw

"Power tool used for cutting
down trees, etc., highly deadly."

The Chainsaw is a gas-powered weapon that is found but not obtainable in your first run, first requiring the Gasoline Tank that's found in the Gas Station garage at east Bloch Street in Old Silent Hill, only in a Next

Fear game. Use the tank on the Chainsaw in the smashed display window at Cut-Rite Chain Saws on Bloch Street to fill it up and take it. Once you get it once, you will not require the tank the next time, allowing you to acquire the other gas-powered weapon as well.

The Chainsaw is normally off when equipped and must be turned on for use by pressing or holding R2, remaining on until you proceed to another room or area or perform a task. To use, hold R2 to ready it and tap X for standard swipes or hold X for a downward slice. Overall it's a little slow but offers moderate to heavy power.

Rock Drill

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

Another gas-powered weapon found but not obtainable in your first run, the Rock Drill requires the Gasoline Tank found in the Gas Station garage on Bloch Street only in a Next Fear. Use the tank on the Rock Drill in the bottom dark room of the Bridge Control Room tower on the Bloch Street bridge to fill it up and take it. Once you acquire it once, it will not require the tank on your next run, allowing you to get the other gas-powered weapon as well.

While both gas weapons are fun to use, the Rock Drill is noticeably better and more recommended. Hold R2 to activate the Drill in each area, remaining turned on until leaving the area or performing a task. Raise the drill by holding R2 and use X to thrust it forward, holding up or down to aim it accordingly if necessary. Alternatively, you can simply hold the Drill as it runs and allow enemies to run or walk straight into you and kill themselves, a very effective strategy especially against Nurses and Doctors.

Katana

"Traditional single edged
Japanese blade."

The Katana is a secret weapon that must first be unlocked by completing the game with one Good ending (Good or Good+) and one Bad ending (Bad or Bad+) in one save file. Then in a Next Fear it can be found in the side room of the Levin Street house before using the Eclipse keys.

Hold R2 to prepare the Japanese sword and tap X for alternating strikes or hold X for an overhead downward slice. Harry is propelled forward when he swings the Katana, effectively giving it an extended range and a pretty crazy advantage, especially with how quick it is to boot. Because of this, you can start farther back and keep swinging until you reach and defeat your enemy.

=====
Firearms
=====

Three firearms are found on your first run through Silent Hill, which

should generally be your primary weapons with the most use, while one can be unlocked and upgraded. Each weapon comes with a full clip of ammo but more pickups must be found to keep using, so keep an eye out. Each weapon offers different characteristics, and do note that Harry is not a great shot and will occasionally miss, especially in the dark where you may need to get a little closer and utilize the Flashlight.

To use all firearms, hold R2 to raise them and press X to shoot. All firearms are automatically reloaded without any other action upon raising them to shoot, while they can also be manually reloaded in the inventory.

Handgun

"Handgun received from Cybil.
Holds up to 15 rounds."

A Smith & Wesson Sigma, the Handgun is your most trusty tool through the entire game, offering low to moderate power from moderate range but with a consistent supply of 9mm ammo. Each clip holds 15 bullets and its range is fairly decent, but due to Harry's inexperience you may want to fire from closer range to be sure, where Harry will still miss the occasional shot.

To use the Handgun, hold R2 to aim and press X to shoot, or hold to fire one bullet after the other. The Handgun is an unmissable weapon handed to Harry by Cybil in Cafe 5 to 2 near the beginning of the game.

Shotgun

"Fires in a wide radius.
Holds up to 6 rounds."

A very deadly weapon at close range, the Shotgun offers a ton of power in each blast, which spreads as it moves farther outward. The Shotgun holds six shells with ammo found in less frequency than the Handgun, and is best used after approaching the enemy to avoid the shrapnel from spreading too much.

Hold R2 to raise the Shotgun and press X to blast, standing close to your enemy to make the most of its power. Consider saving ammo for the tougher enemies and when surrounded or cornered where it can save your life. The Shotgun is found on the floor by the corpse beyond the other door in the Boy's Washroom on the first floor of the Nightmare School. If missed there, it can be found on a side room desk in the Police Station in Central Silent Hill.

Hunting Rifle

"Holds up to 6 rounds."

Found fairly deep into the game, the Hunting Rifle offers high power from a long range, making it the most deadly weapon when used properly. That said, its handling is a bit slow and it's not ideal for all situations, especially in close quarters. The Rifle holds six shells and ammo is only

found scarcely throughout, so do conserve it, especially for the final boss of the game where it's most effective. Do be sure to save its ammo so you have enough for this fight.

Hold R2 to ready the Rifle and press X to shoot. The farther you are from your enemy, the better since you often won't need to fear an attack, but

be prepared to dodge any attacks from bosses after getting in a few shots. The Hunting Rifle is located against the wall in the pit where you fight the Twinfeeler Larva in the Silent Hill Town Center, Nightmare Central Silent Hill.

Hyper Blaster

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

This awesome laser pistol is a secret weapon only available upon achieving the UFO ending, after which it will appear in your inventory in a Next Fear game. It requires no ammo to use and comes in three different colours, depending on your previous ranking, each more powerful than the next. By default it's weaker than the Handgun but can be improved to the approximate power of the Shotgun or Rifle depending on your ranking. Read more about the Blaster and its colours in the Unlockables and Secrets section. To use the Hyper Blaster, hold R2 to aim and press X to fire or hold it for continuous blasts at full speed.

s u p p l i e s
=====

There are three health supplies and three ammo supplies found in a variety of abundance throughout the game. Refer to the charts below for a quick reference, with more detailed explanations following.

Legend

Ammo/Health					
HD - Health Drink					
FAK - First Aid Kit					
AMP - Ampoule					
HB - Handgun Bullets					
SS - Shotgun Shells					
RS - Rifle Shells		Health Chart	HD	FAK	AMP
		-----	----	----	----
Availability		Availability	5	3	1
1 - Scarce		Health Restored	25%	50%	100%
2 - Semi-Rare		-----			
3 - Moderate					
4 - Common					
5 - Very Common		Ammo Chart	HB	SS	RS
		-----	----	----	----
Health Restored		Availability	5	3	2
25%-100%		Power	3	5	5

Power					

1 - Very Low	
2 - Low	
3 - Okay	
4 - High	
5 - Very High	

=====
Health Supplies
=====

Three different health supplies are found throughout the game to keep you alive, each with unique healing abilities and availability.

Health Drink

"Supplies nutrition to
recover a small amount of
stamina."

The most commonly found supply, Health Drinks replenish about a quarter of your health and are best for minor wounds. Use multiple for heavier wounds or turn to a First Aid Kit or combination of both. Note that you can generally take a few hits before it's necessary to use a Health Drink, perhaps when your status isn't quite as vibrantly green or even slightly yellow.

First Aid Kit

"Heals injury to provide
moderate stamina recovery."

Still found relatively frequently, First Aid Kits are great for heavier wounds, healing about half your health. Don't waste them on small wounds that Health Drinks will cover, while if you're in critical condition, consider using an Ampoule, two First Aid Kits or a combination of a First Aid Kit and a Health Drink or two. Save First Aid Kits for when your status is orange or red.

Ampoule

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

Ampoules are scarcely found and recover your full health when used. Always save them for when your health is critical and in the deep red. Otherwise, consider using a First Aid Kit or Health Drinks for smaller wounds.

=====
Ammunition Supplies
=====

Each of the three main firearms must be supplied with ammo to keep on

using, each found in a unique frequency and ammo count.

Handgun Bullets

"Ammo for the handgun."

Ammo for the Handgun is found in abundance throughout the game, identified as a red and white box. Each box normally contains 15 bullets, enough for a full clip (or 30 bullets on Easy). This will allow you to use the Handgun fairly consistently throughout the game, but still consider when it's best to save your ammo.

Shotgun Shells

"Ammo for the shotgun."

Not as abundant as Handgun ammo but still found in fair frequency, Shotgun Shells are identified as a purple box, each containing six shells (12 on Easy). More will be found later in the game but its ammo should be at least somewhat conserved for the tougher enemies and bosses, or when surrounded.

Rifle Shells

"Ammo for the hunting rifle."

Rifle Shells are scarce and should be wisely conserved for boss fights, particularly the final boss. They are identified by green and white boxes, each containing six shells (12 on Easy). More will be found as you approach the end of the game but make sure you have enough for the final boss (20-30) where they're most useful.

=====

8.	P L A Y I N G T H E G A M E	[SH1_08]
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=====

This section serves as a guide to learning the basics of the game, from navigating menus and changing options to learning gameplay concepts and understanding the health system.

Contents

- 01 // Menus
- 02 // Game Basics
- 03 // Combat Strategies
- 04 // Items
- 05 // Health System

This section explains all the options and features of the different menus found in the game.

=====
Main Menu
=====

Opening Movie

This plays upon startup, featuring a bunch of CG cutscenes from the game, and can be seen again by remaining idle at the main menu. It also serves as the full prologue to the game with Harry and Cheryl on their way to Silent Hill. Note that Harry's wife in the beginning may be replaced by a certain character should they survive through the game.

New Game

Predictably starts a New Game after prompting you with a difficulty level choice. Only use this option on your first attempt, instead turning to Next Fear runs by loading your completed save file to keep your unlockables and view more endings.

Continue

Use this option to quickly load your most recent save from startup. If you die and return to the main menu, using this option starts you at the beginning of the area you died in while slapping you with a "continue" in your final ranking.

Load

Here you can load a file from your memory card, either in progress or completed. Use this option to start a new game via a completed save with the label of "Next Fear" to keep all unlockables while also upping your difficulty by one until the max of Hard.

Option

Here you can view the options and change whatever you like, from display, audio or control options to more specific controls in the Extra Options. View both menus below for more details.

=====
Save/Load Menu
=====

This is the menu you see what saving or loading your game, although they are technically for different purposes. Your save file will state your current location and time played, or if you've unlocked a Hyper Blaster upgrade. Scroll up or down to see all the save files on your memory card.

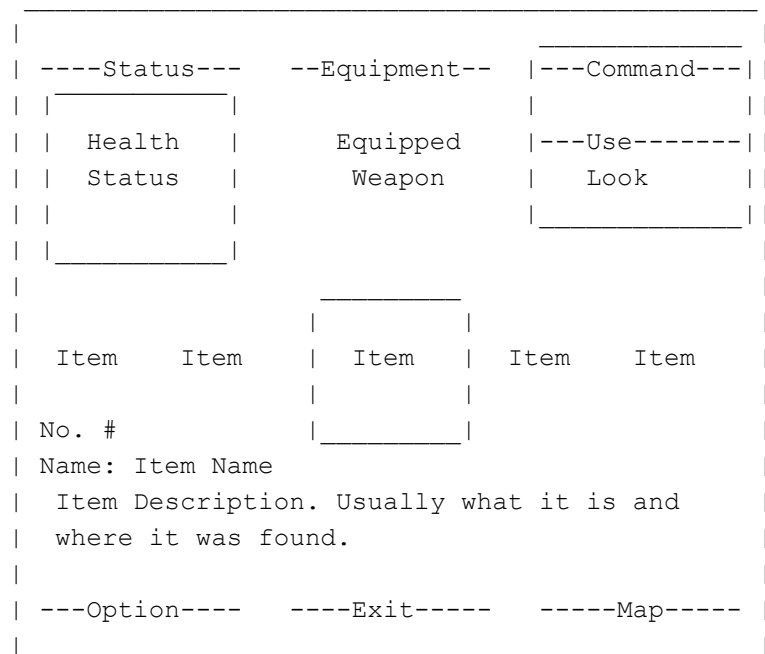
Saving and Loading

You must find and use notepads with red clipboards to save your game during gameplay. From there, select an empty file or overwrite another one to save. Use the Load option from the main menu to choose a file to continue from. The cursor will default to your current save, while you can also confirm with the play timer and location at the bottom.

Normally, your save location will be written in white, while it will turn to yellow or gold writing with "Next fear" written after a completed playthrough. Loading one of these saves will act as a sort of New Game Plus where you will keep any unlockables, unlock more and receive more endings in your file. Next Fear also ups the difficulty by one until the max of Hard is reached. If you ever start a regular New Game, that file will lose all unlockables. Be sure not to overwrite your Next Fear file with a standard one, or just avoid starting a fresh New Game or keep them separate.

=====
Inventory Menu
=====

The inventory is a key tool that you will be required to use throughout the game to view and use key items, equip weapons, view your status and use health items, and so on. Refer to the diagram below for a breakdown of the menu, with detailed explanations of each option below.



Status

The top left corner of the inventory menu displays Harry's health status, displayed by a colour. Refer to the Health System section of Playing the

Game below for more details.

Equipment

Under this title is where your equipped weapon is displayed, or it will be blank if holding nothing. All weapons must be equipped from your inventory, and while there's also a reload option, it's never necessary to reload in-game since you can just lower and raise your weapon to do so without any animation.

Command

When you move the cursor over an item or weapon you will see one or two options in the Command box, such as Use, Look, Un/Equip, Reload, or On/Off options for the Flashlight and Radio.

Option

Hitting this function sends you to the Options and Extra Options menus, allowing you to change whatever desired without quitting to the main menu. View those menus below.

Exit

This function simply closes your inventory but is never necessary since Triangle or Circle performs the same command. If you wish to exit the game itself to the main menu, simply perform a soft reset with Start + Select.

Map

This allows you to view the map while in your inventory, but is never really necessary since you can instead press Triangle to go straight to the map during gameplay.

=====
Options Menu
=====

Several options can be changed in the Options menu, including:

OPTION	SELECTIONS
Brightness Level	Level 0, Level 1, Level 2, Level 3, Level 4, Level 5, Level 6, Level 7
Controller Config	Type 1, Type 2, Type 3
Screen Position	X and Y Coordinates
Vibration	Off, On
Auto Load	Off, On
Sound	Stereo, Monaural
BGM Volume	(1-16)
SE Volume	(1-16)

Extra Options

Press L1, R1, L2 or R2 to view this hidden menu from the Options menu, where the following can be changed:

OPTION	SELECTIONS
Weapon Control	Press, Switch
Blood Color	Normal, Green, Violet, Black
View Control	Normal, Reverse
Retreat Turn	Normal, Reverse
Walk/Run Control	Normal, Reverse
Auto Aiming	On, Off
View Mode*	Normal, Self View
Bullet Adjust*	x1, x2, x3, x4, x5, x6

[Note]: View Mode, specifically the Self View option, must be unlocked by completing the game once. Bullet Adjust is unlocked the same way, whereby x1 and x2 will be available. Each new ending received after that will unlock the next level up to x6.

02 // g a m e b a s i c s

[ptg_02]

Here we'll cover basic concepts that are important to the game.

=====
Camera
=====

Now a staple of the survival horror genre, Silent Hill uses a variety of camera angles from different perspectives to craft its horror experience. It often restricts what you can immediately see, so you'll have to adapt and learn to shoot enemies approaching from offscreen or the side rather than from the front. That said, you have an override control of the camera by holding L2, which generally shifts the camera behind Harry or at least adjusts it to look forward when possible. Use it to your advantage to get a better sense of your surroundings, while also paying attention to angle shifts that may provide hints. Alternatively you can try the Self View option under View Mode in the Extra Options, which shifts the camera behind Harry's head when L2 is held.

=====
Using Maps
=====

Often found near the entrance of buildings or starting points of outside locations, the map is your best friend and most valuable tool in the game. Make regular use of it to track where you've been and where to explore next by pressing Triangle to bring it up during gameplay. Harry will update the map as he goes, marking open, locked and jammed doors with arrows, solid lines and squiggly lines respectively, plus other points of interest with circles, arrows or brief notes. Don't ever feel ashamed for checking your map too often since it's exactly designed to help you with your surroundings.

=====
Using the Radio and Flashlight
=====

Harry finds both a Flashlight and a Radio in the cafe at the beginning of the game, both invaluable tools on your adventure. The Radio will emit a droning static whenever enemies are nearby to warn you of their presence, while the Flashlight will be key to illuminate dark areas to see what you're doing and allow you to pick up certain items. Both these items can, however, alert you to the enemy. Turning off the Flashlight with Circle for brief periods will help you slip by enemies. Also consider turning off the Radio in your inventory to remain even more discreet if desired.

=====
Game Concepts
=====

Running

Don't feel like a wussie if you find yourself running away from enemies all the time, especially on the streets where it's easy enough to escape. It's almost always the best strategy to stay out of trouble, especially around multiple enemies, and can help save ammo for when it's needed.

Ammo Conservation

As a survival horror game with limited supplies, you'll need to manage your ammo or you will run out and potentially struggle in the tougher moments. Instead of killing everything, pick your battles carefully and instead run past enemies that don't pose a threat to you. Or consider using melee weapons while building up your ammo supply whenever low, and save it for the tougher enemies and bosses.

Searching Areas

Most of the game will be spent searching for keys and other items to help you progress, so you'll need to have a sharp eye in each room you access. Shift the camera with L2 to help see what you want to, and pay attention to any angle shifts that may hint at specific areas or items. Also utilize your map to see where you've been and which rooms you've yet to explore.

Checking Doors

An overwhelming majority of doors in Silent Hill are jammed and cannot be opened. These doors are denoted with a squiggly line on your map and should be disregarded. When a door is locked it generally means you will find a key for it or find a way to get to its other side where it can be unlocked, so keep an eye out for both of these.

Memos and Codes

Throughout the game you'll find several memos that sometimes serve as lore, but others will provide key information for solving puzzles such as riddles or codes. In one case a hint will even be given for how to defeat a boss, so pay attention and be prepared to jot down codes for later use since these memos are never stored in your inventory as they are in later games. Refer to the Memos section of this FAQ for a full list of all memos and additional notes.

Nightmare Areas

Also known as the otherworld or alternate world, Nightmare areas are commonly found and traversed in Silent Hill. They are easily identified by their terrifying appearances with dark and bloody imagery, often with grating replacing regular flooring. They also contain a lot more enemies than usual, making them true nightmares. Ammo is perhaps best saved for these areas indoors, while out in the streets things get too crazy to the point that running is usually the best bet.

=====
Soft Reset
=====

Like most survival horror games from the era, there is no menu or regular option during gameplay that allows you to quit to the main menu. This is where soft reset comes in, which is a combination of buttons that when pressed does just that. At any time while playing, press and hold Start + Select for a couple seconds to return to the main menu. This is helpful if you wish to reload your save file in case you messed something up.

03 // c o m b a t s t r a t e g i e s [ptg_03]

=====
This section deals with all things combat and how to survive the enemy threat. For more specific strategies for each enemy, refer to the Enemies section of this FAQ.

=====
Targeting Enemies
=====

Silent Hill uses a lock-on targeting system where Harry will auto-aim at nearby enemies when holding R2. Sometimes this is faster than turning around when close enough, although if far enough away it may help to first turn around or get close to help Harry find the enemy. When targeting, approach or back away from enemies while firing or between shots.

=====
Shooting/Fighting Enemies
=====

In the end ranking screen you'll find kill types segmented by shooting and fighting. A shooting kill is one where a bullet is the killing blow, while fighting kills end with a melee strike or a kick, regardless of how the fight started. Choose whichever way you wish to finish them off, but the most practical way is to swing or shoot at them and immediately go for the kick which will kill them on the spot. Otherwise, another bullet or

two does the same trick.

=====
Kicking Enemies
=====

For the most part, shooting or beating an enemy down just makes it prone so Harry can kick it. There are exceptions, and sometimes monsters will die without a finishing kick. But you should always expect to finish the job accordingly. You'll notice that the radio static doesn't stop sometimes when enemies are on the ground, usually indicating they're still alive. Snuff them out with a quick stomp in these cases, and be quick to do it or they may get straight back up.

=====
Fighting Multiple Enemies
=====

You'll need to get used to fighting multiple enemies throughout the game, especially in heavily-populated nightmare areas. Always consider running to the safest spot to avoid an all-around ambush, or to let you kill enemies one by one as they approach you. Also consider switching to the Shotgun or even Rifle for a quick kill and then back to the Handgun or a melee weapon for the remaining enemy or two if you can get by that way. Also make use of movement while shooting to keep a distance between you and other enemies trying to gang up on you.

=====
Pushing Enemies
=====

Enemies may sometimes block paths or even surround you. In these situations if you don't have or would rather save the ammo, you can instead just run at them and slowly push them to the side. Try running at the narrow gap between them and the wall or the gap between two enemies to open up enough space to slip by. You may still take a hit but surely you'll be better off escaping.

=====
Surrounded
=====

You've gone and done it, huh? You are completely surrounded by monsters. In this situation, first see if there's a small gap that you can flee from and do so immediately. If not, creating a hole by pushing can also work, while you may take a hit or two. Alternatively, you can pull out the Shotgun and blast your way out, or sometimes a big weapon like the Hammer might help you knock a couple enemies down.

=====
Escaping Grapple Attacks
=====

Certain enemies have the ability to grab a hold of you during an attack, doing more damage in the process. While Harry is held up in these attacks, mash the directional and shoulder buttons to escape more quickly and prevent further damage.

=====

Switching Walk/Run Control

=====

Normal movement in Silent Hill is walking, while you must hold Square for Harry to run. You can however, and should, change this in the Extra Options menu. Switching this to Reverse will allow you to run with the analog stick alone, while if you choose to walk on occasion you can do so by holding Square. You will be running for the majority of the game, so trust me that you're better off changing it. If I could make just one recommendation to new or even all players it would be this.

=====

Strafing

=====

In addition to normal movement, Harry has the ability to sidestep and strafe (running to the side). With Normal Walk/Run Control, L1 or R1 will make Harry sidestep to either side, while holding Square as well will allow him to strafe. Changing Walk/Run Control to Reverse will allow you to strafe with L1 or R1 alone, or sidestep while holding Square. Learning to strafe is a tactical advantage that will help you in cases where running forward is not the best action, so try it out and prepare to use it when needed, especially for boss fights.

=====

Reloading

=====

In later Silent Hill games it became a staple to reload in your inventory on Normal and above difficulties to avoid untimely in-game reloads, however this game has a trick where on all difficulties you will magically reload your weapon by lowering and raising it. Say if using the Handgun, raise it with R2 and shoot 15 times to empty the magazine, then release R2 to lower it and hold it again to raise and magically refresh its clip if you have the ammo. Use this to your advantage to avoid in-game reloads or even reloading in your inventory.

04 // i t e m s

[ptg_04]

Silent Hill is all about locating and using items, and this sections covers all the basics.

=====

Finding Items

=====

Make use of your map to explore every open room and search every corner looking for any item that stands out, usually brighter in colour than the background. Also pay attention to any camera angle changes that may hint at anything. Note that in dark areas you will need the Flashlight on to see and pick things up.

=====

Using Items

=====

Normally this may be common sense but there are different ways that certain items are used, either in your inventory or just by approaching a door. Read more below.

Keys

Around half of the main items you'll find in Silent Hill will be keys, which are the simplest form of item to use. Simply approach the door it unlocks and hit X and Harry will use it accordingly. Note that you can also use these items from your inventory but it's an extra step that's unnecessary. Some keys however like a safe key will need to be used from your inventory.

Other Items

In addition to keys you'll find an assortment of other key items like liquids, tools or plates to use to open doors, solve puzzles and so on. To use these items, approach where you wish to use them, then enter your inventory to find and use the item there. If Harry says the item can't be used there, you've got the wrong idea or you may possibly be standing a bit off. Readjust and test by examining where you're trying to use these to make sure and try again when applicable, but otherwise you may just be using the wrong item.

Additionally, in some cases you may need to use two items in a certain order. Say if you want to burn something but may require an additional liquid to start it. In later games the Combine function was added to make things easier, but here items need to be used individually. Same for placing multiple objects in a puzzle. Lastly, some items have no locational use by the player, such as notes, a receipt, or a certain pyramidal object, so don't worry yourself too much if you're unsure about some items.

Examining Items

Some items have an option called "Look" where Harry can check more closely to see any fine details, such as what the tag says. So if you pick up a key that you're unsure where to use, see if it has the Look function for more information. In later games, this function was renamed "Examine" but works the same way.

05 // h e a l t h s y s t e m

[ptg_05]

This section covers all things health-related, such as interpreting your status, and finding and using supplies.

=====

Health Status

=====

The top left Status screen in the inventory displays your health status, indicated by the colour beside Harry's face. While adhering to fairly common standards, each colour indicates the following status:

Green: Excellent

Green-ish Yellow: Good
Yellow: Okay
Faint Orange: So-so
Colourful Orange: Bad
Faint Red: Very Bad
Colourful Red: Close to Death

=====
Health Supplies
=====

You will find three variations of health supplies in varying frequency throughout your journey. Health Drinks are the most common and heal a quarter of your health, while First Aid Kits heal half your health and Ampoules bring a full recovery no matter how bad. Generally you can wait until your status at least yellow until you need to worry about using even a Health Drink.

=====
Recovering Health
=====

Always check on your health every now and then in your inventory to get a sense of your status. Additionally, your controller will vibrate once you're in the orange zone or worse and will get more intense the worse you're off, hinting that you should probably heal. To heal, find one of the three health items mentioned above in your inventory and use it. Use them wisely and appropriately based on how bad your wounds are.

=====
9. C O N T R O L S [SH1_09]
=====

CONTROL	FUNCTION
D-Pad	Character movement, Menu navigation
Left Analog Stick	Character movement, Menu navigation
START	Pause game, Skip scene
SELECT	Open inventory
X	Accept, Examine, Attack, Stomp or Kick
Square	Run
Circle	Cancel, Exit menu/puzzle, Toggle Flashlight ON/OFF
Triangle	Cancel, Exit menu/puzzle, Quick Map
L1	Sidestep left
R1	Sidestep right
R2	Ready weapon
L2	Position camera behind character
L1 + R1	Turn 180 degrees
Down + Square	Backwards hop
Start + Select	Soft Reset

=====
3D Control

=====

Silent Hill uses 3D control for movement, otherwise known as tank controls. This means that holding forward will move your character in the direction they are facing, regardless of where the camera is aimed. Use left and right to turn your character accordingly, always relative to where they are facing, independent from the camera. It may take some getting used to for first timers, but it's relatively easy to operate otherwise.

=====

Extra Options

=====

This is a hidden menu that is accessible from the Options menu by pressing L1, R1, L2 or R2. Several different options that affect gameplay can be changed here. If there's one thing I recommend it's switching Walk/Run Control to Reverse. Read about each function below.

Weapon Control

With the default Press selection you must hold R2 to aim your weapon, while Switch makes it a toggle where you must press R2 once to raise your weapon and again to lower it when finished attacking. It depends what better suits you but I'd recommend the default.

Blood Color

This one is just for fun. I'd recommend keeping it Normal for your first run to keep things serious and as intended, but feel free to play around with other colours on additional runs. Other than Normal (red) there's Green, Violet and Black.

View Control

Normally the camera focuses more on Harry than the environment, while holding L2 will position the camera behind Harry or at least shift the angle to focus ahead. Switching this to Reverse will make the default camera always try to look ahead rather than prioritize Harry on the screen. I suggest leaving it as is.

Retreat Turn

I've tested this and found no difference between Normal and Reverse options. It could be that this was meant to disable the quick 180 turn but it is available on either setting. Simply ignore it.

Walk/Run Control

Normally your standard movement is to walk, requiring Square to be held to run. Switching this to Reverse will change your default movement to

running, while holding Square will initiate a walk. Since you'll be running through most of the game, I cannot recommend enough that you switch this function to give yourself an easier time.

Auto Aiming

With the default of On, Harry will automatically lock on to nearby targets, allowing you to swing at or shoot and hit them without any additional adjustments, although he may still miss sometimes due to his poor accuracy. You can also move forward or backward while locked on, guiding you straight to the enemy. With this turned Off, Harry will simply raise his gun with an R2 press without automatically targeting nearby enemies. Instead you must manually aim left or right accordingly. I'd suggest leaving it on to make the game more manageable, but the challenge is always there if you'd like to disable it.

View Mode

This must first be unlocked by completing the game once. It controls what happens when you press L2 to adjust the camera. Normally the camera is focused on Harry a distance away from him, while holding L2 will focus the camera ahead, possibly shifting it behind him. However with Self View under this option, holding L2 will shift to a very unique camera right behind Harry's head, working somewhat like an over shoulder cam. Releasing L2 will return to the normal camera. If you switch View Control to Reverse, this special view will become the default camera and holding L2 will switch back to the more traditional angle behind Harry. I'd suggest giving it a try at some point but maybe more for the novelty than anything else. Playing the whole game like this may prove a little too much with the pixelated graphics and jagged movement from up close, but it's definitely a cool new angle to experience on your second run or later.

Bullet Adjust

This function must first be unlocked by completing the game, upon which your ammo count from pickups will be multiplied accordingly by what you set it as, from x1 all the way to x6. Each time you receive a new ending you will unlock one level up until the max of x6 after the fifth and final ending.

=====

10.	D I F F I C U L T Y S E T T I N G S	[SH1_10]
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A difficulty level must be selected upon starting a new game, most notably affecting health and attack damage of enemies and bosses. All puzzles will be unaffected since they have fixed solutions no matter the difficulty. Consider your choices carefully and choose the difficulty that sounds most appropriate for your first time.

Easy

The simplest way the game can be played, recommended for those new to the series or classic survival horror. Enemies will have lower health, do limited damage, take minimal shots or hits to drop and will rarely respawn. Bosses have around half their normal strength, speed, and are less aggressive.

Normal

The way the game is truly meant to be played for a first time experience, recommended for anyone familiar with the Silent Hill series or the classic survival horror genre. Enemies have their normal strengths, damage output, take a reasonable amount of shots or hits to drop and will sometimes respawn. Bosses take their normal length while having their standard health, power and speed.

Hard

Hard mode is a thrilling experience and is only recommended for hardcore players and veterans of Silent Hill, as well as players who have beaten the game at least once or twice. I'd advise to avoid it on a first run unless extremely confident since everything is amplified up to 10 and can get really crazy. Enemies are stronger, do more damage, take more shots or hits to drop, and will respawn very often. Bosses become stronger, faster, and are more aggressive while outputting higher damage.

=====

Suggested Difficulty Level

=====

For players completely new to the Silent Hill series, it's smart to go with Easy. If you're not familiar with this style of the game, it's not uncommon to die a lot or really struggle with health even on Normal, so that's why Easy is recommended. Otherwise, survival horror fans or those who have survived another Silent Hill game should be able to manage on Normal, while Hard should be reserved for a later run or for those who have proven skilled at other Silent Hill or survival horror games. Be warned, it gets pretty crazy at times. Unlocking bullet adjust first is also recommended.

=====

Next Fear

=====

After completing the game once and saving, you will see your current save titled as "Next Fear". This works as a type of New Game Plus where you can play the game again using any obtained unlockables, which you'll usually have to find first. Note that Next Fear also ups the difficulty once each time. So if you beat the game on Easy, your first Next Fear will be Normal, and the next after that will be Hard. Each successive run after that will remain as Hard and there's no way to lower the difficulty without starting a fresh New Game and losing all unlockables.

Recommendations Before You Start

My most important recommendation is to change Walk/Run Control to Reverse. Normally you must hold Square while moving to run, but changing this makes running the default movement, saving you from holding Square for 90% of the game. If you wish to walk here and there after changing it, just hold Square.

As for setting the mood, I can't recommend enough that you allow this game to scare you as intended. To do so, play with the lights off at nighttime and crank the volume up. A good sound system or headphones will really immerse you in the terrifying world of Silent Hill. Maybe keep an extra pair of undies on standby.

[NOTE]: This walkthrough was written while playing on Normal difficulty. Therefore enemy locations and numbers may vary on other difficulties, but even some areas may sometimes have a different number of enemies on the same difficulty.

Otherwise, item locations will be the same. All riddles and puzzles will be thoroughly explained for all difficulties, as well as tips for each boss fight.

All items, weapons, supplies, maps and save points will be written in CAPITALS.

```

/  LEGEND  \
/          \
|           |
| New Area  |
| ===== |
|           |
| Sub Section of Area |
| ----- |
|           |
| Puzzle   |
| ----- |
|           |
|           |
| Boss     |
| ***** |
|           |
| ***** |
|           |
| Optional Quest |
| ++++++++ |

```

```
|
| ++++++
|
| =====
| Next Fear Item/Weapon
| =====
|
```

01 // a r r i v a l

[w1k_01]

"It's strange... It's quiet. Too quiet.
This place is like a ghost town."

Foggy Streets

Starting the game for the first time, Harry steps out of his Jeep after a nice parking job and begins to walk into the foggy and snowy town. Your first objective is to find Cheryl.

Run ahead for Harry to hear and follow footsteps around the corner. With Cheryl in sight, follow her across the road and into the alley. As you chase her down, you'll hear her pass through a gate. Do the same at the left end.

Back Alley

Hope that terrifying sight isn't related to Cheryl and follow the twisting alley through some brilliant camera angles. Pass through the gate and Harry will pull out a lighter as it suddenly gets dark. Enjoy the terrifying sights as you hesitantly proceed to the end of the path.

Eventually you'll be greeted by a surprise and things will escalate rather intensely. Try to keep your pants dry as there's only one way this is going to end, since the path is suddenly blocked if you try heading back.

[NOTE ON ARRIVAL]:

In a Next Fear playthrough, the game will skip this segment and begin in the cafe.

02 // o l d s i l e n t h i l l

[w1k_02]

"What's that? Huh? Radio? What's going on with that radio?"

Cafe 5 to 2: Meeting a New Friend

Harry soon awakens inside a cafe, greeted by a police officer named Cybil Bennett from the next town over. So that was a nightmare... but it seems something has still gone awfully wrong in this town according to Cybil.

Before stepping out for backup, Cybil gives you her HANDGUN. On the nearby counter you'll also find a HEALTH DRINK, FLASHLIGHT and RESIDENTIAL AREA MAP next to a notepad which is the first SAVE POINT. At the other end there's another HEALTH DRINK and a KITCHEN KNIFE as your first melee weapon.

