

# Silent Hill FAQ/Walkthrough

by ChandooG

Updated on Oct 3, 2003

Im back.. one more time.. :D. mehehehehehe

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

A middle aged writer  
A town with a demonic history..  
A child with a connection ..  
The city from hell..  
SILENT HILL !!

This walkthrough for Silent Hill has been written by Adnan Javed better known as AJ among his dearly beloved friends and as ChandooG on the gamefaqs message boards. This is a complete walkthrough for Silent Hill , so sit back and..

ENJOY...

If you have any questions about this guide or about this game then contact me at this email address :

Returnofthemaniac@Hotmail.com or  
AJ@rebiohazard.com

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#
# SILENT HILL #
# FAQ / Walkthrough #
```

```
#                               By Adnan Javed                               #
#                               Alias AJ                                       #
#                               ChandooG on gamefaqs.com message boards        #
#                               Returnofthemaniac@hotmail.com                  #
#                               Completed on 21/9/03                           #
#                                                                           #
#                               www.planetdreamcast.com/residentevil          #
#                               www.rebiohazard.com *under repairs*           #
#                                                                           #
#####
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Guide For : Silent Hill  
 System : Sony PlayStation  
 Developer : KCET  
 Publisher : Konami  
 Genre : Survival Horror Title  
 Rating : 18+

Author : Adnan Javed  
 Alias : AJ  
 Blood : 0+  
 Age : 17  
 FAQ size :  
 FAQ date : 20.9.2003

Learning Curve of the game : Half hour  
Difficulty : Easy  
Endings : 5  
Playable characters : 1  
NPC : 5  
Bosses : 4  
Annoying characters : 1 \*dahlia\*

End section  
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### ##

Version 1 :

First and final version most probably, until or unless someone tells me really something important that i forgot to add, or unless i just feel like adding new things to the guide.. sit back and enjoy.. first and final ride .

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### ##

There was a time when resident evil was the king of survival horror games, the time when the playstation was the king of consoles, and at that time konami made their own entrance into the survival horror field with their psychological horror title, silent hill. Silent hill was a step far away from the usual resident evil games when it came to scariness in the game. Other then that the biggest difference between the titles was that silent hill is a complete 3D game while its biggest competition was not a complete 3D game.

Silent hill quickly became one of the most famous survival horror games ever released because of its foggy environments and the scare the game produces, but like each game silent hill had its drawbacks the biggest one of them being that the game was very repetitive and running down the long streets of the city can really get boring after a while. But if you ignore these factors and look at the game's good points then silent hill is an excellent game through and through.

This game was not so graphic heavy compared to other games and the full 3D environments meant that the loading times in this game are almost non existent, unlike resident evil where you have to sit through an entire length animation to enter a new area. The plot of the game is although a bit hard to understand but just like konami's other title "Metal Gear Solid" if you can understand it completely then its a very rewarding experience and a very good story.

The other good thing about this game is that there is almost in most of the area's no background music at all, most of the time what you hear in the backgrounds are the natural sounds or the sounds of the approaching enemies, the flashlight one of the unquest elements of this game proves to be a very useful element indeed, not only does it let you see in the completely dark environ but it also makes the game look more lush and scary for that matter.

Through in through silent hill is an excellent game although now its starting to age a little but if you are a survival horror fan and want to experience a new kind of fear then i would recommend this game to you immediately.

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Silent hill, a relatively unknown town in the United States which has been suffering from false magical claims and its tragic fate since the civil war, now is slowly re-establishing itself, 7 years ago a huge fire burned a couple of houses in the city area, after that the city started to change, now it is one of the most famous holiday spots in the area. Many people come to silent hill with their families just to enjoy their time and have some fun.

Harry mason, a 36 year old writer is one of those people, he used to come here often with his wife, seven years ago just after the horrible fire occurred in the town harry and his wife find a child laying on the side of the road exiting from silent hill, they decide to keep the baby and name it Cheryl, a couple of years after that Harry's wife suffers a strange disease and passes away, now harry was left alone with Cheryl, he raised Cheryl better then most people would treat their own flesh and blood.

Silent hill was still Harry's favorite vacation spot, he still went there often with Cheryl now, it was just another vacation time when something went wrong. Cheryl was drawing something in her sketchbook and harry was driving towards the

town, suddenly he notices a police bike coming in at a very fast speed. The officer stays with Harry's car for a few seconds then speeds on in front, Harry ignores the officer and continues back to his driving.

A little while later Harry sees a wreck of a motorcycle on the side, quickly identifying it Harry turns around to see the passing wreck, but he fails to notice the figure coming ahead of the car in time, a young girl steps in front of the car and Harry tries his best to avoid the girl and in doing so crashes the car, and gets knocked out.

When Harry wakes up he finds Cheryl missing, she's not in the car, so he gets out of the car and starts looking for her in the town of Silent Hill..

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The Silent Hill Manual :

The resort town of Silent Hill slips into quiet desolation, now that the peak of development and growth has passed by. The memories of a tragic fire 7 years ago still haunt the townsfolk, and with the tourist season long past, there is hardly a shadow stirring.

Harry Mason prefers to take late vacations with his daughter Cheryl. This year they've made plans to visit Silent Hill. Due to car trouble, they reach the outskirts of the town late at night. Cheryl is sleeping in the back seat as a motorcycle cop roars past his truck.

Moments later Harry spots the motorcycle dumped on the shoulder. There is no one to be seen. It paints an ominous picture. Suddenly, a shadow appears in front of the car. Harry turns the wheel in panic. The car slides off the edge of the road and into a gully.

Harry eventually regains consciousness. Cheryl is nowhere to be seen. Snow is falling out of season. Where has Cheryl disappeared to?

Harry walks toward a town he sees in the distance.

End section

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### ###

Harry Mason

Age : 36

Job : Writer

Harry mason is a 36 year old writer who comes to the town of silent hill often, his wife and he found a baby once there and they started to adopt the baby, after losing her wife in a strange disease harry continues coming back to this town with her daughter who was now named Cheryl. There's something about this place that harry likes which keeps him bringing back here but this time when harry comes into a town a freak accident later he loses cherry's sight. Now harry must find her daughter quickly before any thing bad happens to her, but harry cant stop wondering about the young teenage girls figure who he see's many a times throughout the town of silent hill , and something even more disturbing about this town, there were no people here, everyone had just vanishes, and it was also snowing in the middle of summer.

Something even more disturbing thats been happening to harry in this town is that sometimes suddenly the town goes all dark and the floors are replaced my large mesh walls, and all the buildings seem to ghostify, the entire town becomes like a picture out of hell, but then it goes back to normal again.

Harry finds out that he's not entirely alone in the town of silent hill, there is a cop from the neighboring town of brahms, cybill, a creepy old lady dahlia, and later on in the game he finds a nurse named lisa who only seems to appear in hell side of the town, what is the mystery behind this town and what does it all have to do with him and Cheryl, harry must find out the answers to these questions before its too late.

Cheryl Mason

Age : 7

Job : Student

Cheryl is Harry's only child and after the death of his wife harry and Cheryl have gotten closer to each other then before. Cheryl loves his father very much but she doesn't know the dark truth behind her life, choral is not Harry's real daughter , they found her on the side of the road exiting from silent hill about 7 years ago, she was a newborn baby at that time and she wouldn't have survived on her own so harry and his wife took her as their own child and adopted her, but no one knows about that.

Cheryl on the other hand is like any other 7 year old kid but unknown to her and to harry that the town of silent hill has a demonic bond with this town. Before his wife died, harry used to come to this town often for relaxing and vacation, but after his wife's death he started to come here with his daughter and now this is one of their favorite vacation spots thanks to the local resort area. Although she has been coming to this town on each vacation , when Cheryl reaches a certain age group the town started to act on itself and awaited cherry's arrival. Now that Cheryl and silent hill are 1 again what will happen

What is the dark secret behind cherry's birth and why was she on the side of the road, play the game to find out.

Cybil Bennett

Age : 22

Job : Officer at the Brahm's police station

Cybil is just your regular female officer who lives in the neighboring town of silent hill, an equally small town known as Brahm's. She used to come to silent hill often and she knows this place just like her home town, one night suddenly all communications from silent hill were cut off and there was no trace of what happened, no distress signal, no calls for help , it was like the town just vanished into thin air. The Brahm's police force sent cybil to go and check out the town to make sure that everything was alright, since she knew more about the town she was the likely candidate for this job. Cybil was just heading for the town when harry see's her on her bike in the opening FMV.

Next time harry meets cybil is in the cafe where she took harry probably after saving his life from those little zombies. Cybil gives her gun to harry and leaves the town to look for any survivors and for some information about what happened here. The next time harry meets her is further into the game where she claims to have seen a ghostly figure running towards the road leading to the resort area of the town but she couldn't follow because the road was cut. All in all cybil is one of the good guys in this game and she helps harry find his daughter .

Dahlia Gillespie

Age : Over 60+

Job : Kinda witch

The first time harry meets this creepy old lady is in the church of silent hill where she is ringing the church bell probably calling someone, probably calling harry to come and meet him there, she is a creepy old woman who talks about the town in a weird sense of way and there is more to it then it appears, she seems to know more about the town's dark history and the events that are happening at the town then anyone else, when harry meets her she hands harry an item called the flaurous which is essentially the key to beating the dark world around harry. During the course of the game harry finds dahlia couple of times in different places, how she is able to travel through town is unknown.

Each time harry meets her she either gives harry information about whats been happening or either tells him vital clues she appears to be helping harry reach his daughter but there is more to it then the eye can see, is she just a creepy old lady who is helping out or is she a creepy old lady who is leading harry to something, or just using harry like a puppet to fulfill her quests.. play the game to find out.



Doctor Kaufman

Age : 50

Job : Director at the hospital

Harry meets doctor kaufman at first inside the hospital where he had just killed one of those monsters, when he first meets hARRY he tries to shoot him as if he doesn't believe that hARRY is a real human, but when hARRY does prove to him that he's a human then kaufman loosens up a bit and starts sharing his information with hARRY, but the weird thing is that kaufman also seems to be on the events that have been happening in the town lately. When hARRY asks him what was wrong with the town the kaufman replies that he was just taking a nap and when he woke up the entire place was like this. He also seems to know about one particular case of burns from the several deaths which happened when the town of silent hill was burned 7 years ago.

Later on in the game you find kaufman in the resort area where hARRY saves his life from an attacking monster, but kaufman being the rude person he is doesn't thank hARRY at all, a little while after that when hARRY discovers an important item in the motel area kaufman comes in suddenly and snatches the item off HARRY's hands, and he also appears to be very angry that hARRY found that item in the first place, kaufman knows about the things that have been happening in this town and he is an important key in the unfolding of the secrets.

Lisa

Age : In her 20's

Job : Nurse at the hospital

Lisa is one of the nurses working at the hospital , hARRY finds her in the hospital examination room , and unlike any other people he had met in the game lisa appears to only be there in the dark side of the town, when hARRY first meets lisa she is really scared at that time and she doesn't want hARRY to let her go and she doesn't want to be alone again, she tries her best to make hARRY stay with him but when she realizes that hARRY won't stop at anything to find his daughter, lisa helps hARRY out a little bit and tells him of an alternate way of reaching the resort area of the town. Other than that lisa also tells hARRY about the past history of the town and the burning incident that occurred seven years ago.

Unknown to hARRY is that kaufman, who was the director of the hospital, put lisa in charge of a patient from the burning incidents, a young girl named alessa who's body was VERY badly burned and she had to be strapped up completely like a mummy. Lisa was literally disgusted by this and she was always asking kaufman to change his post, she even has a fight about it with kaufman which you can see in the opening FMV, the lisa kinda creates a bond with the burned child. But she also makes a big mistake, she finds out what doctor kaufman was planning and her life is in constant danger.

Alessa

Age : Young teenager

Job : ? scaring the hell out of harry

Harry finds this girl in many places in the town and each time harry finds her she disappears before harry has the chance to ask anything, her name is alessa and she is definitely not normal, something is wrong with her , she is trying to avoid harry but harry needs to find her and talk to her and ask her where his daughter is, will harry catch up to alessa ? find out in the game.

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These are the 3 types of control you can choose between the game.

Type A :

X :

Enter options menu, select inventory items, use objects make choices, interact with objects, open doors, fire .

Circle :

Cancel certain things, turn on flashlight

Triangle :

Cancel certain things, open up the map screen exit out of the inventory screen.

Square :

Run

R1 , L1 :

Side step left or right, press them together for a quick turn by the character.

R2 :

Raise gun or weapon for attacking , press X key after that for the attack

L2 :

Change the camera POV.

Start :

Pause

Select :  
Inventory screen

Type B :

X :  
Enter options menu, select inventory items, use objects  
make choices, interact with objects, open doors, fire .

Circle :  
Cancel certain things, turn on flashlight

Triangle :  
Cancel certain things, open up the map screen  
exit out of the inventory screen.

Square :  
Run

L2, R2  
Side step left or right, press them together for a quick  
turn by the character.

R1 :  
Raise gun or weapon for attacking , press X key after  
that for the attack

L1 :  
Change the camera POV.

Start :  
Pause

Select :  
Inventory screen

TYPE C :

X :  
Enter options menu, select inventory items, use objects  
make choices, interact with objects, open doors, fire .

Circle :  
Cancel certain things, turn on flashlight

Triangle :  
Cancel certain things, open the inventory screen  
exit out of the inventory screen.

Square :  
Run

R1 , L1 :  
Side step left or right, press them together for a quick  
turn by the character.

R2 :  
Raise gun or weapon for attacking , press X key after  
that for the attack

L2 :  
Change the camera POV.

Start :  
Pause

Select :  
Open up the map screen

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GUNS :

Pistol :  
This is the first gun you come across in this game, actually  
cybil hands this gun over to harry, this is the gun which you will  
be using for the most part of the game, its got a good firing rate  
but the power of the fire is something to doubt about, you can  
kill any normal enemies with 5 or 6 blasts of this gun, it best  
works against the flying beasts of the zombie kids , you can  
even use it on more powerful enemies like the zombie nurse but  
for that you would need some space to fire plenty of rounds .

Shotgun :  
You will find this weapon in the alternate school area, this is  
probably the best gun in the game because you can use this on  
the normal in game enemies and the bosses alike, infact this is  
the best gun to use in the first 3 boss fights, the biggest  
advantage of the shotgun is that harry can walk forward or backwards  
while shooting with the shotgun and the firing rate isnt that slow  
either, you wont find much shells for it in the starting parts but  
later on in the game the shells start piling up and there should  
always be plenty of shells at your disposal.

Hunting rifle :  
This is the most powerful gun of the game just like the magnum's  
are the most powerful guns in the resident evil series, there  
are many flaws of this game where its power shines, the first  
being that harry is unable to walk while shooting this gun, the  
ammo for this gun will be plentiful but i hardly think that  
any normal player would like to use this gun before the final

boss fight, if you are ever using this gun make sure that your sight with the enemy is clear and then let off a round, wait for the reload and then another round. This gun is good but not as good as the shotgun.

