

Silent Hill FAQ/Walkthrough

by Djoaniel Hernandez

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Silent Hill  
Horror Adventure  
Konami  
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Updated the disclaimer
Checked wrong spellings
Probably the last update before I retire
Added contact
Changed credits

Updated May 30, 2006

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DISCLAIMER AND CONTACTS

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To make the long story short, ripping off other people work or posting it in your website without permission is punishable. However, if you intend to give me full credit out of it, then by all means.

WALKTHROUGH

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This walkthrough was posted in www.silenthill.com during the time that it the

website was still up. I was a fan so therefore, immediately took it there not knowing that soon it will close down. It is well written. Who wrote it I don't know.

|-[Residential Area]-|

When the opening sequence plays, Harry Mason wakes up in his crashed Jeep, without his daughter Cheryl beside him. Harry exits his Jeep and Walks into town in search of Cheryl. As you take control of the game, Harry walks forward until the demo takes over. Watch as Harry sees a Glimpse of a little girl from a distance. When the control of the game Switches back to you, follow the little girl to the alley. Walk down The alley through two gates. After the second gate, it begins to get Dark. With the help of a lighter, continue down the alley to find Cheryl. The alley ends with a few dead bodies hanging from the chain Link fence. A couple of knives wielding demon babies attack Harry. When He comes to, he's inside a cafe'; being tended to by a Policewoman Named Cybil Bennett. Cybil gives Harry her for his protection then goes Out to look for help. Gather all the collectibles in the cafe" and make Your way through the door. As you prepare to leave, the radio begins The make some kind of noise. Watch the video as the flying monster Crashes through the glass window. Kill the winged creature with either Your gun or your knife and grab the radio. The radio will later warn You of upcoming trouble by emitting a strange noise whenever a monster Is around. After exiting the cafe" and deciding to go back to the alley Where you were attacked, grab the bullets from the bench on the left. Check out your map to find your location in town. As you walk down the Alley leading to the area where you were attacked, keep you gun in hand And prepare to shoot some rabid dogs and flying monsters. Enter the Gate at the end and follow the familiar alley. Through the second gate, You will find a clue as to the whereabouts of Cheryl. Along the way, Collect all the weapons and health revitalizers you may find. Now that You know that Cheryl in at the school, look at your map to find the Easiest way to get there. It may not be as easy as it seems, for all The roads that lead to the school are blocked. Go towards the West End Of Matheson St. To find the first clue. A piece of paper that says "Doghouse Levin St." Is your clue. Run back and make a left on Levin St. On the left side of the street is a doghouse, which holds the next Item to collect. Grab the key from inside the doghouse and enter the House behind it. Copy the map on the far wall and make a save. The door At the other end leads to the blocked-off portion of town. With the Help of the new information on your map, locate the three keys to open The locks on the door. The Key of Lion, is in the trunk of a police car At the end of Finney St. The Key of Scarecrow is in mailbox at the South end of Eliroy St. You will need to cross the wooden plank on the Right-hand-side of the road to get to the mailbox. The Key of Woodsman Is located inside the fenced area in the alley, between Eliroy St. And Bach man Rd. With all three keys collected, head back to the house on Levin St. To un-lock the door. Through the door, you now enter the dark Half of Silent Hill.

|-[The School]-|

The school is at the South End of Midwich St. Enter the school and pick Up the school map on the left-hand side. As you enter the hallowed Halls of this haunted school, you can save your progress in the Infirmary on the left. To the right are more clues on the reception Desk. Now, both doors at the end of the hallway are locked, so, head to The Courtyard and look for the clues on the Clock Tower. At the other End of the Courtyard enter the unlocked door to the other side of the

School. The door on the left side takes you to the west hall. All the Doors are locked except for the bathrooms, which contain nothing Interesting. Make your way up to the second floor to solve the puzzles Of the clock tower. On the second floor, take the first door on the Right. Enter the Lab equipment room and pick up the chemical. Next, go Into the Chemistry Lab. Pour the Chemical on the hand on the table to Get the gold medallion. Take the medallion to the Clock Tower and place It on the left side. Go back up to the second floor, into the Music Room. Read the clue on the board and look at the piano. Play the keys In this order, D, A, A#, G, C#. After playing these notes, the silver Medallion will fall from the clock. Pick up the musical reward and Place it on the right side of the Clock Tower. Go to the basement and Flip the switch. Run back to the Clock Tower and enter the door.