There's a red radio on the nearby table but Harry is convinced it's broken. Once you try to leave it'll emit static and Harry will say one of his more memorable quotes. While checking the radio, an Air Screamer suddenly crashes through the window to say hello.

Quickly equip the Handgun from your inventory to blast it down and the static will fade away. Grab the POCKET RADIO since it may be helpful after all. Now it's time to leave the cafe.

[NOTE ON RADIO AND FLASHLIGHT]:

As already demonstrated, the Radio will emit static when monsters are nearby, louder as they become closer. Feel free to turn it off in your inventory if you wish to be more discreet since monsters can also hear it, but it's an effective tool to alert you to any enemy presence. The Flashlight is also a valuable tool to help you see in immense darkness. Toggle it on and off with Circle if you wish to sneak by enemies more discreetly, but be warned the darkness in many areas can make it hard to see anything at all without it.

=====

NEXT FEAR WEAPON: HYPER BLASTER

After witnessing the UFO ending and playing another Next Fear, the HYPER BLASTER will be found in your inventory. Requiring no ammo to use, its power depends on your ranking in your previous playthrough. Read more about it in the Unlockables and Secrets section.

=====

Bachman Road

Outside, Harry thinks it's worth checking that alley again... or will it be the first time? He marks it on the map to your northwest.

Find the nearby bench by the now broken window for two packs of HANDGUN BULLETS. If you do venture south you can also find a HEALTH DRINK by the door to Queen Burger on the east side. But let's continue north for now, and perhaps it's worth checking out the Convenience Store at the northeast corner of Bachman and Finney.

Near the entrance, ignore or handle the Air Screamer on the trash bin and enter the store through the open door.

Convenience Store

In here you'll find three HEALTH DRINKS in the aisles (one near the door and the other two in the middle). There's also a FIRST AID KIT on the back right shelf by the counter and a SAVE POINT on the counter itself. Leave when done.

=====

NEXT FEAR ITEM: CHANNELING STONE

After completing the game once and starting a Next Fear, the CHANNELING STONE can be found on the front counter. Use it at five specific locations throughout the game to receive the UFO ending. Refer to the Endings or Unlockables and Secrets sections for more information.

=====

Back to the Alley

All right, now let's head to the alley. Continue west on Finney past any Air Screamers and duck into the alley marked on your map. You may encounter another Air Screamer and certainly multiple Groaners (dogs) farther in, so advise caution. Head through the left gate at the end.

Head past another Groaner and through the next gate. Take the two packs of HANDGUN BULLETS and find the STEEL PIPE and A NOTE "TO SCHOOL" just around the corner. This looks like it was ripped out of Cheryl's sketchbook which sits right beside it. Harry marks Midwich Elementary on his map, which is your next destination. Return to Finney Street, and be wary of a jumping Groaner when returning to the main alley.

Levin Street: Figuring Out a Way to the School

Seeing if you can reach Midwich, the road is destroyed at west Finney, so head south down Levin Street. If you stay on the right (west) sidewalk you'll reach one or two Groaners by a doghouse. Harry doesn't find anything inside it, but interestingly the nearby house door is locked, meaning we may be coming back here later.

Continue south to Matheson, where you'll find some scattered papers and A NOTE "DOGHOUSE" where the road is destroyed to the west, preventing further access. The note reads "DOGHOUSE" and "LEVIN ST". But we just checked it... Maybe we need a closer look. Levin is destroyed farther south and there appears to be no other route to the school anyway.

Head back to the doghouse on Levin and check it again for Harry to kneel and discover the HOUSE KEY taped to the inner roof. Take it and enter the nearby house up the steps with the HOUSE KEY.

Levin Street House

Take the FIRST AID KIT on the stand by the door. In the dining room is a SAVE POINT and two packs of HANDGUN BULLETS on the cabinet and table, plus a HEALTH DRINK on the kitchen counter.

=====

NEXT FEAR WEAPON: KATANA

After completing the game with both a Good and Bad ending (+ or standard, doesn't matter), the side room near the entrance of this house will be

unlocked in your Next Fear, featuring a KATANA inside. Until then, this room will remain locked.

=====
The back door is secured by three locks, but the map beside it reads, "Keys for Eclipse" and shows three different markings which must be the key locations. No, we're not looking for the keys to a Mitsubishi Eclipse. With Harry copying the locations on his map, leave the house to start your scout, knowing the backyard exit may allow passage to the school.

Finding the Keys for Eclipse

Make your way north and then east down Finney Street towards the markings. The alley behind the cafe is closest so let's head there first.

Find the wide gate on the west side not too far down and ignore the "Off Limits" sign as you step through it. In the small basketball court, take the KEY OF "WOODMAN" beside the bloody dog head. Interesting way to play basketball. Also grab the HEALTH DRINK on the garbage bin to the left and leave the court.

Now make your way back north, and at the east end of Finney you'll find a police car nearly tipping off the broken bridge. Watch out for the Air Screamer and grab the HANDGUN BULLETS by the cop car, then check the open trunk for the KEY OF "LION".

Turn around and take a left down Ellroy, passing an Air Screamer or two, and stay on the right side as you pass Matheson. You'll soon see a fallen tree that allows you to reach a small area with the KEY OF "SCARECROW" in a bloody mailbox. What is this, The Wizard of Oz? Also grab the HEALTH DRINK on the porch just ahead.

With all three keys, return to the house on Levin Street. Matheson will take you straight there for the quickest route. On the way you can find two alleys on the south side of Matheson with some items. The first before Bachman contains an Air Screamer guarding two boxes of HANDGUN BULLETS and the second before Levin has a few Groaners guarding a FIRST AID KIT.

Inside the Levin Street house, check the back door to use the KEY OF "LION", KEY OF "WOODMAN" and KEY OF "SCARECROW". Exit to the backyard.

Making Your Way to Midwich in the Dark

Outside, daytime quickly fades into darkness, but luckily Harry has the Flashlight from the cafe. So those really were the "Keys for Eclipse" after all...

Take the two HEALTH DRINKS on the white lawn table and exit through the wooden gate. If you follow this alley north and then head to the northwest end of Midwich Street, you can find HANDGUN BULLETS and a HEALTH DRINK amongst some rubble.

From the backyard gate in the alley, head south and across Bloch Street to the next alley, where you'll find a HEALTH DRINK on a garbage bin on the left side. Farther south are more HANDGUN BULLETS by more bins on the right side, while two Groaners are at the end and an Air Screamer may fly

in.

With the school almost in reach, head west and then south on Midwich Street. Hearing static near the entrance, continue south past the walkway to find a school bus patrolled by two Groaners. Enter the bus through the open door on the right side.

In the bus you'll find two HEALTH DRINKS and a SAVE POINT on the seats. Exit the bus and return to the school entrance pathway, where you'll meet two Groaners by the entrance doors and possibly another Air Screamer. Proceed inside through either door.

03 // m i d w i c h e l e m e n t a r y s c h o o l [wlk_03]

=====

"Flames render the silence, awakening the hungry beast.

Open time's door to beckon prey."

First Floor Reception Hall

Find the SCHOOL MAP on the left side and proceed through the next doors. Take a right and enter the Infirmary where you'll find a SAVE POINT and a FIRST AID KIT on different tables, plus a HEALTH DRINK in the cabinet beside them. This is the only save point in the school, so remember to come back here if you want to save. Exit the room.

[NOTE ON SCHOOL MAP]:

The map for this location has been rotated as such that its top is the west while north faces right. To avoid any directional confusion this may cause, I'll avoid compass directions and instead refer to more standard directions, such as which part of the map a room or hall is located.

Now head behind the Reception desk to find three books with messages written in blood that will guide us to our next tasks. They read:

"10:00

'Alchemy laboratory'

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

"12:00

'A place with songs and sound'

A silver guidepost is
untapped in lost tongues.
Awakening at the ordained order."

"5:00

'Darkness that brings
the choking heat'

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

Looks like a puzzle of some sort, with instructions given corresponding to time. You may notice a "Clock Tower" in the courtyard on your map, so it may enlighten you. First you can enter the room behind the counter to admire a painting of a strange door and find HANDGUN BULLETS on the coffee table. Then exit to the center courtyard since both side hall doors are locked.

Courtyard

Outside you'll be greeted by two terrifying Grey Children. The Handgun is best against them if you have the ammo. Approach the Clock Tower and you'll see circular depressions on either side for a "A Golden Sun" and "A Silver Moon".

Examine the doors up the steps for Harry to get a look at the clock itself, which displays 10:00, matching the time from the "Alchemy laboratory" message. Therefore the Chemistry Lab on the second floor seems like our first destination. Leave the courtyard through the doors at the top of your map.

First Floor Top Hall

Back inside, you'll be ambushed by three Grey Children so act quickly. Always try to escape any ambush and shoot them one by one if possible. Enter the open hall through the doors at the top of your map to meet an apparition called Larval Stalker for the first time. By no means will it attack you, and you may notice it's quite pathetic in movement either way. You'll meet many more of them in the school. Grab the HANDGUN BULLETS on the bench and exit back to the previous hall since the top doors don't open.

Avoid any respawning Grey Children and pass through the doors to the left side hall on your map, since the other side is locked.

First Floor Left Hall

Immediately take care of the Grey Children here, by the stairs and to your left. Both Teacher's Rooms won't open, and despite both washrooms being unlocked there's only a Grey Child in the Girls' room. Head up the stairs at the top left of your map.

Second Floor Left Hall

If you keep heading up you'll find the roof door is locked, but inside the top Classroom you'll find two Grey Children patrolling and a HEALTH DRINK on a desk. The next Classroom is empty, while you can find HANDGUN BULLETS in the Girls' washroom after killing two Grey Children inside. Move past their corpses for a startling surprise.

The Boys' room is empty and the bottom Music Room hall can be unlocked,

but we'll be heading there shortly so let's instead enter the top hallway where the Chemistry Lab is located.

Second Floor Top Hall: "Alchemy Laboratory"

Be wary of more Grey Children and enter the Lab Equipment Room first, where you'll find a purple CHEMICAL bottle on one of the side shelves, which is hydrochloric acid. Leave and enter the Chemistry Lab next door.

Find the hand statue on the middle lab counter. Remember the 10:00 message said, "Gold in an old man's palm. The future hidden in his fist. Exchange for sage's water." Use the CHEMICAL as the sage's water to vaporize the old man's hand and get the GOLD MEDALLION. There's also a pack of HANDGUN BULLETS deeper on the left side of where it was.

Before rushing back to the Clock Tower, there's a bit more of the second floor to explore while there's another staircase down in the bottom right anyway.

Note that the Library Reserve is locked, as the hallway is repopulated with Grey Children, and pass through the double doors to the right hall.

Second Floor Right Hall

Enter the Library for a FIRST AID KIT on the desk, while another harmless Larval Stalker is accompanied by more pathetic friends by the back shelves. Inside the Library Reserve through the other door is a solo Grey Child, that's it. Well that was a whole lot of nothing. Unlock the door if you wish and return to the right hall.

The upper Classroom is empty, however there are HANDGUN BULLETS on a table near the window in the lower Classroom, accompanied by two Grey Children. You'll also encounter more Grey Children in the hall and possibly another Larval Stalker.

Note that the bottom hall is unlocked, but we'll be heading there next as soon as the clock strikes 12:00 if you remember the earlier memos. So let's wait for now and head down the stairs on our way to the courtyard.

First Floor Right Hall

Avoid more Grey Children and enter the upper Classroom for HANDGUN BULLETS at the back near another Larval Stalker, while the lower one has nothing for you. Consider unlocking the top hallway doors for convenience, and unlock the lower doors to pass through to the courtyard again.

Courtyard: Placing the Golden Sun

Insert the GOLD MEDALLION into the left slot for "A Golden Sun" and you'll hear the clock hands move. Check the clock again up the steps to see the hands have moved to 12:00. The reception memo reveals your destination to be "A place with songs and sound". Head to the second floor bottom hall with the Music Room, using the quicker bottom right stairs route if you unlocked the 1F double doors there. Otherwise use the top left stairs and enter from the left hall.

Second Floor Bottom Hall: "A Place with Songs and Sound"

Greeted by Grey Children as always, take a brief detour in the Locker Room. Find the source of the banging, which is a locker on the other side. Open it for a nice surprise, followed by a not so nice sound shortly after... Exit and now enter the Music Room.

In the Music Room you'll find a riddle posted on the chalkboard while the nearby piano has blood smeared all over its keys. If you came here earlier, the piano keys were covered, but now that the Golden Sun has been placed it's time to solve a puzzle.

PIANO PUZZLE (MUSIC ROOM)

[puz_01]

If you check the piano you're able to press a selection of keys, some which work and play a tune and some that are broken and sound like a thump. Let's turn to the riddle posted on the chalkboard to understand what we must do here:

"'A Tale of Birds Without a Voice'

First flew the greedy Pelican,
Eager for the reward,
White wings flailing.

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

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

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

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

Who will show the way,
Who will be the key,
Who will lead to
The silver reward."

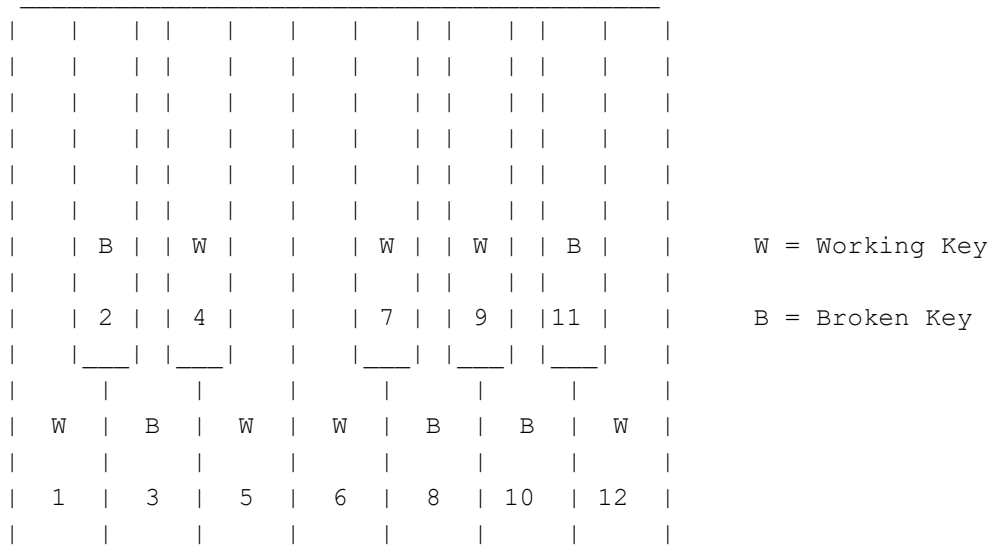
So this riddle appears to describe the order that we must press a number of piano keys. Note that there are five birds, all known to be either black or white just like the keys of a piano. Let's review them just to be sure:

Pelican = White
Dove = White
Raven = Black

Swan = White
Crow = Black

Note that some pelicans may be slightly grey with even some black flashes, but they are most commonly white and the one in this puzzle is specifically described as having white wings. Doves may also come in a slightly brown colour, and sometimes even referred to interchangeably with pigeons, but doves are more known as pure white birds.

Checking the piano, there are 12 keys in total, some working and some broken like so:



W = Working Key

B = Broken Key

You may first think you need to press the working keys in a certain order, but the first sentence of the riddle may have flown right over your head. "A Tale of Birds WITHOUT a Voice". You may also remember the Reception note that said:

"A silver guidepost is
untapped in lost tongues.
Awakening at the ordained order."

Lost tongues, eh? And you may also notice that there are seven working keys and precisely five broken keys, the same number of birds in the riddle. And thus we have unlocked the first key to the puzzle. Don't say you weren't given enough clues cause they were all there if you paid any attention.

Now we must determine the order these five broken keys are pressed by reading the posted riddle. Let's get started.

"First flew the greedy Pelican,
Eager for the reward,
White wings flailing."

So the Pelican, which clearly represents a white key with its "White wings", represents the first key to be pressed. "Eager for the reward" doesn't help us exactly situate it just yet, while "White wings flailing"

suggests it probably didn't get too far. But we'll need to keep reading to be sure.

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

This means the Dove, another white bird, takes the final broken white key on the right, key 10, as far beyond the Pelican as possible. Note that it being "silent" is just another hint to use the broken keys that have no voice. And with no other clue for left or right direction, we must assume beyond means farther right, as one would read a book or perhaps a music sheet. We'll still have to wait to exactly place the Pelican.

"A Raven flies in,
Flying higher than the Dove,
Just to show that he can."

So the Raven, a black bird, one-ups the white Dove even further. Note the double or even triple entendre of "Flying higher", signalling a higher up black key while also applying to music and thus a key farther right. And while the Dove could only go as far as key 10, there is one broken black key just past it as key 11, which was obviously off limits to the Dove as a bird of the wrong shade.

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

And here's our final white bird. Since the Swan must sit beside another bird and is also white, it has to take key 8 beside the Dove in key 10, the only spot two broken keys sit directly next to each other. The fact that it's "a peaceful spot" should also clue you to that spot since the Dove, which sits beside it, is known as a symbol of peace. That also locks in the Pelican at key 3, which is the only remaining broken white key.

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

Our last bird the Crow just wants to nap and takes the first open key he can find to do so, which is key 2, the first broken and black key. And thus we are left with the following solution.

	P = Pelican
	D = Dove
C R	

											R = Raven
		5									3
											S = Swan
											C = Crow
		P				S		D			
		1				4		2			

Note the numbers 1 through 5, which is the order the keys must be pressed. That's key 3, 10, 11, 8 and 2 in that order. Once correctly pressed, "The silver reward" will drop from above the chalkboard.

Pick up the SILVER MEDALLION that drops to the floor and make you way back to the courtyard, preferably via the bottom right stairs. Watch out for more Grey Children on your way back.

Courtyard: Placing the Silver Moon

Insert the SILVER MEDALLION into the right slot for "A Silver Moon" and the clock will shift again. Examine the tower to see the time is now 5:00. The Reception message corresponding to that time said, "Darkness that brings the choking heat". How about the Boiler Room in the basement?

Only the bottom right staircase reaches the basement, so head there past any Grey Children to reach it.

Basement: "Darkness that Brings the Choking Heat"

Enter the Boiler Room through the right door and activate the boiler at the illuminated red light. Remember the 5:00 message, "Flames render the silence, awakening the hungry beast. Open time's door to beckon prey."

Well, that doesn't sound like the greatest news, but "Open time's door" at least hints that we should now be able to open the Clock Tower's doors. Head back to the courtyard past any Grey Children in the halls.

Clock Tower

Slip through the small doors to enter the now unlocked Clock Tower. Step down the ladder as sirens sound and up the ladder at the other end. Don't mind the large KEEP OUT sign before the ladder... Exit through the doors up top to see what's on the other side.

"At this, the furious lizard hissed, 'I'll swallow you up in a single bite!' Then the huge creature attacked, jaws opened wide."

Courtyard

Harry steps out into what appears to be another realm of the same school. This nightmare is just getting started... The bottom courtyard doors are locked so enter the top hallway.

[NOTE ON SCHOOL MAP]:

Still using the same map with north facing right, I'll continue using standard directions and descriptors for room and hall locations.

First Floor Top Hallway

Careful of Grey Children on either side, enter the Storage room on the left to find a pink RUBBER BALL on the back table. Inside the top unmarked hall beside the Storage are HANDGUN BULLETS and a FIRST AID KIT on the benches near a giant fan.

The left and right hall doors are locked so enter the marked "Hall" at the top right. Just inside you'll be ambushed by five giant roaches called Creepers. Handle them with the Handgun or quickly run along the wall and through the other door to the right hall.

First Floor Right Hallway

Consider first unlocking the top hallway doors for later and enter the upper Classroom. Find the cards strewn across the table and take the green PICTURE CARD. There's a grate wall blocking the outside hallway so you'll need to continue through the next Classroom where you'll be swarmed by Grey Children. There's nothing else in here so consider bailing through the closer exit to Harry's immediate right.

Now on the other side of the hall, grab the HEALTH DRINK on the nearby bench. The stairs are blocked off here so pass through to the bottom hall.

First Floor Bottom Hallway

There's three more Grey Children in here so watch out. Enter the Infirmary on the left to find the next SAVE POINT and FIRST AID KIT on the table and a HEALTH DRINK in the cabinet. This is also the only save point in this version of the school so take note of it.

Back in the hall, the Lobby contains two Grey Children patrolling the outer perimeter while a hard-to-see AMPOULE can be found on the wheelchair in the back right corner, which is the most powerful health item in the game. The exit doors won't open, so return to the hall and consider unlocking the courtyard doors for later use. With the left hall doors locked, kill the Grey Child by the Reception and enter the small room behind it.

Getting any deja vu in here? You may remember this room of the normal school had a painting of this door. Now it's here for real... First grab the HANDGUN BULLETS and check the door to find a thin horizontal slot at its center. In your inventory you may recognize something that certainly looks the part... use the PICTURE CARD and pass through the door.

First Floor Left Hallway: Warping to Second Floor Washrooms

Entering the Girls' washroom just ahead will transport you to the Girls' washroom on the second floor, with nothing inside. But if you exit you'll remain on the second floor, where you can enter the Boys' washroom and find two boxes of HANDGUN BULLETS and a box of SHOTGUN SHELLS on the floor. The rest of the 2F hall is blocked so access the Girls' room to transport to the 1F Girls' room, then exit to finish your warp adventure.

Now enter the Boys' washroom on 1F and examine the door ahead to come across a stunning sight and the awesome SHOTGUN on the ground. You'll also find a note on the right wall, alluding to something called "The Monster Lurks". Take note and leave the room.

Now enter the lower Teacher's Room since the hallway is blocked midway, and make your way past the Grey Children and a Creeper to enter the next Teacher's Room.

In the upper Teacher's Room, quickly kill the Creeper and grab the HANDGUN BULLETS on the chair. Three blue phones are on the table but they won't work for Harry. Try to leave through the far door close to the phones and one will suddenly ring... Harry will answer for a short call. Leave to the top part of the left hall after.

Three more Grey Children and a Creeper swarm you out the door. Will it never end!? Use the right wall to avoid them if possible, and consider unlocking the top hallway doors before proceeding up the stairs to the second floor and then again to the rooftop, which is now unlocked.

Rooftop

The camera angle changes at the right side, hinting at a hole by some blood. Examine it to notice a key hanging just out of reach. At the far end of the roof is a red valve. If you open it, water will enter the drainage system that leads to the key, but there's a hole in the corner that prevents the water from reaching it... Harry thinks he could plug it up somehow.

Open your inventory with a creative mind and place the RUBBER BALL over in that hole. Now open the valve and it'll reach the key to wash it down. But to where...? It might make sense for it to drain to the outside exterior, right? If you reference your maps, this spot should align with the top right of the inner courtyard, so perhaps we should check there.

You can explore the second floor first and acquire another key, but ultimately you'll be unable to advance past the locked upper Classroom in the right hallway, so let's find that key. Head back down to the first floor from the top left staircase and proceed outside from the top hallway.

Courtyard: Finding the Key in the Drainage Ditch

Head around the corner to find a drainage ditch at the top right of the map where the CLASSROOM KEY now sits in a puddle. Return to the second floor from the top left staircase.

Second Floor Left Hallway

A HEALTH DRINK is on a side bench in the hall, while the upper Classroom contains three Grey Children and HANDGUN BULLETS on a chair. In the lower Classroom are SHOTGUN SHELLS on another chair. Watch out for two Creepers and a Grey Child in the hall and proceed through the near doors to the bottom hall. Remember that the blocked off washroom portion of this floor can be accessed from the first floor washroom warp if you haven't made the trip already for the ammo there.

Second Floor Bottom Hallway

Handle the two Creepers and a Grey Child and enter the Locker Room for a familiar sound. Approach the same locker from before to open it. Interesting... Now head for the door. After changing your underwear, grab the LIBRARY RESERVE KEY on the floor. The right hall doors are locked, so make your way to the top corridor from the left hallway, passing through the two repopulated Classrooms to get past the gate.

Second Floor Top Hallway

With the right hall doors locked, enter the Library Reserve with the LIBRARY RESERVE KEY. Locate the large end shelf that contains a FIRST AID KIT and a book entitled "The Monster Lurks", the same title beside the corpse where we got the Shotgun. It provides some interesting context surrounding the concept of the story and these nightmare worlds, although it can only be read if you saw the earlier note.

Pass through to the Library to find HANDGUN BULLETS and a fairy tale on different tables. Pay attention to the fairy tale with the lizard since it will become very relevant in a matter of minutes. Exit through the other door.

Second Floor Right Hallway

With another gate blocking the hallway, enter the upper Classroom with the CLASSROOM KEY. Note that the key only unlocks the upper door and not the other. Make your way past three Grey Children to the next Classroom. Find the HEALTH DRINK on the chair and exit to the lower part of the hall.

Handle the three Creepers and find the HEALTH DRINK on the bench near the separating gate. Now use the lower stairway to head all the way down to the basement. Consider first unlocking and passing through the gate on the first floor to return to the Infirmary to save due to an upcoming boss fight.

Basement

Inside the Storage on the left are two packs of SHOTGUN SHELLS and an AMPOULE. Now enter the Boiler Room on the right side, where you'll be greeted by a turnstile gate with two valves on either side. It's time for a puzzle.

This isn't a very difficult puzzle although there's no riddle or clue to help you out. Instead you'll normally have to do a little trial and error, unless you use the solution below before touching anything.

Note that whenever you turn a valve, the turnstile on each side will spin at differing speeds. What you need to do is turn each valve in such a way so that both turnstiles open up and allow passage. Go ahead and give it a try on your own, sometimes turning left and sometimes right for both valves until you find the solution.

Otherwise, if you haven't touched anything the simplest solution is always:

1. Turn the right valve twice to the left.
2. Turn the left valve once to the right.

It doesn't matter which valve you turn first as long as those inputs are given, and you may find other solutions work but this one is the quickest. Even if you've messed it up you can easily find the correct solution by turning each valve in the opposite direction, one at a time back and forth. Eventually you will hit the solution with no bars blocking your way.

Use the clear path to proceed ahead, where a surprise elevator floor will take you to the menacing depths below. There, Harry encounters a giant lizard in an open arena with a fire pit in the middle. So this is the hungry beast that was awakened when we turned on the boiler earlier... It's time for the first boss fight of the game.

BOSS: SPLIT HEAD LIZARD (BASEMENT 2) [bos_01]

A giant lizard, eh? Do you remember reading the fairy tale about the hunter and lizard just a few minutes ago in the Library? Let's recall the story:

"Hearing this, the hunter
armed with bow and arrow said,
'I will kill the lizard.'

But upon meeting his opponent,
he held back, taunting,
'Who's afraid of a reptile?'

At this, the furious lizard
hissed, 'I'll swallow you up
in a single bite!'

Then the huge creature
attacked, jaws opened wide.

This was what the man wanted.
Calmly drawing his bow, he shot

into the lizard's gaping mouth.

Effortlessly, the arrow flew,
piercing the defenseless maw,
and the lizard fell down dead."

If you just attack the Split Head normally you'll find it's one resilient sucker, so you'll need to follow the lead of the hunter. Note that the lizard dropped dead once he shot arrows into its gaping mouth. Surely our Shotgun shells should be sufficient instead.

The creature won't open its mouth at the start of the fight, so first we'll have to anger it, similarly to how the hunter did. Harry lacks taunting skills so start blasting it with your Shotgun while backing away. Try to keep curving around the circle for optimum space management. Otherwise you can start the fight by running past to its left side as it lunges at and misses you, then leaving itself open for continuous fire from the side.

After around six shells, the lizard will spew green liquid out of its mouth as it deeply growls while frozen and the music picks up. Now you've infuriated the lizard, so prepare for the crucial part of the fight. Now let it approach you and start backing up once it's close enough. When it opens its mouth, continue backing up as you empty shells into its mug. You should be able to fire two shells each time on Normal and Hard before it closes.

If you don't back up or are too slow, the creature will swallow you whole and it'll be Game Over, so stay on your toes. On Hard it'll be even more aggressive with next to no margin for error, so consider bailing out and strafing if you get caught flat-footed. Repeat the strategy, always backing up while you fire in its open mouth and the fight should end after 5-6 shells on Normal/Hard or fewer on Easy. As a little trick, lower and re-raise your gun between attacks so that it automatically reloads, avoiding an untimely in-game reload or a visit to your inventory.

The best method for firing in its mouth is to stand immediately in front of its head after first angering it. Once it re-activates, it'll open up right away. Be quick to move back and fire at it. Now just repeat the same method until it dies.

[SPLIT HEAD'S ATTACKS]:

At the start of the fight the creature will resort to a headbutt attack when you're in range, inflicting a fair amount of damage. Once you've aggravated the Split Head, it will engage its gaping mouth attack, which is an insta-kill if you're caught. Always be backing up to avoid this.

After firing enough shots into its gaping mouth, the screen will blur and the fight will be over. Well done, hunter.

Return to Normal Midwich Elementary

Harry soon finds himself in the Boiler Room of the normal school. Seems like killing the beast ended the nightmare. Find the K. GORDON KEY on the

ground by the boiler. Head out and upstairs to the first floor, where Harry will hear a church bell ringing in the distance. He checks his map and marks the nearby Balkan Church, which is your next destination.

Proceed to the bottom hall where you may remember a list of teachers on the Reception desk earlier. Check it again and Harry will notice the name K. Gordon and copy over their address to his map. Well, that was helpful. Consider saving in the Infirmary and leave the school through the Lobby after unlocking both sets of doors.

05 // o l d s i l e n t h i l l p a r t 2 [wlk_05]

=====

"Here, the Flauros, a cage of peace. It can break through the walls of darkness, and counteract the wrath of the underworld."

Figuring Out a Way to the Church

Now what you want to do is reach Balkan Church on Bloch Street where the ringing bell is likely calling you. Remembering Bloch not far eastward was demolished, let's try Bradbury to the south. Sadly it's also destroyed just past the first alley to the north, but in that alley is the location of K. Gordon's house, which you'll see on your map if you checked the teacher's list in the school Reception before leaving.

Find the Groaner waiting halfway up the alley and note the angle change. Approach the camera and enter K. Gordon's backyard through the wooden gate down the path. Enter the house with the K. GORDON KEY.

K. Gordon's House

Inside are HANDGUN BULLETS both on the nearby counter and in the kitchen, plus a SAVE POINT on the dining room table. Thank K. Gordon for your brief stay and exit through the front door.

Heading to the Church

If you'd like a HEALTH DRINK, find it on the porch of the last house on the northeast side before the road falls off. Head south to Bradbury, now on the other side of the giant hole, and continue eastward on the left side of the road to find a HEALTH DRINK on a bench where an Air Screamer may assault you. Just past that is another alley northward, which you'll have to take since the road is out farther east.

Dodge the Air Screamers and grab the HANDGUN BULLETS on the right side on your way up the alley to Bloch Street.

=====

NEXT FEAR WEAPON: CHAINSAW

If you head west on Bloch from the alley to reach Cut-Rite Chain Saws on the south side, you can find a CHAINSAW in the smashed window near a

Groaner. While it is always located here in any playthrough, it initially requires the GASOLINE TANK to power up and take it. Since the Gas Tank can only be acquired (in the nearby Gas Station) in a Next Fear run after completing the game once, the Chainsaw is sadly off limits in your first run, despite the teasing display.

In a Next Fear however, find the Gasoline Tank in the Gas Station and return to grab the Chainsaw. However note that in your first Next Fear run, you have a choice between this and the ROCK DRILL in the Bridge Control Room, so be confident in your choice before locking it in. In a subsequent Next Fear you'll be able to grab both. Either weapon will not require the Gas Tank if it was filled up in your previous run.

=====

Make your way east and enter Balkan Church on the south side of Bloch up the short steps.

Balkan Church

Inside you'll meet a crazy whacko lady who spouts a lot of gibberish and offers you a triangular item to help you on your journey. Sounds enticing, right? Grab the "FLAUROS" and DRAWBRIDGE KEY on the altar once she scutters away.

On the left display you'll also find a HEALTH DRINK, while a SAVE POINT sits on the desk near the entrance door. Leave when finished.

Gas Station Detour

Now with a key for a drawbridge, you'll notice the Bridge Control Room at the east end of your map on what clearly looks to be a bridge, so make your way towards it. On the north side you can find a little easter egg near the Jim Beam shop where it says "REDRUM" on a garage door. Any fans of The Shining?

Not too far down the road you'll find a Gas Station on the south side where there's a cracked-open door near a Groaner. Step inside the garage to find another SAVE POINT on a small table and HANDGUN BULLETS on the other side of the car along the wall.

=====

NEXT FEAR ITEM: GASOLINE TANK

After completing the game once, the GASOLINE TANK will appear on the garage shelf near the save point. After picking it up, you can now acquire the CHAINSAW at Cut-Rite Chain Saws or the ROCK DRILL in the Bridge Control Room in your first Next Fear run. In a subsequent Next Fear you can then use the tank to acquire the other weapon. Once both weapons have been acquired, the Gas Tank is no longer needed to power them in later runs but can still be found here.

=====

Heading to the Drawbridge

Back out of the garage, continue east and follow the building around the corner to south Ellroy, where you'll find an alley on the right side near the demolished road. Run along the parked truck to find SHOTGUN SHELLS and HANDGUN BULLETS in the corner. Avoid the Groaner on your way back and head to the bridge.

On the south side, head down the steps at the beginning of the bridge to get a FIRST AID KIT and SHOTGUN SHELLS (may be a bit hard to see on the left), but be wary of two patrolling Air Screammers. If you continue to the middle of the bridge you'll find that it's stuck open, so make your way to the Bridge Control Room on the south side.

Bridge Control Room

Through the bottom door by the barrels is a dark room with a weapon that cannot be obtained in your first run. So head up the stairs on the outside and enter the top of the tower.