#### Hyper Blaster :

Named after the PS1 handgun controller this is the bonus gun you will get for getting the UFO ending for the game, check the secrets section on how to get that ending, this gun is just like the handgun in shape but its firing power is less , and even though the red beam which comes out of it is constant the damage only happens after some intervals, the only good thing to like about this gun is that it comes with infinite ammo and if you manage to end the game with a 10 star rating then you can earn its upgrade which increases its firing power and makes the beam green.

#### HAND TO HAND WEAPONS :

##### Knife :

If your life becomes so hopelessly insane that you want to use the knife then its just better off to turn the console off and go hit yourself on the head with it, the knife can only be used if the player wants some thrills in the game and/or if he's mentally insane, its the absolute worst thing in the game. Dont even bother checking it out in the inventory.

##### Steel pipe :

Although the manual claims it to be a led pipe the game calls it the steel pipe, this is one of the better hand to hand weapons in the game and you can find it early on in the game if you wish, this weapon is best used against the kid zombies because one hit from the pipe will make them stop in their tracks, go on, pump em full of steel, its really fun too.. seriously ! :)

##### Hammer :

This is probably the best normal hand to hand weapons, its very powerful and can be used on any kind of slow walking enemies its attacks are really powerful , and they can literally stop the kid zombies or the nurse zombies in their tracks, this is also a good weapon to be used against the mutated turtles in the sewer area, the best hand to hand weapon in my opinion.

##### Axe :

More overhyped then it actually is , this weapon isnt all that good as it appears to be, you will find this one in the other church in the town, the good thing about this is that atleast its a little bit more powerful then the knife, other then that this weapon sucks too and it should never be used unless the played requires some real dose of adventure.

##### Chainsaw :

This is the first of the next fear hand to hand weapons, probably the most coolest looking weapon in the entire game the chainsaw really reminded me of the evil dead series of movies, you can walk while your holding the chainsaw and thats a plus because all you have to do is just press the aim button once and harry will turn the machine on, and point it forward, then you can just walk forward and backwards and the enemy will take damage

if it comes in the range of the saw. You will find this weapon in the cut-right chainsaw's shop , but you need the gasoline to activate it and you wont find that until a next fear game.

Rock-drill :

The second weapon in the secret next fear line of weapons, this one in my opinion is slightly more useful then the rockdrill because its a longer weapon and it can stop most of the enemies in their tracks, this weapon works like a charm against the zombie nurses and doctors, the long drill means that they wont even be able to get close to you if you have this baby in your hand but the only bad thing about this weapon is that harry cant walk around while the drill is aimed, that is really a negative point, you can find the drill in the small room below the bridge control room.

Katana :

This is the super hard to find secret weapon, the only possible way i have managed to find this weapon is whenever i end the game in the bad ending, i dont know the confirmed method for obtaining it, this certainly is a cool weapon you can find the weapon in the house where you use the dog key remember the door that is just locked , in some rare next fear games the door is open and inside there you can find the katana using this weapon can be sometimes a problem because harry jolts a little forward each time you attack with the katana. Other then that its a good hand to hand weapon.

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ENEMIES :

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Flying beasts :

These are the most common type of enemy you will find in the town of silent hill, infact these are the first monsters you come across in the game, they are very fast, certainly faster then harry and they can attack you while flying overhead causing medium damage, the best thing to do when any of these is around is just stand still in a particular place and take out the gun then shoot while they are charging towards you, they dont take too much bullets to die. If you are above any chasm or near any objects and if you shoot at them then the monster will go crashing through the object, which looks really cool.

#### Zombie dogs :

These dogs look very much like the dogs from resident evil and are equally easy to kill, if there is just 1 dog in front of you then dont hesitate in killing it with a hand to hand weapon other then that these dogs are really easy to kill and dont pose too much of a threat to harry, use caution though as they can jump at harry, run away from them if you can.

#### Zombie kids :

You will find them mostly in indoor places like the school or much later on in the game in the amusement part area, if they are in a group then the best countermeasure against them is to stay far away and pick them off one by one, they are the most deadly when they are in pairs because one of them will just grab you and let the other one's strike you with the tiny knives in their hand, they can cause some serious damage quickly. Be sure to either run away fast, or get rid of them quickly. If you want to save bullets then you can just take out any good powerful hand to hand weapon and just start pumping their heads with it, they wont live long either way.

#### Cockroaches :

Cockroaches, any living house owners worst nightmare, but what if the roaches are larger then normal, then they become the hero's nightmare, actually they're not all that hard and their attacks only cause the least amount of damage . The best thing to do when your in a room full of roaches is just run away from them and find the nearest exit. Or if you are feeling like killing yourself some roaches then just take out the handgun and about 2 or 3 shots at the max will take care of them for good.

#### Invisible zombie kids :

Similar to the zombie kids found in the hospital, but the only real difference is that they are invisible, but there is a good side to it too, they wont attack you at all, they will make a sound like a raccoon when they are near you and you can see their little black trails , you find them later on in the amusement park too.

#### Teddy bears :

These are one of the most vicious enemies in the game, from a far they look like ugly disgusting teddy bears leaping like apes towards the main character, if they attack you they can take quiet some health off quickly, and they are also fast runners so they will most definitely give harry a good long chase, first off when you come across any of these just zigzag your way through it and run like hell, if you DO want to kill them then the shotgun should work fine on them, you meet these monster in the central silent hill area and the lake side resort area too.

Zombie nurses :

As the name says, zombie nurses, you find them in the hospital area (duh) and in the nowhere area near the end of the game these are just mindless zombies who will charge at you and slash at you, just like the kid zombies, if there are more than one around then the first one attacking you will just grab you for the other one's to attack freely, the best countermeasure against them is the rockdrill, if your not familiar with that weapon then just a close blast of a shotgun should be enough, if you wanna go at them with the handgun then make sure there is plenty of space between you and the monster, because at first sight they will start charging.

Zombie doctors :

Just like the above... only male doctors in appearance

Larva's :

You dont see much of these enemies in the game, they only appear in the silent hill town center area, above the stairs they are just useless enemies , can die by any gun, there is no need to even try and attack them, just run ahead of them and say aloha.

Mutant turtles :

These are the monster you will find in the sewer area, but the thing is that your radio wont be working when you are in the area where they are. But there walking noise is more then enough to make the player aware of where they are, they make a loud clicking noise when they walk, the noise comes from their sharp claws which they also use to attack hARRY. when you come across them either take out the handgun or better yet the hammer.

Vicious invisible zombie kids :

These are just like the invisible zombies you find in the hospital and the amusement park area, and you wont be able to spot the differences at all, but these one's will slash at hARRY with the invisible knives just like the normal zombie kids would do, and their attacks are very dangerous, they can take out some quick chunks of health and the bad thing about this is that you wont be able to see them to dodge them, just take out a gun with the auto aiming enabled, aim and shoot.

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BOSS DESCRIPTION AND STRATEGIES :

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## The lizard :

### Description :

This is the first boss you come across in the game, looking more like a work of a child's imagination than a large lizard this boss is a very easy boss if your playing on the low difficulty setting, but on the hard mode this boss becomes equally hard, the best thing to do when you are up against this boss is to run around and follow the strategy given below, when the boss fight is over the town will return back to its normal self and harry will find himself back in the boiler room of the school

### Strategy :

Now you will see a freakish scene of some lights coming on, after that you will see the large lizard in the background, and as soon as the control goes back to harry the lizard will start charging towards. The strategy for this boss is simple, just take out your handgun and get in front of the boss, it may charge at you once or twice but its worth it , start shooting the boss head on and after a couple of shots you will see that its mouth is splitting open. Some times its just a fluke and it wont open its mouth at all , if thats the case just keep on shooting at the lizard with the handgun. Once you have damaged the lizard enough and have shot quiet a few rounds in front of its face you will notice that the music will change . Now any moment the boss can open its jaws.

As soon as it opens its jaws go to your inventory and take out the shotgun , remember the book we read in the library, it said that the hunter shot the arrow at the lizard inside its mouth and it died immediately. That is the same case here. As soon as the lizard opens its mouth start shooting at it, while stepping backwards. If you are playing the game in easy mode then just 1 shot from the shotgun will be enough to kill this boss, but if you are on normal or hard mode then 1 shot wont be enough so its a must that you shoot while stepping back. If the boss closes its jaws and your in them then its a sudden death. You wont be able to avoid it. If the boss doesnt die and it closes its mouth and your still alive, then follow the above procedure and shoot its mouth again when its open. Pretty soon the boss shall fall down and you will hear those awful sirens again.

## The larva :

### Description :

You will meet this boss later on in the game in the part of the town center, harry will fall down a large hole in the ground and then he is suddenly attacked by the larva boss. It looks more like a worm then a larva but thats the name so live with it :P. The best thing against this boss is the shotgun and the best strategy is to hear its digging noise, and when it comes out of the ground start shooting rapidly .

### Strategy :

As soon as the fight starts, you should first learn the attack pattern of this boss, it will always come out of the ground behind you and will spit acid at you then it will wander a

little forward before digging itself into the ground again, the best strategy against this boss is to take out the shotgun and wait, as soon as you hear the noise of it coming out of the ground quickly do the quick turn move and fire off a couple of shotgun rounds at it, be sure to side step once or twice so you can miss its poison spit. No more than 8 rounds from the shotgun in easy mode should do it. This boss will be over, but it wont die just yet. It will curl into a ball and then it will dig itself back into the ground again. Dont worry you wont have to fight it more. Another scene will start in which the boss will break one side of the arena and escape.

The moth :

Description :

you will meet this boss not a long while after you have had the previous boss fight, this boss is as the name says it the moth, the larva from the previous fight has evolved into this large flying beast, but this boss is not so hard to beat and he doesnt move all that fast too, the best thing to use here is the shotgun. After the fight is over the town will return back to normal.

Strategy :

As soon as the fight starts let me tell you something, if you have the shotgun and plenty of shotgun rounds, which should be the case in most games, then you can take out the shotgun and safely celebrate your victory because if you have the shotgun then this fight is a synch. The moth boss will try to sting you while charging towards you very slowly, and it will sometimes release some poison just like it did when it was a larva. If you have the shotgun in your hand just start walking back and shooting, when you run out of space to walk behind just run around a little bit and find a place where you can walk back easily, if you have plenty of shotgun rounds then this boss will be history after a dozen or 2 dozen rounds.

But if you dont have the shotgun then its gonna be a little different story, take out the hunting rifle and start shooting at the boss, be careful not to miss it because the rifle rounds are valuable, but since you cant walk back while shooting with the rifle you are gonna get stung a couple of times for sure. Each time you are stung check your health and use a health drink if required. Whenever the boss stings you just run to an opposite corner of the roof and fire off a couple of rounds at the boss, when it gets near just run to the other end of the roof and fire some more rounds. This fight will soon be over.

Cybil possessed :

Description :

This is not actually a boss fight but a mini fight where you can decide whether cybil lives or not, cybil has been possessed in this fight by an unknown parasite and harry must either figure out a way to get rid of the parasite or get rid of cybil completely.. an earlier item will help you out in this

fight..

Strategy :

IF YOU WANT TO PUT THE + IN YOUR FINAL ENDING THEN RED THIS

```
Ok, so here's the deal this boss fight will determine the + or - #  
you get in your final ranking so if you want to get the best end #  
then you should read this part. As soon as the boss fight starts #  
if you are playing in the easy mode you can just walk up to cybil #  
and use the plastic bottle with the red liquid you picked up very #  
early on in the game on cybil and this boss fight will already be #  
over, you can apply the same method on the normal and hard modes #  
but in those modes cybil is pretty quick with her gun, so its safe#  
to first wimp her out in the normal and hard modes, whenever she #  
will get close to you she will take out the handgun and start #  
shooting round after round, her handgun only has 10 bullets so it #  
shouldnt be long before she runs out but you have to be quick at #  
dodging to avoid the bullets. When she runs out of ammo quickly #  
run up to her and use the bottle. Fight over. If you run too far #  
away from her and then come back you will see cybil sitting on one#  
of the horses waiting for harry to come back. cute. #
```

However , there is another much sader version of this fight, if you want to miss out on the best ending then just take out the shotgun and its time for a gun fight, when ever you see cybil taking out her gun just start running around in circles to miss the bullet. Keep on shooting with the shotgun and soon cybil will go down, after the gruesome FMV of her withering in pain . Cybil is dead in this version of the fight.

Samael :

Description :

This is the winged demon god that dahlia worships and this involves her plan with alessa, she wanted to give birth to this boss, but thanks to an even by kaufman himself the birth of samael was premature and he came out in this form, not complete with his power, in his weak state and in mortal condition, not in his god like form .

Strategy :

If you are playing the game on easy mode then you can already start celebrating that you ended the game, as soon as the boss fight starts just stand in one corner and take out the hunting rifle, now start pumping lead into the boss, check your health after each strike and whenever you are in orange health just drink one health drink and continue shooting, if your playing in normal or hard mode then this strategy also works but you may need to use 2 health drinks after every time it strikes you. Because in those modes its lightning strikes are more powerful.

But if you are low on health items then there is another strategy for you, this one's called the run's alot :). First like normal take out the hunting rifle and start shooting but every time before the boss does a lighting strike it makes a little noise, as soon as you see it getting ready to strike , quickly start running in any direction away from the boss,

make sure your not running in a straight line and are moving either left or right. Then when it stops continue your shooting. Soon this boss should fall.

Alessa :

Description :

Alessa, the mother of god herself as proclaimed by dahlia near the ending sequence, this is the same mystery girl we have been meeting through out the game, but she is nothing more then a boss here, relay not that hard of a boss fight.

Strategy :

This boss fight is almost the same as the above one but the only difference is that alessa is standing on the ground and samael was flying, you can use the same strategy as above to get rid of this boss too, but alessa is relatively easy compared to samael and she takes very less bullets to die compared to him. But her attack is the same and she can do the same amount of damage so watchout.

This fight will soon be over.

End section

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9.

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# |_) /--\._) | \__, ._) \_/|ツツ\ \/ | \ / --\|__ | ||ツツ ._) #
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TIPS

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\* Shooting at night :

If you are playing in a dark area and you want to shoot a monster and you have the flashlight turned off then do this, because your light is turned off the monsters wont be able to see you, walk up slowly to them and when your very near then start shooting.

\* Is it dead :

You might have noticed that sometimes even after you have killed an enemy the radio still keeps on going , that is because the enemy is not completely dead. Walk up to it lying on the floor and press X near it and harry will kick it to death, now the radio shall stop.

\* Listen :

Listen to the radio , it is the most important item

in the game, whenever an enemy is near you the radio will start staticing, the closer the enemy is getting the louder the radio starts becoming, so if you hear the static getting louder but dont see anything in front of you, turn around and look everywhere.

\* Watch :

This is one of the realistic points of the game that if you are ever in the night times then you can turn your lights off and most of the monsters wont see you, at that point if you sneak behind them, then you wont have the useless confrontation in the first place. But with the light turned off harry will be unable to pick up objects or look at the map.