|-[School 2]-|

After noticing the symbol on the centre of the Courtyard, go forward to The doors at the North End. Inside, make a right and enter the first Door on your left. This is the Hall1 exit this room through the door on The right to enter the West End of the School. As you exit the Hall, Enter the classroom, and grab the picture card on the table. Take the Picture Card and use it to open the Conference Room behind the Reception Desk. Enter the Men's Room, find a dead body1 pick up a Shotgun and read the message on the wall. Exit the bathroom, and enter The door to the Teacher's Room. Go through the door at the other end to The next Teacher's Room. Open the door on the other end and receive a Phone call from Cheryl. Go to the Locker Room and grab the Library Reserve Key from the dead body. Unlock the Library Reserve door and Read the book entitled "The Monster Lurks". Enter the main Library and Read the Book on the table. Head back down to the first floor, to the Storage Room to find a rubber ball. Take the rubber ball to the Roof. Check out the drainage, and look for a key. After noticing that the key Is beyond your reach, plug the hole with the rubber ball. Turn the Water valve, and flush the key down the drainpipe. Run down to the Courtyard and grab the Classroom key on the ground. Use the key on the North East End classroom on the second floor. Run through the Classrooms to the south end, down the stairs and to the basement. Create a path by turning the valves. The trick here is to know how many Times the gates rotate when you turn each valve in each direction. Walk On the path and take an elevator rides down. At the bottom of your ride, A giant four-legged slug will greet you. Use the clue from the book That you read in the library. With the shotgun, shoot the beast a Couple of times on the head. When it opens its mouth fire off another Few rounds into its throat. Watch the sequence that follows. After Taking control of the game, pick up the Gordon key in the boiler room And leave the school.

|-[Residential Area 2]-|

Upon exiting the school, you'll notice that the night has passed. Walk Along Bradbury St. And make a right at the alley. The camera will Switch angled towards the middle of the alley to let you know that There is an open back yard door. Use the Gordon key to enter the house. Make a save then go straight to the church. Listen to the conversation Between Harry and Dahlia Gillespie. After the conversation, grab the "Flauros" and the Drawbridge key on top of the altar. Head to the Drawbridge control room at the East End of Bloch St. Use the key to let Down the bridge, pick up the Shopping area map on the chair, and save Your progress. Walk across the bridge and go to the Police Station. Read the note in the office, and head to the hospital.

|-[The Hospital]-|

At the hospital lobby, go forward and make a left. Enter the first door on the left and meet Kauffman. After the sequence, enter the door next to the lobby door. In this small room there is another door that leads to the front desk. At the front desk, grab the hospital map from the Bulletin board and go back to the room where you met Kauffman. Go through the door at the other end and through another door. In this hallway, enter the Doctor's Office and pick up the hospital basement Map. Grab the basement key from the conference room. Go inside the Kitchen and get the plastic bottle. Take the bottle to the Hospital Director's office and fill it up with the strange liquid. Run down to the basement and turn "on" the hospital generator. Take the elevator to the second floor. The hallway door is locked, so, go back in the Elevator and press "3". On the third floor, you'll notice that just like the second floor the hallway door is locked. So, where do you go? Get back on the elevator, and check out the buttons. Yes there is a Fourth floor. You probably didn't notice it the first couple of rides. Press the "4" button and exit to the fourth floor. Watch the sequence those follows then move on. Enter the double doors into this "L" shaped hallway. All the doors in this area are locked so, move on to the double doors at the other end. Run down the steps to the third floor and start treasure hunting. Get the turtle plate in the men's bathroom, the cat plate in room 306, and the transfusion pack in the storage. Take the transfusion pack to room 204 to get the Hatter Plate. Go down to the first floor to the director's office to find the Queen Plate. Take all the plates back up to the second floor nurse centre. Read the Clue on the wall. Place the plates on the locked door in this order; Clockwise from the top-right, Turtle (blue), Hatter (green), Cat (yellow), Queen (red). Run to the operating room and collect the Storage key. Grab the alcohol in the ICU, the lighter in room 201. Take the elevator down to the basement, move the shelves in the basement Storage room. Look at the grating on the floor, and then pour the Alcohol on the iron links. Use the lighter to ignite the links. Grab the videotape in the basement. Take it to room 302 and place it on the VCR. Watch the contents of the tape and go back to the basement Hospital room. Grab the examination room key, look at the picture of Alessa, and go to the examination room on the first floor. Watch the Sequence with Usa Garland and Dahlia. When the sequence ends grab the Antique shop key on the desk and head out.