Find the SHOPPING DISTRICT MAP on the chair near a SAVE POINT. Deeper in is a HEALTH DRINK beside the control panel. Now use the DRAWBRIDGE KEY on the panel to lower the bridge. Make your way back out and down, then cross over to Central Silent Hill.

=====

NEXT FEAR WEAPON: ROCK DRILL

In the bottom room of the Bridge Control Room is a ROCK DRILL. Turn on your Flashlight to see it in the darkness. While this weapon will always appear here, it requires the GASOLINE TANK to power up and take, which is only available in a Next Fear having cleared the game once.

Note that in your first Next Fear you must choose between this and the CHAINSAW west of the church, while you can collect both on any subsequent Next Fear. Consider which sounds more exciting to you that first time and take it. They're both quite good, but personally I'd recommend the Rock Drill.

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06 // c e n t r a l s i l e n t h i l l

[wlk_06]

"Make haste to the hospital before it's too late."

Sagan Street

Now across the bridge, find the HEALTH DRINK on a barrel on the north side and HANDGUN BULLETS on the south steps farther east. Continue east to what turns into Sagan Street to be welcomed by two kind Air Screammers. On your map just ahead is a Police Station, so let's give it a visit.

Near the entrance you'll meet two new enemies called Rompers. These ape-like creatures hop around very quickly and can totally surprise you with their speed, so always approach with caution and be ready to shoot them asap. Despite their intimidating speed and looks, they can be downed in only a few Handgun shots. Note the west entrance to the station on Crichton Street won't open, so enter from the front doors on Sagan Street.

Police Station

SHOTGUN SHELLS are found on the right bench, as are two packs of HANDGUN BULLETS on the tall reception counter. The right door won't open, but inside the left room are more HANDGUN BULLETS and a SAVE POINT on a desk, plus SHOTGUN SHELLS on a deeper desk. The SHOTGUN will also be on the desk if you missed it in the Nightmare School. Additionally there's a note about an Officer Gucci on the desk and case notes written on the chalkboard. Leave the station entirely when finished.

Making Haste to the Hospital

Mind any Rompers and Air Screamers and head back over to Crichton to get back on track and run south towards the hospital. Cross over left onto Koontz and find the entrance gate to Alchemilla Hospital on the south side. You may notice what sound like gunshots as you near the gate.

Enter the courtyard with caution to be greeted by two Groaners. Quickly enter the hospital through the doors on Harry's right since the other solo door won't budge.

07 // a l c h e m i l l a h o s p i t a l

[wlk_07]

"Everyone seems to have disappeared. And it's snowing out.
This time of year. Something's gone seriously wrong."

First Floor Reception Hall

Inside this already disturbing hospital you'll find a SAVE POINT on the Reception desk. Take note of the map on the wall that you can't reach from this side and you'll hear another gunshot deeper into the hall. The double doors at the end are jammed so pass through the left door.

Harry meets Dr. Michael Kaufmann who kindly introduces himself with another gunshot, but thankfully he's a terrible shot. Once he leaves, pass through the empty Office on Harry's left to get behind the Reception counter where you can grab a FIRST AID KIT on a box and the HOSPITAL MAP posted on the information board.

Pass back through to the Examination Room you met Kaufmann in and enter the Medicine Room through the far door. There's only a newspaper clipping in here which Harry won't bother to read, so exit from the other door to the east hall.

First Floor East Hall

Enter the Doctor's Office to find the HOSPITAL BASEMENT MAP near the other door. Through that door is the Conference Room which holds the BASEMENT KEY on the other side of the conference table. Leave both rooms and enter the Kitchen next door, where you can begin a brief optional quest segment.

OPTIONAL QUEST: UNKNOWN LIQUID (KITCHEN AND DIRECTOR'S OFFICE) [qst_01]
+++++

Just ahead in the far corner of the Kitchen the angle will shift, hinting at some bottles in the foreground. Examine them for a PLASTIC BOTTLE. Find the HEALTH DRINK on the other side of the island and exit the room.

Inside the Director's Office you'll come across a trashed room with a smashed vial of red liquid behind the back desk. Not really knowing what it is, you can use the PLASTIC BOTTLE to take the UNKNOWN LIQUID.

Acquiring the Plastic Bottle and Unknown Liquid is entirely optional, however they are required to have any shot at receiving one of the + endings (Good+ or Bad+) by using it at the right time and place. I suggest just playing normally and receiving your natural ending but you can always read more about it in the Endings section of this FAQ.

+++++

Back out in the hall, the elevator isn't functioning so the power must be out. Let's see what the problem is by accessing the basement stairway beside it with the BASEMENT KEY.

Basement

Enter the basement down the stairs and take care of the Creepers if they bother you. Enter the Generator Room and examine the panel to find a note informing you what it powers, with the elevator among the list. Turn on the generator and leave the room. Now you can access the elevator from the basement or first floor.

Elevator

Inside the elevator, ascend up to 2F to find the hallway doors jammed. Proceed up to 3F to find the same. Upon checking the elevator panel again however, is a terrifying surprise... Clench your butt cheeks and hit that 4 button.

08 // n i g h t m a r e h o s p i t a l [w1k_08]

"I just don't get it. It's like this is all some kind of bad dream."

Fourth Floor

After a brief vision of someone walking into a shop somewhere, Harry finds

himself in the rotted-looking supposed fourth floor of the hospital. Since this floor doesn't technically exist you do not have a map for it.

Proceed through the doors only for them to lock behind you in the next hallway. With all the side doors jammed, continue through the next door to more of the same only in a darker hallway with a stairway at the end. Descend it and enter the third floor through the double doors.

Third Floor West Wing

Here you will be greeted by a new enemy called a Puppet Nurse, with many more to come in the hospital. Use the Handgun to drop them with about six shots on Normal, while the Shotgun is better for the occasional quick kill if surrounded. Note that if you try to return to floor 4 now you'll just find a wall there...

Now back to having a map, inside the Men's room you'll find the PLATE OF "TURTLE" on the window sill. Room 301 only contains an empty birdcage, so enter 302 to find a SAVE POINT and SHOTGUN SHELLS along with an old but usable TV with a VCR. Remember it for later.

In room 304 is another Nurse, plus a HEALTH DRINK on a gurney and a steel plate screwed to the back wall. Note that you'll find a few things in the hospital that you won't quite be able to do anything with, like this plate and the birdcage, but it'll all make sense much later in the game.

The Linen Room only contains dryers which are "useless now" to Harry who hasn't wet his pants just yet. Pass through either the Linen Room or the south double doors to the east corridor.

Third Floor East Wing

Watch out for a couple more Nurses, then enter the Storage Room to find HANDGUN BULLETS, a FIRST AID KIT, and a BLOOD PACK of all things, on various shelves. Enter room 306 and grab the PLATE OF "CAT" on the far wall to finish off business on this floor.

With access to the elevator after unlocking the north doors, the second floor foyer doors are locked but the first floor is all open to explore. Alternatively you can return to the stairs to explore the west 2F wing first, but we'll need something on 1F before advancing through there anyway.

First Floor East Wing

Just out of the elevator, check the broken vending machines for three HEALTH DRINKS! Down the hall you'll be greeted by an unhappy Puppet Doctor, slightly stronger than its Nurse counterpart.

Skip the basement for now since you'll run into a locked Storeroom down there. Inside the Director's Office you'll find the PLATE OF "QUEEN" on the table after almost pissing your pants, plus a SAVE POINT by the far wall. A Doctor guards a HEALTH DRINK inside the Kitchen, while another Doctor awaits around the corner down the hall.

Inside the Office on the south side are HANDGUN BULLETS on the table, while another Doctor awaits in the Medicine Room in front of the locked

door to the Examination Room, despite hearing some noise through the door. With that, proceed through the double doors to the west wing.

First Floor West Wing

Here you'll meet another Puppet Doctor by the stairs. With none of the doors opening, you've now cleared this floor, so head up the stairs and enter the 2F west wing.

Second Floor West Wing

Mind the Nurse and enter room 201 where you'll find a brass Zippo LIGHTER on the table. Leave and head north up the hall where there's another Nurse, and enter room 204 at the left end.

Hearing radio static, there aren't any Nurses in here but instead some monster tentacles coming out of the back wall, below another plate above it. If you try to grab it, the tentacles will grab Harry and suck his blood, so you'll have to find a way to distract them. You'll notice a small pool of blood already has their attention, so how about giving them a feast instead?

To do that, open your inventory and use the BLOOD PACK. Brilliant foresight to pick that up, Harry! He'll drop it to the left to get their attention, leaving you with an open line to grab the PLATE OF "HATTER" on the wall. Pat yourself on the back and leave the room.

The doors to the east wing won't open and there's a slate on the wall there with a list of names, plus a blank slate at the north end of the corridor but neither are relevant at the moment.

Enter the Nurse Center where you'll come across a strange locked door and a riddle posted on the wall. By now you should have all four plates to solve this puzzle.

PLATE PUZZLE (NURSE CENTER)

[puz_03]

The other door in the room is locked, containing four square depressions along with four other coloured squares. You must insert your four plates into the empty slots to unlock it, but first you must decipher the riddle on the wall to determine the order:

"Clouds flowing over a hill.

Sky on a sunny day.

Tangerines that are bitter.

Lucky four-leaf-clover.

Violets in the garden.

Dandelions along a path.

Unavoidable sleeping time.

Liquid flowing
from a slashed wrist."

With four colours or shades already shown on the door plus the four coloured plates you have, it should be rather clear that each sentence here describes a colour. Therefore it's simply a matter of deciphering which sentence describes which colour, at least to start things off.

"Clouds flowing over a hill." Despite possibly appearing as grey before or during rain, the natural colour of a cloud is white, flowing over a hill or not. You'll notice the plate at the top of the door is white, so that appears to be the starting point and doesn't refer to one of the plates you hold.

"Sky on a sunny day" may possibly make you think of yellow or orange, which may be somewhat true during morning sunrise or evening sunset, but on a sunny day it will always appear clear blue. With no blue on the door yet, it does match the colour of the "Turtle" plate. But where does it go? Let's keep reading.

"Tangerines that are bitter." Well, tangerines are orange regardless of being bitter or not. With no orange plate, the right square on the door is orange, indicating that we must be moving in a clockwise fashion starting from the white at the top with the blue "Turtle" plate between them. Let's keep going.

"Lucky four-leaf-clover" clearly refers to a clover which is green in colour, lucky or unlucky, four-leaf or three-leaf. There's no green on the door so it looks like our green "Hatter" plate goes in the bottom right slot if we continue clockwise.

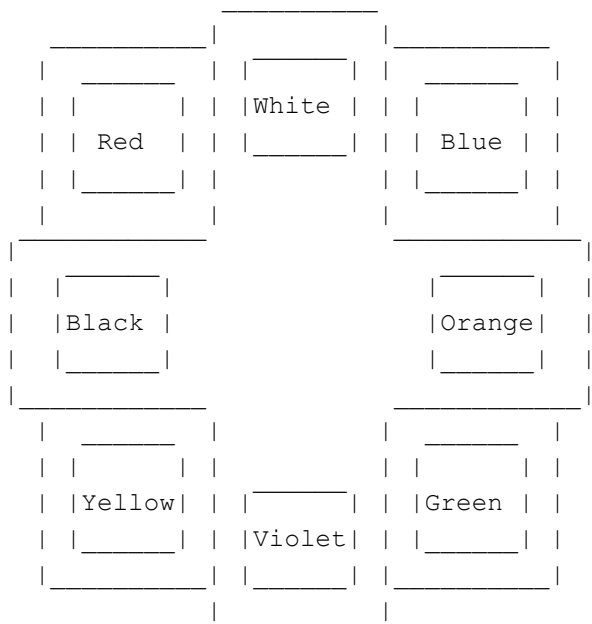
"Violets in the garden" would be... violet, matching the square already at the bottom of the door. If you're not familiar with violet, while it's actually a separate colour from purple (with more blue than red), they're both in the same ballpark of colour. But it hardly matters here.

"Dandelions along a path" refers to yellow, the main colour of a dandelion on any path. While their stems are green and their flowers do eventually close and in grow white fluffs instead, dandelions are more known by their initial yellow, which matches with the Cat plate, putting it in the bottom left slot.

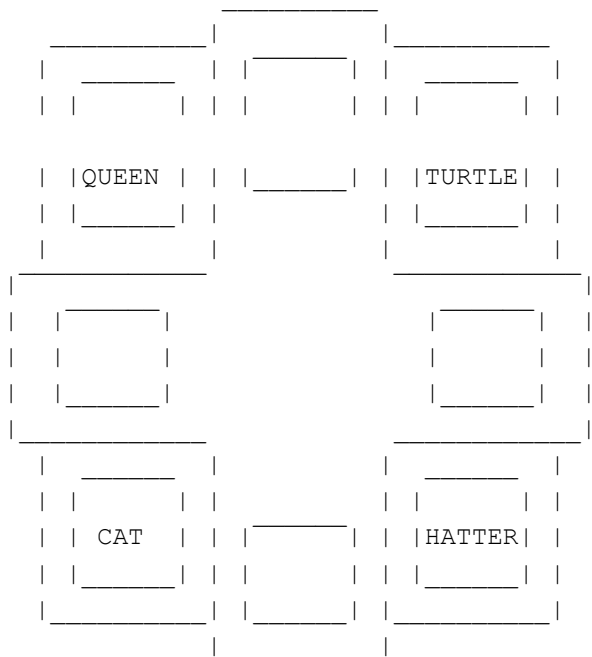
"Unavoidable sleeping time" finally provides us with a tricky one, so let's think about it. What colour would best represent sleep? Close your eyes and tell me what you see. It's black, or at least darkness, which is effectively what we see while sleeping. You can argue semantics whether we're seeing anything at all, but it's the colour that most identifies with sleeping and matches with the black square already at the left of the door.

"Liquid flowing from a slashed wrist" finishes the riddle off, clearly referring to blood, which is what would flow from a slashed wrist. This matches up with the final remaining plate of "Queen", which may actually look a little pink instead but it's close enough.

And with that we're left with the following colours for each slot, including the plates already in the door:



Matching our plates to the colours not yet inserted leaves us with the following solution:



So to solve the puzzle, place the PLATE OF "TURTLE" in the top right slot, the PLATE OF "HATTER" in the bottom right slot, the PLATE OF "CAT" in the bottom left slot and the PLATE OF "QUEEN" in the top left slot. Once all plates have been correctly placed, the door will unlock.

Pass through the now unlocked door to the east wing.

Second Floor East Wing

With a Nurse right beside you and another two in the corridor, enter the Operating Prep Room just ahead, where you'll stand on an outer walkway with two Nurses that wish to treat you with some wounds. Handle them and

head through the other door to the Operating Room to meet the Nurse who looks in charge here. Luckily she ain't no Nurse Ratched, so pop her and take the BASEMENT STOREROOM KEY on the table and exit to the hall.

Enter the Intensive Care Unit and grab the DISINFECTING ALCOHOL on the table. There's a Nurse behind the table, but it's easy enough to grab it and leave without facing her.

To finish off the floor you can find a FIRST AID KIT in room 206. Then unlock and proceed through the double doors at the end of the hall to access the elevator and descend to the basement with your new key.

Basement

Helloooo Nurse! Quickly handle her and enter the Morgue if you dare. Inside you'll be ambushed by two Nurses from either side so consider running a bit ahead to escape their reach and then using the Shotgun for best results. Find the AMPOULE and HEALTH DRINK on two different gurneys and leave the room.

Avoid the respawning Nurse and enter the Generator Room to find the large HAMMER sitting against the generator, which is arguably the best melee weapon in the game and should not be missed.

Now enter the Storeroom with the BASEMENT STOREROOM KEY. First grab the HANDGUN BULLETS and SHOTGUN SHELLS on the shelves, then check out the big cabinet at the back. At its base you can see scrape marks from it being moved over time. You may also notice this room is smaller than it appears on the map. Move to the shelf's right side and push it to reveal a door. Proceed through.

Inside you'll find a large grate that cannot be opened due to the growing vines holding it shut. Remembering your Lighter, you can try it but it's not enough on its own. Although you did recently pick up something else... Use the DISINFECTING ALCOHOL to soak the vines and then the LIGHTER to burn them away. Hop down to see what's below.

Second Basement

In this unmapped area, follow the narrow hall through the next door. Say hello to three more Nurses and head through the first door on your left to another hallway with two more Nurses.

Only enter the first room on your left in the second hall if you feel like wetting yourself, but the first room on the right contains a VIDEO TAPE guarded by a Nurse. You may remember a VCR in room 302 on the third floor where you can later return to view the VIDEO TAPE, but its recording is filled with static and hard to understand for the time being.

Back in the second hallway, enter the last room on the left into a strange hospital room. Harry finds a photo of a young girl named Alessa who looks a bit like Cheryl. Grab the EXAMINATION ROOM KEY beside the photo.

Now it's time to escape this hellhole second basement. Head back down the hall and through the end door, then go through the next door to Harry's right. Follow ahead and up the stairs to the first basement's Storeroom.

First Floor Examination Room

With the key in hand, use the stairs or elevator to head to the Medicine Room at the center of 1F and pass through to the next room with the EXAMINATION ROOM KEY after handling the Doctor inside.

Meet Lisa Garland, a nurse who works at this hospital. Mid-conversation, Harry suddenly suffers from a major headache and shifts out of this nightmare realm.

Return to Normal Hospital

Awakening in the normal hospital's Examination Room, the crazy old lady from the church is here to spout more nonsense, finally revealing her name to be Dahlia Gillespie. She tells you to head to the "other church" which you'll first have to find, but she's at least left you the key for it.

Take the ANTIQUE SHOP KEY she left on the table and leave to the main Reception hall. If you check the phone by the Exam Room door, Harry will cycle through the phonebook to find the address to the antique shop he has the key for and mark it on his map. Well, that made things easy.

Consider saving at the front desk and leave the hospital. Avoid the two Groaners in the courtyard and rejoin the streets through the gate.

09 // c e n t r a l s i l e n t h i l l p a r t 2 [wlk_09]

=====

"Darkness devouring the town? Must be on drugs."

Finding the Antique Shop

If you examined the phonebook before leaving the hospital you'll have the antique shop marked on your map already, but even if not you can locate it yourself with some quick homework. Use the "Look" function on the Antique Shop Key to read "green lion" on the tag. At the northeast of your map is a shop called "Antique Green Lion" above the large Silent Hill Town Center. That's your next destination.

Start by heading east on Koontz towards Simmons where you can find HANDGUN BULLETS and a HEALTH DRINK in the alley southwest of the intersection where two Air Screamers will likely follow you in. There's also a HEALTH DRINK on one of the umbrella tables by Cafe Sun at the northwest of the same intersection, guarded by two Rompers nearby.

With the crazy ambulance music keeping you on edge, head north up Simmons all the way to the antique shop, ignoring any enemies on the way. You'll soon reach the open doorway of the shop on the right side. Step through and down the stairs where you can proceed inside with the ANTIQUE SHOP KEY.

Green Lion Antique Shop

Use your Flashlight to illuminate the room and locate the SAVE POINT on

the nearby table. The clock isn't of any use, but around the corner you'll find a cabinet with some skid marks under it. Push it aside and Harry will find a large hole behind it.

Cybil will drop by with some startling news before Harry decides to check out what's in the hole on his own. Proceed down the passage and through the next hole into a small room with an altar, which could be the "other church" that Dahlia spoke of.

There's nothing you can do with it, but be sure to grab the AXE on the wall near it for another weapon. Then head back to report to Cybil before things take an interesting turn.

Hospital Examination Room

Harry awakens in the Nightmare Hospital with Lisa, exactly where he was before the first headache... Lisa provides Harry with some helpful background information before he appears to shift between realms again.

10 // n i g h t m a r e c e n t r a l s i l e n t h i l l [w1k_10]

"I don't want to think so, but maybe this is all just going on in my head. I don't know what's real anymore..."

Nightmare Antique Shop

Who knows what's going on here but you're now in the meshy nightmare version of the antique shop. Harry recalls what Cybil told him about Cheryl and figures Lisa might know how to reach the lake. So your next destination is the hospital again, even though you were just there seconds ago. Note the SAVE POINT on the table and leave the shop.

Streets: Figuring Out a Way to the Hospital

Back up the steps and through the doorway, the streets have now transformed to their meshy, nightmare form, similarly to the school. Enemies will also be found in much higher frequency, to almost an extreme degree, while Air Screamers and Groaners will be replaced by more powerful versions called Night Flutters and Wormheads, although you may not even notice the difference. Either way, it's likely not worth fighting anything out in these crazy streets.

If you make your way south you'll eventually find that the meshy "road" ends before Sagan Street, so we'll need to find an alternate route. On the east side of the road is a torn hole in the shutters of the Silent Hill Town Center which can be found on your map, where you may also notice a potential route behind it. Step inside and see what you can find.

Silent Hill Town Center

There's nothing of any interest on the first floor, however the large TV screens right of the escalators will turn on and display a message for you

as you make your way up. Continue up the escalator to the second floor.

The right passage's floor is out, so take the left path where you can enter a shop on the left side. Inside the former jewelry shop are two packs of RIFLE SHELLS, a FIRST AID KIT and a SAVE POINT. Consider saving due to an upcoming boss fight, and fear not, you did not miss the Rifle. The other door won't open so exit the shop and continue down the path.

Just ahead you'll see what looks like slugs sucking on a corpse. Once you approach it the floor will give and you'll land in a pit with a large larva that's happy to make your acquaintance.

BOSS: TWINFEELER LARVA (SILENT HILL TOWN CENTER) [bos_02]

There's no escape once you land in the pit, so instead you'll have to exterminate the giant larva. But first, locate the HUNTING RIFLE leaning against the wall just ahead, which can work fairly well for this fight but the Shotgun's superior speed, power and handling makes it more preferable.

What the larva will do every now and then is rise up from the soil to spew acid at you as it crawls over the surface before shortly diving back into it, leaving you a brief window to shoot it. It may be hard to predict where it will rise and attack from, which makes running around fairly unpredictable, especially since it may rise right in your path.

The best strategy here is to instead stand on the fallen grate in the middle which helps in multiple ways. Firstly, it prevents it from erupting anywhere near you while giving enough time to dodge its acid, but it also lures the larva over the grate where it cannot drop back into the soil until it reaches the other side, providing you with a very lengthy attack window.

So stand on that grate and as soon as you hear it erupting, either run ahead or strafe to the side to dodge the acid, then immediately target the larva and start blasting away while closing the distance for peak power. Even on Hard you can end this fight in a matter of seconds and just one full clip.

[TWINFEELER'S ATTACKS]:

The larval creature has two attacks. One is spitting acid at you every time it climbs above the surface and the other is physically ramming into you when slithering above or just as it hits the surface. Stand on the metal grate to avoid being bumped into and be sure to run or strafe away as the Twinfeeler rises to avoid its acid every time.

After just six well-placed Shotgun blasts from close range, or up to 10 or more Rifle shots, the Twinfeeler will curl up in a ball and the fight will be over. It doesn't die however and instead smashes through the closed doors on its escape, providing you with an exit as well.

Town Center Back Road and Sagan Street

Once the Twinfeeler larva smashes through the glass door, escape through

the same exit to outside. Back in the craziness out here, take a right and head south where the road transitions to a narrower grate path, which turns right onto Sagan Street.

Cross over Simmons Street, where there is no south route, and run like hell all the way west, pretending you're not being hounded by Night Flutters, Groaners and who knows what else. Hit the police station on the right side for a breather and more supplies.

Nightmare Police Station

Well that was intense, wasn't it? Take a deep exhale and find the RIFLE SHELLS and HANDGUN BULLETS on the reception counter, plus a SAVE POINT on the table by the front doors. Exit once you're ready to run for your life again.

Crichton and Koontz Street

Continue past the Romper outside and head westward for just a moment longer until you reach Crichton. Take a left and head south all the way to Koontz, past a barrage of Night Flutters. Head through the front gate to Alchemilla, quickly dodge the incoming Wormheads and step back inside the familiar hospital.

A Short Stay at the Nightmare Hospital

Inside the rotted hospital's lobby, there's a SAVE POINT on the counter as usual, which you may want to use due to an upcoming boss fight. Enter the Examination Room from the side door to talk with Lisa.

Unfortunately Bachman Road is destroyed and prevents access to the lake, but Lisa remembers an abandoned waterworks with underground tunnels near Midwich that might take you to the lake. Despite her pleading for Harry to stay, he's a man on a mission and Lisa doesn't think she should leave the hospital either. Exit back to the streets.

Koontz Street Rooftop

A new pathway appears outside, leading you to a stairway and up to a rooftop. In a brief cutscene, the stairs are destroyed and Harry is greeted by a giant moth... It's the same creature you just fought in the Town Center, having already reached its adult form and now looking for revenge!

BOSS: FLOATSTINGER MOTH (KOONTZ STREET ROOFTOP) [bos_03]

Right at the start you'll be facing the giant menacing moth, so consider getting some breathing room before attacking. You can stay on this open part of the rooftop which lets you move around without much restriction, but you can also run up the nearby stairs to the higher roof and use the water tower as cover. It's quite hard to see the full moth and what it's doing from the lower spot so consider relocating up here for a better picture, but do keep in mind the open space makes quick shooting and running a very viable strategy.

Just as before, the Shotgun and Rifle are the best weapons here, with the Rifle preferable from the higher position and the Shotgun better from up close down below. From the open main roof, the best strategy is to keep moving, especially by strafing to keep the creature in front of you, and get in one or two shots at a time before the moth can respond with an acid spit or by smacking you with its abdomen. Just take your shot, run ahead or strafe to the side a couple meters and fire again. If you can get 2-3 shots safely, go for it, but sometimes the moth will be quick to smack you or spit acid.

If you'd like a better view and to create more distance, head up the stairs to the water tower and use the Rifle. Same thing here though, keep moving and take 1-2 shots at a time, with the occasional 3-4 shots if you really have the time. Take your shot and run a few feet as you likely dodge an acid spit, fire again and just keep dodging and repeating.

Alternatively you can try running for a bit longer to create more space so you can fire more shots, but always be prepared to dodge acid at a moment's notice, and never remain close to its body for long or it'll smack you. Note that the Shotgun still works fairly well from this location but loses its power when the moth is farther away.

[FLOATSTINGER'S ATTACKS]:

The creature attacks very similarly to how it did in its previous form with another acid-spewing attack and an abdomen-butting attack. Keep your distance to prevent the second attack from ever happening, while the acid is somewhat difficult to avoid but is telegraphed by a distinct sound each time. Once you hear it, strafe or run aside asap and get in your attacks, although it won't always be easy.

After landing about 15-20 Rifle or Shotgun shells the creature will fall to the ground and die this time, as sirens sound in the distance.

Return to Normal Central Silent Hill

So that did the trick, huh... Now back in the "regular" snowy Silent Hill, the stairs leading down look good to go so head down to Koontz Street.

To reach the waterworks by the school, you'll need to return to Old Silent Hill. So head north up Crichton and take the bridge west back to the residential area.

Return to Old Silent Hill: The Waterworks

Time will jump forward to Harry arriving at the waterworks, revealing its position on your map. Investigate it to find a locked gate, but Harry thinks he might be able to break the rusted lock. Take out a melee weapon like the Axe, Hammer or Steel Pipe and bat the thing until it breaks. Step through the gate, and with the manhole cover already removed, praise the woeful neglect and descend the ladder to the sewer tunnels below.

"There's an underground tunnel out there used for inspections,
or something! I remember hearing it runs all the way to the lake!"

First Tunnel

Down in the leaky tunnel, take a right around the corner and follow the long path, but stop short of the end and take care of the two Creepers that sneakily come in from behind you a way's down since your full attention will be needed for what's next.

At the end of the tunnel you'll hear clicking sounds, marking the presence of two new enemies called Hanged Scratchers approaching from either side of the next narrow path. They move quickly so step back in the tunnel and eliminate them carefully. The Handgun is most suitable for them one on one but the Shotgun will make quick work of them when needed.

First Two Intersections

The right path at the intersection leads to a fence with a locked gate, so take a left and head down the path to another intersection where it first curves left around it. First continue forward to find some items at the end, including RIFLE SHELLS on the left side and a HEALTH DRINK, HANDGUN BULLETS and SHOTGUN SHELLS on the right side.

Return to the intersection and continue the other way, first along the left side before crossing over on the right. Then head through the gate on the left side of the fence, since the right side is locked.

Beyond the First Open Gate: Sewer Office

Follow the path along the wall to eventually reach what looks like an open office. Find the SEWER MAP (CONNECTING TO RESORT AREA) and SAVE POINT on the table, and check the open key box for the SEWER KEY. This should unlock the gate near the beginning. If you check your map, it's at the the mid-south of the center path. Continue through the nearby gate and exit through the next gate after unlocking it.

Using the Sewer Key

Head back west, first on the left and then on the right while avoiding the Hanged Scratchers which you may now notice drop down from the roof in various spots. Head around to the left to head south at the intersection, where you may encounter a Scratcher and possibly another after the path curves southward.

Follow along the right side as you pass the original tunnel, then use the SEWER KEY to pass through the fence gate at the south end.

Follow the blue grating on the left side and you'll soon meet three Creepers crawling around. When the path diverts in two, you'll find a FIRST AID KIT on the left side before a dead end. The right path leads to a ladder. Ascend it.

Upper Level Sewers

Still in the sewers, get the FIRST AID KIT on the grating to Harry's left and continue the other way. If you hold L2 to focus the camera just ahead you'll see several Scratchers hanging on the roof. You can get the drop on them by shooting them down, although it may trigger the rest to come down. Or just sprint through the area.

East and Southward Tunnels

The upper west and south paths are blocked ahead, so take the east one around the left corner and follow the tunnel past a few Creepers. You'll find a HEALTH DRINK and HANDGUN BULLETS at the exit of the tunnel. Continue south around the right corner past another Scatcher to enter the larger south pathway.

South Tunnel: Finding and Using the Sewer Exit Key

The left gate is locked so we'll need to take a right to find the key. Pass through the gate on the right side and continue west through a couple more gates after passing some Creepers. Eventually you'll reach the west end with a suspicious bloody spot in the water. With the creepy music edging you on, reach in to find the SEWER EXIT KEY.

Immediately after you'll be ambushed by three Scratchers. Quickly bail and pass back through the gate on the right side, past another Scatcher waiting nearby (consider quickly blasting it with the Shotgun). Taking the left path instead will spell danger as it's a dead end and you'll get cornered.

Continue through the next two gates on the left side, while the loud bang should encourage you to keep running. With up to three more Scratchers by the east gate, you can take them on or just quickly run up to the gate and slip through, using the SEWER EXIT KEY.

Now on the safe side, you'll find a SAVE POINT on a barrel next to the exit ladder ahead. Ascend to outside.

12 // s i l e n t h i l l r e s o r t a r e a [wlc_12]

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"This craziness can't go on forever.
A military rescue squad should be here any time now."

Bachman Road: Finding the Map

Ah, freedom... Head for a run forward and around the corner into the demolished building to find RIFLE SHELLS and HANDGUN BULLETS at the left and a FIRST AID KIT on the right. Back outside in front of the building is an information sign by the road where you can get the RESORT AREA MAP. Next, you can complete an optional quest or skip through the area.

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With your current goal of finding Cheryl by the lake, you can simply proceed down Bachman Road and Sandford Street to reach the Lakeside pier. However for the sake of getting one of the Good rather than Bad endings, it is in your best interest to complete an optional quest by thoroughly exploring a few buildings in the northeast before advancing. Feel free to read more in the Endings section, while we will cover the entire quest below. Skip past it if you wish to continue to the next area right away.

Annie's Bar

The first place that sticks out on your map is Annie's Bar, so head past Craig Street and enter the bar under the west side awning near a patrolling Romper or two. Inside, Harry saves Kaufmann from a monster before he soon takes off. But if you check the floor by the dead monster between the billiard tables you'll find the KAUFMANN KEY and RECEIPT that he must've dropped. Also on the counter are two HEALTH DRINKS and a SAVE POINT.

If you look at the Receipt, you'll find the number 0473 written on it, while the name of the store is Indian Runner, which you'll find on your map to the east. The Kaufmann Key also appears to be for a motel while one is nearby, but let's check Indian Runner first.

Indian Runner

You'll have to make your way past more Groaners and two more Rompers before arriving at Indian Runner on Weaver Street, which is locked by a padlock. Remembering the receipt, enter the code 0473 to enter.

Inside the trashed store are RIFLE SHELLS at the end of the counter, while there's a HEALTH DRINK near a journal by the cash register. There's a locked safe under the counter, but if you check the large cabinet behind the counter there's a SAFE KEY inside the top drawer. Use the SAFE KEY to unlock the safe and find a surprise inside. You really don't need to open it and there's no item to acquire here since Harry won't take the drugs, but it does fill in some details of the backstory, as already briefed by Cybil earlier.

Before leaving, check the back wall behind the counter to find a photo of a motel's grand opening and a posted receipt beside it with the code 0886 for a "rear entrance" written on it. That must be the motel's rear entrance. You can see Motel Haerbey Inn to the south on your map. Let's head there next.

Motel Office

Head south down Weaver to find the back entrance of the motel on the right side by another Romper and Air Screamer. With the code you found in Indian Runner, enter 0886 and press enter on the keypad to slip inside.

Just inside on the couch you'll find a MAGNET. There's also an interesting article about the drug ring on the coffee table here, partially covering perhaps an even more interesting magazine. Sadly you won't be able to

"read the articles" of that one, but you can admire the pixelated poster on the nearby wall instead. There's also another diary about the mystery man on the desk in the corner.

Through the door by the couch is a small garage with a motorcycle as well as SHOTGUN SHELLS and a HEALTH DRINK nearby. Harry notices dust wiped away from the gas cap of the motorcycle, but you can't do anything about it at the moment.

Back in the lounge, pass through the open doorway at the other corner to find a SAVE POINT on the counter. Unlock and exit through the door on the other side of the counter to the motel compound and parking lot.