\* Quick attacks :

You might have noticed that some of the hand weapon take a while to attack , example, if you have the hammer in your hand, dont press X just one while aiming tap x quickly a couple of times and immediately after harry does the first attack he will attack again. This is useful in killing the enemy in front of you quicker.

\* Camera Change :

You can change the camera style by pressing the L2 button , the other camera style can really help out in scanning the area in front of you, and you can see any enemies from any angel.

\* Shooting while walking :

Most of the weapons allow harry to walk while he's shooting or aiming, that necesserily isnt a good thing , because walking while aiming can really cause harry to miss several shots, whenever you have to shoot something be sure to stand still and aim for a while so that harry gets the perfect aim. Then shoot.

## HEALTH CHART

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You'll see the similar green line thingy which i dont know the exact word for, but the rest of it is pretty obvious, here are the health status's.

### GREEN LINE :

This means that your character is in top shape and they have their health between 75% and 100%, its best to always keep your character in green fine status, cause they run the fastest, they dodge the quickest and they can turn around much quicker, otherwise shooting is not affected.

### LIGHT GREEN LINE :

This means that your character is suffering a little bit and that their health is between 50 % and 75 %. If harry gets to this point then its just best to use a health drink just in case so that you dont get in danger later on in the game.

ORANGE LINE :

This means that your character is not in a bad way and that their health is between 25% and 50 %. If Harry gets in orange line then just use a health drink if your playing the game in easy mode otherwise if your in normal or hard mode's then just use a first aid kit. If you are in front of a boss or something big then check your health regularly after every hit you receive.

RED LINE :

This is the death row, when your character is between 0 % and 25 % they go from bad to worse, i dont think you need to be a smart person to realize that the hero needs some medical help, if you have health kits then just use one here, other then that a couple of health drinks can also help. Keep any health drinks you find stocked so you dont get in trouble later on in the game.

HEALING ITEMS

Health Drinks : These are the normal healing items in this game and you will come across several of these in the game. One of these health drinks can raise Harry's health upto 25 percent, you should always have a couple of these handy.

First aid kits : These are the second most common healing items in the game, one of these can raise up to 50 percent of your health, you wont find too many of these in the game. Save them only for bad situations.

Ampoules: These are the best healing items in the game, they will raise your health completely and then they will also make Harry invulnerable for a little time, he will regenerate any health lost for about 3 minutes.

End section

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10.

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#                                       #
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NOTE : When you start the game you will be asked to choose your difficulty settings, the harder your game starts the more frequent you will find the enemy encounters.. let me explain this in a simple way.

EASY MODE :

Least number of enemies will be found throughout the game. They will take less shots to die, each ammo pickup will give

you maximum amount of ammo. Healing items also work best.  
The boss fights are very easy. For the beginners

#### NORMAL MODE :

Medium number of enemies will be found throughout the game.  
They will take slightly more bullets to kill, each ammo pickup will give you half the ammo from easy mode, healing items work a little less, the boss fights are a little tougher. For the average player.

#### HARD MODE :

Tons of enemies will be found through out the game, and they will take plenty of bullets each to die, each ammo pickup will give you a little less amount compared to the normal mode, the health drinks dont work that good, and the boss fights are a real pain in the ass. For the veteran players

```
#####  
#                                     #  
# BEGINNING OF THE NIGHTMARE #  
#                                     #  
#####
```

Allright so the game starts with the FMV of harry mason getting up after that horrible crash, as soon as harry gets out of the car the first thing he notices is that Cheryl isnt in the car anymore, now the game will turn the control of harry to the player, as soon as you have the controls start running straight forward until another scene starts, harry spots a figure in the distance and through the fog we can clearly see that its Cheryl. After some talking Cheryl starts running away from harry and the controls go back to harry. Give chase to Cheryl and follow her where she is leading you until you see a very small scene of harry coming to an alley and Cheryl far away.

Now run inside the alley and give chase to Cheryl, until at the very end you see her turning to the left, give chase and you will come across the first door, enter the door and keep giving her chase through the tiny backalley's until it gets too dark suddenly. Take note of the sirens in the background and now harry will light a matchstick, now continue on the single straight paths until you come across a hospital bed in the middle of the alley, continue a little more down and you will see another scene in which harry will get cornered by little zombies who have knives in their hands. Dont try to run away from them as harry is supposed to \*die\* here.

Once the little zombies have killed harry the screen goes black and after a few moments another FMV starts, harry finds himself in a diner of some sorts but he's not alone there, an officer named cybil bennet who apparently rescued him too, she is also there. After some talking and some information about the town of silent hill harry tells her that he has to find his daughter , cybil also leaves the diner but not before giving harry the first weapon in the game, the handgun.

Now the controls go back to harry and we can explore the diner for some usefull and necessary items. There should be a flashlight a map and a health drink on the right side of the front counter and there should be a knife and another health drink on the right side of the counter, check that little red radio but you wont be able to pick it up yet. There is also a notepad in this diner, notepad's are the resident evil equivalent of typewriters just go and check a notepad and you will be allowed to save your game progress.

Now try and leave the diner and another scene starts, this time you'll see what that radio is useful for, and you will also be attacked by your first enemy. Not a very hard one at that just aim the handgun like you would in any resident evil game and start shooting, 4 rounds should be enough and the monster goes down. After that harry wonders what the hell this place is, NOW pick up the radio and get the hell out of the diner ASAP.

```
#####  
#                                     #  
# THE STREETS OF SILENT HILL #  
#                                     #  
#####
```

Now you will see another scene once your outside the diner in which harry open up the map and pin points the area where he last saw Cheryl on the map. Now our objective is to check out that place one more time.

NOTE : The map in silent hill is very useful and is a must if you want to reach many places, to use the map just press triangle in the default control scheme or just go to the inventory and open it from there, the map will tell you the location names and also points to where the character is at that point. Unlike resident evil games the map wont tell you where you have been and where you have to go , but the map WILL remember the unpassable locations like locked doors and broken streets and other things like that.

After that scene is over quickly turn harry to his left and start running in that direction, soon you will come in front of a large queen burger shop and there will be a health drink right in front of it, pick up the health drink , now turn around and run straight back to the main door of the diner, by now you should have a monster or two chasing you, its really not that hard to dodge them , just keep on running in zigzag's. Once your back at the diner door just go a little right from there and you will see a bench which has 2 boxes of handgun ammo on it. Take them both.

Now its time to use the map for the first time, so open the map and head towards the alley that the map is pointing for you, once you reach a familiar road you will remember it was the area where there is the first door which Cheryl passes through. In that alley now there should be some dogs, just avoid them and run to the very end and enter through the door. Take note of the beware of dog sign on the door. Now your back in the familiar back alley's from the start of the game. Run to the second door and once you cross it you will



find that the area ahead is blocked. There should be a couple of items there, there are 2 handgun ammo boxes , a steel pipe and there should also be a note which tells you that Cheryl has gone to school. Now harry will mark the school in the map and that is our new objective. Her sketch book is also there but you cant pick it up.

Now get out of the back alley's and go back to the main roads.

```
#####  
#                                     #  
#   HOW TO REACH THE SCHOOL   #  
#                                     #  
#####
```

Once your back at the main road's turn to Harry's right and run straight back to the BACHMAN road area. Now dont go back to the direction which leads to the diner but instead head in the opposite area, \*north in the map\* and on the right side you will come across a convenience store with one of those wingers standing in front of it, shoot it or leave it your call but enter the open door to the store. Once your inside the store its time for some shopping.

Inside the convenience store you will find 3 health drinks and 1 first aid kit and if your playing a next fear game you will also find another important item , the channeling stone.

Note : The channeling stone is only here in a next fear game so the first timers dont get their hopes up so quickly.

Once you've taken all the items in here there is a notepad if you want to save your game, head out of the conveyance store and its time for some business.

Now open up the map and look at where the MATHENSON street is. It shouldnt be very far from where you are at right now and the fastest way to reach there is the closest path from you. Once your at the mathenson street keep going left according to the map and after some heavy running you will come across a HUGE chasm in the road and you wont be able to get past it. But there should be a small notebook there too, check the notebook and you will get the message " Levin street, Dog house " . What does this mean ? lets go and check out.

Open your map and check out where Levin street is, its also just a little back , head back and go up through levin street , make sure you keep on left side of the street and after a little running you will come across the only dog house in the entire street and there are a couple of dogs running around here, ignore the dogs and quickly have a look at the front of the doghouse, inside harry will find a house key, take the key and use it to open the door to the house besides the doghouse.

Once your inside the house there should be a first aid kit to the right of you, take it and head a little forward, there should be a door here but most of the times its just locked, in some rare cases in the next games this door is open, if thats the case here then go inside and take the katana, if not then just continue in the house. Head a little forward and you will find 2 handgun

ammo boxes inside the house, take them and check the back door. You will see that the door is locked by 3 different locks, check the map on the left of the door and you will obtain vital information about where to find the 3 keys.

Now its time to go and get the 3 keys required, just exit the house and head back to the MATHENSON street using your map, once your back on the street just keep on heading right on it according to the map. While your heading right on the street you will come across a small alley going into the right direction, head inside the alley and inside you will find some doggies but there should also be 2 handgun ammo boxes. This alley is also visible in the map so you shouldnt miss it. After that continue your path to the very right side. Once you've reached the ELLROY street turn south and head a little forward and you will see another huge chasm which will block your passage further, but there is a plank going a little forward, head through the plank and you will come across a mail box , check the mail box and you will find the first key. There is a health drink on the stairs too, take that also.

Now time to get the second key, check your map again and you will find that the markings you found on the map in the house will be on your map too, this will make your task at hand very easy. Find the small long straight alley marked red on the map and you will see your not THAT far from it, head towards the alley, once your there head through it and you will come across a steel fenced door which has the words \*off limits\* written it. Enter the door and you will find yourself in a back alley basket ball court. Take the key from the top of the box nearby and also take up the health drink , check the dog's head on the floor and exit back through the door you came in from.

When your back out the off limits door turn to harry's left and keep going forward until you come across the main road, once there turn to harry's right and run forward, keep on running forward and you will come across another huge chasm but there should be a wrecked cop car with it too, check the trunk of the car and you will get the third and the final key which you require, there is also a box of handgun ammo on the ground nearby, take it too.

Now from where you are right now turn back according to the map and continue your path to the leftside of the road, keep running left according to the map until you come across a road heading north from there, take that road and you will find that your back where the conveyance store was, ignore the store for now and head across the street from it, continue a little more north and you will find harry's wrecked jeep from the beginning of the game. Check the jeep and you will find a health drink after harry wonders where cherryl is. Time to continue on.

Now open your map and head back to the levin street and back to the house where you need to use the 3 keys, searching a place with the map should not be a problem now so i assume you can make your way back to the house yourself.

Now once you have reached the house head back to the back door of the house which was locked and check it now harry will unlock the door himself, and you can finally head through it. Head through it to the other side and you will be in the small garden behind the house, and the place starts to go dark again like it just did

before at the beginning of the game parts. Now you can use your flashlight.

NOTE : The flashlight is one of the most important things in the game, whenever your in a dark area you can turn on/off the light by simply pressing the circle button, while the light will allow to see you and pick up items, which you wont be able to if its dark around, the bad thing about it is that the light attracts more monsters in the night time, so watch out.

Ok now check on the top of the table in the garden and you will find 2 health drinks, take them both and exit the house through the wooden gate nearby. Once your in the back alley turn to harry's right and check the map, now you have to go to the very TOP LEFT corner of the map, in case you didnt see it the school is in the BOTTOM LEFT corner of the map, just go in the top left area and you will find the road blocked, but there are some items here, a box of handgun ammo and a health drink behind the pillar.

Now head directly across it and time for some MEGA running, so head south from where you stand, check the map and make sure your going in the direction of the school, this is some really long running and along the way you will be attacked by some monsters, make sure you run in a zigzag pattern to avoid them.