|-[Residential Area 3]-|

After leaving the hospital, go straight to the antique shop at the end of Simmons St. Use the key to unlock the door and enter the shop. Push the cabinet at the far end and watch the conversation between Harry and Cybil. Enter the secret passage. In this room you'll find the "second Church". Grab the axe on the wall, and exit through the hole in the wall. As Harry exits the shrine room, the altar begins to go up in flames. Watch the demo between Harry and Lisa. When Harry wakes up, leave the antique shop and make a right. Enter the Silent Hill Town Centre through the opening in the gate. Walk up the escalator and watch Cheryl on the big screen. Continue up the escalator and make a left. Turn right at the end and keep walking forward you see a door on the left. Pick up the rifle shells in the jewellery store. Leave the store and make a left. Walk forward until the floor falls from underneath you. You now find yourself inside a sand-filled room. Get the Hunting Rifle sitting on the floor. With the rifle in hand, wait for the giant Maggot to come up from behind you. As you hear the worm coming up, run

Forward two steps, make a quick 180, and shoot the gruesome fella. A Couple of rifle shots to the head and this guy is dead. As you look Around for an exit, a second giant worm comes up and breaks through the Glass door. Leave the sandy area and go back to the hospital. Talk to Lisa in the room behind the front desk. Find Out about the sewers and How to get there. Leave the hospital and kill the giant moth on top of The building across the street.

|-[The Sewer]-|

When the moth finally dies, go towards the reservoir gate. Break the Lock and walk in. Go down the ladder into the sewers. To get the map, Follow these directions. Run down the tunnel and make a left. Follow The path until it turns left. Take the first right and make another Right at the end. Follow the path and make a right at the last Junction, then an immediate left. Take the first left turn then the First right-turn. Go through the gate and follow the path that will Lead you to the map and sewer key. After obtaining the map and key, Find your way back to the end of the tunnel you came out of. Make a Left in front of the tunnel opening and then a right. Unlock the gate Using the key, and find your way to the ladder. On the second floor, Again use the map to locate the exit. The exit gate is locked, so go to The lower left corner of the map to grab the sewer exit key from the Water. Run back to the exit gate, unlock the door and climb the ladder.

|-[Resort Area]-|

At the top of your climb, you exit to the dark area of Silent Hill's Resort. Straight-ahead is the Resort Area Map on a billboard. Take the Map and proceed towards the pool hall inside Anne's Bar. Enter the pool Hall and watch as Harry helps out Kauffman. After Kauffman exits the Room, walk around and pick up his wallet. Go to the Indian Runner and Use the combination on the receipt to unlock the door. Inside the Hardware store, open the drawer and grab the key inside. Use the key to Unlock the safe. After discovering the stash of drugs, read the memo on The wall to get the code for the motel's back entrance. In the motel Office, grab the magnet from the couch. Go into Kauffman's room, push The drawer, and use the magnet to get the motorcycle key. Go back into The office and enter the room behind the couch. Try to start the Motorcycle and find the vial. Kauffman will appear and will take away The vial away from you. Leave the motel and try to search for more Clues in the West Side of the resort area. As you approach West Sandford St. Harry's reality turns back into a nightmare. Head towards The west garage to the boat at the end of the dock. Enter the boat and Watch the demo with Cybil and Dahlia. After the demo, go to the Lighthouse. Climb to the top and watch the demo with Alessa. Leave the Lighthouse area and you will automatically be transported to the Boat. Exit the boat through the door beside the save point. Climb the stairs And make a left. Co to the sewer entrance that connects to the Amusement park. Take the sewer map at the bottom of the ladder. Use the Map to guide you to the amusement park.

|-[Amusement Park]-|

As you enter the park, go to the right and follow the path to the Merry-go-round. Watch as Cybil gets up off the wheel chair and starts To walk towards Harry. She points the gun and shoots Harry. Avoid Cybil's shots. When she runs out of ammunition, she throws away her Gun. When Cybil tries to choke Harry, use the strange fluid you found In the hospital. After the demo and conversation with Cybil, Alessa and

Dahlia will appear. When Harry regains consciousness Lisa will be with Him in the examination room.