Motel Room 3

The key that Kaufmann dropped has the number 3 on its tag so let's go there. Head to Harry's right just out the door and you'll find the 3 door right ahead. Use the KAUFMANN KEY to step inside.

Note the big shelf partially covering a poster and give it a push from the side to uncover a hole in the floor. Take a look to notice a key down in the crack, but Harry can't reach it. Use the MAGNET with its long string to get the MOTORCYCLE KEY from the crack. Your next destination should be clear if you entered the garage earlier, but don't miss the HEALTH DRINK in the washroom here first.

Motorcycle Garage

Head back into the office from the compound and make your way into the garage from the door beside the couch in the lounge. Unfortunately Harry won't be speeding away to the lake on the hog, but you may have noticed dust wiped away from its gas tank earlier.

Use the MOTORCYCLE KEY to open the gas tank. Harry finds a small glass vial inside that looks a lot like the smashed one in the hospital, which you may or may not have picked up the liquid from with a bottle. So this was being hidden for some reason...

Kaufmann shortly parades in and berates Harry for goofing off. Seriously, he's beyond pissed that you found this so it must be important. But with that attitude maybe he didn't deserve to be saved earlier. He snatches the vial and promptly leaves as he usually does and Harry thinks he might've wasted his time, but what you have done is locked yourself into one of the Good endings of the game. Exit the motel back to Weaver Street, or leave from the motel lot straight to Sandford Street.

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Heading to the Lake

Now with all that done or if it doesn't interest you in the first place, your goal is to head to the lake. Be mindful of an assortment of Rompers, Wormheads and Night Flutters as you make your way westward.

Under the "F" in SANDFORD St. on your map you can find a collapsed staircase with a HEALTH DRINK and RIFLE SHELLS at the bottom. Continue west and cross the Sandford Street bridge to the sound of static.

"Rather than shifting from reality to a nightmare,
this is more like reality becoming a nightmare."

Making Your Way to the Pier

Once again Harry experiences a shift to the nightmare world, although it's a bit different this time for him. Remembering the last time you were in the streets in this state, prepare for another onslaught of enemies and consider running past everything or at least most of what you see.

On the other side of the bridge, stay on the north side of the road to find a little detour farther north where there's SHOTGUN SHELLS and a HEALTH DRINK after an assortment of barrels. Also mind the Romper and Night Flutter nearby and head west past both large garages on your map.

Take a left after the west garage and head south past a Night Flutter. The walkway will narrow as the pier extends southward from the right side. Follow it past two Wormheads and quickly rush down the stairs on the left side. Cross the wooden path onto the boat and enter its interior through the short double doors.

Boat

Proceed through the next door to reunite with Cybil in the cabin. Dahlia soon enters to interrupt with her usual crazy talk. She explains that you must stop the demon at the Lighthouse and the Amusement Park. Dahlia informs Harry that he must use the Flauros to do so, but not before Cybil has already left...

Once they both leave, you'll find HANDGUN BULLETS, RIFLE SHELLS, a HEALTH DRINK and a SAVE POINT around the cabin. Exit through the double doors.

Heading to the Lighthouse

Now on the other side of the boat, cross the platform and follow the path back up to the pier where a Romper awaits, while a Night Flutter may also harass you. There may be a Romper at the other end as well by the stairs, which you must descend to the lower right.

Follow over more boards of wood and along the red railing pathway, then cross back over to the pier. Continue past the fence to the right to meet two more Rompers. Stay on the right side and just keep running like hell as the path narrows.

If you keep going past the upward stairs you can find a FIRST AID KIT guarded by two Night Flutters at the south end of the area, while the earlier Rompers may join in on the fun so be ready. Then head up those stairs to the center platform to continue your crazy journey.

Take the first left around the corner on the higher path and head down the

stairs on the right. Follow the narrow path up another set of narrow stairs where you'll encounter some Wormheads at the top. Just keep hauling ass as you take a right towards the Lighthouse which is now in sight. Enter it up the steps.

Lighthouse

Take in the SAVE POINT on the barrel and make your way up the spiralling staircase. On the rooftop, Harry spots the blue-clothed girl again but it's too late. Well, that felt like a waste... Head back down the stairs and back to the pier.

Heading Back to the Mainland

A Wormhead may charge you just outside while others may still patrol nearby. Just as you proceed forward, time will fast forward to Harry arriving back in the boat, but Cybil's not back yet. Not really a surprise since she went farther, but we should check up on her. Head through the other door and exit to the north side of the boat.

Head back over the platform onto the main path where two Wormheads will want to play. Head north all the way to W. Sandford Street. If you check your map you'll see a red arrow near a pink block on the north side of W. Sandford. Head there to find a fence-enclosed lot with a manhole opening leading below. Watch out for the two Wormheads in the lot and descend the ladder.

14 // s e w e r s (t o a m u s e m e n t p a r k) [wlk_14]

"Go to the lighthouse on the lake, and to the center of the amusement park. Make haste. You are the only hope."

East and South Tunnels

After the brief cutscene of Cybil, get the SEWER MAP (CONNECTING TO AMUSEMENT PARK) on the wall and head down the tunnel. If you hold L2 you can spot a couple Hanged Scratchers on the roof, which you can safely shoot down from a distance, and another on the ground ahead. Continue past them and take a right, since the path ahead only continues into a dead-end with more Scratchers.

Make your way west towards the center tunnel to encounter absolutely terrifying new creatures called Mumblers. I wouldn't blame you for wetting yourself. Either blast them or just run past and you'll find a HEALTH DRINK at the west end of the path where it connects to the center tunnel.

Center Tunnel

Before heading northward, be sure to check out the south of the center tunnel for a HEALTH DRINK and HANDGUN BULLETS. Then proceed to the north past two more Mumblers and potentially a Scratcher. Kill them if you feel unsure about having all these enemies chase you, but otherwise you can

just run past them all. Take a left and head into the west tunnel.

West Tunnel

You may soon encounter a Mumbler approaching you, but there's room to slip by it on the right. You'll hear a loud bang while passing it, and I'd advise you to just keep your ass running instead of finding out what caused it. Agreed?

Mind the holes in the grating on both sides and you'll soon encounter nearly the entire floor missing with a corpse in the water, but you can slip by on the narrow strip on the right.

Soon you'll spot some merry-go-round horses and a ladder at the end of the path. Quickly approach and ascend it to exit the sewers. Note that locating and using the ladder fairly quickly is important since the craziness that is chasing you from behind, including Mumlbers and Scratchers, can catch and corner you if you get caught up on either side. Take a deep breather as you exit to the surface. You survived. Well, hopefully you did.

15 // l a k e s i d e a m u s e m e n t p a r k [wlk_15]

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"Cheryl is my daughter. I will save her. No matter what."

Finding Cybil

Firstly, this area can be quite confusing and easy to get lost in since there's no map and the ground is ripped up in several areas, while Grey Children aim to slice you up. But that said, it's a fairly small area and your goal is simply to find the carousel.

Starting off, run ahead and follow the path to the right along the ripped grate flooring where there's another pathetic Larval Stalker near the benches, which you may only hear rather than see. When you reach the circle fence for the ride ahead with a Grey Child approaching from the left, take a hard right and follow ahead while passing another ride on the right playing some carnival music.

Take a left near that ride and you should approach an ice cream shop, where you'll find a SAVE POINT on the front counter on the other side, also near a Larval Stalker. Consider saving due to an upcoming boss fight. You'll find a ferris wheel to the left while facing the ice cream shop counter, but there's only a Grey Child or two patrolling it.

Turn around from the ice cream shop and run straight, while turning a bit to the right, then continue farther right where you may reach another Larval Stalker, as if these things are guiding you. As you continue you may even see one of them guide you up the steps of the nearby merry-go-round. Follow up the steps and through the gate onto the carousel.

If you're totally lost here and can't find the merry-go-round, head back to the ice cream shop across from the ferris wheel. Find the garbage can

on the side and stand in front of it where the building starts to corner to the front. Follow the thick line on the floor grating all the way forward until the floor ends, then take a right over to the merry-go-round now on your left side.

Merry-Go-Round

Harry finds Cybil in a wheelchair and she's just not herself, standing and shooting his way. It's time for another boss fight, but note that there's two different ways this can go.

BOSS: PARASITIC CYBIL (MERRY-GO-ROUND) [bos_04]

OPTIONAL QUEST: SAVING CYBIL [qst_03]
+++++

If you acquired the PLASTIC BOTTLE and used it to pick up the UNKNOWN LIQUID back in the hospital's Director's Office, you can end this battle at any time by approaching Cybil and using it right in front of her. Doing this will save her and lock you into one of the two + endings. If you don't have the liquid or would rather a worse ending, you will instead have to fight and kill her.

+++++

If you don't have the means to save Cybil or wish to fight her anyway, you'll first need to avoid her gunshots until she runs out of ammo. She has 10 bullets and won't hesitate to use them, even firing off a few in a row if you can avoid them. Otherwise, her shots are insanely damaging and will kill you if you have anything less than 80% or so health, or if you take two shots without healing.

To avoid her gunshots is actually a very simple task of strafing in a circle around her and not stopping until she runs out. To get set right from the start, hold R1 on its own to get moving, then quickly begin also holding left on the analog stick to start curving in a circle around Cybil. Once you've got the right arc, hold it and keep running circles around her as she fires her ammo, sometimes 2-3 bullets at a time before resetting. It'll look close but her bullets should just miss you each time.

Try to stay clear of all objects like horses, poles or walls, since Harry will bump into and stumble on these things, leaving him open to an attack. Otherwise, you can also hide behind horses whenever she's about to attack, or even run away since her accuracy falls off at far range.

You can also go on the offensive right away by firing back, preferably from a farther distance with the Rifle if you wish to have any chance of getting away. But honestly, the first strategy of circling around her is the most effective and will save you a lot of health.

Once Cybil fires her 10 shots, she'll drop her gun and take matters into her own hands, although losing her long-range attack makes the fight very trivial as long as you don't let her get close.

From this point just use the Rifle from afar to blast her and simply

strafe away when she gets close. The Shotgun also works well, at least from a closer distance, and the Handgun can be effective as well but will take a bit longer. Be sure to back up while firing these weapons to keep your distance from Cybil.

As long as you have the ammo for it, utilize the Rifle and its long range to fire at Cybil from safety. If you've run out of all ammo, the Hammer is the best melee weapon while the Axe is next best if you don't have it. Just be sure to get on the move after landing an attack or you'll get choked. remember this is your last chance to use the Unknown Liquid to save Cybil if you have it, otherwise keep firing or swinging away until she dies.

[CYBIL'S ATTACKS]:

Cybil's simplest attack in the first part of the fight is a handgun shot, knocking Harry down while pushing your status into deep red. Two shots without healing will kill you (or just one if not close to full health), so always stay on top of your condition. Just circle around her, or stay far away, to avoid all her shots. Cybil's other attack in this phase is a pistol whip from close range, which isn't as deadly but wise to avoid.

Once Cybil drops her handgun, she'll try to attack Harry by grabbing him by the neck and strangling him. Wiggle the shoulder and directional buttons to escape this attack more quickly while limiting damage, since it can be very harmful the longer it goes on. She may also try an arm chop although not nearly as frequently as the chokehold. Both are quite damaging so just be sure to heal up.

After 26 Rifle Shells or some other combination, Cybil will fall to the ground and your friend will sadly be no more, unless you used the Unknown Liquid to expel her parasite and save her life.

If you saved Cybil, the parasite will be expelled from her body and Harry will have a conversation with her about Cheryl. If not, Harry will leave her body and walk away. Either way, Harry soon discovers Alessa nearby and the "FLAUROS" is used automatically before Dahlia makes an appearance. Then you will shift into the final area of the game.

16 // n o w h e r e

[wlk_16]

=====

"Even when I change the bandages, the blood and pus just start oozing through! Why... What is keeping that child alive?"

Examination Room

Harry awakens once again with Lisa in the hospital. Just what the hell is going on here... Lisa talks to Harry for a bit and then storms out, clearly bothered by something. With a mysterious droning sound coming from below the floor, find the SAVE POINT on the desk. As you'll see, it

describes this place as "Nowhere", which should help explain the arrangement of the place as you move through it... Because it's not quite the hospital but rather a mix and match of several areas of the game.

Proceed through the door straight ahead and move down the unfamiliar walkway to the elevator.

[NOTE ON NAVIGATING NOWHERE]:

Remember that since this place isn't the hospital, you have no map for it and will not find one either. You must instead rely on your sense of direction, spatial awareness and short term memory... in a place that doesn't quite follow geographical logic. But I'll do my best to guide you through this maze.

First Corridor

Now in a hospital corridor, the first room on the left contains a key stuck in a faucet, while the right room contains a key locked in a birdcage. All you can do is remember for later.

You may notice an apparition of Alessa just ahead along with her chuckling on the soundtrack. The room directly across from the elevator is straight from the antique shop, with a SAVE POINT on the counter, a FIRST AID KIT on a chair and SHOTGUN SHELLS on the farther counter. One hand of the clock by the door is a key, but Harry cannot access it as is. Note the square depression below the clock face for later and exit the room.

Back in the hall, a couple Nurses have spawned so consider handling them. I'd advise using the Shotgun for the rest of the game if you have the ammo.

You may also note a few doors in the hall are locked and marked with certain words, so you'll need to find some keys. All other doors here are locked except the last door on the right at the end of the corridor. Pass through it, down the stairs and into the room below.

Classroom and Back Room

Now suddenly in a classroom from Midwich, examine the desk in the middle to read some mean carvings and head through the other door. In the back room, find the SCREWDRIVER and PLIERS on the table and return back to the first corridor upstairs.

Using the Pliers

Remembering the key stuck in the faucet, head back towards the elevator and enter the right room beside it. Use the PLIERS to pull out the KEY OF "OPHIEL". Out in the hall, head around the corner and use the KEY OF "OPHIEL" to pass through the door with that title on the right side.

"Ophiel" Corridor

Just inside the hall to the right, you'll notice a slate with names engraved on it, a door with a crazy-looking keypad beside it, and down the hall the other way is another slate with some instructions on it. It's time to solve another puzzle.

With the crazy-looking keypad keeping the door locked, you'll need to decipher its code from the two slates in this corridor. Since the near one just contains a list of names without any context, first read the other one down the hall:

"Names engraved
On a lithograph.
The Grim Reaper's list.

Yes, the headcount is set
Young and old lined up
In order of age.

Then, the pathway opens
Awaiting them, the frenzied
Uproar, the feast of death!"

All right, so let's return and read the other list to which this one refers:

"The Grim Reaper's list

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

The first slate directly refers to the second in its first sentence, before then explaining the key to the puzzle in its second paragraph. "The headcount is set Young and old lined up In order of age". So we must rearrange The Grim Reaper's list of five names in order of their posted ages, like so:

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

If you check the keypad you'll find it has no numbers but only letters, utilizing the full alphabet to boot. So how can we get a code from this? What about the first letter of each name in order of age? Notice anything?

A
L
E
R

T

Interesting. Reading the final sentence of the instruction slate, it says "Awaiting them, the frenzied; Uproar, the feast of death!" That sounds like quite the alert, doesn't it?

Turn to the keypad and enter in the code "ALERT" to unlock the door.

Pass through the door after unlocking it with the keypad. Looks like an empty storage room so pass through the next doors to a morgue where you'll find the AMULET OF SOLOMON on the back wall.

Head back to the previous room to meet a scared Lisa. Enjoy the beautiful scene before Harry leaves back to the Ophiel hallway. After, you can re-enter the storage room and read Lisa's diary on the floor.

Back in the Ophiel hall, turn around the corner and enter the second room on the left side, which is the only other unlocked room in the hall. Inside you'll find a bunch of zodiac signs posted along with a series of keypads at the back of the room above a square stone plate. It's time for yet another puzzle.

ASTROLOGY PUZZLE (ASTROLOGY ROOM)

[puz_05]

This is probably the most difficult puzzle in the game and requires an open and observational mind to even understand the basis of it, but it ultimately comes down to a very simple concept.

Firstly, you'll find two zodiac signs on the left wall and two more on the right, each with a number underneath it. Additionally there are three more zodiac signs with keypads instead of numbers under them on the center pillar at the back of the room. Your task is to find the pattern between the four wall signs and their numbers and apply that same pattern to the signs above the keypads to determine the correct codes. With the keypad buttons resetting for every press, the resulting codes will be just one number.

To begin, let's first get acquainted with the signs on the walls and the pillar:

Balance Scale (Libra)	- 2	(left wall)
Crab (Cancer)	- 10	

Two Fish (Pisces)	- 0	(right wall)
Ram (Aries)	- 4	

Centaur (Man/Horse) (Sagittarius)		
Bull (Taurus)		(center pillar)
Twins (Gemini)		

The use of astrology signs is ultimately a red herring and completely irrelevant to understanding the puzzle, but what do these numbers mean?

That mystery is the entire key, so give the symbols each a good look and see if you can gather the correlation to the numbers.

The Libra scale may throw you off because it's an inanimate object while all the others are animal forms. But the fact that there's 2 sides to the scale and its number is 2 should begin to clue you in to something.

The 0 of Pisces may also be confusing so let's look at Aries and Cancer. Aries is a ram with the number 4 while Cancer is a crab with the number 10. The ram has 4 legs, doesn't it... And the crab? 8 legs plus 2 large arms for 10... And with that we've unlocked the key to the puzzle. The numbers correspond to the number of limbs each sign has.

But what about Pisces? Well, it seems a tail doesn't count as a limb, nor do gills or fins, and so Pisces remains 0. You may have your thoughts about it, but that's the logic here. And while the Libra is an inanimate object, it still has 2 arms.

With that, let's turn to the three signs on the pillar and apply the same pattern.

Centaur (Sagittarius):	4 horse legs plus 2 human arms	=	6
Bull (Taurus):	4 legs	=	4
Twins (Gemini):	2 legs and 2 arms for each twin	=	8

Remember the fish tails of Pisces didn't count so the Taurus tail doesn't either. And with that, press 6 on the left Sagittarius keypad, 4 on the center Taurus keypad and 8 on the right Gemini keypad. Upon inputting the correct third key, the stone plate will fall to the floor.

With the puzzle completed, grab the STONE OF TIME on the floor and leave the room. Remembering the clock in the first hallway shop, return there past some newly-spawning Nurses.

First Corridor: Using the Stone of Time

Take a left and enter the second room on the left side to step back in the antique shop. Insert the STONE OF TIME into the clock's square depression. After ding-donging five times, the clock face glass shatters in Harry's unsuspecting face. Grab the now reachable KEY OF "HAGITH" on the clock face and exit the room.

Take a right in the hall and use the KEY OF "HAGITH" to pass through the double doors at the end, allowing access to the elevator. Ride up to the second floor and pass through the doors into the first hallway up there.

Second Floor First Corridor

Handle the Nurses here however you wish and enter the third room on your left, which is the trashed jewelry shop from the Town Center. Locate the CREST OF MERCURY in the smashed display case, plus RIFLE SHELLS on the table in the corner and the extremely important RING OF CONTRACT in another display case deeper in the room. This ring will save your life if you know where to use it, so pay attention.

Back in the hall, avoid the Nurse and pass through the double doors to the next hallway.

Second Floor Second Corridor

Put the Nurse ahead out of her misery, turn just around the corner and enter the only room on the right side. Grab the HANDGUN BULLETS on the right table and the CAMERA deeper in.

Two more Nurses linger down the hall back outside, where you can enter the last room on the left. On the back wall in there you'll find the same screwed-in plate from the hospital, but this time you have a tool to remove it. Use the SCREWDRIVER to reveal a key with electricity flowing through it. Harry can't grab it as is, so you'll need to find a way to de-electrify it and come back later, perhaps by turning off the power.

Back in the hall, you can head up the other way and unlock the last door on the right by the corner, which will then transport you to the first hallway on the first floor if you pass through it. Of course it does, this is Nowhere after all. Either way, return to the elevator from the first floor (take a right and through the end double doors) or the second floor (pass through the previous two double doors) and head up to 3F.

In case you're curious, there's no button for the basement so we'll have to wait to turn off the power.

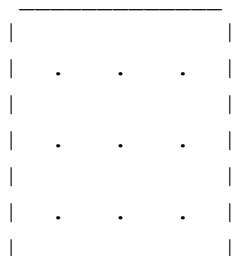
Third Floor Altar Hall

Just outside the elevator in front of another Alessa apparition is an altar with two paintings on either side, plus two locked doors with odd-looking button input keypads for another Nowhere hallmark: a puzzle.

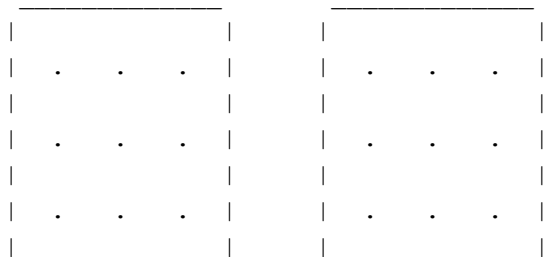
THE LIGHT PUZZLE (THIRD FLOOR)

[puz_06]

On either side of the short hall you will find locked doors, each with three sets of very peculiar keypads like so:



. = pushable button



As many buttons can be pressed as you choose, so we must first uncover the key to the puzzle. With no hint at how to operate these, let's instead turn to the paintings on either side of the altar which together provide the only clues in solving this puzzle. They each come with different captions although they seem to share a theme:

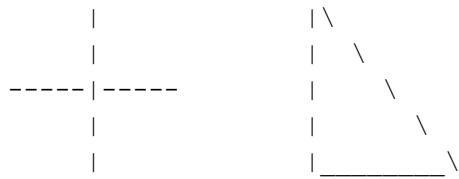
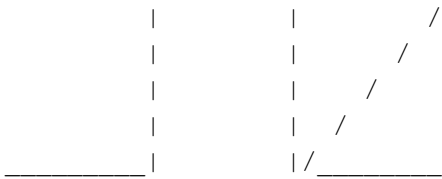
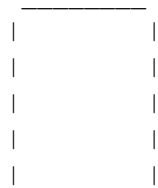
"The light to the future."

"The light illuminating the darkness."

(left painting)

(right painting)

So what do they have in common? They both have the word "light" in their captions. Do you have anything that you can use here? How about the CAMERA with its description, "Camera with flash"? Use it in front of each painting for its flash to expose hidden shapes within them like so:



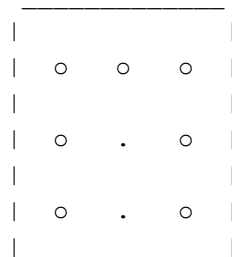
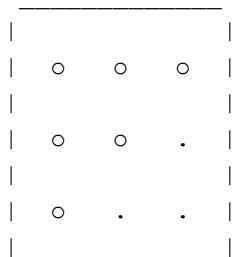
"The light to the future."

"The light illuminating the darkness."

(left painting)

(right painting)

So now what? Well, let's take a look at those weird keypads again. Notice anything? The three shapes line up in the same way as the three keypads on each door, don't they? The idea of this puzzle is to input the three shapes from the painting on each side into the keypads on the same side door. To do that, push the keypads like so:





(left door)

(right door)

. = untouched button o = pushed-in button

As you can see we've drawn the same shapes from the paintings into the corresponding keypads. Each door will unlock once you push the correct buttons as shown above.

With both doors now unlocked, the room on the left contains the BIRD CAGE KEY on a chair. Inside the right room is a HEALTH DRINK on the counter beside a red botany book about an herb called White Claudia, which can only be read if you checked the chalkboard in the Police Station.

On the back desk may also be a newspaper article about a fire highly relevant to the story, but it only appears in the PAL and Japanese versions and only sometimes. Return to the elevator and head to the first floor.

First Floor: Using the Bird Cage Key

Head through the double doors, follow the hall around the corner and enter the room left of the non-functioning starting elevator. Inside, use the BIRD CAGE KEY to access the KEY OF "PHALEG". Back in the hall, use the KEY OF "PHALEG" to pass through the next door on the right.

"Phaleg" Corridor

In here you'll be greeted by new enemies called Stalkers. As the adult form of the pathetic Larval Stalkers you've found on several occasions, they are basically Grey Children in apparition form. Since they can be hard to see, make an effort to eliminate them quickly to remove any surprises in this hall, preferably with the Shotgun if you have the ammo.

Enter the first room on your right to find a suspicious-looking fridge that's been re-positioned at the center of the room and also has the DAGGER OF MELCHIOR stabbed into it. While taking it, Harry will also notice a broken chain link below, which may have been why the dagger was stabbed into it... This is all very suspicious so think carefully before leaving.

Since that dagger looked to be there for a reason, enter your inventory and use the RING OF CONTRACT to close the chain link and lock the fridge door. Now head back to the door to hear something banging from the fridge... That ring just saved your life. If you didn't use the ring, you would've been grabbed and killed by the monster inside, so be thankful you weren't greedy.

Back in the hall, another Stalker may appear so act accordingly. The next door on the right down the hall leads to a storage room where you'll find HANDGUN BULLETS, a HEALTH DRINK and a bag of jellybeans of all things. Open the bag for Harry to carelessly tear it and send jellybeans flying everywhere. Good job, buddy... Guess there's no jellybeans left for Harry. Check the floor afterwards and pick up the KEY OF "BETHOR" that was in the bag. Pass through the other door, and I don't blame you if you're still laughing at that jellybean incident.

In here is a familiar hospital room with a TV and VCR. Insert the VIDEO TAPE you got all the way back in the actual hospital, if you did. If you went back and viewed it in the hospital it was very staticky and hard to understand, but now you can listen to the entire recording without issue. Leave both rooms back to the hall when done.

Enter the room directly ahead to hear a girl crying and see another apparition of Alessa in a graffiti-filled room. Grab the ANKH on the wall and leave the room.

With the right end door locked and marked "Aratron", the last door at the left end of the hallway leads to a child's bedroom with another locked door that has five depressions for items to be inserted, some of which you have. But you're still missing one of them so leave it for now. Head back down the hall and use the KEY OF "BETHOR" to pass through the marked door on the right side.

In the familiar Generator Room, turn off the generator. Remember that electrified key on the second floor? Now we can go back and get it.

Retrieving and Using the Electrified Key

Head back through the right door in the hall to the initial Nowhere corridor. Note that with the power out the elevator will not work, but remember the warp door that leads to the correct 2F hallway if you unlocked it from up there earlier. That's the second door on the right ahead of you. If you forgot to unlock it from 2F, you'll need to turn the power back on, head to 2F and unlock it in the second full hallway from the elevator, then turn off the power again and use that door.

So use that door to warp to the 2F second hall and enter the last room on the left. Grab the no longer electrified KEY OF "ARATRON" at the back (unscrew the plate with the Screwdriver if you haven't yet). Exit the room to meet more Stalkers on each side. Plow through them and return through the warp door to 1F in the corner.

With more Stalkers here, turn left and pass through the Phaleg door in front of you. Use the KEY OF "ARATRON" to pass through the right end door into a familiar hospital room where a cutscene will take place. After, take the DISK OF OUROBOROS on the life support machine panel by Alessa's photo. Now leave the room and pass through the door directly ahead into Alessa's bedroom.

Alessa's Bedroom

On the desk in the room is a SAVE POINT, which you should definitely use due to approaching the final boss and end of the game, but consider waiting until you're ready to pass through the other door. Checking that door, it's locked but explains to "evoke five rites" to "unveil thy fate".

With that, insert the AMULET OF SOLOMON, CREST OF MERCURY, ANKH, DAGGER OF MELCHIOR and DISK OF OUROBOROS to unlock the door.

If you're missing any of these, read back in the walkthrough to find its location. Do not forget to save your game before leaving this room. Pass through the now unlocked door when ready.

Beyond The Five Rites Door: Unveiling Thy Fate

After a cutscene, proceed through the house hallway and down the stairs into the darkness below.

A long cutscene will play in the open arena below, differing depending on your actions regarding Cybil in the amusement park and whether you completed the optional quest involving Kaufmann in the resort area.

After, it'll be time to fight the final boss, which again will take on a specific form depending on whether you completed the optional quest in the resort area that ends with the discovery of a relevant item that reappears in this scene if found. Either way, prepare to fight the final boss, which is no pushover.

FINAL BOSS: INCUBUS/INCUBATOR (BELOW NOWHERE) [bos_05]

If you and Kaufmann found the vial in the resort area, he'll make an entrance to alter things here, making you fight the Incubus which is the more menacing demon creature with wings. If you did not complete that optional quest, you'll instead fight the Incubator, which appears as a strikingly bright and holy-looking young girl as the combination of Alessa and Cheryl, but no less evil than the Incubus. Refer to the strategies below for each form, noting you will only see one or the other, not both.

Incubus (Good & Good+ Endings)

Make sure you start this battle at full health because this creature deals an insane amount of damage per hit, capable of killing you from one initial hit that freezes you in place as more strikes hit you. But we'll deal with that more specifically in a second. Also use L2 at all times or when needed to focus the camera on the flying Incubus to make sure your bullets are landing and to see when it's about to fire lightning, telegraphed by red static electricity forming around it.

To start things off, equip the Hunting Rifle and unload 5-6 shots into the Incubus, then prepare to run around the arena to avoid its red lightning strikes. For best success, try running in an aggressive circle until the lightning stops striking and then start shooting again and repeat. If you're ever hit by a lightning strike, immediately enter your inventory and heal to full health, since you may die if you just stand there and let the lightning keep striking you, as it will do for another few seconds unless you luckily only caught the last strike.

Once you heal upon the initial strike, you will not take any more damage despite being continuously hit by the lightning. So don't mess around and always heal immediately to avoid any risk of death, as long as you have the health needed. When firing, never take more than six shots in a row since Harry will be forced to reload in-game. Instead, lower and re-raise

your weapon to automatically reload, or just run around and reset after the incoming lightning strikes.

You may only be able to get 4-5 shots off safely before the lightning comes if you're a little late to start shooting during the window. On Hard especially, the lightning becomes insanely ridiculous to avoid. I'm serious, it seems to be 50/50 at best whether you can avoid it even through the best aggressive circle-running strategy, so it can be insanely frustrating to avoid damage here, or to beat it at all if your health is limited. But if you have enough health supplies you can more or less tank all the hits and just focus on shooting it enough to drop it.

If you ever run out of ammo, switch to the Shotgun or the Handgun to finish it off, knowing it may take a while longer but it's all you've got.

[INCUBUS' ATTACKS]:

The one and only attack during this fight is a series of lightning strikes which inflict insane amounts of damage and can kill you if hit for more than a second or two consecutively without healing. Always heal to full health immediately upon being stricken to make sure you don't die, and note that despite continuous strikes immediately upon healing you will not take any more damage. Also try not to get too frustrated from being hit since it can be rather difficult to avoid it. Just try to hang in there and fire back after taking any damage, while managing your health.

Note that the lightning attacks are telegraphed by red static electricity appearing near the creature before the strikes are about to come, so get moving if you want any chance of avoiding them. Always run in an aggressive circle for the best chance at doing so.

After firing 24-26 Rifle Shots at the Incubus on Normal and Hard, it'll drop dead and the fight will be over.

Incubator (Bad and Bad+ Endings)

Unlike the flying Incubus, the Incubator stands at Harry's level in the center of the arena, but otherwise the fight is near identical due to it using the same lightning strikes, although this time blue-coloured.

To start things off, unload 5-6 Rifle shots to empty the Rifle and then prepare to run in a circle around it as it fires blue lightning at you. It can be very difficult to avoid, and nearly impossible sometimes on Hard, so if it does hit you, immediately enter your inventory and heal to full health. Once you return to the game after healing, the lightning will continue to strike you but will deal no more damage since you already healed during the attack. Use this trick to your advantage throughout.

Continue the same strategy of firing 5-6 shots each time, while using L2 to focus the camera on the Incubator. Always start running in an aggressive circle around her to avoid her incoming lightning attacks, and remember to immediately heal if hit to avoid dying, which can happen if you don't heal and continuously take damage for a second or two, or if you don't heal up enough and die on the first strike of the next series of strikes.

Just as well you can just stand there and eat all her lightning attacks while healing in the inventory when needed and otherwise firing back

constantly. As long as you have enough health to last a few hits then you'll be fine and you can avoid running around the arena.

If you ever run out of Rifle ammo, pull out the Shotgun or the Handgun to finish things off and just hang in there.

[INCUBATOR'S ATTACKS]:

The Incubator uses the same lightning attacks as the Incubus except they are blue instead of red. They are just as lethal and capable of killing Harry when consecutively struck. However just as with the Incubus, as long as you heal to full health immediately upon being struck, you will not take any more damage as the current lightning attacks continue to strike you.

Additionally, the Incubator has a forcefield around her which will throw Harry down if he gets too close to her. Simply stay far enough away on her perimeter while running around to avoid this attack entirely.

The Incubator will drop dead after about 20 Rifle shots Normal and Hard.

The End

After defeating the Incubus or Incubator, you've completed the game. Congratulations on making your way through Silent Hill! Enjoy your ending, the credits song, blooper reel, and your final ranking.

Note that there are still four more endings to receive on subsequent playthroughs, plus a bunch of unlockable weapons and items to find. After completing the game your first time you will unlock Next Fear upon saving your file. What this does is up the difficulty to the next level for your next run where you can acquire said extra weapons, items and remaining endings.

For more information, refer to both the Endings and the Unlockables and Secrets sections below. Additionally, check out the 10-Star Ranking Guide section to learn more about how to increase your ranking stats revealed at the very end, including advice for attaining the highest possible ranking, which while quite the challenge is achievable with enough practice.

While completing successive runs, consider using the following speed walkthrough as a quick reference for the bare essentials to get you through the game most efficiently.

=====

12.	S P E E D W A L K T H R O U G H	[SH1_12]
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=====

This speed walkthrough is intended for players who have beaten the game at least once (as a quick reference to speed up their times), or for players who wish for only the bare minimum of instructions to make their way

through the game.