Once your very near the school head a little more south and you will find a school bus parked on the side of the road, head into the school bus, inside you will find another notepad for saving your game and 2 more health drinks, take them both and head inside the nearby school with the help of the map.

```
#####  
#                                     #  
#          THE SCHOOL                 #  
#                                     #  
#####
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Once your in the school you wont be able to get out of it until the game allows you to so sit back , you will be in the lobby right now, there is a map of the school nearby take it and head through the door right in front of you, now your in the school building. Turn to the right and enter the first door you see now, its the infirmary, there should be some health items in there too right ? Head inside the infirmary and you will find a health drink and a first aid kit inside, take both these items and save your game if you wish to via the notepad there, and exit back to the hallway.

Now turn to harry's left and run past the door to the main lobby and you will come across the receptionist counter , check the inside area of the counter and you will find 3 separate clue's. This is what they will state.

1st clue :

10.00

"Alchemy Laboratory"

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

2nd clue:

12.00

"A place with songs and sound"

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

3rd clue :

5.00

"Darkness that brings  
the choking heat"

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

-----

Now once you have read the clues head to the door behind the receptionist area and enter it, inside you will find another box of handgun ammo, take it and have a look at the painting in the wall, you'll see soon why. Now exit back to the main hallway, using the map head through the double doors which will lead you to the courtyard area. This shouldnt be a problem for you to find as thats the only other unlocked door we havent checked yet.

Now once your in the courtyard turn right and you will find a small clock tower there with a small door in front of it and 2 holes on either side of it, check the door and you will also see the current time on the clock , remember the clues , there was time written on each one of them. Now what we have to do is find these 2 items and put them with this clock tower.

Now once your done looking at the clock tower head towards the double doors exactly opposite from the one's which you entered this courtyard from , along the way you will be attacked by more of those small zombies which killed you in the start of the game, enter the door and your back in the school area's and some more small zombies.

Ignore them and head straight through the door right in front of you inside you will find some handgun ammo, just take the ammo and exit back to the hallway, now turn to harry's right and run forward avoid the little zombie along the way and enter the double door at the wall at the end.

Now your in another hallway, nothing else to do here so just take the stairs up to the second floor, remember the clues, one of them told of the lab on the second floor, and thats exactly where we are going right now. But first we need to take a couple of items . Now once you are at the second floor you will see the double doors you need to go through right in front but for some

items first enter the door right opposite to it, you'll be in a class room with another health drink in it, take the drink and exit the class room, now head down the hallway and you will come to the girls toilet, head inside and inside you will find a box of handgun ammo, take it and head back, now head to the boy's toilet and you will hear someone crying, but there isn't anyone there. Head back outside and enter the double doors in the bottom left hand corner according to the map.

Now according to the map you should be very near the music room, check inside the room and you will see a piano, nothing here to do right now, but just remember the location of this room, once you exit head right into the door of the locker room, once inside you will hear a noise coming from one of the lockers, check it for a nice surprise. Exit back out of the locker room.

Now head through the double doors on the right and then enter the door which is right in front of you, there should be a box of handgun ammo in this class, head up to the next class via the door in this class, now exit through the door to the hallway and using the map make your way to the library, inside the library you will find a first aid kit, take it and exit back out.

Now time for some looking at the map again, on the second floor of the school find the lab equipment room and make your way there. Once you're inside the lab equipment room all you need to take here is the chemical, it's a purple item on the back shelf of the room, there is also some glucose and some distilled water here but those aren't the items for taking. Once you have the chemical with you exit back to the previous hallway and enter the door besides the one you came out of right now and you're in the lab.

Inside the lab there should be a box of handgun ammo, take that and head over to the table and you'll see a hand lying on it. Use the chemical on the hand and after another small scene the hand would have busted and the medallion in its grip will now be free.

Once you have the medallion in your possession go to your inventory and check the medal and you will see that a clock tower has been engraved on the medal, so that is where we will go right now, remember the courtyard and the clock tower in it. Use the map and go down the stairs to the first floor back where we came from in the first place, now head to the courtyard and use the medal on one of the holes on the side of the clocktower, now check the time of the tower and you will see that it has changed again. Time to go and get the second medal and see what happens then.

Now head back to the second floor via the staircase we took to get down just now, once you're on the second floor open your map remember the music room where we went a little earlier, the one with the piano, right, head there now.

Once you're in the music room check the music sheet nearby which is written in blood and you will get the following poem.

'A tale of birds without a voice'

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

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

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

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

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

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

-----

Now go and check the piano and you will understand the puzzle finally, the puzzle is referring to the keys on the piano or lets say a particular set of keys on the piano, check a couple of the keys on it and you will see that some of them are working just fine but there are some keys which are broken and they produce a click sound when you press them, the object of this puzzle is that we have to press the broken keys in the right order to complete it , using the puzzle we can find the answer to it, there are 2 different color of keys on the piano and there are 2 different colored birds mentioned in the puzzle.

pelican, its a white bird , and the clue says its first so press the second white key from the left side.

dove, another white bird, the puzzle says its last so press the second last white key from the left side.

raven, its a black bird and the puzzle says that its flying above the dove so what we do is press the black key just above the white key we just pressed.

swan's are another white bird, the puzzle places it next to another bird so press the white key to the left of the dove white key.

crow, its a black bird, according to the puzzle the final key is the black key one behind the FIRST white key.

In short here is the solution..

2nd white key from left  
2nd white key from right  
1st black key from right  
3rd white key from right  
1st black key from left

----

Once you have gotten the keys in this order you will see another scene and the silver colored medallion will fall from its location and you can go and pick it up, now we wont be heading down via the staircase we took , were going down the other stairs which will make several future events easier for us, exit out of the music room and turn right, head straight passing the locker room and exit the double doors at the end . Now turn right and take the staircase down to the first floor.

Now once your downstairs head into the class to your immediate right, just head on through the door inside to the next room and there you will find a box of handgun ammo, take it and exit to the hallways, right in front of you will be a double doors, unlock it from the side your on at and enter the doors. Now using the map make your way back to the courtyard, once your back there head to the clock tower and use the second medal on the second hole, nothing happened so far, check the door once more and you will see that the time has changed again. Now its time for the final touch, turning the power back on.

Now head back through the double doors you just came into the courtyard from, back at the hallways turn left and enter the double doors at the very end of the hall, head to the staircase area again but this time head for the basement area. Once your at the basement area head for the door on the right side. This is the boiler room of the school, check the button right in front of you once you enter and you will then turn on the power to the tower, you will hear the noise of the clocktower door opening . Now we can go and check whats inside.

Now head back to the courtyard and enter through the door on the clock tower, you will find a straight path, take the path and climb the ladder at the end of it, while climbing you will hear those awful sirens in the background again, what are those sirens for, you will find yourself in front of a small door. Take the door and in another scene you will find out that you are in the school's courtyard again, but its raining this time and there will be a huge symbol in the center of the courtyard. Whats happening !.

```
#####  
#                                     #  
#   THE ALTERNATE SCHOOL             #  
#                                     #  
#####
```

Now you will find yourself in the same school but its a bit different, actually its ALOT different, once you are back in control of harry again turn to the right and run straight and enter the double doors you see, these are the same halls of the school which you went through earlier but they are looking completely out of hell now. As soon as you are through the double doors head straight and enter the doors right in front of you. In this room you will see a large rotating fan in front of you, take note of it and take the first aid kit and the handgun bullets in the room.

Now exit the room and immediately turn right and enter the

first door you see to the right, in this room head forward , this is a storage room, take the pink ball from here and exit back to the previous hall. Now head left and enter the final door you see besides the double doors, you are in the library. If you are playing on hard then this room will be full of roaches, immediately head to the right and enter the door you see.

Now your on the other side of the double doors we saw just a moment ago, enter the door to your left, you will come in a room with a large table in the middle of it, look at the table and take the picture card, check the picture card in your inventory and you will see that it has a picture of a key on it, so what does this mean ?

Now head through to the next class room via the door inside that class and in the new class head out via the door at the far corner from where you enter. Now your in the hallway, check the bench to harry's left and you will find a health drink there. Take the drink and then head back and enter the double doors you see. Now your back in the front hallway of the schoo. Enter the first door to the left of harry and you will be back in the infirmary, just like before there should be a health drink and a first aid kit in there for the taking, take both the items and save your game if you want to , then exit back out and head left and enter the double doors which were originally the doors to the main lobby.

In the lobby you will come across a square walkway with a chasm in the middle, dont worry as harry cant fall inside, check the wheel chair in the far corner of the room for an ampoules, take it and exit back to the previous hallway.

NOTE : The ampoules are the best healing items you can find in this game, they will not only restore your health to full, but it will also keep on healing any wounds you may attain for a couple of minutes. These are very rare in the game, never leave one if you find any.

Now time to head to the door behind the receptionist counter remember, there was a painting of a door here last time, now its the actual door itself, check the door and you will see that there is a slot to put in a picture, now open your inventory and put the picture card you found a little while earlier and you will have the door opened, exit through it to the hallway on the other side.

Now you will be in front of the doors to the boys and the girls toilet, first enter the girls toilet, now you will notice that the game will take longer time to load because actually its a weird thing that the girls toilet here is kinda time warp thing each time you cross through it you will be on a different floor, we just used it so now were on the second floor, exit through the door now and enter the boys toilet, here you will find 2 handgun ammo boxes and 1 box of shotgun shells, take it , now head back to the girls toilet and you will be back in the first floor when you exit, now enter the boys toilet next to the one here , in the boys toilet you can find a clue for later on in the game, check the wall where you will find a couple of writing and you will spot these words.



Leonard Rhine  
The Monster Lurks

Now check the small inlet and you will see a small scene and a horribly deformed corpse, but the good news is that besides the corpse you will find a shotgun, take it up and scream as loud as you can because you just got the most useful gun in the game. But dont equip it yet as we are better off with the handgun.

Now you should be on the first floor, exit the toilet and enter the next door in line to harry's left, its the teachers room and there are some phones on the table, take the box of handgun ammo and try to exit through the far door and a scene starts, the phone starts ringing and when harry picks it up he hears Cheryl on the other side, after this scene is over exit through the door you were about to exit from and climb the stairs next to it to the second floor.

Now you will be on the second floor, head to harry's left and you will find a health drink on the end of the bench, now head into the class room via the door on the other corner of the hall, in this class take the handgun ammo box and then exit to the next classroom via the in-class door, in the other classroom you will find a box of shotgun shells, take it and exit through the far door back to the hallways, quickly enter the double doors you see right in front of you and you will find yourself in the hallway with the music room and the locker room.

You cant enter the music room for now so head straight and enter the locker room, remember the last time we came here it was just a cat, now this time go and check the locker and you will see there is nothing, turn around and try to head back and BMMM.. that was scary, take the key which just appeared for you conveniently and exit out of the locker room.

The key which we just found was for the library reserve game, check the map and you will see that its on the second floor, now take the path you took from the stairs, and when you reach the hallway area with the stairs enter the double doors in the wall across the stairs, now your in the hallway with the doors to the lab, head forward in that hallway and open the final door on the left wall with the reserve key. In this room you will find a first aid kit. Take it and check the shelves to find an open book. Check the book to read a passage from an interesting topic.... remember the note we read in the boys toilet, this is related to that.

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### Chapter 3:

'Manifestation of Delusions'

...Poltergeists are among these. Negative emotions, like fear, worry or

stress manifest into external energy with physical effects.

Nightmares have, in some cases, been shown to trigger them.

However, such phenomena do not appear to happen to just anyone.

Although it is not clear why adolescents, especially girls, are prone to such occurrences.

-----

Now exit through the other door and you will be in the library, in here take the handgun ammo box and check on one of the tables to find another

open book check it to find a valuable clue on beating an upcoming boss.

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

Leave the library via the other door here and your back in the hallway area's. Try to enter the door to harry's left and you will see that its locked, we need a key to open the door and thats just what were going to get right now. Now i assume you can make your way to the roof easily, use the same staircase we just used to reach the second floor and you will reach the roof, in the roof area head forward and enter the door, Now your in the roof. Check the far corner opposite of the door you came in from and you will see a valve and a drainage passage with 2 holes, check the far hole and you will see that there is a key stuck in it, now go and open the valve and you will see that all the water runs down through the first hole, but what we want is for the water to reach the hole with the key so it falls down. Now go to the first hole and use the rubber ball you found earlier on it.

Now go and turn the valve back on and you will see that the water takes down the key with it.

\*\*\*\*\* NOTE NEXT FAIR GAME ONLY : If you have the channeling stone with you, use it on the roof area \*\*\*\*\*

Now we need to find out where the key went. Head back down to the first floor and head back in the courtyard where the clocktower is. Check the drainage there and you will find the key next to it. Take the key and check it for the words 2NW.. which means 2nd floor north west area. Remember the door which was locked after the door to the library, head back to that door, you should know the path to it by now, once you have reached the door use the key and open the door to enter this classroom.

Now in this classroom, nothing to do so head to the next class via the in-class door, in this new class take the health drink and exit through the doors at the end of the hall, back in the hallways turn to harry's right and take the health drink from the end of the bench. Now head down the stairs to the left of the door back to the first floor. Turn right and unlock the fence door first, then head through it and then enter the double door immediate to harry's left, your back in the infirmary hallway so go inside and save your game, this is a must save because a boss fight is about to start.

When your done saving, head back to the previous hall and back through the fence door, now head down the stairs to the basement area, first enter the door to harry's right side area and inside you will find 2 boxes of shotgun shells and a ampoule, take all the items now exit to the previous hall and this time enter the door to the other side. You will come across another small puzzle.

In this puzzle what you have to do is turn the two valves on the left and right in such a manner that the rotating fence in the middle gets clear and you get a clear path ahead. Now you can go on and do this puzzle yourself, there are many random solutions to this puzzle and its quiet frankly annoying if your attempting this for the first time. To make a more simpler approach and save yourself alot of time just turn the right valve left twice and the left valve right once. Now the path will be clear. Head forward and harry will go down a lift?.

```
#####  
#                                     #  
#   BOSS FIGHT 1                       #  
#           THE LIZARD                   #  
#####
```

Now you will see a freakish scene of some lights coming on, after that you will see the large lizard in the background, and as soon as the control goes back to harry the lizard will start charging towards. The strategy for this boss is simple, just take out your handgun and get in front of the boss, it may charge at you once or twice but its worth it , start shooting the boss head on and after a couple of shots you will see that its mouth is splitting open. Some times its just a fluke and it wont open its mouth at all , if thats the case just keep on shooting at the lizard with the handgun. Once you have damaged the lizard enough and have shot quiet a few rounds in front of its face you will notice that the music will change . Now any moment the boss can open its jaws.

As soon as it opens its jaws go to your inventory and take out the shotgun , remember the book we read in the library, it said that the hunter shot the arrow at the lizard inside its mouth and it died immediately. That is the same case here. As soon as the lizard opens its mouth start shooting at it, while stepping backwards. If you are playing the game in easy mode then just 1 shot from the shotgun will be enough to kill this boss, but if you are on normal or hard mode then 1 shot wont be enough so its a must that you shoot while stepping back. If the boss closes its jaws and your in them then its a sudden death. You wont be able to avoid it. If the boss doesnt die and it closes its mouth and your still alive, then follow the above procedure and shoot its mouth again when its open. Pretty soon the boss shall fall down and you will hear those awful sirens again.

The screen will start fading slowly now and it will turn completely black in a little while...

-----

After that you will see an FMV in which you will spot the girl who got hit by harry's car in the prologue FMV of the game, what the hell is she doing here. Now the background will change to the normal school's boiler room. Once the scene is over you will find yourself in the boiler room of the normal school. There will be a key right in front of you. Take the key and go out the boiler room door, once you step out you'll see that the light has come back out and its the original silent hill's atmosphere again, but whats this there are church bell's ringing . Someone else is alive in the town

too.

You will see the stairs up to the first floor, go up the stairs and another scene will start, harry will take note of the church bells ringing and he will mark the church in the map of silent hill. Now that is your destination , the church. Head into the double doors immediately to the left of harry and you will find yourself back in the infirmary hallway. Now open your inventory and check the key and you will find that the words K.Gordon are written on it. Now your in the front hallway go to the area where the receptionist counter was and check the diary in front of the counter. Harry will find the address of K. Gordon's house and will mark it on the map.

```
#####  
#                               #  
#   FINDING K. GORDON          #  
#                               #  
#####
```

Head into the door to the front lobby, you will notice that all the doors were locked from the inside. Now from the lobby head through the main doors out of the school and back in the streets of silent hill.

Now check your map and you will see that Gordon's house has been marked there for you, there is only one path for reaching it and thats the path which we will be taking for now. From the main door of the school you just exited from head straight on the road and turn right, then turn to harry's left and you will be on bradbury street. Now you will see there is an alley heading up in the map, head up that alley until you see a back door which is marked with blood and Gordon's name is on the plaque of the house too. There should be some dogs standing right next to his door to make it easier. Head into the garden of the house.

From the garden head for the house's door and use the key you picked up at school to open the door. Inside gordon's house you will find 2 boxes of handgun ammo and a notepad if you want to save your game do it now.

NOTE : We are not here in gordon's house for a side quest of collecting items, we are here because this is the only working path to reach the church for now, all the other main rods which lead directly to the church are broken.

```
#####  
#                               #  
#   FINDING THE CHURCH        #  
#                               #  
#####
```

Now once your done in gordon's house exit out of the front door of the house, once your back on the streets turn left and run straight until you see a chasm in the middle of the

road, you cant cross it but look at the front steps of the house across the street and you will see a health drink . Take the item, now turn around and start heading down according to the map, check the map, you see that thin alley going all the way up directly next to the road where you are right now, thats where we have to go now, so keep on heading south according to the map until you are back at the BRADBURY street.

Once your at that street it shouldnt be hard to find the way to the alley, as the path will be clear, along the way one of the benches on the side walk will have a health drink on it, take that too. Once you are inside the alley start running north all the way, in the middle of the alley there should be a box of handgun ammo near some trash can's. Take that too and continue your path north. Once you have reached the main road again turn right and continue running. You should come across the church after some little running, you already have it marked on your map so it wont be a problem. The plaque's on either side of the door say the name too. Balkin church.

Once you have reached the church you will have another small FMV and you will finally know that who was ringing the church bell. Its a creepy old woman !. Actually her name is dahlia gallespie ( sorry im bad at spellings ).

After the FMV another scene will start in which harry demands to know who the woman is but she starts speaking gibberish which even i cant understand, the only part worth knowing is that the hospital on the other side of the town is our next destination, so says dahlia. After some more frightening speech dahlia will leave and harry will be left alone in the church.

Just for the record you cant enter the door which dahlia just went through, now head to the front alter of the church and you will find the 2 items you need there, the first being the key to the drawbridge control panel , and the other being the flauros. Now check the left area where dahlia went and you will find a health drink there too, save your game via the notepad in the church if you wish and then exit out of there.