|-[Nowhere]-|

Go down the elevator, to what looks like the hospital hallway. Walk Down the steps to the basement. You'll enter a classroom with a door at The other end. Enter the door and grab the pliers and the screwdriver. Co back up the steps and into the room to the right of the elevator. Use the pliers to loosen up the faucet. Get the key that falls and use It on the locked door that says "Ophiel". Make a right on this "L" Shaped hall, push "A, L, E, R, T" on the code box and enter. Go into The next door and pick up the "Amulet of Solomon" form the back wall. Leave the room and watch as Lisa starts to bleed. Now enter the door to The Astrology puzzle. Each picture on the sidewall sits atop a number. The number represents the number of extremities on each astrological Sign. On the centre there are three pictures. The left is a picture of Sagittarius. The centre is Taurus, and the right picture is of Gemini. The code to get the stone of time is 6-4-8. Take the Time stone and Break the clock in the Antique shop. Grab the key of "Hagith" from the Clock. Exit the room and make a right. Enter the "Hagith" room and ride The elevator to the second floor. Go through the double doors and enter The third door way on your left. Take the 'rest of Mercury" and the "Ring of Contract" in this room. As you leave, enter the double doors At the end and open the furthest door on the left wall. Examine the Pink plate screwed on to the wall. Use the screwdriver to remove the Plate. Notice the key behind the plate and leave it there as you leave The room. Make a right at the hallway and enter the door along the left Wall. This is a small office with a camera on the desk. Pocket the Camera and go through the double doors across the hall. The door Somehow magically transported you to the first floor main hall. Go to The elevator and take a ride to the third floor. The next room you find Yourself in is like a makeshift church. There is an altar at the end And a door on each wall. Each door has three boxes and nine buttons. Look at the art works behind the altar. These are your clues for the Next puzzle. Take out the camera and snap a picture to reveal the lines In the paintings. Copy the lines over to the buttons on the door to Unlock the moms. Grab the birdcage key from the left room. In the right Room, is a book that is marked, read the book and head back to the First floor? Enter the birdcage room and open the birdcage. Collect the Key of "Phaleg". Open the door marked "Phaleg". This new room looks a Lot like the Alchemia Hospital Basement. Enter the first door on the Left. Place the "Ring of Contract" on the chain and take the "Dagger of Meichior". As you prepare to leave the room, a noise comes out of the Refrigerator. Good thing you locked the fridge. Back on Phaleg hall, go Directly to the middle door on the left wall. Get the "Ankh" from the Wall and leave the room. Another unlocked door awaits across the Hallway. Through it is a small storage room, take the bag of jellybeans And open it. Take the "Key of Bethor" that fell out of the package and Open the double doors to the left. Take out the videotape from your Inventory and pop it in the VCR. After watching the video, return to Phaleg hall and go into the last room. This is Alessa's room. You can Save your game here then read the inscription on the door at the rear Of the room. Enter the Phaleg door then unlock the Bethor door to the Left. Turn off the generator and head back to the room with the key Connecting the two live wires. This is the Key of "Araton". Take it and Backtrack to Phaleg Hall. The room on the far right is the room of Araton. Listen to the four figures talking. Two of them you know as Dahlia Gillespie and Dr. Kauffman. After the conversation, you find Yourself in the room where Alessa was kept on life support. Pick up the

Disc or Ourboros and leave the room. Now take the five items in your Inventory (Disc of Ourboros, Dagger of Melchior, Amulet of Solomon, Crest of Mercury, and the Ankh) back to Alessa's room. In no particular Order, place the items on the door at the far end of her room to unlock The door. Save your game now and enter the door. Walk down the steps And watch the demo that plays. After the demo, the battle begins Against Samael. Get all your ammunition ready as well as your first aid Kits and health drinks. After the fight watch the ending sequence that Plays. Hopefully, if you've followed the directions you would have Gotten the good ending.

OTHER STUFFS

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|-[personal hints]-|

If your off to get all the weapons, start with the easy mode coz the time you get the hard mode well the enemies are the deadliest, believe me I got stuck in the hard many times

Don't try to use the knife, if you're a hard core player and just tripping on the game the use the knife but rather if you're a beginner or just an average player, don't show off, just use a hand gun, there are lots of ammo in the way

Try searching sidewalks and alleys for ammunition and items, in the first residential area, there are tons of items lying around waiting to be picked!

Being brave in silent hill is being stupid, don't 稚 kill everything, if you can escape evade, run from the monsters, why not? They'll only waste your ammo and if they hit u get damaged so play it on the safe side

The katana must be seen in the score screen when you beat the game in order to get it in the next fear game.

The weapons that can be obtained in the next fear game are shown in the score screen. Don't 稚 ask me why it didn't 稚 showed up, it depends on your ending.

To get an gold ending try making the ranking the best

Try turning off the lights when you 池 on a sprint and when escaping hordes of enemies, when you get in a safe area or can enter a building go it, when the time you come out, they are all gone...

The chainsaw is better than the rock drill.

You'll use the channelling stone in these areas:

- the roof top of school 2
- just right outside the door of the hospital but IN the gate
- just right outside the door of the motel but IN the compound
- INSIDE the boat
- the top of the tower

CLOSING REMARKS

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|-[special thanks]-|

All the girls I loved before.

You inspire you nurture you flourish. And you have to go...

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