Boss strategies will be very simplified, enemies will hardly be mentioned, and you'll be expected to supply yourself with ammo and health as it will not be covered here. Do your best to just run past enemies if going for speed, turning your flashlight off to be more discreet. Also consider using bullet adjust if you've unlocked it to multiply the amount of ammo in each pickup.

While most maps can be avoided if going for speed, I'll still list them as optional pickups since they can help you in a pinch. Extra items and weapons will also be mentioned as optional pickups, while they add to a better ranking if acquired. Note that save points will not be listed so it's up to you to find one if needed. Refer to the Save Point Locations section for quick reference.

If playing a Next Fear run, unlocked after your first completion, the initial arrival section will be skipped and you'll start in the cafe, reducing your play time.

[Note]: Silent Hill has a unique timer that does not ever stop until the final boss is defeated. That includes during cutscenes, when in your inventory and even when the game is paused with the Start button. Therefore if going for speed, you'll want to skip all cutscenes and minimize these other moments, perhaps saving your game and exiting if you need to take a break.

All weapons, items and maps are in CAPITALS.

Legend
New Area

-Puzzle

+++++
-Optional Quest
+++++

-Boss

-(Optional Task)

01 // s i l e n t h i l l a r r i v a l

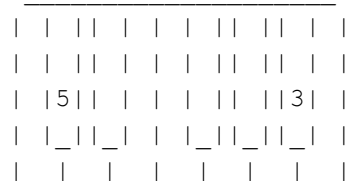
-
- Run forward until the cutscene takes you around the corner
 - Follow Cheryl across the street, down the alley and through the left end gate
 - Follow the path through another gate to the end of the path, then let the Grey Children kill you

02 // o l d s i l e n t h i l l

-
- (The HYPER BLASTER is available in your inventory if unlocked)
- After getting the HANDGUN from Cybil, get the FLASHLIGHT, RESIDENTIAL AREA MAP and KITCHEN KNIFE on both sides of the counter (all must be picked up)
- Try to leave the cafe, kill the Air Screamer, grab the POCKET RADIO and leave
- (You can now revisit the end of the alley from Finney to find A NOTE "TO SCHOOL" and the STEEL PIPE, but this can be entirely skipped)
- Take a right from the cafe and head north to Finney
- (The CHANNELING STONE is available in the Convenience Store at the north intersection in a Next Fear game)
- Take a right into the next alley, follow to the wide gate on the right side and grab the KEY OF "WOODMAN" in the basketball court
- Exit and head back left up the alley, take a right and head east all the way to the destroyed bridge at east Finney
- Grab the KEY OF "LION" in the trunk of the police car, then turn around and take a left to head south down Ellroy
- Stay on the right side and pass over the wooden platform to get the KEY OF "SCARECROW" in the mailbox
- Head back and turn left at the first intersection all the way to the destroyed west end of Levin
- Locate A NOTE "DOGHOUSE" amongst the scattered papers
- Turn around and follow around the left corner looking for the doghouse on the left side
- Check the doghouse to find the HOUSE KEY inside, then use the HOUSE KEY to enter the nearby house
- (The KATANA is available in the side room of the house, if unlocked)
- Use the KEY OF "LION", KEY OF "WOODMAN" and KEY OF "SCARECROW" to enter the backyard
- Exit to the next alley and take Harry's left to the main road
- Take a right onto Matheson, left onto Midwich and run south all the way to the school
- Take a right at the large Midwich stone and enter the school

03 // m i d w i c h e l e m e n t a r y s c h o o l

-
- (The SCHOOL MAP is available on the left counter in the lobby)
- Pass through the next two doors to the center courtyard
- Enter the top hall across the courtyard, head through the left double doors and up the stairs to 2F
- Head through the nearby doors to the top hall and grab the CHEMICAL from the side shelf in the Lab Equipment Room
- Enter the next door Chemistry Lab and use the CHEMICAL on the hand statue to get the GOLD MEDALLION
- Return to the courtyard via the top left staircase and insert the GOLD MEDALLION into the left slot of the clock tower
- Head back up the same stairs to 2F but now head down the hall and through the left end doors to the bottom hall
- Enter the Music Room and examine the piano
-
- Press the broken keys in the correct order as shown below:



| |1 | | |4 |2 | |
|_|_|_|_|_|_|_|_|

-
- Grab the SILVER MEDALLION that just fell, exit the room and take a right through the other double doors
 - Take the bottom right stairs to 1F and pass through double doors to the Reception hall, then re-enter the courtyard
 - Insert the SILVER MEDALLION into the right slot of the clock tower and return to the bottom right stairs to descend to the basement
 - Enter the Boiler Room on the right and engage the boiler
 - Return to the courtyard up the stairs and through the Reception hall
 - Pass through the clock tower's pathway and ladders to the other side

04 // n i g h t m a r e s c h o o l

-
- Run forward to enter the top hall, take a left and enter the Storage on the right side
 - Grab the RUBBER BALL on the table and exit the room
 - Take a left and pass through the single left door into the Hall, then exit from the other door along the right wall
 - Enter the Classroom on your immediate left and get the PICTURE CARD from the center table, then continue through the next Classroom and exit to the hall from there
 - Pass through the double doors to the bottom Reception hall
 - Head to the end of the hall and enter the left end room behind the Reception past the Grey Child
 - Use the PICTURE CARD to slip through the weird door
 - Slip through the right door just ahead into the Boys room to get the SHOTGUN after opening the other door there
 - Use the next door on the left side to pass through the two left hall Teacher's Rooms and exit at the top of the hall (Harry will answer the phone so just exit properly the second time)
 - Take the top left stairs up to 2F
 - Take a right and pass through both Classrooms to the bottom of the left hall
 - Enter the bottom hall ahead and enter the Locker Room through the second door on the right
 - Open the banging locker and head to the exit for the corpse to drop in front of you with the LIBRARY RESERVE KEY
 - Proceed back through the left hall Classrooms to take the top left stairs to the roof
 - Head to the back right and examine the hole near the blood to see the key below
 - Now pop the RUBBER BALL into the back corner hole past it and turn on the water valve to the left
 - Take the stairs down to 1F and enter the courtyard from the top hall
 - Take Harry's immediate left outside and find the CLASSROOM KEY in the drainage ditch around the corner
 - Head back up to 2F via the same stairs and enter the top hall
 - Use the LIBRARY RESERVE KEY to pass through the left end door and continue through and exit the Library via the next two right doors
 - Use the CLASSROOM KEY to pass through the first left door into the first Classroom and proceed to and exit from the next one
 - Descend the bottom right stairs all the way to the basement and enter the Boiler Room on the right
-
- Use the following instructions to open the turnstile:
 - Turn the right valve twice left
 - Turn the left valve once right

-Head down the open path and the elevator will take you to the basement

-Use the Shotgun to blast the Split Head until freezes and leaks some acid
-Now let it approach you while backing up and fire into its open maw to
kill it
-Depending on your difficulty it could take 2-6 shots

-In the Normal School, pick up the K. GORDON KEY by the boiler and take
the outside stairs to 1F
-Proceed through the first double doors to the Reception hall, then exit
the school through the next two double doors on the left

05 // o l d s i l e n t h i l l p a r t 2

-Proceed down the school path and take a slight right as you cross over
Midwich Street to follow Bradbury Street to the east
-Take a left into the first alley and pass through the right side gate
into K. Gordon's backyard
-Enter the house with the K. GORDON KEY and exit through the front door
-Take a right down Levin Street and take the next left on Bradbury
-Take the next left alley up to Bloch Street
-(The CHAINSAW is available in the smashed window to the left on Bloch
Street, only in a Next Fear run after acquiring the GASOLINE TANK or on
an additional run after previously acquiring the Chainsaw)
-Take a right onto Bloch and follow the sidewalk all the way to Balkan
Church where you'll meet Dahlia inside
-Grab the "FLAUROS" and the DRAWBRIDGE KEY on the altar and exit
-Take a right and continue east all the way to the bridge
-(The GASOLINE TANK is available in the garage in a Next Fear run)
-(The ROCK DRILL is available in the bottom room of the Bridge Control
Room in a Next Fear game, only after acquiring the GASOLINE TANK or on an
additional run having previously acquired the Drill)
-Ascend and enter the top floor of the Bridge Control Room at the right
side of the bridge
-(The SHOPPING DISTRICT MAP is available on the chair)
-Use the DRAWBRIDGE KEY to lower the bridge, exit the tower and proceed
over it

06 // c e n t r a l s i l e n t h i l l

-Follow ahead and take your first right down Crichton Street
-Take the next left onto Koontz and pass through the gate on the right
side into the hospital courtyard
-Enter the hospital through the right doors

07 // a l c h e m i l l a h o s p i t a l

-Enter the Examination Room in the side hall to meet Kaufmann
-(The HOSPITAL MAP is available behind the Reception counter through the
room to Harry's left)
-Proceed through the far door and exit the Medicine Room to the other hall
-Enter the Doctor's Office through the third door on the other side of the
wall, right after the near corner
-(The HOSPITAL BASEMENT MAP is available on a table in the Doctor's
Office)

- Pass through the other door to get the BASEMENT KEY on the other side of the Conference Room table
- +++++
- Perform the following optional tasks if you wish to save Cybil and get one of the two + endings, which allow for a faster run
- Enter the next room on the right in the hall to get the PLASTIC BOTTLE straight ahead in the Kitchen
- Enter the Director's Office through the next door in the hall and use the PLASTIC BOTTLE behind the back desk to get the UNKNOWN LIQUID
- +++++
- Use the BASEMENT KEY to pass through the next door and head down into the basement
- Turn left in the hall and enter the Generator Room through the first door on the left to switch on the generator
- Enter the elevator and go to floors 2 and 3 to attempt to enter their hallways
- Return to the elevator and press the newly-appearing 4 button

08 // n i g h t m a r e h o s p i t a l

-
- Proceed through the next couple hallways and descend to the third floor and through the double doors from the staircase
 - Enter the first room on your right to get the PLATE OF "TURTLE" at the back of the men's washroom
 - Proceed through the near double doors to the next hall and enter the Storage Room to the immediate right where you'll grab the BLOOD PACK on the shelf by the other door
 - Head back to the hall and enter the second last room on the right to get the PLATE OF "CAT" at the back of room 306
 - Proceed through the double doors and take the elevator to 1F
 - Enter the Director's Office through the second door on the left to get the PLATE OF "QUEEN" on the back desk
 - Head through to the next hall and up the stairs to 2F
 - Enter room 201 on the immediate left and get the LIGHTER on the bed
 - Continue down the hall and enter room 204 at the left end
 - Use the BLOOD PACK to distract the tentacle monster and grab the PLATE OF "HATTER" on the back wall
 - Head back right in the hall and enter the Nurse Center on the left before the corner

-Insert the plates into the following indentations to unlock the door:

- Top Right: PLATE OF "TURTLE"
 - Bottom Right: PLATE OF "HATTER"
 - Bottom Left: PLATE OF "CAT"
 - Top Left: PLATE OF "QUEEN"
-

- Proceed through the door and enter the Operating Prep Room just ahead
- Continue to the next Operating Room to grab the BASEMENT STOREROOM KEY on the table
- Back in the hall, enter the Intensive Care Unit through the next right door to get the DISINFECTING ALCOHOL on the table
- Exit the end of the hall and take the elevator to the basement
- (The HAMMER is available in the Generator Room, second door on the left)
- Enter the Storeroom through the second door on the right with the BASEMENT STOREROOM KEY and push the back shelf from the right side to continue to the hidden room behind it
- Use the DISINFECTING ALCOHOL and LIGHTER on the grate to burn the vines
- Head down the hatch and through the door at the end
- Take the first door on your left and then the last door on the left and

- grab the EXAMINATION ROOM KEY beside Alessa's photo
- Back in the hall, head through the next two right end doors and back up the stairs and hatch
- Exit the Storeroom entirely to the hall and use the stairway through the door ahead to the left to reach the first floor
- Follow the hall left and go through the last door on the right around the corner, then proceed through the Medicine Room with the EXAMINATION ROOM KEY to meet Lisa
- Back to the normal Exam Room, grab the ANTIQUE SHOP KEY on the table and leave through the nearest door
- Exit the hospital and the front courtyard

09 // c e n t r a l s i l e n t h i l l p a r t 2

-
- Take a right then the first left up Wilson, next right onto Sagan, next left onto Simmons and continue all the way up to the doorway on the right
 - Enter the open doorway and use the ANTIQUE SHOP KEY to step inside
 - Move the back shelf and Harry will step through the hole
 - Proceed through the next hole (where the AXE is available on the wall if desired) and immediately try to head back

10 // n i g h t m a r e c e n t r a l s i l e n t h i l l

-
- Leave the Antique Shop through the door and take Harry's left onto the grated streets
 - Continue along the left side and enter the Silent Hill Town Center through the ripped hole in the shutter
 - Head to the escalator and continue up after the TV interruption
 - Take the left path where the floor will drop you to a pit at the end
 - *****
 - Use the Shotgun to defeat the Twinfeeler
 - Stand on the grate platform, dodge out of the way when it surfaces and blast it 6 times to end the fight
 - Grab the HUNTING RIFLE on the wall once it's defeated while waiting for the thing to create the exit
 - *****
 - Exit through the smashed door and take a right to follow where the road narrows into a grated path
 - Take the first right to head west on Sagan
 - Follow all the way west to Crichton which is ultimately the first left, continue south and take a left onto Koontz then cross over and enter the hospital from the inner courtyard
 - Enter the Examination Room for a brief talk with Lisa then exit back to the streets
 - Follow ahead and take the stairs to the rooftop
 - *****
 - Use the Hunting Rifle from medium to far range or the Shotgun from up close to kill the Floatstinger
 - Strafe around the rooftop to avoid the acid spits, take 1-2 shots at a time before strafing a few feet to escape and repeat
 - Alternatively you can head up by the water tower to create more distance and strafe around to open your own attack windows with the Rifle after it spits
 - *****
 - Leave the rooftop via the stairs with things back to normal
 - Take a right and head around the next corner to make your way north up

Crichton, then take a left and head over the bridge on west Sagan

- By the waterworks, first check the locked gate, then shoot the lock with a firearm (quickest way) or break it with a melee weapon
- Head through the gate and down the ladder

11 // s e w e r s (t o r e s o r t a r e a)

- =====

- Take a right, follow the tunnel to the next opening and take a left
 - Stay on the left side and follow the path as it curves left, then cross over and take a right to head the other way
 - Cross over right then back left and through the gate
 - Follow the path around a few corners and grab the SEWER KEY in the open key box by the desk
 - (The SEWER MAP (CONNECTING TO RESORT AREA) is available on the desk)
 - Exit through the gate and the next one to continue back the other way
 - Stay left, cross over right when you have to, then back left and hook around left and follow as the path turns back right
 - Stay right until you pass the right tunnel, then use the SEWER KEY to pass through the fence gate ahead
 - Stay left over the blue grate and the next platform, then cross over right and continue up the right end ladder
 - Take Harry's right into the path, then head down the long left tunnel
 - Take a right through the next tunnel and the next right
 - Stay right to head through the fence gate, cross over left and then move through the right end gate
 - Cross over left and head through the gate on that side ahead
 - Head straight ahead and examine the bloody water to get the SEWER EXIT KEY
 - Turn around and follow the same path back (Harry's right) through the first gate
 - Head straight, through the left gate, stay right for a while then cross over left to pass through the next gate
 - Use the SEWER EXIT KEY to pass through the gate straight ahead and exit up the ladder

12 // s i l e n t h i l l r e s o r t a r e a

- -----
- Head straight to the road and take Harry's right
 - (The RESORT AREA MAP is available on the information sign by the edge of the road)
- +++++
- Perform the following tasks only if aiming for one of the Good endings, which is not recommended for speed due to the extra time it takes
 - Stay on the left side of the road as you cross Craig Street, then turn slightly left towards Annie's Bar and enter it
 - Get the dropped KAUFMANN KEY and RECEIPT between the billiard tables
 - Outside, head to Harry's right and around the corner towards the back and take a right on Weaver Street
 - (You can alternatively enter Indian Runner directly across Weaver with the Receipt code 0473 but there's only the optional SAFE KEY with no actual items inside, while the code on the wall is always the same)
 - Enter the code 0886 into the backdoor keypad to enter the motel office on the right side of Weaver
 - Get the MAGNET on the couch, proceed through the open door to the front counter and exit from there
 - Take a hard right and enter room 3 that way with the KAUFMANN KEY
 - Push the shelf and use the MAGNET to reach the MOTORCYCLE KEY

- Re-enter the back of the motel office and enter the garage by the white couch
- Use the MOTORCYCLE KEY to unlock the gas tank and find the vial inside before Kaufmann takes it
- Exit through the next two closest doors, take a right around to Sandford Street and continue west over the bridge
- +++++
- If ignoring the optional quest, continue all the way down Bachman from the sewer opening and take your first right onto Sandford to head over the bridge

13 // n i g h t m a r e r e s o r t a r e a

-
- Continue forward along the left side of the grated road past both large garages, then take a left and head down towards the pier where it narrows on the right
 - Find the stairs on the left side and head down to enter the boat
 - Proceed through the next door to meet Cybil and Dahlia, then exit the boat through the larger double doors
 - Follow the path up the stairs, take a left at the top and take the next downward stairs to the right
 - Cross the wooden plank, follow the red railing path and cross back over to the pier farther down
 - Take the immediate right and continue along the right side and up the next narrow stairs
 - Take a right at the top to follow the path and take your immediate left towards the camera to head down the stairs on your right
 - Follow around the stairs down the narrow path and up the next stairs
 - Take a right at the top and head straight up the next stairs into the Lighthouse
 - Take the spiral staircase to the top exterior, then head back down, outside, and run forward to flash ahead to the boat
 - Exit the boat through the solo door and the double doors in the next hall
 - Head across the platform and up the stairs, then take a right and head north back to the mainland
 - Cross over the grated road while heading towards the left, then descend the ladder inside the small fenced lot on the right side of the road

14 // s e w e r s (t o a m u s e m e n t p a r k)

-
- (The SEWER MAP (CONNECTING TO AMUSEMENT PARK) is available on the wall just down the ladder)
 - Follow the long tunnel and take a right around the first two corners
 - Take the next left and follow the next tunnel past a couple holes, then stay right to cross the narrow section where the corpse is
 - Continue straight ahead and exit up the ladder

15 // l a k e s i d e a m u s e m e n t p a r k

-
- Take a right past the gate and follow the grated path as it curves back left
 - +++++
 - (You can use the UNKNOWN LIQUID on the first Larval Stalker here to skip the next segment while saving Cybil)
 - +++++
 - Continue straight ahead and take a right by the curving fence
 - Head along the left fence to the moving ride playing music on the right,

then take a hard left just past the ride and continue that way
-Head straight past the ice cream shop for about 5 seconds and then take
a right to locate the merry-go-round and head up its steps

+++++
-To save Cybil and get one of the + endings (and a quicker time), approach
her and use the UNKNOWN LIQUID at the start of the battle to end the
fight
+++++
-If you don't have the liquid, strafe around Cybil until she drops her
gun, then use the Hunting Rifle or Shotgun to blast her while keeping
your distance

-The "FLAUROS" will be used automatically in the cutscene

16 // n o w h e r e

=====
-Proceed through the door straight ahead and into the elevator on the path
-On the next floor, head left around the corner and pass through the last
door on the right
-Move down the stairs, through the classroom and get the SCREWDRIVER and
PLIERS on the table in the back room
-Head back through the classroom and up the stairs to the previous hall
-Take a left back to the initial elevator and enter the room on the right
of it
-Use the PLIERS to pull the KEY OF "OPHIEL" out of the faucet
-Take a left around the corner in the hall and use the KEY OF "OHPIEL" to
slip through the second last door on the right
-Enter the second room on your left and solve the astrology puzzle

-Enter the following codes into the keypads at the back:

- Left Keypad: 6
- Center Keypad: 4
- Right Keypad: 8

-Grab the STONE OF TIME that falls after correctly entering the codes,
exit the room and check the keypad ahead to the right

-Enter the Code "ALERT" into the keypad to unlock the door

-Proceed through the unlocked door and the next door to get the AMULET OF
SOLOMON on the back wall, then exit back to meet Lisa for Harry to return
to the hall

- Turn around and pass through the second door on the left to the first
hall and enter the Antique Shop through the second door on the left
- Insert the STONE OF TIME into the clock and grab the KEY OF "HAGITH" on
the exposed clock face
- Head to the end of the outside hall and use the KEY OF "HAGITH" to pass
through the double doors and enter the other elevator
- (Since the Light Puzzle solutions are always the same, we can skip the
CAMERA on the second floor)
- Head to the third floor and solve at least half of the light puzzle

-(Normally you must acquire the CAMERA on the second floor to use to
expose the shapes on the paintings here but the solutions are the same
every time)

-While you only need to open the left door, below are the solutions for
each door's keypads:

o o o

o o o

```

-Left Door:      o o .      Right Door:      o . o
                 o . .                o . o

. . o   o . o      . o .   o . .
. . o   o o .      o o o   o o .
o o o   o o o      . o .   o o o

```

-
- Unlock and head through the left door to get the BIRD CAGE KEY
 - Return to the elevator and descend to 2F
 - Enter the first hallway through the doors and take the third door on your left to the jewelry shop
 - Get the CREST OF MERCURY and RING OF CONTRACT in the display cases
 - Back in the hall, pass through the double doors ahead to the next hall
 - (The CAMERA is available in the right room around the corner but is not needed since the Light Puzzle solutions earlier are always the same)
 - Unlock and pass through the door straight ahead of you to warp back to the first hall
 - Take a left and enter the left room by the elevator (technically around the right corner)
 - Use the BIRD CAGE KEY to get the KEY OF "PHALEG" in the birdcage
 - Pass through the next door on the right with the KEY OF "PHALEG"
 - Enter the first room on your right to get the DAGGER OF MELCHIOR from the kitchen fridge, but place the RING OF CONTRACT after to avoid getting killed on the exit
 - Enter the next right room in the hall to rip open the jellybean bag on the shelf and then pick up the KEY OF "BETHOR" on the floor
 - (The VIDEO TAPE can be played with the VCR and TV in the next room if desired, but is entirely optional)
 - Enter the graffiti room directly across the outside hall to get the ANKH on the wall, then exit
 - Turn right and enter the generator room at the right end with the KEY OF "BETHOR", then turn off the generator
 - In the hall, head back through the right end door to the first hall, then through the second door on the right which you unlocked earlier from the second floor
 - Take a left and enter the room at the left end of the hall
 - Use the SCREWDRIVER to unscrew the plate at the back and grab the KEY OF "ARATRON", which is not electrified with the power turned off
 - Exit to the hall and take the right end door before the corner to the first hall, then left through the labelled ("Phaleg") door
 - Enter the right end room with the KEY OF "ARATRON" and grab the DISK OF OUROBOROS beside Alessa's portrait
 - Enter Alessa's bedroom directly across the hall and insert the AMULET OF SOLOMON, CREST OF MERCURY, ANKH, DAGGER OF MELCHIOR and DISK OF OUROBOROS into the other door to unlock and proceed through it
 - Head down the stairs to the final boss arena
 - *****
 - Whether fighting the Incubus (flying demon) or Incubator (young girl in bright white), use the same Hunting Rifle strategy to defeat it
 - Fire at it until it's ready to discharge lightning, then run in an aggressive circle to dodge the lightning, which can be difficult to do
 - Continue firing when the lightning finishes, then just repeat
 - Alternatively if you have enough health, you can just fire nonstop at them and just eat all the lightning attacks, but be sure to enter your inventory and heal to full health during the first strike to stay alive
 - As long as you heal at the beginning of a lightning attack, you will not take any further damage from it even if the strikes continue for a few more seconds
 - *****

Congratulations on completing your speed run through the game. A time under 2 hours should be easily achievable on your first attempt, while under an hour is very achievable once you have a good understanding of the game. Feel free to keep practicing and do consider going for a 10-star ranking, also very much a speed run, with help from the 10-Star Ranking Guide in this FAQ.

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13.	E N D I N G S	[SH1_13]
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Starting the series hallmark of several outcomes, Silent Hill has five achievable endings. While one is a secret joke ending, which of the four main endings you receive depends on your actions during the game, specifically whether you do or don't complete two optional quests. Read about them below.

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How the Ending System Works

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Below are the two main criteria that determine which ending you will receive at the end of the game, while we'll get into the specific endings afterwards.

Quest 1: Saving Kaufmann and Locating the Aglaophotis Vial

- Visit Annie's Bar in the Resort Area to save Kaufmann and pick up the Kaufmann Key and Receipt he dropped between the billiard tables.
- Use the code on the receipt to enter Indian Runner where you can find a grocery list with the back door code for Norman's Motel office.
- Use the code to enter the motel office from Weaver Street and collect the Magnet in the lounge.
- Use the Kaufmann Key to enter motel room 3 in the compound, push the shelf and use the Magnet to reach the Motorcycle Key in the floor crack.
- Use the Motorcycle Key to open the motorcycle gas tank in the motel office garage and find the glass vial.

Kaufmann storms in and takes the vial but this allows him to use it at the end. As soon as you complete the quest, you will be locked in to one of the Good endings (Good or Good+), while failing to find the vial will earn you one of the Bad endings (Bad or Bad+). Whether you complete the other optional quest determines which specific ending. Note that the Indian Runner visit can be skipped on subsequent runs since the motel back door code is always the same and there's no required item found there.

Quest 2: Saving Cybil

- Acquire a Plastic Bottle in the first floor Kitchen of Alchemilla Hospital.
- Use the Plastic Bottle to pick up the Unknown Liquid from the smashed vial at the back of the next door Director's Office.
- Save Cybil by using the Unknown Liquid in close proximity to her during her parasitic boss form on the merry-go-round in Lakeside Amusement Park.

Completing the above quest will lock you into one of the + endings (Good+ or Bad+), while failing to do so will earn you one of the standard endings (Good or Bad). Whether you complete the other optional quest determines which specific ending.

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Endings

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Below are all five obtainable endings in Silent Hill, including the requirements to get them based on the above criteria for the main four.

Good Ending

To receive the Good ending, the player must perform the following actions:

- Save Kaufmann in Annie's Bar and locate the glass vial in the motorcycle gas tank in the motel office garage in the Resort Area.
- Kill Cybil during her parasitic form boss fight in the Amusement Park.

There's two codes and a handful of other items mixed in to complete the Kaufmann quest, all mentioned above and in the walkthrough. The other requirement is achieved by simply making no effort to save Cybil, whether you do or don't have the Unknown Liquid. Once you've found the vial and killed Cybil, you will be locked into the Good ending.

Good+ Ending

As the best ending possible, complete the following tasks to achieve the Good+ ending:

- Save Kaufmann in Annie's Bar and locate the glass vial in the motorcycle gas tank in the motel office garage in the Resort Area.
- Obtain the Unknown Liquid from the hospital's Director's Office and use it to save Cybil in her parasitic boss form in the Amusement Park.

The Kaufmann quest requires a couple codes and other items, while the Cybil quest also requires a bottle to collect the liquid. All precise

requirements for each quest are described a bit above and in the walkthrough. After finding the vial and then saving Cybil you will be locked in to the Good+ ending.

Bad Ending

The easiest ending to achieve with the worst possible result, do the following to receive the Bad ending:

- Do not find the vial in the Resort Area.
- Kill Cybil during her parasitic form boss fight in the Amusement Park.

Whether you save Kaufmann in Annie's Bar or even partially complete the Resort Area quest makes no difference if you do not ultimately find the vial. Just as well, acquiring the Unknown Liquid will not make a difference if you do not use it to save Cybil during the boss fight. To achieve this ending, simply do not perform any optional tasks and you will be locked in after running through the Resort Area and killing Cybil.

Bad+ Ending

As a poor resolution with some silver lining, do the following to receive the Bad+ ending:

- Do not find the vial in the Resort Area.
- Obtain the Unknown Liquid from the hospital's Director's Office and use it to save Cybil in her parasitic boss form in the Amusement Park.

Saving Kaufmann in Annie's Bar will not change anything as long as you don't ultimately find the vial in the garage, while saving Cybil also requires a bottle to put the liquid in, described above and in the walkthrough. After skipping through the Resort Area and saving Cybil in the Amusement Park, you will be locked in to this ending.

UFO Ending

Serving as the game's joke ending, the UFO ending can only be achieved in a Next Fear game. It requires you to find the Channeling Stone on the counter of the Convenience Store at the northeast corner of Finney and Bachman in Old Silent Hill right at the start of the game, then use it in the following five locations:

1. On the rooftop of the Nightmare School.
2. In the Nightmare Hospital front courtyard just before fighting the Floatstinger boss on the Koontz Street rooftop.

3. Inside the parking lot of Norman's Motel, Silent Hill Resort Area.
4. Inside the boat cabin on the Lakeside Pier after speaking to Cybil and Dahlia, Nightmare Resort Area.
5. On top of the Lakeside Pier Lighthouse, Nightmare Resort Area.

Upon using the Channeling Stone at the fifth and final location on the Lighthouse, the game will prematurely finish with this joke ending.

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14. U N L O C K A B L E S A N D S E C R E T S [SH1_14]

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Next Fear
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After saving your data from your first game completion, you'll see "Next fear" written in yellow in your save file. This works like a New Game Plus where you can continue your save file while keeping any unlockables and achieve more endings. You will need to use Next Fear multiple times to acquire all items and endings in the same save file.

Additionally, Next Fear ups the difficulty level by one until the max of Hard. So if your first run is Easy, your first Next Fear will be Normal and your second and each Next Fear after that will be Hard. Unfortunately there is no way to adjust the difficulty on successive runs, so if you wish to play on Easy or Normal again you'll have to give up your unlockables and start a fresh new game.

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Bullet Adjust
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After completing the game you will unlock an option called Bullet Adjust in the Extra Options menu, allowing you to multiply the amount of ammo found in each pickup. Each new ending you receive will unlock the next level in bullet adjust, all the way up to x6 after the fifth and final ending. With x6 adjust, you will find 90 Handgun Bullets and 36 Shotgun and Rifle Shells in each pickup found.

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Extra Weapons
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A total of four extra weapons can be found in Next Fear runs, including two that always appear but initially require the unlockable Gasoline Tank, along with two more that must first be unlocked.

Chainsaw

Found in the smashed display window of Cut-Rite Chain Saws on Bloch Street

in Old Silent Hill. To pick it up you require the Gasoline Tank which is found in the nearby Gas Station garage only in a Next Fear. Therefore it will only serve to tease you without the gas to run it on your first run. Once the Gasoline Tank is acquired, use it from your inventory while standing in front of the Chainsaw to fill it up so Harry can take it. On your next run it will not require the gas, allowing you to use it to acquire the Rock Drill if you haven't done so already.

The Chainsaw is a deadly weapon that slices enemies simply by being held while turned on. Hold R2 to do so and tap X for standard swings or hold it for an overhead downward slice.

Rock Drill

Found in the bottom dark room of the Bloch Street Bridge Control Room tower, the Rock Drill first requires the Gasoline Tank which is found in the nearby Gas Station garage only in a Next Fear run. Therefore it can only be obtained on a second run, or third if you choose the Chainsaw first. To acquire it, use the Gasoline Tank from your inventory while standing in front of it. After obtaining, it will not require gas in your next playthrough, allowing you to also pick up the Chainsaw if you haven't already.

To use the Rock Drill, first hold R2 to start it, upon which you can simply keep it raised for enemies to run into and hurt themselves. Press X to stab it forward and extend its range, and use up or down on the left stick to aim accordingly if desired.

Katana

To unlock this samurai sword, you must first achieve one Good ending and one Bad ending, either + or standard for each. In your Next Fear, the side room by the entrance door in the Levin Street doghouse home will be unlocked, leading to a secret Japanese-themed room where you can find the Katana. This is a fantastic weapon that pulls Harry forward while swinging, extending its range and effectiveness significantly. Use R2 to raise it and tap X for standard swings or hold it for an overhead downward slice.

Hyper Blaster

The Hyper Blaster is a secret weapon that is unlocked after receiving the UFO ending, appearing in your inventory at the start of your Next Fear. It is a laser pistol that does not require ammo to use, and the colour of its laser and corresponding power depends on your ranking in the previous playthrough, as follows:

0.0-7.9/10 ranking - Red Laser
8.0-9.9/10 ranking - Yellow Laser
10/10 ranking - Green Laser

Therefore you will need to receive a perfect 10-star ranking to be

rewarded with the best model of the Blaster. Refer to the 10-Star Ranking Guide to help you achieve the feat and try this puppy out. Upon achieving an 8+ or 10-star ranking, you'll notice "HYPER BLASTER POWER UP" at the bottom right when hovering over your save file, including a coloured bar that indicates which one you've unlocked. Happy hunting.

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Extra Items
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There are two unlockable items (non-weapons) to find in a Next Fear game, including one to power two weapons and another to obtain a secret ending.

Channeling Stone

A strange blue stone found on the counter of the Convenience Store at the Bachman/Finney intersection in any Next Fear game. You will be awarded with the UFO ending when you acquire and use it at the following five locations:

1. Nightmare School rooftop.
2. Nightmare Hospital front courtyard (just before Floatstinger fight).
3. Norman's Motel parking lot, Silent Hill Resort Area.
4. Boat Cabin, Nightmare Resort Area (after Cybil and Dahlia leave).
5. Top of Lakeside Pier Lighthouse, Nightmare Resort Area.

Upon using it on the Lighthouse, the game will prematurely end with a whacky scene.

Gasoline Tank

In your first run you may run into two weapons that require gasoline to even acquire, the Chainsaw and Rock Drill. The Gasoline Tank that powers them is not unlocked until playing a Next Fear, unlocked after one game completion, so they only serve to tease you in that first run. In a Next Fear, the Gasoline Tank is found on the counter in the Gas Station garage on east Bloch Street in Old Silent Hill, obtainable after exiting the school.