```
#####  
#                                     #  
#  SEARCH FOR THE HOSPITAL  #  
#                                     #  
#####
```

Now from where you stand right now at the church doors turn to harry's left and keep on running until you come across a gas station, you will see that the door leading into the garage area of the station is open so head in there. If you want to there is another notepad for saving your game in here. There is also a box of handgun ammo for the taking.

\*\*\* NEXT FEAR GAME NOTE : If you are playing the next fear game then you will find a gasoline can in here. TAKE

THE SILENT HILL CHAINSAW MASSACER DETOUR :

This is a small detour if you want one of the coolest weapons in the game, note that you need gas to turn on the chainsaw and to get the gas you need to be playing in the next fear mode so first timers dont need to read this section. Now turn back to the path which leads to the church and start runnin on that side of the road, pass the church and keep on heading forward until you see that the chasm has blocked the path forward , at that point check the left side of the road and you will find a shop with a broken window and a chainsaw peeking out of the window, the shop's name is cut-right chainsaw's. Take the saw and use the gas with it and you have one of the coolest hand weapons in the game, but if you are looking for performance in a weapon then i would highly advice you to NOT take the chainsaw and save your gas for another hand to hand weapon a little later.

----

After that quest is over head back to the doors of the garage and from there follow the walls of the garage all the way to the back area of the gas station, you will find a truck with the words VOWO on it, head to the front area of the truck and you will find a box of handgun ammo and shotgun ammo each. Take these items and head bcak to the main road leading to the right side from the gas station. Now continue your path to the right side along the wall and you will come across some low walls, follow the path until you see some steps leading down a little, you wont be able to go all the way down, just go down the steps as much as you can and pick up the 2 items lying there, a first aid kit and a box of shotgun shells. Now continue your path to the right side according to the map on this road until you come across a control room on the right side of the road. The sign in front of it says "Orridge bridge control room"

Head up the stairs to the main control room. Inside there pick up the map for the central silent hill area on the chair and also take the health drink on the control panel, then use the key you have on the same control panel and you will be able to see the bridge coming down through the fog. Once you areback in control of harry save the game if you wish and head out the control room and down the stairs.

DRILL DETOUR :

Now this is the other secret weapon i asked you to save the gas for remember, just check under the control room and there is a door there. Enter the door and you will come in a small room where you will find the rock drill. Take this if you want a good hand to hand weapon, this weapon can really make life easier when a certain new kind of enemy arrives. Note that you need to be playing the next fear mode and need to have the gas to take this weapon.

---

Whether or not you took the rock drill or chainsaw doesnt matter now continue your path right and cross over the bridge until the game starts loading the next area , now we are in Central Silent Hill.

```
#####  
#                                     #  
#   CENTRAL SILENT HILL               #  
#                                     #  
#####
```

The main objective for harry here right now is to reach the hospital which is in this part of the town but were gonna be taking a little detour to the police station, from where you start off at the bridge head a little forward and then turn to the left side of the road according to harry's perspective, you will find a health drink lying on a barrel, now from there head across the road and come back to the right side of the road Continue your path a little forward until you come to some more small steps leading down, go down them and take the handgun bullets on the bottom. Now head back to the street and find the police station on the map. It shouldnt be far from where you are at the moment. Once you have reached the police station head inside avoiding the new kind of enemy outside .

Once your inside the station take the box of handgun ammo and the box of shotgun shells from the front area. There are 2 doors in here but the door leading to the right side is not gonna open so head through the door to the left side, you will be in a room with shotgun shells right in front of you, take the shells and save your game with the available notepad if you want to. Now check the memo on the table which will say something like this :

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

----

Now for some more weirder things check the chalk board, and harry will read this..

Product only available in selected areas of Silent Hill.  
Raw product is White Claudia, a plant peculiar to the region.  
Manufactured here?  
Dealer = manufacturer?

---

Once you are done trying to figure out what that was saying just exit out of the police station completely.

Once your out of the station head straight down the road which is leading to the south according to the map, that road will take you straight to the hospital, now for some handgun bullets and a health drink when you are near the hospital open your map and you will see that there is a small alley going in where the L of the hospital is, head there and you will find a box of handgun ammo and a health drink, and exactly across the town from there you will find another health drink on a table outside .

Once you are done with the items head for the main door of the hospital, enter through the metal doors and read the name of the hospital its the Alchemilla Hospital. Enter through

the double doors to harry's right and your in the hospital building.

```
#####  
#                                     #  
#   ALCHEMILLA HOSPITAL             #  
#                                     #  
#####
```

You might have noted that you heard a gun fire before you entered the hospital , when your inside the main building there is a notepad if you want to save your game on the counter, now head forward and take the turn left and you will hear another gun shot, enter the first door to the left you see.

You will see another small FMV in which you see where the gunshot came from, its a dead body of one of those monster and sitting besides is the main who shot it. Michael Kaufmann . Now another scene will start in which the doc will try to shoot harry but harry proves that he is a real person, the doc then asks harry about what he's doing in this town and when he's sure of everything he leaves with his briefcase in hand.

After the doc is gone harry will be left alone, now as soon as you are back in control enter the door you see to harry's right, you will come across in a small room with only one other door, head through it, now you'll find yourself on the other end of the reception counter of the main hall. Take the first aid kit there and also take the map which is on the wall.

Now that you have the map go back to the room where you had the scene with kaufman. Once your back there head through the third door in this room which is on the left side, you'll come across in another small room with only one other door, but there is a newspaper here and one of the articles has been cut out of it, wonder what that was. Now exit through the only other door and you will come across a hallway with several doors in it, 2 in front of you and 4 on the wall left of harry at the moment. Note that only the left side doors can be access, open your map and you will see the names of those doors.

First off head into the doctor's room which is the first door on the left side wall, in here you will find another map which is actually for the basement of the hospital, then head through the small door inside the doctor's room and you will be in the conference room, here you will find a key on the other side of the round table, take the key , this is the key to the basement and now head back out to the hallway.

NOTE :.. The following part applied only if you are looking for the better endings, i highly recommend you take these routes too because the better endings are much rewarding. But they are not necessary, i have marked that text with this ##..

```
#####  
#                                     #  
# To add the + to your final ending... #
```





enter the room 301 and there you will find a birdcage, its empty for now but its a clue for much later on in the game, exit out of that room and head into room 302. Here you will find some shotgun shells and a notepad if you want to save your game and also a TV with a VCR. You might need this a little while later so remember its location. Exit out of the door.

NOTE : By now you might have noticed that the hell side of the hospital is filled with nurse zombies, who charge at you, if your playing the next fear game and if you have the rock drill with you then this is the best place to use it, take out the rock drill and just keep on aiming at the nurses, you dont even need to press the fire button with it, just keep on aiming at the zombie nurses and you will see how quickly they die. If you are a first timer then just take out the shotgun and if any nurse gets too close for comfort just fire 1 close range shot and its game over.

Check the map again and this time head for the room 304. 303 is jammed if you hadnt figured that out already. In 304 you can find a health drink and take a look at the wall and you will find a steel plate that is screwed on to the wall, you cant do anything with it in this part of the game but remember it as a reminder very late on in the game.

Once you are done viewing head back out to the hallway, go near the women's room and you will find the double doors which will lead you to the other side of the third floor of the hospital head through the double doors . Now from your map head into the storage room which should be the first door on the right of harry, in the storage room you will find a box of handgun ammo , a first aid kit and an important item, the blood pack. Once you have all these items head out and enter the room 306.

Inside this room you will find another plate , this one is the plate of cat, take the plate and when you exit out of the room head to harry's right and at the end of the hall you will find another double doors, unlock it from the side your at and go through them and enter the elevators.

Now with the elevator head to the second floor and you will see that the door is still locked, so head back itno the elevator and take it down to the first floor. Once you are on the first floor head forward and check the vending machine 3 times and you will get three health drinks, now head a little forward and enter the door to the director's office, in here take the 3rd plate , this one is the queen's plate and there is another notepad here if you want to save your game, then head back to the hallway.

Now head into the kitchen and you will find another health drink. Take it and head back to the hallway, now open your map and look for the door to the office, its different from the doctor's office. Its on the south wall, once you enter it you will find some handgun bullets, take it, now with the help of the map head into the medicine storage room, nothing to take here and the door on the other side is locked for now but harry hears some noise on the other side. We need the right key to open this door.

Back to the previous hallway and enter through the double doors

and then head up the stairs to the second floor right in front of you. Now enter through the double doors and your in the second floor hallway.

Check the map and look at the room numbers where you are right now, head into the room 201 and inside you will find a lighter its a necessary item, take it and head back to the hallway, as the rooms 202 and 203 are jammed head straight for the room 204. Take note of the blank plate on the wall next to the room, now enter the room, inside you will find some tentacles which are coming out of the wall, behind the tentacles is the 4th and final plate you need in a little while, but harry wont be able to go through the tentacles, they are feasting on the blood on the floor so we give them more blood, remember the blood pack we picked earlier,use it with the tentacles and harry will spill the blood on the side which causes the tentacles to move to the side too and harry can take the plate behind them now.

Take the plate and exit out of the room, take a look at the map and head straight back , from harry's direction there should be only 1 door on the left wall, which is the door to the nurse center, enter it.

When your inside the center head forward and take a look at the wordings on the wall, you will find a strange poem on the wall :

-----  
Clouds flowing over a hill.  
Sky on a sunny day.  
Tangerines that are bitter.  
Lucky four-leaf-clover.  
Violets in the garden.  
Dandelions along a path.  
Unavoidable sleeping time.  
Liquid flowing from a slashed wrist.  
-----

You probably wont understand this now, check the door on the right side and you will see several plated and see that they are all colored, but there are 4 plates missing, because you have the four plates, now the object of this puzzle is to put the four plated in the right order so that the door opens up and you can cross through, this is a very annoying puzzle if you just start putting in plates randomly, there is a simple method to completing this puzzle, the right method is that you should understand the poem and try to fit it into the plates on the door.

in the right order :

Clouds flowing over a hill.	---> white
Sky on a sunny day.	---> blue
Tangerines that are bitter.	---> orange
Lucky four-leaf-clover.	---> green
Violets in the garden.	---> violet
Dandelions along a path.	---> yellow
Unavoidable sleeping time.	---> black

Liquid flowing from a slashed wrist. ---> red

Now you may have already found out which plates you have and which one you dont have, and which order to put them in, if still not then here is a simpler solution..

Starting from the top right hand corner put the plates in this order , blue, green, yellow, red.

You should now here the clicking noise of the lock opening, once the door has opened you can cross through it to the other half of the second floor. On the other side of the hallway check the map and enter the operation prep room, and then through it you can reach the operation room, once you are in the operation room take the basement storage room key and then exit all the way back to the hallway. Now head to the intensive care unit room and in there you will find the disinfecting alcohol , its another necessary item so dont forget it, now out of the ICU head into the room 206 and there you will find a first aid kit, once you have taken all these items head out and through the double doors on the right side of harry, use the elevator and take it to the floor B1.

Now once that your in the basement area again, head into the morgue room and check along the final 2 beds left and right and you will find a health drink and another ampoule, take both of these items and exit out of the morgue, now head for the store room and use the key you just found to open the door, now enter the store room and inside you will find some handgun ammo and a box of shotgun shells. In one corner there is cupboard, check its side and you will see that there are some scratches here meaning that it had been pushed before, head on to the side of the cupboard and press the X button to push it revealing a door behind it, enter the door.

Once you go through the door you will find a small opening on the floor but it is covered with veins and you need something to burn them off, if you just use the lighter then they wont catch on fire but if you have the disinfecting alcohol use it on the veins first and harry will spill it on the veins, then use the lighter on it and the fire gets bigger, the veins will soon burn off revealing the staircase underneath them. Head down the stairs.

Now you will come in a weird series of hallways, in the first hallway just run forward and enter the door at the very end to head into another hallway, in this hallway only one door to the left can be opened , enter it to get to the final hallway. There is one door on the left which can be opened, but when you head inside you will hear something breaking, nothing else. Head back to the hallway and enter the first door on the right. In here you will find a videotape, its a good story plot info thing if you want it, but its not necessary, once you have taken the tape head back to the hallway, besides these 2 doors there is only one other which can be opened, the final door on the left side, head there and enter that room.

Check besides the bed near the picture and you will find the examination room key, take it, take a look at the picture and you will find out that the girls name is alessa, this is the same mystery girl you have already seen a couple of times in the game.

Now you need to get to the VCR room, but before that make your way back to the storage room through the weird corridors, and when your back in the basement area check the generator room once again and you will find a new weapon, a hammer sitting next to the generator, this is an extremely powerful hand to hand weapon. Take it and now head for the elevator and take it to the 3rd floor.

Now once your on the 3rd floor again head into the room which had the VCR with it, use the tape you just found on the VCR to see a somewhat disturbing and inconclusive tape, what was that all about. Now head back to the elevator and make your way to the first floor of the hospital, once you are back at the 1st floor head back to the medicine room with the help of the map, remember we checked here before and harry could hear a noise on the other side, now use the key you just got a while back and open the door on the other side of the medicine room.

Now you will have another FMV in which a new character appears and aint she a bit too \*friendly\*. Her name is lisa, she explains her situation to harry and tells him that she's too frightened to go anywhere, but suddenly harry starts feeling pain and he goes unconscious. When he wakes up he finds himself in the normal version of the examination room and dahlia is standing there next to him, the hell place is gone, she kinda screams at harry as if she's angry then she tells harry that the other church in town is his destination. She leaves a key and goes out.

When you are back in control of harry take the key up and then head out the door which dahlia used to get out, your back in the front waiting room of the hospital, remember when you had a little FMV before reaching the fourth floor of the hospital you saw alessa heading inside an antique shop , THAT is the other church, check the phone books on the phone booth and harry will mark the antique shop on his map. Now save your game with the notepad in the main hall if you wish and exit out of the main doors of the hospital.