In your first Next Fear you have a choice between the Chainsaw and Rock Drill as there's only enough to power one of them. Make your choice and use the tank from your inventory while standing in front of the weapon to power up and take it. In your next run the weapon you took first will not require fuel, allowing it to instead be used to acquire the other. After that, the tank can still be acquired but is not needed to power either weapon. It'll still help your ranking by acquiring it along with the other extra weapons/items, however.

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Street Names

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You may have noticed a bunch of familiar names as streets on your maps of the town, which as you may have guessed are nods to the corresponding authors who have proven inspirational to the creators of Silent Hill. That includes: Jack Finney, Richard Matheson, Robert Bloch, Ray Bradbury, Ira Levin, Richard Bachman (Steven King's pen name), James Ellroy, Carl Sagan, Dean Koontz, Michael Crichton, Colin Wilson, Dan Simmons, John Sandford, and Kit Craig (Lillian Craig Reed's pen name).

Midwich Street and Elementary get their names from the town in the movie, Village of the Damned, itself an adaptation of the 1957 novel, The Midwich Cuckoos. Weaver Street is believed to be attributed to Sigourney Weaver, the star of popular horror film franchise, Alien.

Many references to certain horror works can also be found in the game, such as the "REDRUM" marking from The Shining written on a garage on the north side of Bloch Street on the way to the Gas Station.

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Kindergarten Cop Influence

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I'm a cop, you idiot! Who is your daddy and what does he do? It's not a tumaah! SHUT UP! SHUT UUUUUP! Okay, I'll stop, but there's a reason for this. Weirdly enough, the art design of Midwich Elementary School in Silent Hill is heavily based on the school that appears in the Arnold Schwarzenegger film, Kindergarten Cop. From general look down to identical posters appears on the walls, it's as if certain things were taken straight from the movie and recreated in pixelated form.

Why is this so? Well, Konami's dev team (Team Silent) was based in Japan and they worked off a very small budget, thus having to turn to Hollywood for references on how an American school should look. Since development started in 1996, the 1990 comedy featuring an appropriate elementary school was an ideal choice. In the end it's just funny given the tone of the film contrasting with Silent Hill's dark horror, and particularly odd that they just straight up recreated certain posters that appeared in the film.

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15. 1 0 - S T A R R A N K I N G G U I D E [SH1_15]

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This section uncovers the ranking system of Silent Hill, while dedicated to doing everything you can to achieve a perfect 10/10 score.

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01 // r a n k i n g o v e r v i e w

[tsr_01]

Below is an overview of every stat that will appear in your ranking screen at the end of the game.

Mode	The difficulty level chosen at the start
Game clear	How many times you've beaten the game
Ending	The name of the current ending received
Saves	How many times you saved your game
Continues	How many times you used a continue
Total Time	The total game clock time
Walking distance	The total distance you walked
Running distance	The total distance you ran
Items	How many items (and extra items) collected
Defeated enemy by fighting	How many enemies you killed by melee
Defeated enemy by shooting	How many enemies you killed by firearms
Shooting style	Your breakdown of shot types
Short range shots	% of shots from close range
Middle range shots	% of shots from medium range
Long range shots	% of shots from long rage
No aiming shots	% of shots that missed
---Your rank---	Your assessed ranking out of 10 (or 100) with large and small stars

To understand your ranking, it is displayed with large and small stars. Each large star is worth 1 and each small star 0.1, or you could see them as 10 and 1 on a 0-100 point scale. Therefore if you have 7 large stars and 5 small stars, your rank would be 7.5/10 or 75/100. Our goal here is to pump that up to 10/10 or 100/100.

What is your reward for doing so? Beyond the reward of the highest achievement in the game, you will unlock the most powerful weapon available. Read more in the Hyper Blaster Upgrades sub section below.

See below for the breakdown of where you stars will come from, specifically the max you can achieve for each category. Note that 10 small stars equal one large star.

Category	Max Small Stars Awarded
Mode	0 stars
Game clear	10 stars

Ending	10 stars
Saves	5 stars
Continues	5 stars
Total Time	10 stars
Walking distance	0 stars
Running distance	0 stars
Items	20 stars
Defeated enemy by fighting	30 stars
Defeated enemy by shooting	
Shooting style	10 stars
---Your rank---	100 stars

02 // r e q u i r e m e n t s

[tsr_02]

Mode	Hard*
Game clear	5 or more
Ending	Good+
Saves	0-2
Continues	0-1
Total Time	Under 1h 30m
Walking distance	Doesn't Matter
Running distance	Doesn't Matter
Items	150/204(+5) or more
Defeated enemy by fighting	100* or more
Defeated enemy by shooting	100* or more
Shooting style	
Short range shots	Aim for 0.30-0.45
Middle range shots	Aim for 0.35-0.60 (more = better)
Long range shots	Aim for 0.05-0.10 (more = better)
No aiming shots	Limit to ~0.10 or under (less = better)
---Your rank---	10 LARGE GOLD STARS

To clarify, there is no firm requirement for fighting and shooting kills individually but instead it boils down to a convoluted formula that assesses them both together. I'll explain the full formula under the Defeating Enemies section below, but you require at least 200 total kills to achieve max stars for this category.

Kills in whichever category you have more of count less and less the more you have them, and so a relatively even distribution is necessary, or you'll instead have to compensate with proportionally more of one to make up for the lack of another. Instead, 100 and 100 is the simplest and easiest way to achieve your 200 kills and should be your target. Note that since shooting and fighting kills are judged together, either both or neither will be highlighted.

Perhaps an even more obtuse category is shooting style, which again comes down to a silly formula that I'll cover in that category below. But essentially short, middle and long shots are all increasingly valuable while no aiming (missed) shots are worth the most but have a negative value, capable of ruining your shooting style on its own.

Ultimately it mostly comes down to limiting no aiming shots to about 0.12 or 0.13 or below as the most important variable. In a random run you may overshoot this, but if you're mindful of your shots it's pretty simple to stay in the safe range of 0.05-0.10.

No points are awarded for your difficulty, although 5 are taken away for using Easy. But it's impossible to achieve 10 stars on Normal since you require 5 game clears and Next Fear accelerates your difficulty to Hard after one or two clears.

Also note that Silent Hill's game timer does not ever stop, even when the game is paused. So make sure the game has your undivided attention the whole way through, cause there's really not much margin for error.

There is also sometimes a glitch that displays your extra item number as +13 or +14 rather than the +5 or +6 you collected, but either way it will not affect your ranking in any way.

Note that there is no requirement for damage like there is in the later games, so all you need to do on that front is to survive and not run out of supplies. To make up for it however, you'll have a very small buffer to beat the game in under 90 minutes while killing 200 enemies, landing about 90% of your shots and making sure you don't miss too many items to hit 150, which is no automatic if you just rush through. But ultimately the most difficult thing I'd say is doing everything in the allotted time.

MY STATS:

Mode	Hard
Game clear	7
Ending	Good+
Saves	2
Continues	0
Total Time	1h 19m 0s
Walking distance	0.416km
Running distance	8.765km
Items	166/204(+6)
Defeated enemy by fighting	107
Defeated enemy by shooting	110
Shooting style	
Short range shots	0.45
Middle range shots	0.45
Long range shots	0.06
No aiming shots	0.04
---Your rank---	10 LARGE GOLD STARS

These are my personal stats for my first 10-star ranking, achieved on my second attempt. My first attempt went smoothly and I felt I was quick but I ended up going over for time by 1m17s, giving me a 9.5 ranking while every other stat was maxed. In hindsight, I spent too much time killing more enemies and collecting 20 more items than needed, which I cleaned up a fair bit on the above attempt although still pushed a bit high in items

due to not wanting to take the risk while not actually counting.

I can't stress how important it is to not waste too much time fighting enemies in trickier areas since there's more than enough throughout the game and time is really marginal. Consider skipping through occasional rooms with multiple enemies that may be difficult or time consuming to handle.

Both these runs were preceded by a practice run while getting the final ending (Bad) in that save file (it was well past my 7th clear overall). That ranking ultimately was an 8.4 while already ineligible for 10 stars with the Bad ending, but I also used 3 continues due to sloppy play, went over by 6+ minutes and collected just 142 items to my surprise, while entirely skipping the Kaufmann quest to be fair (to get the needed Bad ending in my file) and also fighting Cybil. But it certainly alerted me that it was a bit more difficult than I'd thought.

I can't recommend enough doing at least one or even multiple practice runs like this before officially going for 10 stars since it is no simple feat and requires total optimization of your route and strategies through the game. Save before the most difficult spots, including boss fights to try to limit your time (and damage taken if it's an issue for you). And do try to aim for 100+ kills in each category, 150 items and focus on limiting your missed shots and total time to get you in the groove for when it comes time to do it for real.

03 // d i f f i c u l t y m o d e [tsr_03]

No stars are awarded here (while 5 will be lost for using Easy), but due to the way Next Fear works, it's only possible to achieve a perfect ranking on Hard. This is because you need at least 5 game clears, which can only be done by using the Next Fear function, which ups your difficulty after each completion until the max of Hard.

So even if your first run is Easy, your second will be Normal and third will be Hard, with every run after that Hard. Therefore you must play a Next Fear on Hard to have any shot of 10 stars.

04 // g a m e c l e a r [tsr_04]

The requirement for game clears is 5, meaning you must have at least 4 before attempting a 10-star run. Every additional run after your first must be made with the Next Fear function in your save file to keep adding the clears together.

05 // e n d i n g [tsr_05]

The Good+ ending provides the full 10 small stars for this category, while other endings do not. Therefore it is the only ending you can achieve a 10-star ranking with.

To achieve the Good+ ending, you must perform both optional side quests in full. That includes:

Quest 1: Finding the Vial (Good ending)

-
1. Save Kaufmann by entering Annie's Bar in the Resort Area and get the Kaufmann Key he dropped on the floor.
 2. Enter the motel office from Weaver Street with the code 0886 and get the Magnet on the couch.
 3. Use the Kaufmann Key to enter room 3 in the parking lot, push the shelf and use the Magnet to get the Motorcycle Key.
 4. Use the Motorcycle Key to open the gas tank in the motel office garage and find the vial.

Quest 2: Saving Cybil (+ ending)

-
1. Get the Plastic Bottle in the hospital Kitchen.
 2. Fill the Plastic Bottle with the Unknown Liquid at the back of the Director's Office.
 3. Use the Unknown Liquid at the start of the Cybil fight in the amusement park to save her (or on the first Larval Stalker there).

Note that you can skip Indian Runner during the Kaufmann quest since there are no needed items inside, although there are three items there to add to your total, if you have a time buffer and would like them.

Also be sure to pick up all items in the rooms you're forced to explore to add to your tally, including the two Health Drinks in Annie's Bar, Health Drink in motel room 3, plus the Health Drink and Shotgun Shells in the motel office garage. Same thing for the Health Drink in the hospital Kitchen when getting the Plastic Bottle.

06 // s a v e s

[tsr_06]

You are allowed a maximum of 2 saves during your entire run to get the full points from this category. The most ideal locations to save would be the following:

1. In the Infirmary just before fighting the Split Head Lizard in Nightmare School.
2. In Alessa's bedroom right before the final boss in Nowhere.

These are the only two specific locations that pose some level of concentrated difficulty, making them ideal more or less by default.

Right before the Split Head is a perfect first location for a couple reasons. First, if your timing is off or the Split Head bumps you while trying to shoot its mouth, it can insta-kill you and ruin your entire run (although you can use one continue and reset from the start of Nightmare

School). Additionally, the school is a tricky segment to get through with a lot of Grey Children that are easy to miss shots with or maybe even eat away lots of your health. So if you've done well in limiting no aim shots while also being quick for time, it's a great spot to lock your stats in.

Alessa's bedroom is a good final spot because the final boss is capable of killing you rather easily if you're not on top of your health, or if you don't have enough to last several lightning strikes which are insanely difficult to avoid on Hard.

That said, the final boss is fairly trivial if you do have enough health to just eat any potential attack and are responsible with your heals, even while just standing there trying to end it as quickly as possible. If that is your plan, which is totally a viable (and quicker) method, then by all means consider saving elsewhere. Just make sure you always heal asap during that battle to avoid death.

No one spot particularly stands out instead, but feel free to choose an area where you're not too confident about your speed, amount of enemies killed or damage taken (if you're marginal), or even a location that allows you to redo a whole section or more. Perhaps just before the Floatstinger boss, the end of the first sewers, in the boat cabin or the beginning of Nowhere are decent candidates.

But otherwise if no one other area stands out, I'd suggest just sticking with this one and playing it safe. You may be surprised how easy it is to be caught off guard and killed in the final boss fight simply by not healing at the right time. Saving right before avoids a stupid mistake like this costing you anything.

07 // c o n t i n u e s

[tsr_07]

Surprisingly you are allowed one continue to still obtain the maximum stars for this category. Obviously you should aim for zero simply to not interrupt your run and it always looks better on the ranking screen, but if you do make a mistake, perhaps on the Split Head which is totally possible, you can just use a Continue and start from the beginning of the most recent area you started instead of resetting if you'd like.

Note that your play time also resets to what it was when you started that area, so it won't be counted twice and push you over. But again, try your best to aim for zero to keep your run as clean as possible, and so you don't lose track of your kill count if on top of it.

Always smartly manage your status and heal when your controller is vibrating. Heal whenever you're in your inventory to use certain items or change weapons to save time, but take action otherwise if you're hurting. It's very easy to get ambushed and die in locations like the school for example. If you ever sense you're just about to die and get grabbed or hit, immediately enter your inventory and heal, even during an attack grapple. It could very well save your life.

08 // t o t a l t i m e

[tsr_08]

Unlike later games in the series, this one is pretty tight with a limit of 1h30m for the max points. 1h30m on its own isn't too bad, but while

killing 200+ enemies, limiting missed shots and collecting 150 items, it's really marginal. Therefore it's super important to optimize your run by deciding in which spots are not worth killing time-consuming enemies or collecting items just a bit too far out of the way.

To make things worse, the timer in this game does not ever stop, including when in your inventory, watching cutscenes, and even when the game is paused with the Start button. There's simply no way to stop it, although it doesn't include loading times and will ultimately be about 30 minutes shorter than a real time clock. That means a successful 1h20m-1h30m run will take you about 1h50m to 2 hours of real time.

Always skip every skippable scene and avoid leaving the game idle for any length or it will add up. Yes, that includes getting a washroom break in before starting if we're to cover all bases. Beyond that you do not want any interruptions whatsoever. This game's 10-star run is a total marathon that requires your undivided attention from start to finish for about 2 hours, so do not leave any box unchecked.

Note that the nonstop timer also makes regular tallying with a notepad impractical since all those mere seconds will add up very quickly. Instead consider using a laptop with a notepad application that you can edit very quickly, either during door transitions or while running straight down empty hallways. Use your free hand as you move Harry with the other, without losing any time.

So how do you limit your time to under 90 minutes while performing the rest of the tasks? First you will need a very good understanding of the game and where to go at all times. Any time spent reading a walkthrough you likely cannot afford, while quick reference maps are probably the best solution if there's a few things you need a reminder for.

Doing some practice runs is pretty well mandatory for maximizing your efficiency, as even if you know exactly where to go you can still go over due to too much time lost fighting and collecting items.

Also I can't really stress enough how important it is to not kill too many enemies or collect too many items. On my first real run I went over by 1m17s, with 170 items and 110 and 116 kills. I wasn't counting items so I didn't know I was so high above, otherwise I could've skipped several items towards the end and reached the time, or killed less enemies even though my personal kill counts were off by about 5 each.

If counting, I suggest to stop going for fighting kills once you reach 101 or 102 as a small margin for error (rather than 105-110+), keeping in mind you're more likely to forget to add a kill than to mistakenly count extra kills.

Keep in mind bosses also count as shooting kills (assuming you're using the default strategies) and just as well to stop once you hit 101 or 102. There were a few cases where I didn't count enemies like Night Flutterers I shot down but didn't see land and didn't know for sure if they died. You'll probably have a few cases like this to give you a bit of a buffer either way.

And while you may already have both counts achieved before the end, it may be more practical to kill certain enemies to clear out halls and avoid more lost time and damage. This is also why it may help to slow down your kill count so you achieve it during Nowhere rather than before, but only if you know there's enough enemies left to achieve it there. Better to

leave it to no more than 10-15 kills needed there to play it safe. Don't worry though, I achieved my counts before Nowhere and I did fine. I just decided to kill only the enemies in my way from then on, particularly the Stalkers and only some of them.

Consider skipping items that are too far out of the way, or avoid entering a room just for one unneeded item unless it's just a matter of a few extra seconds. Do make sure you get all or most of the Rifle ammo you can find since it's absolute gold after acquiring the gun around halfway. x6 bullet adjust should allow you to use it the rest of the way. Refer to the Walkthrough section below for all Rifle shell locations.

Also note that there is a glitch in the amusement park where you can use the Unknown Liquid on the first Larval Stalker that appears after climbing out of the sewers if you do it quickly. That way you can skip about a minute that it takes to reach Cybil.

Otherwise, consider looking at some maps or my walkthrough and seeing which items are worth getting and which ones aren't in terms of time. Feel free to map out a general plan or at least visualize what's best. I personally didn't count my items in my document alongside my kills, but that's always an option too, even if it may complicate things further.

09 // i t e m s

[tsr_09]

Regular Items

Your requirement of items is at least 150 plus 5 extra items, both awarding 10 stars each for max points. 150 includes anything like keys, other required items, plus health and ammo pickups. Because time is limited, you won't want to get too crazy by going too far to pick things up, but you will need to go to some rooms purely for items, since speeding through the game while aiming for only key items will net you well below 150.

Therefore it takes some hard thinking and application to hit the 150 threshold without wasting too much time, in addition to fighting enemies. Rooms that contain both enemies and items are great since you're adding to both counters at the same time. If you have to go too far out of the way and there are no enemies to kill either, perhaps it may not be ideal to go collect these items.

Also be sure to take advantage of locations where 3 or more items are located, even if it's inside a room or area you normally wouldn't access or think of. Some locations include:

Convenience Store: 4 health items plus the extra Channeling Stone.

Nightmare School 2F Boy's Washroom (warp first): 3 ammo pickups.

Nightmare School Basement Storage: 2 Shotgun Shells, 1 Ampoule.

Nightmare Hospital 1F Vending Machine: 3 Health Drinks.

Sewers (to Resort Area) northwest end: 3 items right side, 1 on left.

Sewers (to Amusement Park) southwest: 1 plus 2 items at 2nd intersection.

The Convenience Store is somewhat out of the way and you can skip one extra item so it's not compulsory, but the four other items makes it a solid trip. And don't forget the vending machine by the elevator in Nightmare Hospital -- it gives no visual clue but contains 3 Health Drinks if you check it, while directly on your route anyway.

Extra Items

As for the bracketed number, that means how many extra weapons and items you've collected, of which there are six in the entire game. Note that you can skip one of them since you only require +5, but aiming for all 6 is easy enough anyway. Find them in the following locations and order.

Hyper Blaster - In your inventory from the start after having previously acquired the UFO ending.

Channeling Stone - On the counter of the Convenience Store at the corner of Bachman and Finney in Old Silent Hill.

Katana - In the secret side room of the Levin Street home with the Keys for Eclipse, Old Silent Hill.

Chainsaw - In the smashed display window of Cut-Rite Chain Saws on Bloch Street in Old Silent Hill. Will not require the Gasoline Tank to pick it up as long as you got it in a previous run.

Gasoline Tank - In the Gas Station garage on Bloch Street in Old Silent Hill. Shouldn't be needed to power anything in a 5th or later run but it still counts as an extra item.

Rock Drill - In the dark bottom room of the Bloch Street Bridge Control Room. Will not require the Gasoline Tank to pick it up as long as you got it in a previous run.

Yes, the Hyper Blaster counts even though you do nothing to acquire it in-game. And if you really want to skip one for time, the Channeling Stone may seem ideal since it's a bit out of the way. However the store also contains four health items, upping your item count and giving you health which can go by quickly. So I recommend taking the trip, but it's your call either way.

Also note that using any of these weapons will potentially detract from your score. You technically can use them a bit if you have enough game clears oddly enough, and there's another convoluted formula to calculate this, but I suggest just forgetting about them entirely.

10 // d e f e a t i n g e n e m i e s [tsr_10]

If you don't care to know about the exact formula for required kills, all you need to know is you need at least 200 kills -- the most efficient way to do this is to achieve 100 shooting and 100 fighting (melee) kills, but it's important you stick to those numbers or anything higher.

If you're satisfied, you can aim for that and skip the next formula bit without worrying about it, but be sure to give it a read if you plan to make or allow for any modification to this distribution, or if you're just plain curious.

Understanding the Kills Formula

This is where things start to get convoluted and you may need to pull out a calculator if you want to veer off the 100/100 path. For some odd reason, Team Silent didn't go with hard values here but instead the following formulas:

$$A = \text{Melee Kills} / 5$$

$$B = \text{Shooting Kills} / 5$$

$$\text{If Shooting Kills} > \text{Melee Kills: Stars} = (A + B/2)$$

$$\text{Max stars} = 30$$

$$\text{If Melee Kills} > \text{Shooting Kills: Stars} = (A/2 + B)$$

(If Shooting Kills = Melee Kills, use either formula)

Note that it puts both your kill types together to calculate your stars, so either both figures will be highlighted or neither will be.

It took me a bit of time and sampling to actually understand this formula but it's fairly straightforward. Let's go through a couple samples and test it out to see what works and what doesn't.

SAMPLE A:

100 Melee Kills

100 Shooting Kills

$$A = 100 / 5 = 20$$

$$B = 100 / 5 = 20$$

$$\text{Stars} = (20 + 20/2) = 30$$

$$= (20/2 + 20) = 30$$

HIGHLIGHTED

SAMPLE B:

90 Melee Kills

110 Shooting Kills

$$A = 90 / 5 = 18$$

$$B = 110 / 5 = 22$$

$$\text{Stars} = (18 + 22/2) = 29$$

NOT HIGHLIGHTED

Sample A is the simplest and most efficient way to achieve 10 stars. As you can see, it awards exactly 30 stars, which is the max attainable in this category. I used both formulas to illustrate it doesn't matter which one you use when your figures match, but only one is needed there.

Sample B however has the player with the exact same amount of kills (200) but in different proportions. Note that the final score is 29/30 stars and thus a 10-star ranking is not attainable. This is because kills for the category you have more of are worth less. This is why it's inefficient to go for any other combo other than 100 and 100. But as shown below it can be done just as long as you know how to compensate.

SAMPLE C:

140 Melee Kills

SAMPLE D:

90 Melee Kills

80 Shooting Kills

120 Shooting Kills

$$A = 140 / 5 = 28$$

$$A = 90 / 5 = 18$$

$$B = 80 / 5 = 16$$

$$B = 120 / 5 = 24$$

$$\text{Stars} = (28/2 + 16) = 30$$

$$\text{Stars} = (18 + 24/2) = 30$$

HIGHLIGHTED

HIGHLIGHTED

Note that these are thresholds. So if 140 and 80 works, something higher like 160 and 85 will also work of course. If you do the math with those you'll end up with more than 30 stars, but it's capped so you can never achieve more than 30.

Feel free to go for whatever you want just as long as you understand how this formula works. But I suggest just sticking with 100 and 100 to avoid any unnecessary complication, especially since killing more than 200 enemies can potentially put you over time, which is already marginal. Furthermore, 100 and 100 is the target we'll be using throughout this guide.

Lastly, if you're really curious, there's a potential extra variable in the above formula that I kept out to keep it as simple as possible. You don't need to worry about it at all if not using extra weapons since it won't factor, but if so, understand that you're only allowed a number of uses depending on how many game clears you have. The Stars formula is still the exact same as above, but there's a new variable when calculating A and B, which is x as shown below.

$$A = \text{Melee Kills} / (5 + x)$$

$$B = \text{Shooting Kills} / (5 + x)$$

$$x = \text{Attacks with Extra Weapons} - (15 + \text{Clear count} * 5)$$

(x cannot be less than 0) (if no Extra Weapons used, x = 0)

Extra weapons means weapons only obtainable in a Next Fear run. Rather than fully getting into this one I'll just leave it at that. If you have enough game clears you can mess around a bit with extra weapons, but otherwise just forget about them and there's no more complication to your formulas.

"Shooting" vs "Fighting" Kills

Kills are divided into two categories. If a bullet provides the killing blow, that counts as a shooting kill. If a melee weapon or a kick is what snuffs out a life, that's a fighting kill. It doesn't matter at all if you shot an enemy that died by a kick or beat an enemy with a melee weapon that you then shot to death. Whatever kills the enemy is what matters.

How to Efficiently Count Your Kills

Normally when doing these runs in the Silent Hill games I recommend drawing a chart and dividing it into two categories of fighting and shooting to add tallies after each kill. The problem with this is that

even if you pause the game with Start, the game timer never stops, a problem unique to this game. Additionally, it has the lowest required clear time of 1h30m so things are certainly tight to begin with and I just can't recommend wasting all that time tallying things down all the time.

Instead however, I recommend using a laptop with a notepad application in front of you that you can quickly edit during door transitions or simultaneously while running down empty hallways without losing time. Say you start off with 3 kills in the streets, while running a 10-20+ second stretch, turn to your document and type "3" with your free hand. Then you get 2 more fighting kills and 2 shooting kills, delete the "3" and write "5", then write "2" under it like so:

5

2

Keep updating this while running through the streets, empty hallways, or during door transitions. Mentally keep track of kills in your head until you're able to find time to type them. Adding anything else like "fighting" or "shooting" labels I just find unnecessary and can add more complication where it's not needed, since it's much easier to use the arrows to scroll and delete numbers rather than scroll through unnecessary words in these brief moments you'll have. But find whatever works for you.

Do make sure you don't waste time updating this document by standing still or pausing the game. If you need to wait another minute or two to update your document, that's fine. Just keep a mental reminder in your head of how many kills you need to add to your current numbers until then.

Do fighting on top since that one's the priority at first and will be the most of your kills in the early going. Work on getting it to 100 before officially turning to shooting kills, while a handful of shooting kills before then are fine and may inadvertently happen. But say if you have 95 fighting kills and only 5-10 shooting kills at some point, that's totally fine and really the way to go anyway.

If you have the spare moments, consider also jotting down your kills once you hit certain key areas just for later reference (eg: "78-6"). Or say when you save your game in case you screw up and have to reload your save and otherwise would have no idea how many kills you'd need to subtract from each. Just try not to let this document consume you, remembering it's only there to quickly help you rather than distract you too much.

Killing Each Enemy Type

How you approach each enemy type will differ. Note that while taking damage even regularly is fine and fairly normal (at least until you've had enough practice), you shouldn't quite be struggling to survive the journey entirely. How you're killing enemies should depend mostly on minimizing time and limiting missed shots to an absolute minimum.

Below you'll find strategies for dealing with each enemy. Note that not one suggests using the Shotgun because its wide blast radius will raise your no aim shots too much, which is a shame cause it's a great weapon that would give you an easier time. But you cannot afford ruining your

shooting style with it, outside of boss fights (most specifically the Split Head and Twinfeeler).

AIR SCREAMER/NIGHT FLUTTER:

These guys can be a pain to kill for time and for missing shots since they fly all over. Therefore I honestly suggest avoiding them almost entirely by not wasting your time nor risking missed shots with them, at least when flying. In cases where you find them standing upright or hovering right ahead of you and easy enough to hit, 5-6 Handgun blasts will suffice. Kill them with a kick once dropped or another couple bullets. Once you acquire the Rifle you can reconsider shooting them while flying due to its superior range and accuracy, but don't get too crazy with it. Try to stick to the ones not flying super fast, unless you can get the drop on them quickly. One or two shots should kill them, sometimes requiring an additional shell while downed.

GROANER/WORMHEAD:

These guys will drop in 2-4 Handgun shots most of the time. If shot at when jumping at you, they'll often go down in 2 shots. They're fairly aggressive though so aim at them and back up to potentially avoid a lunge while you're shooting. Try to aim before getting too close since they move quickly, but don't shoot too early and miss. Go for the quick kick once down or shoot another couple times. The Rifle can deal with them nicely later on in 1-2 shells.

GREY CHILD:

Grey Children drop in around 5-6 Handgun shots. Since the school is so dark and Harry's aim is poor, together with their short height, it's easy to miss the occasional shot on them. Therefore try to shoot them from up close and sometimes avoid taking 3-4 shots at full speed, since a small break might prevent a missed shot sometimes. Knock them down first then focus on kicking them when in groups, while another 1-3 bullets will also do the job. When ambushed, try to first run to a safe spot and then attack one by one, although Harry will rather conveniently balance between 2-3 Grey Children if near each other. Sometimes it may be best to avoid fighting a ton of them at the same time since it wastes a lot of time if they keep getting back up. 2-3 together is fine, but 4-5 might be too time-consuming. With the Rifle, Grey Children will drop in 1-2 shots and may require another or a kick to kill.

CREEPER:

These things are more annoying than anything, especially since they're regularly found in areas with more deadly Grey Children or Hanged Scratchers. 2 Handgun shots will kill them entirely, but one 1 shot and kick will also do the trick for a fighting kill. They move quickly though so when in groups, take a shot, run around and take another rather than staying in one spot. Try to shoot them quickly in areas with more menacing enemies so they don't make things worse. Later once you have the Rifle, 1 shot will kill them instantly. You should have the ammo to spare and it's not worth the time wasted to switch back to the Handgun.

ROMPER:

Consider avoiding these guys in some cases where they're found amongst patrolling Air Screamers/Night Flutters or even other Rompers who could interrupt and make things a nightmare. If found secluded, 4 Handgun bullets should down them while a kick or another 1-3 bullets should finish them off. Once you get the Rifle, things get a lot easier with 1-2 shots knocking them down and sometimes another to kill them. This way you can get quick kills from a much safer distance.

PUPPET NURSE

Nurses usually drop in 6-7 Handgun shots, although on some occasions may fall and immediately die in 3-4. Note that if you just blast them nonstop until they drop, they'll likely die immediately. But if you shoot them more slowly, perhaps just 5 or 6 times and wait for their recovery animation before the last shot, they will often drop but still remain alive for a kick. Unlike Grey Children, you can hit Nurses pretty accurately with the Handgun from a moderate distance, so take advantage of this to build up middle range shots. Note that Nurses get stunned every 3 or so shots, so if they're super close they can grab or slash you even if shooting them, while from a distance they won't make it to you. The Rifle becomes preferable once acquired to build up middle and long range shots more easily. It does tend to kill them by shooting but by that time you should be done with fighting kills.

PUPPET DOCTOR

Exactly the same as Nurses but just a little stronger, taking about 7-8 Handgun shots or a few Rifle shells. Shoot them more slowly as you reach the drop threshold to make sure you can get a fighting kill with the Handgun, while quick shooting will often be a shooting kill.

HANGED SCRATCHER:

These guys die from 2 Rifle shots and go down very slowly and weirdly, generally not requiring kicks or more ammo. Get used to their death animation so you know when you can move on, especially when knocking off the roof (2 hits and move on without waiting). Try to always take them on one by one and try to strafe away to get another shot if approached quickly. And use the Rifle's range whenever possible to get in quick shots. Their speed can really surprise you so don't underestimate them and don't get trapped. 5-6 Handgun shots can also down them while backing up to maintain distance, but the Rifle is more efficient.

MUMBLER:

Mumblers will often drop from 2 Rifle shells, potentially requiring another or a kick. They move quickly so shoot from a farther range to stay clear. Alternatively you can use the Handgun with about 5-7 shots but the Rifle is more efficient (once you have it for PAL players), especially when they come in pairs or groups. You won't find too many of them, and only in the Sewers in the North American version. If things do get too crazy you can consider running past them. Use the Grey Children strategies for Mumblers in the School in the PAL version.

STALKER:

You'll only encounter a handful of these apparition-form Grey Children in Nowhere. They're hard to see so be careful and use the Rifle from a distance. You'll often have to have faith that you're aiming at them before shooting. Consider turning to the side and then aiming to make sure Harry is shifting to aim at them rather than shooting nothing. 1-2 shots should drop them while another or a kick will snuff them out. You can also use 5-6 Handgun bullets but it's less efficient and riskier due to their appearance and sneakiness. They only appear very late in the game, so if you have enough kills you can just ignore and run by (some of) them if you can manage it.

Bullet Adjust

Since you're required to kill so many enemies, with firearms being most efficient, it's basically compulsory to use bullet adjust. This function tops out at x6 after receiving all five endings and can be adjusted in the

SAMPLE C:

Short range shots	0.25
Middle range shots	0.50
Long range shots	0.10
No aiming shots	0.15

SAMPLE D:

Short range shots	0.65
Middle range shots	0.20
Long range shots	0.05
No aiming shots	0.10

NOT HIGHLIGHTED

NOT HIGHLIGHTED

SAMPLE C: $2.5 + 10 + 3 - 6 = 9.5$ (9 stars)

SAMPLE D: $6.5 + 4 + 1.5 - 4 = 8$ (8 stars)

Sample C does a great job getting a ton of middle range shots and a high amount of long range shots, but just look how no aiming shots destroys all that good work.

On the other hand, Sample D does a pretty good job at limiting no aiming shots to 0.10 which is fairly respectable, but there's just way too many short range shots and not enough distribution. If more time were spent converting some of those short range shots to middle range, plus maybe another point or two in long range, it surely would've eclipsed 10 stars.

While showing you Sample D might freak you out a bit, all it takes to avoid this is to make some general effort of extending your shots in at least in one major location like the hospital, which is perfect for this. Doing it in the school is the most difficult cause it's so easy to miss Grey Children, so don't panic as you build up short range shots there and just compensate later on.

General Guidance

Basically you want to maximize the amount of middle and long range shots you have while minimizing missed shots so that they're a rare occurrence. And while long shots are great, going for them puts you at risk of missing shots, so it's a tough tradeoff. Therefore your best bet is to aim for middle range shots more than anything.

The school is a tough spot to get too many kills past short range due to the darkness and the short Grey Children which can be easy to miss, but otherwise try your best to get in a good amount of mid-range shots. Do aim for a bit longer before shooting to give Harry increased accuracy, and always have your Flashlight on. In the hospital with Nurses is a great place to start driving up your middle range shots. Aim at them, make sure your first shot hits and then back up a bit to lock in these shots as middle range when possible.

Once the Rifle is acquired you can start going for more long range shots, but I suggest not getting carried away with it. Where you're going to win in this category is getting a lot of middle range shots (in addition to lots of easy short range shots), while getting too many missed shots is where you're going to lose it. So focus on middle range the most when you can help it, while the occasional long range Rifle shot is very welcome, but don't get too consumed by it.

As for putting a number on things, use this as a general guide:

Short range shots	Aim for 0.30-0.45
Middle range shots	Aim for 0.35-0.50 or more
Long range shots	Aim for 0.05-0.10 or more
No aiming shots	Aim for 0.10 or less

Getting even above 0.10 long range shots is great because those shots are worth the most, but it doesn't come easy and isn't really necessary anyway, while it may waste a bunch of time or cost you missed shots while trying. The most important thing is limiting no aiming (missed) shots.

A little trick you can do to pump up your long range shots is by shooting the final boss from one of the far corners of the room. Right at the start, turn around and run to the corner and fire off all your shots from there. I didn't do this in my actual run, but when I loaded my save just before and tried it I was able to improve my long range shots from 0.06 to 0.09 from that alone (almost a full star), so it makes a decent difference and can help you if needed.

You can sometimes still succeed with around 0.12 or 0.13 no aiming shots if you did really well with middle and long range shots, but once you've had enough practice it should be simple enough to be in the 0.05-0.10 range. You may also have way more short range shots than middle range shots and still make it if you've limited your no aiming shots to around 0.05 or less. But to be honest, as long as you limit no aiming shots to under 0.10 you pretty much don't have to worry about the rest of your stats. That's what's most important.

Avoid ever using the Shotgun outside of the Split Head and Twinfeeler fights since it will partially miss on the regular and drive up no aiming shots, making a perfect ranking out of reach. And try to restrict your use in those fights to super close range.

Lastly, using the Hyper Blaster during your run will drive up your no aiming shots. Too much and your no aiming shots will read as 1.00 with all other categories as 0.00, but your scores will be ruined well before that happens. While you may be allowed some extra weapon uses with enough game clears, using the Hyper Blaster at all can immediately disqualify your run with a significant rank reduction, so I'd recommend just forgetting about it entirely.

12 // w a l k t h r o u g h

[tsr_12]

This serves as a general walkthrough to push you in the right direction, pointing out some key ammo pickups, extra item reminders, and kill counts to aim for by certain areas.

Since there is no damage requirement and you must simply survive the adventure, you will be less stressed when facing enemies than say later games in the series. But that said, since time is tight you should always focusing on killing enemies quickly and efficiently, while picking up all items in a reasonable range.

Fighting kills are harder to come by since they require an additional kick and in many cases carefully avoiding another bullet or two before the enemy goes down, otherwise they may die by your bullets anyway.

Therefore your first priority is to reach 100 fighting kills even before going for a single shooting kill, which will also help you a bit more as you build up your ammo anyway. That said, it's totally fine if you get a bunch of shooting kills inadvertently, but otherwise you should aim to kick every single enemy in the first half or so of the game.

Streets Before School

REMINDER: Take a trip to the Convenience Store for the Channeling Stone, collecting the four other items there to get you off to a good start. Note that the Hyper Blaster will already be in your inventory if unlocked, making your extra item count +2 already if making this trip.

REMINDER: Although it tends to carry over, make sure you're using x6 bullet adjust before starting your run or picking up the first boxes of ammo.

After the first Air Screamer, you'll find another at the entrance of the Convenience Store on the bins by the door. Kill it quickly before it flies, snuffing it out with another bullet or two if you can't reach it for a fighting kill. It may also respawn on your way out. Remember that the Handgun will be your primary weapon until getting the Hunting Rifle, so be sure to pick up all ammo within reason.

From there get the first Eclipse key in the alley and then consider killing a few Groaners on the north side of Finney just above the alley as you make your way to the east bridge. From here, only bother with Air Screamers if they're on the ground or hovering right above and can be killed quickly. Otherwise they're too much of a hassle and not worth the time or the risk of missing.

REMINDER: Grab the Katana in the side room of the Levin Street house before exiting to the backyard. This will put you at +3 extra items.

Kill more Groaners by the Levin Street home and consider killing the Air Screamer quickly in the next alley so you can have an easier time and kill the Groaners there, but this can also be a hassle as well and there's plenty of other enemies in the game.

Kill two more Groaners by the entrance to Midwich, although sometimes an Air Screamer will intrude. Be quick and move on.

School

Inside the school, generally kill every Grey Child you see, but don't go out of your way. You don't need to enter side Classrooms that otherwise aren't necessary. Generally I'd suggest moving close to Grey Children while shooting to ensure your shots land, otherwise you'll miss too often. This will drive up your short range shots a bit but it's better than no aiming shots. You'll get a chance to get middle range shots in the

hospital and later.

Killing 2-3 Grey Children at a time is perfectly manageable and efficient, 4 tends to be ok as well for the most part while sometimes tricky. But you may encounter 5 in a Classroom or two. You can kill them but honestly it wastes a lot of time balancing between them all since they'll keep getting up as you deal with others. And it's not like there's a shortage of enemies elsewhere. So consider just skipping through these rooms because time is tight at the end of the day.

REMINDER: Inside the Infirmary right before facing the Split Head boss is the recommended spot for your first save. Unlock the door by the 1F stairs while descending and pass through to the Reception hall to reach it. 25-30 minutes spent by this point is ideal. Any more and you may have a hard time staying under the rest of the way. Remember to record your kill counts at this exact moment in time in case you need to load from this save later on.

REMINDER: Be sure to get the Shotgun from the Boy's Washroom on 1F for the Split Head and use it there from close range (and the Twinfeeler later), but do not use the Shotgun to fight any normal enemies, otherwise it will hurt your chances by inflating no aiming shots.

By the time you're through the school it's ideal to have about 70-80 kills, while any more is totally fine as well. Just don't waste too much time where not needed. If all your kills are fighting that's fine and even preferable, but I usually wound up with 5-10 or so shooting skills by the end of the school, not really by specific choice.

Streets Before Hospital

Continuing avoiding Air Screamers unless they're hovering in front of you and easily killable and get a few more Groaner kills on the way.

REMINDER: Pick up the Chainsaw at Cut-Rite Chain Saws, the Gasoline Tank in the Gas Station garage, and the Rock Drill in the bottom room of the Bridge Control Room, all on Bloch Street. This will put you at +6 extra items, one more than required. It's up to you if you wish to avoid one but I suggest just getting them all anyway.

The police station trip may not be worth the time, especially if you're a little behind on time, plus the Rompers and Air Screamers there can catch you off guard. Therefore making a beeline for the hospital is never a bad idea here.

Hospital

REMINDER: You will need to pick up a Plastic Bottle from the Kitchen and the Unknown Liquid from the Director's Office to use later.

Continue using the Handgun on everything, but focus on getting middle range shots on Nurses in the hospital. Lock on your aim from a medium range and fire away, potentially moving backward as you fire. You can also often land first hits from farther away, but sometimes it's good to ensure the first bullet hits before extending your range.

To make sure you get fighting kills with Nurses, slow down your shots as you near bullets 5-6-7, making sure you don't shoot any more bullets than necessary, otherwise they'll die by gunfire.

You should hit around 100 fighting kills at some point near the end of the Nightmare Hospital, but if you're at least close then you're still fine cause there's plenty more enemies. Leaving the hospital with something like 100-10 (fighting-shooting) will do you just fine, while anything like 100-25 is doable as well.

I'd suggest maybe getting a few insurance kills just to make sure, then officially switch over to shooting kills. Just blast away at Nurses and Doctors at full speed until they drop and they'll tend to die immediately upon dropping.

Streets Before Sewers

A few kills in the street can't hurt, but otherwise don't waste your time with Air Screamers. If you can isolate Rompers, go for it and be quick, but it's not totally necessary to kill them.

As soon as the shift happens to the nightmare world, run straight for the Town Center, get the items and ammo in the jewelry shop, fight the Twinfeeler (six close shots with the Shotgun) and grab the Hunting Rifle.

Now is where you should make the official switch over to the Hunting Rifle, and by now you should definitely have 100 fighting kills and be only going for shooting kills. If not, find the balance but it helps a lot to be able to just blast away the rest of the game.

Take note that Rifle shells come in a limited supply and therefore it's imperative to treat them like gold and make sure you pick up at least most of them if not all. All pickup locations for the rest of the game are listed below.

- x2 (72): Silent Hill Town Center 2F Jewelry Store.
- x1 (36): Nightmare Police Station.
- x1 (36): Sewers (to Resort Area) northwest end left path.
- x1 (36): Resort Area, demolished building after leaving sewers.
- x1 (36): Indian Runner (if you choose to enter; can be skipped).
- x1 (36): Resort Area, stairs at south of Sandford Street just before the bridge.
- x1 (36): Lakeside Pier Boat Cabin.
- x1 (36): Nowhere Jewelry Shop on second floor.

With these 9 pickups at x6 bullet adjust, that's 324 Rifle Shells, plenty enough to help you get a ton of shooting kills and remain fueled to the end of the game. You can frankly consider skipping the Indian Runner one which is maybe a bit out of the way and perhaps another, but they're all pretty close to your path.

As you traverse the Nightmare streets, use the Rifle to quickly aim and blast at creatures from a distance while boosting your long range shots a bit. You can even handle flying Night Flutters, but don't get carried away with it cause you don't want to miss or waste time.

Night Flutters, Wormheads and Rompers may require another shot or two when downed, so just be quick and move on.

Sewers Before Resort Area

Be quick down here and use your trusty Rifle to kill Scratchers and all Creepers. You could switch to the Handgun for Creepers but it wastes time and you really should have enough ammo if you collect all or most of the ammo mentioned above.

Snipe Scratchers from the roof whenever possible, and note that two shots is always good enough to kill them, so shoot twice and move on, regardless of their super slow falling or dying animations.

Streets Before Pier

Be sure to pick up the bundle of items in the destroyed building before proceeding. Kill all Groaners and Rompers seen in this area quickly with the Rifle, while some Air Screamers can't hurt as well if you can pull it off.

REMINDER: You will need to complete the side quest in this area to achieve the Good+ ending. Get the Kaufmann Key from Annie's Bar, the Magnet from the motel office (code: 0886), push the shelf inside motel room 3 to get the Motorcycle Key, then use it to open the motorcycle gas tank in the garage.

As soon as you shift into the nightmare realm, focus on getting quick Rifle kills and advancing all the way to the boat. Get the jump on the Rompers before they do you before the pier.

Pier to the Lighthouse

Things can get a little crazy here but again, focus on speed and quick kills. Kill the two Rompers on the first platform and the next two after returning to the pier from the side path. Don't worry about Night Flutters unless you're sure you can blast them. Kill the Groaners by the Lighthouse before going in and after coming out, then make your way back.

On your way to the sewers manhole, you can kill the Night Flutter nearby and the Groaners there too, but it can also overwhelm you and you may not need the kills either way, so just running straight to the ladder is always an option.

Sewers and Amusement Park

More Scratchers down here along with Mumbler's. Blast them all from a distance and get in your finisher shots quickly if needed. If it gets crazy and you don't need the kills badly, running towards the end may be

ideal, but otherwise the Rifle handles everything pretty quickly.

In the Amusement Park you may only see one Grey Child in the first section. You can search a bit for some others by the ferris wheel but I suggest staying focused on time. Run directly to Cybil after the first kill.

REMINDER: You must use the Unknown Liquid to save Cybil on the merry-go-round. Immediately when the fight starts, run right up to her and use it within range. You can also technically use it on the first Larval Stalker in the Amusement Park as a glitch if you desperately need to save some time. Either way, this will ensure you get the required Good+ ending, along with completing the earlier side quest.

Nowhere

By this point, anything like 100+ fighting kills and 85-90+ shooting kills is ideal. You may even be just a few away or have already met the requirements by now if you've been very aggressive so far. And that's fine, but there's enough enemies in Nowhere for 10-15 easy kills so you can pace yourself accordingly so that you get those final 10-15 kills here rather than elsewhere where it may be more time consuming.

If you're good to go already, consider running past Nurses but you'll probably want to kill the Stalkers that appear later on. They will essentially be your final chance for kills so make sure you've got 100+ in both categories before heading to the final boss.

Lastly, if you run out of Rifle ammo by Nowhere, switch to the Handgun and just make sure you get the Rifle ammo in the jewelry shop on the second floor and save at least 24-26 shells for the final boss.

Also be firm and avoid using the Shotgun as you hopefully have until now other than a couple boss fights. It's just too risky to use and drive up your no aiming shots.

REMINDER: Make sure to use your second save in Alessa's bedroom before facing the final boss. I suggest placing the five rites into the door first for convenience, and use a new file instead of overwriting your first save.

Remember if you want to drive up your long range shots by a few percent, just run to a far corner during the final boss and fire all your shots from there. Doing so can upgrade your long range shots by about 0.03, but it may depend on how many shots you've taken over the game.

If you end up overshooting on time, consider just loading from your first save and trying the rest again, especially if that save is 30 minutes or less into the game. Something in the 25-27 minute range is especially a great base to play with, assuming you've also tallied a good amount of kills. Just remember to record your kill counts for up to then so you know where you're at after loading.

Don't panic about the unskippable final cutscenes by the way since the timer stops as soon as the Incubus dies. Enjoy your ending as you'll have

to be a bit patient to see your final score.

13 // s t r a t e g i e s

[tsr_13]

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Bosses

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Split Head

With the Shotgun equipped, immediately run to the left side of the Split Head as it lunges and misses. Blast it from up close six times which will freeze it on the spot while full of rage, advancing to the next stage where it'll open its mouth.

Now stand right in front of its mouth and aim at it. Be ready and wait for it to open its mouth, then immediately start backing up while firing in its mouth. You should get off two shots before it freezes again. Simply repeat by standing right in front of it while aiming, then firing into its mouth as it opens while stepping back. After 5-6 mouth shots the fight will end.

The timing is important here and if you're too slow to move back, or if it bumps Harry just before opening its mouth you might get eaten and die in its insta-kill attack. So if you do get bumped or you've been too slow, do whatever you can to strafe to the side and escape asap, then try again. Otherwise, you'll have to rely on your save in the Infirmary, which is the ideal first save location for a 10-star run.

Twinfeeler

This one is extremely trivial. Immediately at the start, stand on the metal grate in the middle and wait for the larva to erupt to the surface. Even if you don't see it, as soon as you hear the sound of it coming up, run ahead or strafe to the side to avoid the acid it shoots, likely right where you were standing. Then when out of the way, because you stood on the grate it will slide over it and remain exposed for multiple seconds, allowing you to empty six Shotgun shells into it and end the fight that quickly.

Stand as close to it as you can to limit the Shotgun's blast radius for both max power and limiting no aim shots. Sometimes you may need him to erupt another time if you didn't get your shots in quickly enough, but just do the same trick on the grate of dodging as soon as it surfaces. Do not forget the Hunting Rifle on the wall in the extra time you have before the larva creates an exit for you, only after defeating it.

Floatstinger

You can choose whether you want to stay down below and be quick at avoiding attacks, or head up to the water tower to gain a little space. I recommend just staying below where you can end things most quickly.

Simply repeat the strategy of firing one Rifle shot and then strafing or running a few steps to another spot and firing again. Fire, run, fire, run, fire, run. Occasionally you may get hit by acid or kicked by its torso, but in general this strategy should help you avoid these attacks. Sometimes you may have time for 2-3 shots so by all means go for it, but be aware it can attack very quickly.

If you prefer the tower method, head up there to get a better view of the creature and create more distance. Run around until you've created a gap, then turn and shoot it 1-2 times and get right on the move to avoid any acid spit. Sometimes you can get in 3-4 shots perhaps, but otherwise limiting standstill time and moving a lot is the best way to avoid damage. With each strategy the Floatstinger should die after around 20 Rifle shots.

Parasitic Cybil

Immediately approach Cybil head on and use the Unknown Liquid from your inventory, negating the entire fight. Since you require the Good+ ending, this is the only method you can use for the fight, which is the fastest anyway. Do not forget the Unknown Liquid in the hospital or you will not get 10 stars.

Alternatively it is possible to bypass this fight and save a minute or so by using the Unknown Liquid on the first Larval Stalker in the amusement park if you're quick enough.

Incubus

Since avoiding lightning attacks in this fight can be downright ridiculous and insanely difficult, how you approach this fight may depend on how many health items you have and how much you care about avoiding damage. When limiting damage, first start the fight with the Rifle equipped before entering, then fire 5-6 shots from where you stand. Then immediately start running in an aggressive circle as the Incubus starts firing red lightning at you.

The more you can perfect your circle the more likely you are to avoid it, but understand it's very difficult and probably the single hardest thing in the game to do. If it does hit you, don't worry and simply enter your inventory immediately and heal to full health. Once you've fully-healed, you cannot take any more damage even if the strikes continue to hit you for a few more seconds (but make sure you have enough to survive the next set of strikes). This is key to the fight, especially if you're low on health. After avoiding the lightning or once it stops if hit, fire 4-6 more Rifle shots at the Incubus and repeat this strategy.

Now, if you have enough health to eat a few rounds of lightning strikes, you can forget about the running nonsense and just stand on the spot firing at the incubus to end the battle as quickly as possible. Do make sure to lower and re-raise your Rifle after the sixth shot each time to perform a magic reload. Whenever struck with lightning, immediately heal to full health and you will not take any more damage during the series of strikes.

Whatever your strategy, the Incubus will die after 24 Rifle shots. If

somehow you fight the Incubator girl in bright white instead of the flying demon, you did not find Kaufmann's vial and will not be able to get 10 stars as a result. It is only achievable with the Good+ ending.

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Other Strategies
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Working Around Harry's Stumbles

For the most part you don't have to worry about bumping into doors too much like you do in later games since you can almost always just mash X to pass through a door in the middle of Harry's stumbles. Otherwise you can also angle Harry so that he's not facing the door head on to bypass the stumble if executed properly. You can also hold Square to initiate a walk a bit before doors with Walk/Run Control reversed (or release it with normal controls).

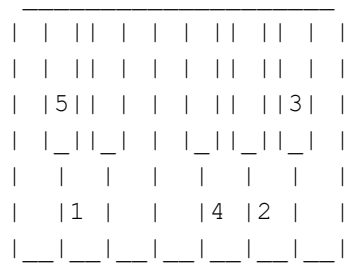
But what's more likely to be a bigger issue is Harry's stumbles while stopping from full speed movement, upon which he does some transitioning footwork while you lose direct control of him for a moment. This gives enemies, particularly Groaners and Wormheads in the streets, a perfect opportunity to lunge at you before you can do anything about it. Therefore I suggest stopping just a bit earlier in these cases to allow you to get the drop on them rather than the other way around.

Or perhaps even better, hold Square (with reverse Walk/Run control; release Square with normal) to transition directly into walking rather than full on stopping by releasing forward movement as you reach your target. That way you can immediately raise your weapon and start firing.

14 // p u z z l e s o l u t i o n s [tsr_14]

Here you will find quick reference solutions to all the puzzles in the game to help you on your run.

Piano Puzzle: Press the broken keys in the following order:



Valve Puzzle: 1. Turn the right valve twice left.
2. Turn the left valve once right.

Plate Puzzle: QUEEN - TURTLE
- -
CAT - HATTER

Astrology Puzzle: Left Keypad - 6
Center Keypad - 4
Right Keypad - 8

The Grim Reaper's List: Enter the code "ALERT" into the keypad.

Light Puzzle: Unlocking only the left door is necessary. Camera is not needed.

	o o o		o o o
Left Door	o o .	Right Door	o . o
	o . .		o . o
	. . o o . o		. o . o . .
	. . o o o .		o o o o o .
	o o o o o o		. o . o o o

15 // h y p e r b l a s t e r u p g r a d e s [tsr_15]

After achieving the UFO ending you will unlock the secret Hyper Blaster, which is initially likely weaker than the Handgun. Increasing your ranking can change its laser colour and increase its power accordingly, with the most deadly version about the power of the Rifle serving as your ultimate reward for a 10-star ranking. This is how it all works:

0.0-7.9/10 ranking: Red Blaster
8.0-9.9/10 ranking: Yellow Blaster
10/10 ranking: Green Blaster

After saving your ranking of 8/10 or higher, you'll see "HYPER BLASTER POWER UP" in the bottom right corner of the save menu, along with the colour you've unlocked, either yellow for 8.0-9.9 or green for 10 stars.

Sadly, these rewards are not permanent, and thus you will lose the Green Blaster after your next run if you don't post another perfect ranking (or even the Yellow if you score below 8). This is why it's always a good idea to save your clear data in separate slots so that you can always start another run with whichever Blaster you choose. Make sure you don't overwrite your Green Hyper Blaster save slot once acquired.

Note that using the Hyper Blaster during your 10-star run can immediately disqualify you with a huge rank reduction right off the top. But even beyond that, every Hyper Blaster shot counts as a no aim shot and so enough usage will keep worsening your stats. Over time, your no aim shots will become 1.00 with all other shooting stats 0.00, although your stats will be ruined well before then anyway. So simply avoid using it entirely on your run. You'll have all the time in the world to mess around with the best one when you're done.

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This section covers a full list and explanation of every key item and weapon found in the game, including where they're located and used along with additional information like descriptions, looking closer where applicable as well as conditions to unlock if necessary.

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Weapon Name

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Axe
 Hammer
 Handgun
 Hunting Rifle
 Kitchen Knife
 Shotgun
 Steel Pipe

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Extra Weapon Name

=====

Chainsaw
 Hyper Blaster
 Katana
 Rock Drill

=====

Item Name

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Amulet of Solomon
 Ankh
 Antique Shop Key
 Basement Key
 Basement Storeroom Key
 Bird Cage Key
 Blood Pack
 Camera
 Chemical
 Classroom Key
 Crest of Mercury
 Dagger of Melchior
 Disinfecting Alcohol
 Disk of Ouroboros
 Drawbridge Key
 Examination Room Key
 Flashlight
 "Flauros"
 Gold Medallion
 House Key
 K. Gordon Key
 Kaufmann Key
 Key of "Aratron"
 Key of "Bethor"
 Key of "Hagith"
 Key of "Lion"
 Key of "Ophiel"

Hey of "Phaleg"
Key of "Scarecrow"
Key of "Woodman"
Library Reserve Key
Lighter
Magnet
Motorcycle Key
A Note "Doghouse"
A Note "To School"
Picture Card
Plastic Bottle
Plate of "Cat"
Plate of "Hatter"
Plate of "Queen"
Plate of "Turtle"
Pliers
Pocket Radio
Receipt
Ring of Contract
Rubber Ball
Safe Key
Screwdriver
Sewer Exit Key
Sewer Key
Silver Medallion
Stone of Time
Unknown Liquid
Video Tape

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Extra Item Name
=====
Channeling Stone
Gasoline Tank

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Map Name
=====
Hospital Basement Map
Hospital Map
Residential Area Map
Resort Area Map
School Map
Sewer Map (connecting to Amusement Park)
Sewer Map (connecting to Resort Area)
Shopping District Map

w e a p o n s

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Weapon: | Axe
Location: | Hanging on the wall in the "other church" altar hall inside
| the Green Lion Antique Shop, Central Silent Hill.
Description: | "Small one hand axe.
| Moderately effective
| as a weapon."
Notes: | Offers moderate power at close range, easy to use.
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Weapon:      | Hammer
Location:    | Leaning against the generator in the Generator Room in the,
              | basement, Nightmare Hospital.
Description:  | "Emergency hammer.
              | Highly damaging,
              | but hard to use."
Notes:       | Very powerful melee weapon with extended range, however
              | somewhat slow to handle.
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Weapon:      | Handgun
Location:    | Received from Cybil in Cafe 5 to 2 near the beginning of the
              | game, Old Silent Hill.
Description:  | "Handgun received from Cybil.
              | Holds up to 15 rounds."
Notes:       | The most reliable weapon in the game, effective for most
              | situations and enemy types. Offers moderate power and easy
              | handling.
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Weapon:      | Hunting Rifle
Location:    | Leaning against the wall in the Twinfeeler boss dirt pit in
              | the Silent Hill Town Center, Nightmare Central Silent Hill.
Description:  | "Holds up to 6 rounds."
Notes:       | Powerful firearm with the most effective range. Good for
              | shooting from a distance, particularly bosses, but slow to
              | handle.
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Weapon:      | Kitchen Knife
Location:    | On the counter in Cafe 5 to 2, Old Silent Hill.
Description:  | "Hard to use,
              | but better than nothing."
Notes:       | Minimal range and power. Best way to use it is not at all.
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Weapon:      | Shotgun
Location:    | On the floor in the Boy's Washroom, Nightmare School 1F.
Description:  | "Fires in a wide radius.
              | Holds up to 6 rounds."
Notes:       | Offers high power with a wide blast radius. Makes quick work
              | of all enemy types from up close.
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Weapon:      | Steel Pipe
Location:    | At the end of the center Finney Street alley back path, Old
              | Silent Hill.
Description:  | "3' long steel pipe.
              | Long range but of limited use."
Notes:       | Moderate range and low to moderate power. Not particularly
              | suitable for any enemy type except for perhaps Groaners.
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e x t r a w e a p o n s

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Weapon:      | Chainsaw
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Location: | Inside the smashed display window of Cut-Rite Chain Saws on
| Bloch Street, Old Silent Hill (requires Gasoline Tank).
Description: | "Power tool used for cutting
| down trees, etc., highly deadly."
Available: | Always present but only obtainable in a Next Fear game after
| filling with the Gasoline Tank. After acquiring it once, it
| will not require gas the next time.
Notes: | Very powerful and effective at killing enemies, but slow to
| handle.

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Weapon: | Hyper Blaster
Location: | In your starting inventory once unlocked.
Description: | "High-powered handgun
| with infrared scope
| and unlimited bullets."
Available: | In a Next Fear after receiving the UFO ending.
Notes: | A powerful laser handgun. Its effectiveness depends on your
| previous ranking.

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Weapon: | Katana
Location: | On the side room shelf in the Levin Street house in Old
| Silent Hill, once unlocked.
Description: | "Traditional single edged
| Japanese blade."
Available: | After completing the game with one Good and one Bad ending.
Notes: | A powerful Japanese sword, offering high damage and moderate
| range. Every swing pulls Harry forward.

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Weapon: | Rock Drill
Location: | On the boxes in the lower room of the control tower on the
| Bloch Street bridge, Old Silent Hill (requires Gasoline
| Tank).
Description: | "A tool used in road construction
| to create holes in the road for
| poles."
Available: | Always present but only obtainable in a Next Fear game after
| filling with the Gasoline Tank. After acquiring it once, it
| will not require gas the next time.
Notes: | Powerful and deadly automatic tool. Effective when simply
| held up as enemies will run into it and commit suicide.

i t e m s

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Item: | Amulet of Solomon
Location: | On the wall in the morgue past the "ALERT" keypad in the
| Ophiel hall, Nowhere 1F.
Description: | "The amulet is a star shaped
| object with 6 corners named
| after the ancient magician."
Purpose: | Insert into the "five rites" door in Alessa's bedroom in the
| Phaleg hallway, Nowhere 1F.

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Item: | Ankh
Location: | On the wall in the graffiti room in the Phaleg hallway,
| Nowhere 1F.
Description: | "Elliptical talisman
| with a cross inside."
Purpose: | Insert into the "five rites" door in Alessa's bedroom in the
| Phaleg hallway, Nowhere 1F.

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Item: | Antique Shop Key
Location: | On the desk in the Examination Room, Alchemilla Hospital 1F,
| after meeting Lisa in the Nightmare Hospital.
Description: | "The tagged key with a shop
| name on it that Dahlia left
| at the hospital."
Look: | "green lion" is written on the tag.
Purpose: | Unlocks the front door to the Green Lion Antique Shop on
| north Simmons Street, Central Silent Hill.

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Item: | Basement Key
Location: | On the table in the Conference Room, Alchemilla Hospital 1F
| (accessed through Doctor's Office).
Description: | "The hospital basement
| door key, found on the table
| in 1st floor conference room."
Purpose: | Unlocks the door to the basement stairway on 1F, Alchemilla
| Hospital.

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Item: | Basement Storeroom Key
Location: | On the table in the Operating Room, Nightmare Hospital 2F
| (accessed from Operating Prep Room).
Description: | "The hospital basement
| storeroom key found
| in the operating room."
Purpose: | Unlocks the basement floor Storeroom, Alchemilla Hospital.

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Item: | Bird Cage Key
Location: | On the table in the left side room on 3F, Nowhere, after
| solving the light puzzle.
Description: | "Bird cage key with
| engraved handle."
Purpose: | Unlocks the birdcage in the room beside the elevator in the
| first hallway, Nowhere 1F.

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Item: | Blood Pack
Location: | On a shelf in the Storeroom, Nightmare Hospital 3F (accessed
| from the Storage Room).
Description: | "200ml blood pack.
| Found in the hospital
| storage room."
Purpose: | Feed to the Bloodsucker tentacle monster in room 204 for a

| distraction to get the plate on the wall, Nightmare Hospital
| 2F.

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Item: | Camera
Location: | On the desk in the office in the second 2F wing, Nowhere,
| after gaining access to the main elevator.
Description: | "Camera with flash."
Purpose: | Use on the two paintings by the 3F altar to expose shapes to
| solve the light puzzle keypads, Nowhere.

Item: | Chemical
Location: | On a shelf in the Lab Equipment Room, Midwich Elementary 2F.
Description: | "The label reads, 'Concentrated
| hydrochloric acid.' Found in
| the lab equipment room."
Purpose: | Use to burn the "old man's palm" holding the medallion in
| the Chemistry Lab, Midwich Elementary 2F.

Item: | Classroom Key
Location: | Lying in the drainage ditch in the top right of the
| courtyard, after using the Rubber Ball and turning the water
| valve on the rooftop, Nightmare School.
Description: | "The tagged classroom key
| found hanging in the drainpipe
| on the roof."
Look: | "2NW" is written on the tag.
Purpose: | Unlocks the upper Classroom (northwest) in the right hall,
| Nightmare School 2F.

Item: | Crest of Mercury
Location: | In a smashed display case in the jewelry store room in the
| first 2F wing, Nowhere.
Description: | "Snake in the symbol of
| mercury signifies alchemy."
Purpose: | Insert into the "five rites" door in Alessa's bedroom in the
| Phaleg hallway, Nowhere 1F.

Item: | Dagger of Melchior
Location: | Stabbed into the fridge in the kitchen in the Phaleg hall,
| Nowhere 1F (use the Ring of Contract before leaving).
Description: | "The ancient dagger
| named after the Magi."
Purpose: | Insert into the "five rites" door in Alessa's bedroom in the
| Phaleg hallway, Nowhere 1F.

Item: | Disinfecting Alcohol
Location: | On the table in the Intensive Care Unit room, Nightmare
| Hospital 2F.
Description: | "Isopropyl alcohol bottle,
| found in ICU at the hospital."
Purpose: | Pour on grate cover vines before using Lighter in the secret
| back room behind the shelf in the Storeroom, Nightmare
| Hospital BF.

Item: | Disk of Ouroboros
Location: | On the control panel beside the bed in the sickroom in the
| Phaleg hallway, Nowhere 1F.

Description: | "Ring of a snake biting
| it's own tail."
Purpose: | Insert into the "five rites" door in Alessa's bedroom in the
| Phaleg hallway, Nowhere 1F.

Item: | Drawbridge Key
Location: | On the altar of Balkan Church on east Bloch Street after
| meeting Dahlia, Old Silent Hill.
Description: | "Key to operate the drawbridge.
| Found in the church."
Purpose: | Use on the panel at the top of the Bridge Control Room to
| lower the Bloch Street bridge, Old Silent Hill.

Item: | Examination Room Key
Location: | On the control panel in the sickroom in the second hallway
| of the basement's secret basement (B2), Nightmare Hospital.
Description: | "Found in patient room
| in the 2nd floor basement."
Purpose: | Unlocks the Examination Room from the Medicine Room,
| Nightmare Hospital 1F.

Item: | Flashlight
Location: | On the counter in Cafe 5 to 2, Old Silent Hill.
Description: | "One touch on/off switch.
| In the chest pocket."
Purpose: | Lights up dark areas, allowing you to see and pick up items.
| Toggle on and off with Circle.

Item: | "Flauros"
Location: | On the altar of Balkan Church on east Bloch Street after
| meeting Dahlia, Old Silent Hill.
Description: | "Pyramid shaped object found
| in the church.
| Purpose and use unknown."
Purpose: | Weakens Alessa's power. Will be used automatically at the
| right time.

Item: | Gold Medallion
Location: | In the "old man's palm" statue on the lab desk in the
| Chemistry Lab, Midwich Elementary School 2F (use Chemical).
Description: | "A picture of a clock tower
| is engraved on the surface.
| Found in the chemistry lab."
Purpose: | Insert into the left slot of the courtyard clock tower,
| Midwich Elementary School 1F.

Item: | House Key
Location: | Taped to the inner roof of the doghouse at the west side of
| Levin Street, Old Silent Hill (must read the note on
| Matheson Street in order to find).
Description: | "The house key
| hidden in the dog house."
Purpose: | Unlocks the front door to the Levin Street house where the
| doghouse sits, Old Silent Hill.