```
#####  
#                                     #  
#   THE ANTIQUE SHOP                 #  
#                                     #  
#####
```

Now exit out of the steel doors and your back in the streets of central silent hill, what we have to do now is go to the antique shop which according to dahlia is the other church in this town. There will be absolutely nothing to pick along the way so i wont mention any items in your path to the antique shop, the best way is to go north via the street which will lead you to the police station then head right according to the map from it and then north again until you reach the door to the antique shop.

You will be able to spot the broken door of the antique shop easily, when you head inside open the door at the bottom of the stairs with the key you picked up at the hospital, enter the antique shop, there is a notepad here if you want to save your game. Check the backside of the room and you will find another cabinet which appears to have been moved, push it from the side and a secret entrance will be revealed, another

scene will start now in which cybil will come in out of nowhere. Harry tries to be the action hero guy and goes in the entrance first.

When you are back in control of harry just run straight forward until you find another hole in the wall, enter through that hole too and you will come into a small room with an alter in the corner, this is the other church that dahlia was talking about, you can find some powder near the church, interesting, also take the axe off the wall, its not such a good weapon but just take it. Now try to go back through the hole you came in from and another scene starts, after some freakish scenes in which harry finds himself back in the hospital , with lisa but after some moments he falls back down again and wakes up inside the antique shop but now harry will be back in the alternate world again. Back in the hell world.

```
#####  
#                                     #  
# GOING BACK TO THE HOSPITAL #  
#                                     #  
#####
```

Once you are in control of harry again after all those scenes you will be inside the antique shop, the notepad is still there if you want to save your game, after that head up the stairs into the streets of the town, there will be plenty of monster here now so be on a quick lookout. Now start running south according to the map and pretty soon the camera angel will change itself revealing a hole in the shutters of the silent hill town center, lets go in then. Head inside the town center.

Once you are inside run forward and take note of all the TV's on the side, now you will see an escalator in front of you but its out of order, try to head up via the escalator and another FMV will begin in which the TV's will turn on themselves and harry will see Cheryl on them, struggling. After that the weird symbol which you saw on the school courtyard floor will appear and then the screen goes blank. Now climb up the escalator to the second floor.

Once your at the second floor head to harry's left hand side and then turn when you have the chance your radio will start beeping now but you wont see anything, ignore it for now and enter the wooden door on the left wall which leads to a jewelry shop, inside there you will find a first aid kit and 2 boxes of hunting rifle rounds, but we dont have the gun yet. We will very soon, just take the rounds and exit out of the door you came in from. Now head a little more forward and the floor will collapse and harry will fall down below.

Another scene will start in which harry will barley avoid the strike of the second boss. The larva.

```
#####  
#                                     #
```

```
# BOSS FIGHT 2 #
# THE LARVA #
#####
```

As soon as the fight starts, you should first learn the attack pattern of this boss, it will always come out of the ground behind you and will spit acid at you then it will wander a little forward before digging itself into the ground again, the best strategy against this boss is to take out the shotgun and wait, as soon as you hear the noise of it coming out of the ground quickly do the quick turn move and fire off a couple of shotgun rounds at it, be sure to side step once or twice so you can miss its poison spit. No more then 8 rounds from the shotgun in easy mode should do it. This boss will be over, but it wont die just yet. It will curl into a ball and then it will dig itself back into the ground again. Dont worry you wont have to fight it more. Another scene will start in which the boss will break one side of the arena and escape.

-----

After that scene is over go to the weapons rack in one corner of the arena and you will find one of the hunting rifles lying on the floor, take it. This is the most powerful weapon in the game but not the most useful because you cant walk while shooting at it and the time between each shot is more then the time a shotgun takes. So the shotgun is still our favorite gun.

Now head toward the hole which that larva boss created and exit back to the streets of silent hill through it. Now its time for a long long run, if you open the map and check it then you will see that your very far away from the hospital. From where you come out of the hole turn right and start running until you have the chance to turn right again, now its a long run, if you check the map now you will see that your on the same road as the police station and thats where we are going. There will be ALOT of monsters along the way but i guess you should be familiar with the art of dodging by now. Dodge and run your path straight to the police station and when you reach it head in via the open door. Inside the station you can find the hunting rifle rounds and the handgun rounds.

Now exit the police station, its almost a straight path back to the hospital , make your way back to the hospital dodging and weaving your way through plenty of monsters. When your back at the hospital head inside and back to the room where you met lisa for the first time, when you head inside another scene starts in which lisa tries to stop harry from going back and leaving her, but harry tells her that he has to find his daughter lisa then tells harry how to get to the lakeside area, now that harry knows how to get there he leaves leaving a sad crying lisa behind.

Once you are out of that scene immediately save your game at the save point in the main hall of the hospital then exit to the outer area of the hospital.

\*\*\*\*\* NOTE NEXT FAIR GAME ONLY : If you have the channeling stone with you, use it here right now \*\*\*\*\*

Now go out the main steel doors of the hospital and you will notice something strange, all the paths left and right are blocked for you, the only place you can go is across the street. There you will find a staircase leading up to the roof of the building. Since that is the only place we can go right now i guess we dont have any choice, just go up the staircase and watch the preceding scene. The larva is back , but this time its no longer a larva, its a full.. well an over grown moth, and its looking like its really pissed off at harry. Get ready.

```
#####  
#                                     #  
#   BOSS FIGHT 3                       #  
#           THE MOTH                     #  
#####
```

As soon as the fight starts let me tell you something, if you have the shotgun and plenty of shotgun rounds, which should be the case in most games, then you can take out the shotgun and safely celebrate your victory because if you have the shotgun then this fight is a synch. The moth boss will try to sting you while charging towards you very slowly, and it will sometimes release some poison just like it did when it was a larva. If you have the shotgun in your hand just start walking back and shooting, when you run out of space to walk behind just run around a little bit and find a place where you can walk back easily, if you have plenty of shotgun rounds then this boss will be history after a dozen or 2 dozen rounds.

But if you dont have the shotgun then its gonna be a little different story, take out the hunting rifle and start shooting at the boss, be careful not to miss it because the rifle rounds are valuable, but since you cant walk back while shooting with the rifle you are gonna get stung a couple of times for sure. Each time you are stung check your health and use a health drink if required. Whenever the boss stings you just run to an opposite corner of the roof and fire off a couple of rounds at the boss, when it gets near just run to the other end of the roof and fire some more rounds. This fight will soon be over.

-----

After the boss fight is over everything will go white and you will hear those awful sirens again, when the screen comes back to normal you will see that the town has returned back to its normal self and the moth is gone. Now run down the stairs you came from and make your way to the bridge, were going back to the original part of silent hill where we came from . Once you cross the bridge your map will open up automatically and you will see that the game has automatically taken you to the entrance of the waterworks area. Walk forward and check the door with the pad lock on it and harry will mention that the lock is weak and he can break it with any weapon. Do what he says, take out ANY weapon and hit the lock eventually it will break and the door will swing open.

Enter the area and you will see a ladder going down in the sewers area. Use the ladder and you will arrive in the sewers.



```
#####  
#                                     #  
#           THE SEWERS               #  
#                                     #  
#####
```

Harry will go down the ladder and will now be in the sewers area. This place is a small maze in itself and is kinda annoying. Another thing to mention is that your radio will not work in the sewers area, its more annoying then it seems, all you can hear are the upcoming monsters footsteps, but luckily the only monster you will encounter in the sewer area have a loud clicking walking noise which you can hear from a far. Another thing is that you should take out the hammer as your weapon for the sewer area save the handgun because the hammer works just fine here.

once harry is down the ladder turn to harry's right and head down the tunnel you see, once you are at the end of the tunnel turn left and follow the narrow path along with the wall and you will come across some hunting rifle rounds where the path ends, take these rounds and double back a little, then when you have the chance to quickly go across to the other side of the sewer water via the first grating you see. Once you are on the other side of the water turn to harry's left and go with the path to the end where you will find some handgun bullets, some shotgun shells and a health drink. Take all these items . Now turn around and take the same path you came from to the very end until it ends, and when it ends find the first crossing over grate and head to the other side of the sewer water.

Now continue along in the same direction as you were before and not long after that you will have another grate to cross over to the other side again, take this grate and cross to the other side again. Now keep running forward in the same direction and at the end of the passage you will come across a door. Enter it.

In this room follow the straight path until you reach a table with a notepad on it, save the game here. Now check the key rack on the wall and harry will find the sewer key in it. The sewer map is also there, take it at once. Take the key and continue down the straight path until you reach another gate go through it. Straight to the next gate open it with the key you just found and head through it. Now you will come back out in the walkway area's. Run forward straight until the path ends like before and cross over to the other side of the sewer water , then quickly run forward from this side but cross back over to the other side as soon as you can via the grating. Now turn back around in the direction where you originally came from and head a little back. You will see that the path turns inward run with the path and you will come across a fence wall with 2 gates, the left side gate can be opened with the sewer key, open it and head inside.

Now from where you start at the gate keep running forward and stay on the left side, at the very end of this path you will find a first aid kit, take it and then go in the opposite direction meaning the right side and you will find a ladder there. Take it.

Now you will come across in the 2nd sewer level , from the place

where you start turn left and you will see a first aid kit lying there, take the kit then check your map, you need to run through these long straight tunnels this time. Run through the first tunnel heading left, run all the way to the end and at the wall at the very end of it you will find a health drink and a box of handgun ammo, from there turn to harry's left and now run down the other tunnel, keep running down this tunnel too until this one also ends. Check the map and you will see your in the tunnel opposite to the one you started from. In the map you will also see that there are 3 fences on the left path which we are about to go.

Turn left now and start running down the tunnel, you will come across the first fence wall, remember which side the door is on and head through it, the door should be on the right side. Now through the door start running forward and you will soon find that the path is broken, cross to the other side but go back to the right side as soon as you can because the door is on the left side. Head through the door. Run forward some more and you will come across the third fence wall where the door is on the left side this time. Head through this door too. Now run a bit more and you will see some blood mixed with water, check it and harry will find a key in it. As soon as you take the key a small scene starts in which harry will be attacked by about 4 or 5 of the turtle monsters, now these monsters will be every where so we need to be quick everywhere.

That is why i asked you to remember the locations of the door. Run back through all three of them, backwards the door should be on the right, left and left again. Once you are through the last of the 3 doors head straight until you come across another door, use the key you just found on the door and head though it. Head straight until you see a ladder, there is also a notepad besides the ladder on the barrel, save your game here, and climb up the ladder. We have reached the lake side area.

```
#####  
#                                     #  
#   LAKE SIDE RESORT AREA           #  
#                                     #  
#####
```

Now you are in the lake side area, this is where Cheryl might be. If you want the best endings then check the following text otherwise leave the marked text and continue on.

```
#####  
# ONLY FOR THOSE WHO WANT THE BEST ENDING IN THE GAME #  
#                                                         #  
# Immediately from the area where you start at the lake side area #  
# head inside the incomplete building and inside in one corner you #  
# will find a first aid kit a box of handgun ammo and a box of rifle#  
# rounds, take all these items, then check the map stand on the road#  
# near you and you will get the lake side map, how convenient.      #  
# Now open the map you just received and find the annie's bar, its #  
# not that far from where you are right now, navigate your way with #  
# the help of the map and when you reach the annie's bar head inside#
```

```
# when you go inside you will see a scene in which kaufman will be #
# almost killed by one of those monster but harry will save him and #
# the monster surprisingly with just 1 handgun shot. After that is #
# over kaufman will rudely walk away but he will drop his wallet , #
# It will be lying near the monster you just killed, check it and #
# you will find a key inside it and a note which has the numbers #
# 0473 on it . Remember this code. #
# #
# In this bar there are 2 health drinks and another notepad if you #
# want to save your game right now, when your done here just exit #
# the bar, now open your map again and look for the indian runner #
# its just a little right of the annie's bar on the map, once you #
# have located the place on your map head there, once you reach the #
# door of the indian runner you will see that its locked with a pad #
# lock with a 4 digit code, remember the code written on that note #
# put that code in this pad lock and the door will open up. Enter #
# the indian runner. #
# #
# Now inside the indian runner you can find some hunting rifle ammo #
# and another health drink , for some interesting info check the #
# drawer and you'll find a key in it, now use this key on the safe #
# and you'll find some more drugs inside, what the hell. On the wall#
# to the right side of the safe you will find a paper with these #
# words written on them . #
# #
# 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 #
# ----- #
# #
# Ok you should remember that code too.. now check the picture on #
# the wall which is marked norman's grand opening, cause thats the #
# place we will be going next, one last thing, check the diary on #
# the counter too before leaving.. this is whats on it #
# #
# 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. #
# ----- #
# #
# Now that we have done all this its time to head out again, so exit#
# the indian runner and start running south according to the map on #
# the road in front of you, now stay on the right side of the road #
# and you will come across a door which appears to have a keypad #
# with it, check your map you'll see that your right next to the #
# norman's hotel, check on the keypad and enter the code we just saw#
# on the memo in the indian runner, its 0886. Enter the code and the#
# door will unlock , quickly enter inside. #
# #
# Inside the norman's motel you will find a magnet and there is also#
# a newspaper there, check the newspaper for this interesting #
```

```

# article. #
# #
# 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. #
# #
# Check the diary on the table too #
# #
# September 10 #
# Took package. Told to sit on it awhile. #
# Don't want to get involved, but can't disobey... #
# He's probably linked to death of the mayor and others. #
# ---- #
# #
# Now from the point where you entered enter the door to harry's #
# left hand side, inside you will find a motorcycle, but its old #
# check it and harry will see that the gas tank part of the motor #
# cycle is looking like brand new, like someone just put something #
# in it, but what. We need to find the motorcycle key to find this #
# out, for now, take the shotgun shells and the health drink and #
# exit back to the previous room. Now head on through the open path #
# on harry's right hand side and you will be in the other part of #
# the same room, here a notepad is available if you want to save #
# your game, once your done with unlock the door from your side and #
# head on through to the rooms area. #
# #
# This is an open space and if you go a little forward you will see #
# some rooms lined together just like the movie psycho. Now check #
# the key which you found on kaufman's wallet and you will see that #
# its the key to the door no3. #
# #
# ***** NOTE NEXT FAIR GAME ONLY : If you have the channeling #
# stone with you, use it here right now ***** #
# #
# Now head over to the door no3 and use the key to open the door #
# enter the room, inside head straight into the bathroom area for a #
# health drink ,take it and back to the room . Check the cabinet and#
# you will see some cracks on its side like its been pushes, push #
# the cabinet from the side and a crack below is revealed, there is #
# a key inside the crack but its too far for harry to reach by hand #
# remember the magnet we picked up a little while back , if you had#
# picked it up use it here and harry will take out the key, this is #
# the motorcycle key, just what we were looking for . Now head back #
# to the motorcycle in the garage and use this key on it and another#
# scene will start, in this one harry will find some strange liquid #
# in the gas tank , but kaufman arrives just in time and snatches #
# the bottle from harry's hand, then he rudely asks harry to mind #
# his own business and leaves, harry is left thinking about kaufman #
# and whether he's in with the drug dealers or not . Now that we have#
# done all this we can get back to the game... this section for the #
# best endings is over . #
# #
# # # # # # # # # # # # # # # # # # # # # # # # # # # # # # # # # # # #

```

OR JUST WANNA SKIP IT.

Once you are either done with the motel scenario or just wanna get on with it directly, after the hotel area there should be some garages check on the broken stairs area like we did at the drawbridge and you should find a health drink and a box of rifle rounds there, take them then just go to the south road on the map, the SANFORD street, and start running left according to the map, half way along the road a scene will start in which harry will finally see how the place turns from normal to hell-like. The place changes right in front of harry and he see's everything. After the scene is over you will be in the alternate silent hill again. Now check the map and you will see an alley going north very near the point that the place turned into hell, head into that alley and you will find a box of shotgun shells and a health drink.

Note : You cannot turn back to the normal silent hill now so dont bother trying to go back down the street.

Now that we are in the alternate world, time to continue our search for Cheryl, since there is no other important building time to head for the light house, check your map you'll see that its on the very south of the map but the path their is straight forward and im assuming you can make it their on your own. Along your long journey to the light house you will come across a boat, you cannot miss it because you have to go through it. Once you head inside the boat another scene will start in which you will first meet dahlia and then cybil, after the talking dahlia will leave and cybil will head out to investigate the amusement park. In that boat you can find some handgun bullets some hunting rifle rounds and a health drink, there is also another notepad there so if you want to save your game do so.

\*\*\*\*\* NOTE NEXT FAIR GAME ONLY : If you have the channeling stone with you, use it here right now \*\*\*\*\*

Exit out of the other door on the boat now and continue your journey forward towards the lighthouse, along the way when you come to the first stairs heading up go by their side and you will find a first aid kit at the end of that path, head back and climb up the stairs and continue your path towards the lighthouse , pretty soon you may see the stairs leading up to the door, quickly climb them and enter the door. Right there will be another notepad if you want to save your game , after your done climb up the stairs to the top of the lighthouse and you will have another scene, alessa isnt too much of a talker, is she.

\*\*\*\*\* NOTE NEXT FAIR GAME ONLY : If you have the channeling stone with you, use it here right now \*\*\*\*\*

NOTE : If you used the channeling stone in all locations in the right order and then on top of the lighthouse then you will get the UFO ending right there right now, you cant avoid it . I will describe that ending in the endings section.

After that just head back down the stairs to the lighthouse again, harry and cybil are supposed to meet at the boat again, so head out of the lighthouse and after you take a few steps the game will transport you back to the boat automatically, but when you reach there harry see's that cybil hasnt reached that place yet looks like were gonna have to go there to find her, save your game via the notepad there if you want to and exit out of the

door leading north. Now check your map and you'll see that harry has marked the entrance to the sewer area which leads to the park on the map. Just head north to the sanford street and stay on the north side of the road, eventually you will find the broken fence and inside the stairway which leads to the sewer area below.

```
#####  
#                                     #  
# SEARCHING THE AMUSEMENT           #  
#                                 PARK #  
#####
```

Before you are back in control of harry you will see another FMV of something attacking cybil from behind, what the hell was it. Now that you are back in control of harry take the map off the wall just besides you and you will see that this sewer system isnt as bad as the last one was, when your ready just start running south according to the map until you are able to turn right , turn right into the tunnel and continue running straight and you will see a tunnel heading off to the right but we wont go in there just yet. At the very end of this tunnel you will find a health drink, now head for the tunnel we just saw and continue your path down to it straight forward. Here you will see a path turning to the left side but dont take it yet, like before head to the very end of the path and you will find another health drink and some handgun ammo, take all these items and then head down the path heading to the left, the ladder is at the very end of this passage and since its a straight line i wont tell anything else , when you reach the ladder climb it and you'll be inside the amusement park.

This is a very annoying part of the game, you wont have any maps for this park and you have to navigate through it yourself, the best i can do here is give some general directions, what we have to do here is find the carousel. That is where the game will progress from. So here's the general direction help i told i would give.

From the place where you start in this park head for the left direction as much as you can, you would need to cross over some holes and some paths, but if you keep on randomly moving then you should soon come up to a ride that is actually working, once you have reached that ride from there head immediate left and with luck you should come across a big yellow place which would have a notepad on it, save your game here because an important scene is coming up, after you have found the yellow place head a little south and then to the right direction and soon you should come up in front of the carousel. Head inside via the door and you will see another FMV. In this FMV you will see that something is wrong with cybil.

Now a possessed cybil will walk towards harry and almost shoots him with the gun in her hand, this fight is ON..

```
#####  
#                                     #  
# BOSS FIGHT 3                       #  
# CYBIL POSESSES                     #  
#####
```



Now from where you entered from the elevator enter the room immediately to its right, inside you will see a birdcage, remember we saw one before, and you will also hear a bird's voice but when you check inside you will find a key, weird. We will come back here later cause the cage is locked, for now just take the handgun ammo off the bed and exit, once your back at the hallway enter the door right in front of you. In this room you will find a water tap with a key stuck in it, but harry isnt strong enough to take the key out on his own, we need something to help take the key out. Leave this room for now too but remember its location. Now its time to check the doors in the order they are placed, first in line will be the door with the word phaleg written on it, you need the phaleg key to open that door.

Now open the next door in line and you will find yourself in a similar room to the antique shop, check the grandfather clock near the door and harry will see that there is a small square hole in it and one of its arms is actually a key, but wont be able to take it off right now, other then that there are a few items in this room too , a box of shotgun shells a first aid kit and a notepad here too , if you want to save your game do so and exit back to the hallway. Now try the next door and you will see that its locked from the other side, we'll open it from there in a while. Next door in line will also be locked with the words ophiel written on them, we need the respective key of the name to open the door.

If you remember the hospital layout then you should recall that the next door will lead down to some steps which in turn will take you to the basement area, but here when you go down the steps and open the door you will find yourself in a classroom. This is weird, check only desk in the class for some weird words, more like abusive words.

Now head forward through the only other door in this room and you will come out into another room where you will see a screwdriver and pliers right in front of you on the table, take both these items and exit back to the hallway's area, now head into the room with the tap and use the pliers on the tap and harry will take out the key from it. Check the key and you will see that its the key of ophiel, head towards the door marked with this name and open it, now you can enter it .

Once you head through the door you will see that your in another hallway, there are 2 doors on your right , the big one has a puzzle with it and were not gonna do that for now, just head to the second left door in line and open it, inside you will find some pictures on the left and right, look at each picture and then go to the front part of the room and you will find 3 more pictures but you can enter numbers besides them too. This puzzle is really hard to understand so im just gonna put the right answer here.

left : 6  
middle : 4  
right : 8

if you put the numbers in this order then the piece of stone will fall down, pick it up and you will see that its the stone of time, check it in your inventory and harry will see that there is a clock shape made on it, remember the clock in the antique shop



style room, thats where it will go , but for now head to the previous hall, all the doors in the left line are jammed except for the one we got out of just now. Head to the end of the hall and you will find a slate there, check it for the following :

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!

----

Now head for the other door with the puzzle i mentioned before there is a slate with that door too, if you didnt notice it before. Check the slate and you will see the following text.

45 Roberta T Morgan

35 Lydia Findly

60 Trevor F White

18 Albert Lords

38 Edward C Briggs

45 Roberta T Morgan

---

Now check the text again one more time, write the names down and put their first letters in order from their age ascending. You will find out that the initials of all these names make out the word alert, thats what we should be, check the puzzle machine on the side of the door and you will see a sort of typewriter. Enter the word alert in it and the door will unlock. In this room just go straight , and then through the door to the next room, in the new room take the amulet from the wall, thats all we need to do so head back to the previous room.

A scene will start here and you will confront lisa, after some talk, she starts telling harry that she is one of them, then another FMV stars in which lisa gruesomely begins to bleed from all pores in her skin and soon sheturns into one of those nurse zombies, harry runs out the door but he cant help but notice lisa's cries, soon after the banging on the door stops. When you are back in control of harry just run back into that same room and you will see that lisa is gone but she left her diary there, check the diary :

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

Still alive, but with wounds that won't heal.

Told the doctor I quit. Won't work at that hospital anymore.  
The room is filled with insects. Even with doors and windows shut they get in to spite me. To the hospital...

Feeling bad.  
Need to throw up.  
But nothing comes out.

Vomiting only bile.

Blood and pus flow from the bathroom faucet.  
I try to stop it, but it won't turn off.

Need drug.

Help me...

-----

Now we learn that lisa was in on the drugs too, she was an addict of them too, sad fate. Now leave this room, and head through the door second on harry's left , your back in the same hallway you started nowhere from, now head into the door which leads to the antique shop style room, and when you are there just use the stone of time on the clock, the bell will ring and after that the glass breaks away, you can take the key from inside the clock now, this is the key of hagith, you might think that we havent found this door yet, but its right there we just didnt check it before. Its the double doors at the end of the hallway which would normally in the hospital lead to an elevator. When you open that door here with the key you will find the elevator still. Take it to the second floor .

On the second floor just go through the double doors, most of the doors here are jammed and cant be opened, the first 2 doors are locked, but the third one will lead you back to the jewelry store from the town center, remember, in here you will find some items, a ring, crest, and some hunting rifle rounds, now exit back to the previous hallway, since no other door here can be opened , just go down the hall and enter through the double doors to the otehr side of the hallway.

In this side of the hall the first 2 doors will be jammed, then the third door will be unlocked first then when you go through it you will be taken back to the first floor, now you can use this door to quick warp between first and second floors, this is very much like the girls toilet from the alternate school but your gonna need this door in a little while, you'll see. Now back to the second floor the only other door that can be opened here is the one at the end of the hall, it will take you back to the room which had a steel plate screwed on the wall, you should have the screwdriver with you now, use it on the plate and you will see that behind it is an electrified key and harry wont be able to pick it up. We need to take out the power if we want to get the key.

One more door on this floor can be opened and that is the door on the other side of the wall, its the door which will be to the direct left from the point where you first entered this side of the hallway in the first place. Inside the room you will find a tourist style camera and some handgun ammo. Dont forget the camera as it is a necessary item, once you have it with you just exit back to the hallway and make you way back to the elevator, once you reach it take it to the third floor.

You will again see the small ghost of alessa worshipping at the alter in the 3rd floor, there will be just 1 room here

with 1 door on the left and right each, there is also one painting on the left and right side of the alter too. Check the paintings and they have this description.

The light illuminating the darkness and..  
The light to the future

Since they both want some lights badly we will give them light, if you did take the camera then just use the camera with either one of the paintings and when harry takes the pictures the flash on the camera causes some patters to appear... here they are..

left painting :

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**0  0*0
**0  00*
000  000
```

right painting :

```
000
0*0
0*0

*0*  0**
000  00*
*0*  000
```

-----

The right side painting's patterns can be used to open the right side door from the elevator and the left side's painting's patterns can be used to open the doors on the left side of the elevator, once you have unlocked both the doors head into the right side room first, in there you will find a health drink and a book which you can read in some VERY rare cases, i dont know what the requirement are for getting these cases but this is what the book says ;

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

WHITE CLAUDIA.

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

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

-----

There is also another newspaper book on the table in this

room but like the book above only can be read in very RARE cases, unknown to what the cases are, here is what it should say :

first page :

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.

second :

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.

-----

Now we are done with this room, now head out to the previous room then head for the door on the left side, open that door with its painting pattern and inside you will find the birdcage key. and if i recall there was only one birdcage in this whole mess. Head over back to the elevator and take it to the first floor. Now head to the very end of the hallway from where you come out and enter the final door to the left, your back at the birdcage room. Use the key on the birdcage to open it and inside harry will find the phaleg key. Now head out this room and enter the next door to the right in line, this door was previously locked but the phaleg key will open it for you.

Now you will find yourself in a similar hallway as the one in the basement of the hospital was, there will be doors on the left and right side, first enter the first door you see to the right, this one is the kitchen, you will see that a dagger is stuck in the fridge in the middle of the kitchen , if you take the dagger out and try to walk back then harry will die instantly so thats a bad idea, look at the fridge first and you will find a chain there but its link is missing, you should have the ring in your inventory , use the ring here and it will complete the chain, now take out the dagger and you can walk back , the monster will try to get out of the fridge but the chain wont allow him. Now exit the kitchen and try the first door on the left side, that door is locked and you need the bethor key for it, now try the second door on

the left side and you will come in a room full of \*art\*. There is the ankh in this room too, take it, you can spell out several words written in the graffiti too. Take the ankh and head out of the room.

Now enter the second door on the right side , in this room you can find a health drink and some handgun bullets, check the bag of jelly beans (EH ! ) and you will find the bethor key inside it, now take the key, but head through the double doors in this room first, inside the new room you will find another VCR. If you did take the tape from the hospital earlier on in the game it should be still in your inventory, play it on this VCR to watch a much clearer version of the tape. Now head back out to the hallway area.

Once back there check the final room in the left hand side and you will come out in a child's bedroom, check the door on the other side and you will see a poem

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

you need 5 things to open this door, but the good thing is that you already have 4 of them, use the notepad in this room to save your game if you want to and exit back to the hallway area. Check the final door on the right hand side and you will see that you need the key of araton to open this door. But you dont have it . Now head back to the door which was locked with the bethor key and use the bethor key to open that door. You will come out in the generator room from the hospital, quickly turn off the generator, now you can go and take out the key from that steel plate where the key was electrified. But the elevators have also stopped.

Now this is a bit odd but there's a simple solution, remember the warping door which would transport you between first and second floor, were gonna use that. Head back out to the hallway , and then through the door you originally came in from, now head to the double doors there and enter it and presto, your on the second floor.

Once your on the second floor just go to the door where you found the steel plate, you should remember its location so i dont need to remind you, once you are in that room just head for the key and take it out, you will see that its the final key you need to open the last room in the B1 hallway. This is the key of araton. With that key in your possession head back to the first floor via the same warping door and then head back into the door of phaleg, now check the final door on the right side of the hallway and you will see a weird scene, 4 ghostly figures around a bed, one of those figures is dahlia and the other one is kaufman, the remaining 2 are unknown, after they are done talking the weird things the control will go back to harry and you will see that your in the same room where they kept alessa after she was burned.

You will also find the final item you need here, its the disk it should be next to the picture , take the disk and head back

to the child's room now, put all the 5 items in their slots in the door and the door will unlock, but before you go through the door I advise you to save your game because the final boss fight of the game is about to begin.

When you are done saving just head out the room and you will see a little cutscene between the ghosts or, ghostly figures a small Alessa and Dahlia, Dahlia wants Alessa to lend her some of her powers but Alessa just wants to be a normal girl and she doesn't want anything to do with it, but Dahlia being the wicked woman she is says that she doesn't need to ask Alessa.

Then the two figures will disappear, now when you come back in control of Harry run down the long set of stairs and the final scenes will begin.

The following scenes will come to you according to the type of ending you are going to get which depends on the events in the game, if your cutscene involves Kaufman and Cybil then you are heading for the good + ending, if only Kaufman is there then you'll get the good ending, if only Cybil is there then you'll get the bad+ ending, if NONE of them are there then you'll get the bad ending.

Once the scenes are over you will either fight a winged demon or Alessa in her ghostly self. according to the endings, good means Samael \*winged beast\* and bad means Alessa.

```
#####  
#                                     #  
#   GOOD END BOSS FIGHT             #  
#           SAMAEL                   #  
#####
```

If you are playing the game on easy mode then you can already start celebrating that you ended the game, as soon as the boss fight starts just stand in one corner and take out the hunting rifle, now start pumping lead into the boss, check your health after each strike and whenever you are in orange health just drink one health drink and continue shooting, if you're playing in normal or hard mode then this strategy also works but you may need to use 2 health drinks after every time it strikes you. Because in those modes its lightning strikes are more powerful.