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Item: | K. Gordon Key
Location: | By the boiler in the Boiler Room after defeating the Split
| Head, Midwich Elementary School BF.
Description: | "The tag says, 'K. Gordon;'
| found in the school's
| boiler room."
Look: | "K. Gordon
| OLD SILENT HILL
| SOUTHWEST BLOCK" is written on the tag.
Purpose: | Unlocks the back door to the K. Gordon House, accessed from
| the west Bradbury Street alley, Old Silent Hill.
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Item: | Kaufmann Key
Location: | On the floor between the billiard tables in Annie's Bar,
| Silent Hill Resort Area.
Description: | "A '3' is written on the tag.
| The key was thought to have
| been dropped by Kaufmann."
Look: | The key has a turquoise tag with "3" on it.
Purpose: | Unlocks room 3 of Norman's Motel, Silent Hill Resort Area.
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Item: | Key of "Aratron"
Location: | Behind the plate on the back wall in the room at the left
| end of the second 2F hallway of Nowhere. Unscrew the plate
| with the Screwdriver and turn off the generator to acquire.
Description: | "The word 'Aratron is
| engraved on the key."
Look: | "Aratron" is engraved into the key stem while the seal of
| Aratron (spirit) is on its base.
Purpose: | Unlocks the door marked "Aratron" in the Phaleg hall,
| Nowhere 1F.
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Item: | Key of "Bethor"
Location: | Inside the bag of jellybeans on a shelf in the Storeroom in
| the Phaleg hall, Nowhere 1F (rip open the bag and check the
| floor).
Description: | "The word 'Behthor' is
| engraved on the key."
Look: | "Bethor" is engraved into the key stem while the seal of
| Bethor (spirit) is on its base.
Purpose: | Unlocks the door marked "Bethor" in the Phaleg hall, Nowhere
| 1F.
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Item: | Key of "Hagith"
Location: | One of the hands of the clock in the antique shop room in
| the first hallway, Nowhere 1F (insert the Stone of Time to
| break the glass and reach the key).
Description: | "The word 'Hagith' is
| engraved on the key."
Look: | "Hagith" is engraved into the key stem while the seal of
| Hagith (spirit) is on its base.
Purpose: | Unlocks the double doors marked "Hagith" at the end of the
| first hallway, Nowhere 1F.
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Item: | Key of "Lion"
Location: | Inside the open trunk of the police car by the demolished
| Finney Street bridge, Old Silent Hill.
Description: | "The key to the garden of
| the house. Found in patrol
| car's trunk."
Look: | A lion is engraved into the key base.
Purpose: | Unlocks one of the three back door locks in the Levin Street
| house, Old Silent Hill.
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Item: | Key of "Ophiel"
Location: | Stuck in the faucet in the shower room beside the elevator
| in the first hall, Nowhere 1F (use Pliers).
Description: | "The word 'Ophiel' is
| engraved on the key."
Look: | "Ophiel" is engraved into the stem of the key while the seal
| of Ophiel (spirit) is engraved on the base.
Purpose: | Unlocks the door marked "Ophiel" in the first 1F hallway,
| Nowhere.
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Item: | Key of "Phaleg"
Location: | Inside the locked birdcage in the room by the elevator in
| the first 1F hall, Nowhere.
Description: | "The word 'Phaleg' is
| engraved on the key."
Look: | "Phaleg" is engraved into the key stem while the seal of
| Phaleg (spirit) is on its base.
Purpose: | Unlocks the door marked "Phaleg" in the first 1F hallway,
| Nowhere.
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Item: | Key of "Scarecrow"
Location: | In the mailbox across the gap near the southwest corner of
| Ellroy and Matheson, Old Silent Hill.
Description: | "The key to the garden of
| the house. Found in mailbox
| blocked by a fallen tree."
Look: | A scarecrow is engraved into the key base.
Purpose: | Unlocks one of the three back door locks in the Levin Street
| house, Old Silent Hill.
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Item: | Key of "Woodman"
Location: | On the ground in the basketball court, accessed through the
| wide gate in the alley behind the cafe, Old Silent Hill.
Description: | "The key to the garden of
| the house. Found in the
| basketball court."
Look: | A man holding an axe is engraved into the key base.
Purpose: | Unlocks one of the three back door locks in the Levin Street
| house, Old Silent Hill.
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Item: | Library Reserve Key
Location: | Falls out of a side locker after checking the small locker
| with the banging door in the Locker Room, Nightmare School
| 2F.
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Description: | "The key to the school's 2nd
| floor library reserves.
| Picked up in the locker room."
Purpose: | Unlocks the Library Reserve from the top corridor, Nightmare
| School 2F.

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Item: | Lighter
Location: | On the bed in room 201, Nightmare Hospital 2F.
Description: | "Oil lighter found in Room 201."
Purpose: | Use to burn the vines covering the grate in the hidden back
| room behind the shelf in the basement Storeroom after
| pouring the Disinfecting Alcohol, Nightmare Hospital.

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Item: | Magnet
Location: | On the couch in the motel office lounge, Silent Hill Resort
| Area.
Description: | "Long, thin magnetic rod
| with a string attached,
| in the motel office."
Purpose: | Use to pick up the key in the crack after moving the shelf
| in motel room 3 of Norman's Motel, Silent Hill Resort Area.

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Item: | Motorcycle Key
Location: | In the crack in the floor after moving the shelf in motel
| room 3 of Normal's Motel, Silent Hill Resort Area (use
| Magnet).
Description: | "Key to an old motorcycle,
| which was dropped between the
| floorboards in the motel room."
Purpose: | Unlocks the gas tank of the motorcycle in the motel office
| side garage, Silent Hill Resort Area.

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Item: | A Note "Doghouse"
Location: | By the demolished road at west Matheson Street, Old Silent
| Hill.
Description: | "'Doghouse' and 'Levin st.'
| are written in
| Cheryl's handwriting."
Look: | "DOG "LEVIN
| HOUSE" ST" are written on the two pages.
Purpose: | Clues you to check the doghouse on Levin Street more closely
| to find a key inside.

=====
=====

Item: | A Note "To School"
Location: | At the end of the center Finney Street alley back path, Old
| Silent Hill.
Description: | "'To school' is written
| in Cheryl's handwriting."
Look: | "To
| school" is written in large on the page.
Purpose: | Clues you in to where Cheryl might be.

=====
=====

Item: | Picture Card
Location: | On the table inside the top right 1F Classroom, Nightmare

School.
Description: | "A rectangular card with
| a picture of a key. Found on
| a desk in a classroom."
Purpose: | Unlocks the door identical to the card, inside the teacher's
| lounge behind the Reception, Nightmare School 1F.

=====
=====

Item: | Plastic Bottle
Location: | Grouped with other plastic bottles on the far counter of the
| Kitchen, Alchemilla Hospital 1F.
Description: | "Empty bottle found
| in the kitchen
| of the hospital."
Purpose: | Use to pick up the red Unknown Liquid on the floor at the
| back of the Director's Office, Alchemilla Hospital 1F.

=====
=====

Item: | Plate of "Cat"
Location: | Hanging on the wall at the back of room 306, Nightmare
| Hospital 3F.
Description: | "Square, yellow plate
| with a picture of
| a 'Cheshire Cat.'"
Purpose: | One of four plates needed to solve the plate puzzle in the
| Nurse Center, Nightmare Hospital 2F.

=====
=====

Item: | Plate of "Hatter"
Location: | On the back wall of room 204 by the Bloodsucker tentacles
| Nightmare Hospital 2F (use the Blood Pack to distract it).
Description: | "Square, green plate
| with a picture of
| a 'Mad Hatter.'"
Purpose: | One of four plates needed to solve the plate puzzle in the
| Nurse Center, Nightmare Hospital 2F.

=====
=====

Item: | Plate of "Queen"
Location: | On the desk in the Director's Office, Nightmare Hospital 1F.
Description: | "Square, red plate
| with a picture of
| a 'Queen of Hearts.'"
Purpose: | One of four plates needed to solve the plate puzzle in the
| Nurse Center, Nightmare Hospital 2F.

=====
=====

Item: | Plate of "Turtle"
Location: | On the back ledge in the Men's Washroom, Nightmare Hospital
| 3F.
Description: | "Square, blue plate
| with a picture of
| a 'Mock Turtle.'"
Purpose: | One of four plates needed to solve the plate puzzle in the
| Nurse Center, Nightmare Hospital 2F.

=====
=====

Item: | Pliers
Location: | On the table in the back room connected to the classroom,
| Nowhere BF.

Description: | "Tool to use on
| metal and wires.
| Rusted but usable."
Purpose: | Use to pull out the key stuck in the faucet in the shower
| room by the elevator in the first corridor, Nowhere 1F.

=====
=====

Item: | Pocket Radio
Location: | On a table in Cafe 5 to 2, Old Silent Hill. You must attempt
| to leave and kill the Air Screamer before acquiring.
Description: | "Portable radio that
| emits static
| when monsters are near."
Purpose: | Emits static when monsters are nearby. Can be turned off and
| on in the inventory.

=====
=====

Item: | Receipt
Location: | On the floor between the billiard tables in Annie's Bar,
| Silent Hill Resort Area.
Description: | "Receipt from General Store,
| thought to have been dropped
| by Kaufmann."
Look: | "0473" is written in red ink on a receipt for "Indian
| Runner".
Purpose: | Shows the code for the door to Indian Runner, Silent Hill
| Resort Area.

=====
=====

Item: | Ring of Contract
Location: | In a smashed display case in the jewelry store room in the
| first 2F hall, Nowhere.
Description: | "Rustic, hefty-looking ring
| of unknown material."
Purpose: | Use to hold the missing link chain together on the fridge
| when taking out the Dagger of Melchior in the kitchen in the
| Phaleg hallway, Nowhere 1F.

=====
=====

Item: | Rubber Ball
Location: | On the table in the Storage, Nightmare School 1F.
Description: | "Florescent pink rubber ball
| used by children."
Purpose: | Place in the drainage hole near the water valve on the roof,
| Nightmare School (then turn the valve to knock the key
| down).

=====
=====

Item: | Safe Key
Location: | Inside the cabinet shelf behind the counter in the Indian
| Runner general store, Silent Hill Resort Area.
Description: | "Key to the safe,
| found at Indian Runner
| General Store."
Purpose: | Unlocks the safe door in the counter inside Indian Runner,
| Silent Hill Resort Area (not an essential item).

=====
=====

Item: | Screwdriver
Location: | On the table in the back room connected to the classroom,

Nowhere BF.
Description: | "Tool for screws.
| Rusted, but usable."
Purpose: | Use to unscrew the plate on the back wall in the left end
| room of the second 2F corridor, Nowhere.

=====
=====

Item: | Sewer Exit Key
Location: | On the plastic floating in the bloody water at the west end
| of the south upper level path, Sewers (to resort area).
Description: | "Key to exit from the sewer
| to the resort area, which was
| dropped in the water."
Purpose: | Unlocks the east end fence gate in the south upper level
| pathway, Sewers (to resort area).

=====
=====

Item: | Sewer Key
Location: | In the key box by the desk in the enclosed sewer office in
| the northeast of the Sewers (to resort area), lower level.
Description: | "Sewer passageway door key."
Purpose: | Unlocks the gate door at the south of the lower level,
| Sewers (to resort area).

=====
=====

Item: | Silver Medallion
Location: | Falls from the wall above the chalkboard in the Music Room
| after solving the piano puzzle, Midwich Elementary 2F.
Description: | "A picture of a clock tower
| is engraved on the surface.
| Found in the music room."
Purpose: | Insert into the right slot of the courtyard clock tower,
| Midwich Elementary School 1F.

=====
=====

Item: | Stone of Time
Location: | Falls from the center pillar of the astrology room in the
| Ophiel hall after solving the astrology puzzle, Nowhere 1F.
Description: | "Large stone with clock-face
| design on pillar with astrology
| chart hanging from it."
Purpose: | Insert into the square depression in the grandfather clock
| in the antique shop room in the first hall, Nowhere 1F.

=====
=====

Item: | Unknown Liquid
Location: | On the ground behind the desk at the back of the Director's
| Office, Alchemilla Hospital 1F (use the Plastic Bottle to
| pick up).
Description: | "Red liquid found in
| a broken vial in the
| Hospital Director's room."
Purpose: | Use to save Cybil while standing in her immediate proximity
| during the Cybil boss fight in the Lakeside Amusement Park.

=====
=====

Item: | Video Tape
Location: | On the table in the first room on the right in the second
| hallway of the basement's secret basement, Nightmare
| Hospital B2.

Description: | "Nothing on the label.
| Found on 2nd floor
| hospital basement."
Purpose: | Insert into the VCR in room 302 of the Nightmare Hospital
| or the VCR room behind the storage room in the 1F Phaleg
| hall of Nowhere to view its contents (will appear staticky
| in hospital and uninterrupted in Nowhere). Optional to view.

=====

e x t r a i t e m s

=====

Item: | Channeling Stone
Location: | On the front counter of the Convenience Store at the
| northeast corner of the Bachman Road and Finney Street
| intersection, Old Silent Hill.
Description: | "A mystical stone possessing
| power. If used somewhere,
| the result will be...?"
Available: | In any Next Fear run, after completing the game once.
Purpose: | Use at the following five locations to receive the UFO
| ending: Nightmare School rooftop, Nightmare Hospital
| courtyard before fighting the Floatstinger, inside the motel
| compound in the resort area, inside the boat cabin on the
| Lakeside pier, and on the roof of the Lighthouse where the
| game will prematurely end.

=====

=====

Item: | Gasoline Tank
Location: | On the counter in the garage at the Gas Station on Bloch
| Street, Old Silent Hill.
Description: | "Fuel for chainsaws and
| rock drills."
Available: | In any Next Fear run, after completing the game once.
Purpose: | Use to fuel and take either the Chainsaw or Rock Drill in
| your first Next Fear run, then the other in the next. Not
| required to fuel either weapon in subsequent runs, as long
| as both have been previously fueled.

=====

m a p s

=====

Map: | Hospital Basement Map
Location: | On the table in the Doctor's Office, Alchemilla Hospital 1F.
Covers: | Basement of Alchemilla and Nightmare Hospital.

=====

=====

Map: | Hospital Map
Location: | On the wall of the Reception, Alchemilla Hospital 1F
| (accessed from the Examination Room and Office).
Covers: | Floors 1F, 2F and 3F of Alchemilla and Nightmare Hospital.

=====

=====

Map: | Residential Area Map
Location: | On the counter of Cafe 5 to 2, Old Silent Hill.

Covers: | All streets and entire exterior of Old Silent Hill.

Map: | Resort Area Map

Location: | On the information sign at the edge of Bachman Road in the Silent Hill Resort Area, after exiting the Sewers.

Covers: | All streets, exterior, and the Lakeside pier of the Silent Hill Resort Area.

Map: | School Map

Location: | On the ledge in the Lobby, Midwich Elementary School 1F.

Covers: | Floors 1F, 2F, BF and RF of Midwich Elementary and Nightmare School.

Map: | Sewer Map (connecting to Amusement Park)

Location: | On the wall down the entrance ladder to the amusement park Sewers.

Covers: | The whole single floor of the amusement park Sewers.

Map: | Sewer Map (connecting to Resort Area)

Location: | On the desk in the sewer office area at the right end of the second intersection of the resort area Sewers, lower level.

Covers: | Lower and upper levels of the resort area Sewers.

Map: | Shopping District Map

Location: | On the chair inside the top of the control tower of the Bloch Street bridge, Old Silent Hill.

Covers: | All streets and entire exterior of Central Silent Hill.

17. S A V E P O I N T L O C A T I O N S [SH1_17]

Old Silent Hill

1. On the counter inside Cafe 5 to 2 on Bachman Road.
2. On the counter in the Convenience Store at the northeast corner of the Bachman Road and Finney Street intersection.
3. On the living room counter inside the north Levin Street house.
4. On a seat inside the school bus at south Midwich Street.

Midwich Elementary School

5. On the desk in the Infirmary, 1F.

Nightmare School

6. On the desk in the Infirmary, 1F.

=====
Old Silent Hill Part 2
=====

- 7. On the table inside the K. Gordon house on south Levin Street.
- 8. On the desk just inside the entrance of Balkan Church on Bloch Street.
- 9. On the table inside the garage at the Gas Station on Bloch Street.
- 10. On the desk inside the control tower of the Bloch Street bridge.

=====
Central Silent Hill
=====

11. On the desk in the side room of the Police Station on Sagan Street.

=====
Alchemilla Hospital
=====

12. On the Reception desk, 1F.

=====
Nightmare Hospital
=====

- 13. On the bed in room 302, 3F.
- 14. On the counter inside the Director's Office, 1F.

=====
Central Silent Hill Part 2
=====

15. On the table inside the Green Lion Antique Shop on Simmons Street.

=====
Nightmare Central Silent Hill
=====

- 16. On the table inside the Green Lion Antique Shop on Simmons Street.
- 17. On the table inside the 2F jewelry store in the Silent Hill Town Center on Simmons Street.
- 18. On the Reception desk inside the Police Station on Sagan Street.
- 19. On the Reception desk on your return to Nightmare Hospital.

=====
Sewers (to resort area)
=====

- 20. On the desk in the sewer office, lower level.
- 21. On the barrel by the exit of the sewers, upper level.

=====
Silent Hill Resort Area
=====

- 22. On the bar inside Annie's Bar off Bachman Road.
- 23. On the counter inside Normal's Motel Office.

=====
Nightmare Silent Hill Resort Area
=====

- 24. On the counter in the boat cabin on the Lakeside Pier.
- 25. On the barrel inside the Lighthouse at the end of the Lakeside Pier.

=====
Lakeside Amusement Park

=====
26. On the counter of the ice cream shop across from the ferris wheel.

=====
Nowhere
=====

27. On the table in the Examination Room at the very beginning.
28. On the counter inside the antique shop room in the first corridor, 1F.
29. On the table inside Alessa's bedroom in the Phaleg hallway, 1F.

=====

18.	M E M O S	[SH1_18]
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m e m o s

The following are all the various notes and messages found throughout the game, captioned with green font. Unlike later games, they are not stored nor viewable anywhere else except their original locations.

Title: A note "To school"
Location: At the end of the center Finney Street back alley path, Old Silent Hill.
Content:

To school

Title: A note "Doghouse"
Location: On the ground by the demolished Matheson Street, just west of the intersection with Levin Street, Old Silent Hill.
Content:

Doghouse
Levin st.

Title: Keys for Eclipse map
Location: Posted beside the locked back door of the Levin Street house, Old Silent Hill.
Content:

[Map with writing and markings]

Keys
for
Eclipse

[Three locations are pointed out with an arrow, circle and line]

Title: School headstone
Location: At the right of the path to the front doors of Midwich Elementary, Old Silent Hill.
Content:

Midwich Elementary School

Title: "Alchemy laboratory"
Location: On the front desk of the Reception, Midwich Elementary School
1F.
Content:

10:00
"Alchemy laboratory"

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

Title: "A place with songs and sound"
Location: On the back desk in the Reception, Midwich Elementary School 1F.
Content:

12:00
"A place with songs and sound"

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

Title: "Darkness that brings the choking heat"
Location: On the front desk of the Reception, Midwich Elementary School
1F.
Content:

5:00
"Darkness that brings
the choking heat"

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

Title: Gold plate
Location: Engraved under the left slot of the courtyard clock tower,
Midwich Elementary School 1F.
Content:

A Golden Sun

Title: Silver plate
Location: Engraved under the right slot of the courtyard clock tower,
Midwich Elementary School 1F.
Content:

A Silver Moon

Title: "A Tale of Birds Without a Voice"

Location: On the chalkboard in the Music Room, Midwich Elementary School
2F.

Content:

"A Tale of Birds Without a Voice"

First flew the greedy Pelican,
Eager for the reward,
White wings flailing.

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

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

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

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

Who will show the way,
Who will be the key,
Who will lead to
The silver reward.

Title: Locker Room notice

Location: On the noticeboard in the Locker Room, Midwich Elementary School
2F.

Content:

Warning. Don't forget to
take all of your possessions
after using the lockers.

Title: Locker Room sign

Location: On the walls in the Locker Room, Midwich Elementary School 2F.

Content:

NO
RUNNING OR PLAYING
IN THE LOCKER ROOM

Title: "The Monster Lurks" bloody note

Location: On the wall by the hanging corpse in the Boys' Washroom,
Nightmare School 1F.

Content:

Leonard Rhine
The Monster Lurks

Title: "The Monster Lurks" book
Location: On the shelf in the Library Reserve, Midwich Elementary School
2F (must first see "The Monster Lurks" bloody note to read).

Content:

Chapter 3:
"Manifestation of Delusions"

...Poltergeists are among these.
Negative emotions, like fear,
worry or stress manifest
into external energy with
physical effects.

Nightmares have, in some cases,
been shown to trigger them.

However, such phenomena do not
appear to happen to just anyone.

Although it's not clear why,
adolescents, especially girls,
are prone to such occurrences.

Title: The Hunter and the Lizard
Location: On the center table in the Library, Nightmare School 2F.

Content:

Hearing this, the hunter
armed with bow and arrow said,
"I will kill the lizard."

But upon meeting his opponent,
he held back, taunting,
"Who's afraid of a reptile?"

At this, the furious lizard
hissed, "I'll swallow you up
in a single bite!"

Then the huge creature
attacked, jaws opened wide.

This was what the man wanted.
Calmly drawing his bow, he shot
into the lizard's gaping mouth.

Effortlessly, the arrow flew,
piercing the defenseless maw,
and the lizard fell down dead.

Title: Church plate
Location: Beside the front door to Balkan Church, Old Silent Hill.
Content:

Balkan Church

Title: Drawbridge Control Tower plate
Location: On the wall by the steps of the control tower on the Bloch
Street bridge, Old Silent Hill.
Content:

Orridge Bridge Control Room

Title: Officer Gucci
Location: On the right side of the desk near the chalkboard in the side
room of the Police Station, Central Silent Hill.
Content:

Coroner Seals called.

Officer Gucci is unlikely to
be murdered. He apparently
died naturally.

But, medical records show
Officer Gucci had no prior
symptoms of heart disease.

Title: Police Station chalkboard
Location: On the chalkboard in the side room inside the Police Station,
Central Silent Hill.
Content:

Product only available in
selected areas of Silent Hill.

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

Manufactured here?
Dealer = manufacturer?

Title: Hospital plate
Location: Beside the front gate to Alchemilla Hospital, Central Silent
Hill.
Content:

Alchemilla Hospital

Title: Hospital generator note
Location: On the panel of the generator in the Generator Room, Alchemilla
Hospital BF.

Content:

The in-house generator
powers elevators, ICUs
and operating rooms only.

Title: Nurse Center riddle
Location: On the wall by the plate door in the Nurse Center, Nightmare
Hospital 2F.

Content:

Clouds flowing over a hill.

Sky on a sunny day.

Tangerines that are bitter.

Lucky four-leaf-clover.

Violets in the garden.

Dandelions along a path.

Unavoidable sleeping time.

Liquid flowing
from a slashed wrist.

Title: Alessa portrait
Location: On the control panel in the sickroom in the second hallway of
the basement's secret basement, Nightmare Hospital B2. Also
found in the identical Nowhere room.

Content:

[Portrait of a young girl]

Alessa

Title: Indian Runner diary
Location: On the counter by the register inside Indian Runner, Silent Hill
Resort Area.

Content:

August 20

He came by. I handed over the
package that the woman left here.

September 12

He showed up at Norman's, too.

Don't want to be involved with
the likes of them anymore, but...

I'm getting creeped out
even more than before.

Thought of leaving town, but
I'm afraid of what will happen
if I do.

Title: Grocery List

Location: On the back wall behind the counter of Indian Runner, Silent
Hill Resort Area.

Content:

3 loaves of bread.
3 cartons of milk.
2 dozen eggs.

Deliver to back door daily 8 a.m.
Rear entrance code 0886
Norman Young

Title: Norman's Motel photograph

Location: On the back wall behind the counter of Indian Runner, Silent
Hill Resort Area.

Content:

[Photo of a man standing in front of a motel]

Norman's Grand Opening.

Title: PTV newspaper article

Location: On the coffee table in the motel office lounge, Silent Hill
Resort Area. Same newspaper is found in Alchemilla Hospital's 1F
Medicine Room with the article clipped out.

Content:

Investigation stalled.
"PTV" dealers still at large.

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

Title: Norman's Motel diary

Location: On the desk in the motel office lounge, Silent Hill Resort Area.

Content:

September 10

Took package.

Told to sit on it awhile.

Don't want to get involved,
but can't disobey...

He's probably linked to the death
of the mayor and others.

Title: Amusement Park billboard

Location: Just west of the Sewers manhole entrance on W. Sandford Street,
Nightmare Resort Area.

Content:

LAKE SIDE AMUSEMENT PARK

Title: Desk scratches

Location: Etched into the desk in the middle of the Classroom, Nowhere BF.

Content:

Go home.

Thief.

Drop dead.

Title: The Grim Reaper's list

Location: The slate beside the keypad door in the Ophiel hall, Nowhere 1F.
Also found in the 2F west wing of Nightmare Hospital.

Content:

The Grim Reaper's list

35 Lydia Findly

60 Trevor F White

18 Albert Lords

45 Roberta T Morgan

38 Edward C Briggs

Title: Slate riddle

Location: The slate at the end of the Ophiel hall, Nowhere 1F. Same slate
is present but blank in the Nightmare Hospital 2F west wing.

Content:

Names engraved

On a lithograph.

The Grim Reaper's list.

Yes, the headcount is set

Young and old lined up
In order of age.

Then, the pathway opens
Awaiting them, the frenzied
Uproar, the feast of death!

Title: Lisa's diary

Location: On the floor in the storage room past the strange keypad door in
the Ophiel hall, Nowhere 1F, after viewing the scene with Lisa.

Content:

Ask doctor to let me quit being
in charge of that patient.

It's too weird.

Still alive,
but with wounds that won't heal.

Told the doctor I quit.
Won't work at that
hospital anymore.

The room is filled with insects.

Even with doors
and windows shut
they get in to spite me.

To the hospital...

Feeling bad.
Need to throw up.
But nothing comes out.
Vomiting only bile.

Blood and pus flow from
the bathroom faucet.

I try to stop it,
but it won't turn off.

Need drug.

Help me...

Title: Left light painting

Location: Left of the altar on the third floor, Nowhere.

Content:

The light to the future.

Title: Right light painting

Location: Right of the altar on the third floor, Nowhere.

Content:

The light illuminating
the darkness.

Title: White Claudia

Location: On the cabinet in the right side third floor room, Nowhere (only
readable if the player read the police station chalkboard).

Content:

WHITE CLAUDIA.

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

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

Title: Newspaper article about house fire

Location: On the back desk in the right side third floor room, Nowhere
(only in PAL and Japanese versions, only sometimes appears).

Content:

(Same thing...)

Investigation stalled.
"PTV" dealers still at large.

Suspicious deaths continue.
First the anti-drug Mayor, now
a narcotics officer dies of
a sudden heart failure of
unknown cause.

(Are there others?
It's pretty old...)

Fire broke out in town.
6 homes destroyed.

Charred body
of Alessa Gillespie(7)
found in aftermath.

Cause of fire currently under
investigation.

Investigations show source
as basement of Gillespie home.
Blaze now believed caused by
malfunction of antiquated

boiler.

(The date of the blaze...
it's the same day
we found Cheryl!)

Title: Door of five rites
Location: On the locked door in Alessa's bedroom in the Phaleg hall,
Nowhere 1F.
Content:

[Above five uniquely-shaped depressions]

thou posses them
to guard thy spirit
evoke five rites
unveil thy fate

t a p e t r a n s c r i p t s

=====

This contains a full transcript for the one recorded tape that is found in
in the game as an item.

Title: Video Tape
Location: Found on the table in the first right room in the second hallway
of the basement's secret basement, Nightmare Hospital B2. Can
be partially-viewed with mostly static by using the VCR in room
302 of Nightmare Hospital, or fully-viewed in the similar room
in the Phaleg hall, Nowhere 1F.
Content:

[When played in the hospital: snow fills the screen and a female voice is
heard on and off through very thick static.]

Still ----- unusua---
-----fever...

---- don't -----
get----- puls----

--- just bare-----

--- skin is -----

Even when I ch----

--zing thro----

Why--

----- chil-----

--won't tell -----

---please...

[When played in Nowhere: an image of Lisa at the end of a table with her head down and hands held near her face. We hear her voice.]

What is it?

Still has an unusually
high fever...

Eyes don't open...
getting a pulse...

But just barely breathing.

Her skin is all charred!

Even when I change
the bandages,
the blood and pus just start
oozing through!

Why...

What is keeping that child alive?

I... can't stand it
any longer...

I won't tell a soul
...promise.

So please...

=====
19. C O O L A N D S C A R Y T H I N G S [SH1_19]
=====

This section throws back to an original idea I had on the GameFAQs Silent Hill 2 message board in 2002, to create a topic of "Cool and Scary things" found throughout that game, including various sounds, sights and general trivia.

The idea took off and it went through 1500 posts of discussion and

findings. While making walkthroughs for the Silent Hill games I decided to carry on the tradition with a section of trivia using the same admittedly quirky title I chose then as a young teenager.

=====
Old Silent Hill
=====

- Cafe 5 to 2 is a reference to the 1994 film "Natural Born Killers" with a cafe of the same name
- The "Study, Dammit!" poster in the cafe is a copy of a real poster created by Stephen King in university, featuring King himself on it
- The restaurant Queen Burger on Bachman Road is a play on the fast food restaurant Burger King
- The three keys for Eclipse (Scarecrow, Lion, Woodman) are all in the theme of "The Wizard of Oz"

=====
Midwich Elementary School
=====

- Midwich Street and Elementary get their names from a village in the 1960 and 1995 films "Village of the Damned", based on the 1957 book "The Midwich Cuckoos" by John Wyndham
- Midwich's general appearance and art design is modelled directly after the 1990 film "Kindergarten Cop", down to identical but pixelated posters and cabinets

=====
Nightmare School
=====

- "Leonard Rhine The Monster Lurks" is an allusion to "Timothy Flyte The Ancient Enemy" written on a mirror in the Dean Koontz novel and film "Phantoms"
- If you don't read "The Monster Lurks" note in the 1F Boy's Washroom, Harry says "No useful books" when you check the later book in the Library Reserve, which can be read if you saw the note
- If you don't kill the Creeper before trying to leave the top left Teacher's Room, it'll stalk Harry when he answers the nearby phone
- Creepy knocking is heard in the Library Reserve

=====
Old Silent Hill Part 2
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- "REDRUM" can be seen in red writing on a garage on the north side of Bloch Street on the way to the bridge, a nod to Stephen King's "The Shining" (also prominently featured in the 1980 film by Stanley Kubrick)
- Beside the "REDRUM" marking is a store called Jim Beam, an alcohol brand, although sadly they do not sell rum, which would've been a funny one (but perhaps it's still meant to be an alcohol store)

=====
Central Silent Hill
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- There is a restaurant called Konami Burger on south Crichton Street

=====
Alchemilla Hospital
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- Alchemilla likely gets its name from the genus of herb from the Rosaceae family of the same name
- 4 is an unlucky number in Japan since it sounds like the word for death, making the brief presence of the secret 4th floor even more terrifying

=====
Nightmare Hospital
=====

- If you re-enter the stairwell and try to return to the 4th floor, a wall prevents any access
- A banging sound, possibly falling bricks, is heard in the Director's Office
- A crash is heard in the 1F Storeroom
- The plates found in the hospital are all themed with characters from "Alice in Wonderland"
- The Lighter Harry finds is a Zippo, with the logo clearly legible on the bottom just as it appears on all Zippos
- The Blood Pack can be used anywhere inside the Bloodsucker room, provided you've moved from the door
- There's a crash sound as you leave the 3F Men's Washroom
- Sound of repeated glass smashing is heard in the first left room of the second hallway in the secret second floor basement

=====
Sewers (to Resort Area)
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- The Radio doesn't work in the Sewers, likely due to the signal being blocked while underground

=====
Silent Hill Resort Area
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- The restaurant MEC Burger has very similar yellow arches to the original design of McDonalds restaurants
- There are boxes labelled "Fedy-X" inside Indian Runner, a play on the Fedex shipping company
- There's a Playboy style magazine underneath the newspaper article in the motel office lounge
- If you examine the sexy poster on the wall of the motel office lounge, Harry comments "Don't look at that now"

=====
Lakeside Amusement Park
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- The Unknown Liquid can actually be used on the first Larval Stalker in the area, skipping ahead to the post-Cybil fight scene, albeit with the cutscene completely broken

=====
Nowhere
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- Alessa's ghost can be seen running through the first Nowhere hallway,

- along with the sound of her laughing
- Alessa's ghost also appears in the third floor foyer and also in the graffiti room cutscene
- The botany book in the right 3F room, which contains a blurb about White Claudia, can only be read if the player checked the police station chalkboard
- A newspaper article explaining the fire in the Gillespie household can sometimes be found in the right side 3F room (only in PAL and Japanese versions) but its appearance is random

=====
Miscellaneous
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- Harry's wife is first seen in the opening movie with Harry holding Cheryl but is forever replaced with Cybil after receiving the Good+ ending
- The roads in Silent Hill are incredibly wide, especially for a small town
- Street names are based off the names of authors who were inspirational to the creators of Silent Hill
- Dahlia is barefooted (her spiritual successor Claudia later follows suit)
- There is sometimes a glitch where Air Screamers or Night Flutters can be shot on repeat without dying, surviving 10-15+ Rifle shots
- Silent Hill residents must love burger joints as there's no fewer than three of them, including one in each travelled section of town

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20. C R E D I T S [SH1_20]
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In this section I'd just like to thank some people that contributed to the making and hosting of this FAQ, along with some general thanks.

- Thanks to Team Silent, KCET and Konami for developing and publishing Silent Hill.
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- Thanks to everyone who gives this FAQ a good rating. It is much appreciated.
- Thanks to all users of this FAQ. I hope it continues to be helpful for everyone who finds it.

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