But if you are low on health items then there is another strategy for you, this one's called the run's alot :). First like normal take out the hunting rifle and start shooting but every time before the boss does a lightning strike it makes a little noise, as soon as you see it getting ready to strike, quickly start running in any direction away from the boss, make sure you're not running in a straight line and are moving either left or right. Then when it stops continue your shooting. Soon this boss should fall.

```
#####  
#                                     #  
#   BAD END BOSS FIGHT              #
```

```
#           ALESSA           #
#####
```

This boss fight is almost the same as the above one but the only difference is that alessa is standing on the ground and samael was flying, you can use the same strategy as above to get rid of this boss too, but alessa is relatively easy compared to samael and she takes very less bullets to die compared to him. But her attack is the same and she can do the same amount of damage so watchout.

This fight will soon be over.

Now you will see a scene according to the ending your about to get , and then the final FMV of the game will proceed.

-----

Watch the bloopers FMV too.. congratulations, you just ended silent hill. Save your game and get ready for THE NEXT FEAR But after the game has ended you shall see your ranking screen if you followed this walkthrough completely and got all the items and did all the good ending quests then you should have gotten gold rankings on those two terms atleast . The rest depend on the players own skill. In the background you will see any items you have unlocked.

THE END... or is it ?

End section

---

11.

```
###                                     ###
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# \__| /--\ | \ | \ |__  |__  | \ ||__ /  |  | \ | \__ |_) #
#                                         #
###                                     ###
```

BAD ending :

This is the bad ending of the game but in my opinion this is the one which makes the most sense, to get this ending you must NOT do the annie's bar side quest and you must kill cybil in the boss fight, dont try to save her.

When the final boss fight is over and the next scene starts

alessa speaks in cherryl's voice and she says "thank you daddy" to harry, because harry released her from her pain and suffering. Then the camera goes back to the FMV from the start of the game, remember when harry steps out of his car, it shows that part but there is something wrong, harry never made it out of the car alive, a line of blood falls from his forehead, harry died in his car at the moment of impact, and this was all his dream before death... at the ending credits the song plays..

BAD+ Ending :

This one makes little and no sense at all, if you want to see this ending then you must not do the lake side quest, dont save kaufman and dont go in the annie's bar at all. BUT be sure to save cybil in the boss fight with her by using the red liquid from the hospital on her.

After the boss fight is over and the final scene starts alessa speaks to harry in cherry's voice and says " thank you daddy" harry sits down on the floor sad because he just lost his daughter then the place starts collapsing and the credits begin rolling after the credits roll another scene starts in which cybil walks up to harry and slaps him and says " harry GO " and the whole place comes apart.

GOOD ending

This ending is also a nice one, the final scene especially is too good to be true, to get this ending you must do the annie's bar quest and make sure you do it up to the motorcycle scene, but in the cybil fight you must kill her.

When the final boss samael has been defeated the place starts blowing up and fire balls start coming down from above, alessa calls to harry and summons a small baby with magic, then hands harry the baby and points him towards the escape light, while harry is running towards the light kaufman also tries to escape but lisa now a zombie, rises from the grates and pushes hary down to the chasm and they both disappear. After that we see harry running through the light and emerging in the streets of silent hill with the baby, he runs forward as the credits roll. After the credits are over harry looks back and makes a look on his face as if to say "what the hell just happened..."

GOOD+ ending :

This is the best ending of the game and there is no exception to it, if you want to do this ending then you must do the kaufman side quest at annie's bar up to the motorcycle scene and then you must make sure that cybil lives through the fight and use the red liquid on her to save her.

When the boss fight is over and samael has been defeated the whole place starts collapsing and fire balls start shooting downwards, alessa calls to harry and when he reaches her she summons a baby and hands it to harry, then she points a light in a direction , harry starts running towards the



light, cybil also gets up and starts limping towards the light. kaufman also tries to escape but lisa now a zombie, rises from the grates and pushes hary down to the chasm and they both disappear. After that we see harry and cybil with the baby running towards the light when suddenly a large explosion happens above them, but then it all goes quiet, they look above and see dozens of fireballs right over their heads as if someone stopped them right in time, harry looks back at alessa and see's that she's the one who stopped them, then they continue their running towards the light and the ending theme start playing. Alessa see's them go and lies on the floor and the place under her literally burns apart with the fire.

Harry and cybil emerge into the streets of silent hill and the credits start rolling. After the credits another small FMV where harry picks up the baby and cybil plays with it. \* this is exactly like the opening scene but cybil replaces harry's wife and from now on whenever you start a new game you will see this scene instead of cybil's wife in the opening FMV \*

UFO ending :

This is the secret ending of the game and will only occur if you use the channeling in the 5 places where it is required

- 1 : Alternate school roof
- 2 : Hospital front yard just before the moth fight
- 3 : Room's courtyard area norman motel
- 4 : Inside the boat where you meet cybil and dahlia
- 5 : Roof of the lighthouse.

Once you use the stone on the roof of the lighthouse a scene starts, the UFO's start closing in and the ending starts, its more like a comic strip ending then an FMV, the aliens land in front of harry, harry hesitant asks them if they have seen a girl short black hair, the aliens mumble something then zap harry with a hyper blaster gun. Then they take harry on board their ship and fly away.

The credits begin rolling in style of Star Wars , and the crappiest music ever starts playing. Next time you start a game you will have the hyper blaster in your inventory.

End section  
---

12.

```
###                                     ###
#                                       #
# /γ_  /\ | \ | \ |_γ   | \ | \ |_γ | \ | \ /γγ\' (γ #
# \__| /--\ | \ | \ |__  | \ | \ |__ | \ | \ \__ / ._) #
#                                       #
###                                     ###
```

CLUE 1

Found : Midwich Elementry School reception area

10:00

Alchemy laboratory

Gold in old man's palm

The future hidden in his fist

Exchange for Sage's Salt water.

About : This is just one of the clues which helps the  
the player about the clocktower puzzle.

-----

CLUE 2

Found : Midwich Elementry School reception area

12:00

A place with songs and sounds

A silver guidepost is

Untapped in lost tongues.

Awakening at the ordained order.'

About : This is just one of the clues which helps the  
the player about the clocktower puzzle.

-----

CLUE 3

Found : Midwich Elementry School reception area

5:00

Darkness that brings the choking heat.

Flames render the silence awakening the hungry

Beast. Open time's door to beckon prey.

About : This is just one of the clues which helps the  
the player about the clocktower puzzle.

-----

MUSIC SHEET : A TALE OF BIRDS WITHOUT VOICE

Found : Midwich elementary school, 2F Music room

A tale of birds without a voice'

First flew the greedy Pelican

White wings flailing eager for the reward.

Then came a silent Dove, flying beyond the pelican,

As far as he could. A Raven flies in, flying higher from

The Dove, just to show 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 the napping.

Who will show the way?

Who will be the key?

Who will tend to the silver reward?

About : This clue gives us the answer to the piano  
puzzle, read the poem carefully and find out.

-----  
MANIFESTATION OF DELUSIONS

Found : Midwich elementary school, Library reserve room

CHAPTER 3

MANIFESTATIONS 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 one such phenomena doesn't appear to happen to just anyone. Although it's not clear why, adolescents, especially girls, are prone to such occurrences.

About : Some references to the fact that Alessa/Cherryl are the cause of all this. Probably. Definitely.

-----  
THE MONSTER LURKS

Found : Midwich school, library

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 in a single bite!" then, the huge creature attacked, jaws open wide. This was what the man wanted. Calmly drawing his bow, he shot into the Lizard's gaping mouth. Effortlessly the arrow flew, piercing the defenseless maw. And the Lizard fell down dead.

About : This tells us the method of how to kill the first boss in the game, really easy.

-----  
AUTOPSY REPORT

Found : Central Silent Hill, Police Station

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

About : The mysterious death, the cause unknown. This tells us that people just die in Silent Hill.

-----  
REPORT

Found : Central Silent Hill, Police Station

Product only available in select areas of Silent Hill. Raw material is White Claudia, a plant peculiar to the region. Manufactured here? Dealer=Manufacturer?

About : This gives us some information about the White Claudia drug.

-----  
SHOP OWNER'S DIARY

Found : Lake Resort Area, Indian Runner

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.

About : This is the diary of the shop owner who seems to be involved with the drug case.

-----

#### GROCERY LIST

Found : Lake resort area, Indian Runner

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

About : This is just to tell us the code to the entrance of the norman's motel

-----

#### HOTEL OWNER'S DIARY

Found : Lake resort area, Norman's motel

September 10

Took package. Told to sit on it a while. Don't want to get involved but Can't disobey... He's probably linked to The death of the mayor and others.

About : This tells us that even the motel owner was involved with the incidents.

-----

#### NEWSPAPER CUTTING

Found : Lake resort area, Norman's motel

#### INVESTIGATION STALLED

"PTV" Dealers still at large. Suspicious deaths continue. Like the ant-drug mayor, A narcotics officer dies of Sudden heart failure of Origin unknown.

About : Another report that the people in silent hill just die, some reference to PTV too.

-----

#### LISA'S DIARY

Found : Nowhere, Room where you meet lisa for the last time,

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...

About : Lisa's diary in which she writes about the burn victim, who is Alesas, she tries to quit the job and argues with Kaufman, we can see this scene in the opening FMV of the game too.

-----

WHITE CLAUDIA

Found : Nowhere, 3rd floor

WHITE CLAUDIA

Perennial herb found near water. Reaches height of 10 to 15 inches. Oblong leaves, white blossoms. Seeds contain hallucinogen. Ancient records show it was used for religious Ceremonies. The hallucinogenic effect was key.

About : Information about the drug white claudia, the same drug which Dahlia and his gang have been slipping up to the tourists

-----

NEWSPAPER BOOK

Found : Nowhere, 3rd floor

first page :

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.

second :

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.

About : This is probably the most revealing file

tells about the burning incident in town in  
which alessa was burned, some more about  
the PTV

End section

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13.

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Now you should know that there are 204 items in any normal game of silent hill and if you get them all you get 1 gold star rating, if you followed my walkthrough then you should have gotten all the items, this section is just a brief description of the items.

GENERAL ITEMS :

HEALTH DRINKS

Found : All over the place

Supplies nutrition to recover a small amount of stamina

This is the basic health recovering item in the game.

You will find these in many places, store them for later.

FIRST AID KIT :

Found : Couple of places

Heals injury to provide moderate stamina recovery.

This is the medium healer, you wont find many of these

in the game, save them for bosses or when your in danger.

AMPOULE :

Found : Very rare

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

This thing will also slowly heal you if you take any damage

after using it for about 3 minutes, save for the bosses.

FLASHLIGHT :

Found : Diner

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

This is an essential item for the dark times, you cant

leave without picking it up.

POCKET RADIO :

Found : Diner

Portable radio that emits static when monsters are near

Another essential item, you cant leave without taking this too.

This tells you about any approaching monsters, very handy.

HANDGUN AMMO :

Found : All over the place

Ammo for the handgun

Standard ammo for the handgun, found in MANY places

SHOTGUN SHELLS :

Found : Many places

Ammo for the shotgun

In the starting parts its kinda rare , but later you will start finding alot of these, very useful

RIFLE AMMO :

Found : Many places

Ammo for the hunting rifle

This is the standard ammo, very powerful but also not so uncommon, save for the final stages.

KEY ITEMS :

( in order of appearance )

NOTE 1 :

Found : Alley where you follow cherryl

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

This note tells us about the school, we should go there.

NOTE 2:

Found : Near chasm, street below levin st

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

This tells us exactly how to get through.

HOUSE KEY :

Found : Inside the dog house

The house key hidden in the dog house.

Use the key on the house next to the dog house to gain entry

KEY OF SCARECROW :

Found : Mail box near south chasm

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

Use it on the three locks.

KEY OF WOODMAN :

Found : B-ball court in alley behind the diner

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

Use it on the three locks.

KEY OF LOIN :

Found : Inside police car's trunk at the broken bridge

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

Use it on the three locks.

CHEMICAL :

Found : School lab storage room

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

Use it on the hand in the lab.

GOLD MEDALLION :

Found : Chemical lab after blowing up the hand  
A picture of a clock tower is engraved on the surface.  
Found in the chemistry lab.  
Use it on one of the holes besides the clock tower.

SILVER MEDALLION :

Found : Music room  
A Picture of a clock tower is engraved on the surface.  
Found in the music room.  
Use it on one of the holes besides the clock tower.

RUBBER BALL :

Found : Storage room, alternate school  
Florescent pink rubber ball used by children.  
Use it on the hole in the roof .

PICTURE CARD :

Found : Class 1st floor.  
A rectangular card with a picture of a key. Found on a desk  
in a classroom.  
Use it on the painting door with the hole in it.

LIBRARY RESERVE KEY :

Found : Locker room , alternate school  
The key to the school's 2nd floor library reserves.  
Picked up in the locker room.  
Use it on the door to the library reserve room.

CLASS ROOM KEY :

Found : Drain, then courtyard of alternate school  
The tagged classroom key found hanging in the drainpipe  
on the roof.  
Use it on the class room door on the second floor.

K.GORDON KEY :

Found : Boiler room after boss fight  
The tag says, 'K. Gordon;' found in the school's boiler  
room.  
Find K gordon's house and use it on the backdoor.

FLAUROS :

Found : Church  
Pyramid shaped object found in the church. Purpose and  
use unknown.  
When you have to use it you'll know yourself.

DRAWBRIDGE KEY :

Found : Church  
Key to operate the drawbridge. Found in the church.  
Use it on the control panel in the drawbridge room.

BASEMENT KEY :

Found : Hospital conference room  
The hospital basement door key, found on the table in  
first floor conference room.  
Use it on the door leading to the basement



PLASTIC BOTTLE :

Found : Kitchen hospital  
Empty bottle found in the kitchen of the hospital.  
Use it on the pink liquid in the director's office.

UNKNOWN LIQUID :

Found : Director's office 1F  
Red liquid found in a broken vial in the hospital  
director's room.  
Use the bottle on it to get some.

BLOOD PACK :

Found : Hospital storage room  
200ml blood pack. Found in the hospital storage room.  
Use it on the tentacles to distract them

LIGHTER

Found : 2nd floor room 201  
oil lighter found in room 201.  
Use it in contrast with the alcohol

PLATE OF TURTL :

Found : men's room  
Square blue plate with a picture of a 'mock turtle'.  
Use it on the puzzle in the nursing center

PLATE OF CAT :

Found : Hanging on the wall  
Square yellow plate with a picture of a 'Cheshire cat'.  
Use it on the puzzle in the nursing center

PLATE OF QUEEN :

Found : One of the rooms  
Square, red plate with a picture of a 'Queen of  
Hearts.'  
Use it on the puzzle in the nursing center

PLATE OF MAD HATTER :

Found : Hospital  
Square green plate with a picture of a 'Mad Hatter'.  
Use it on the puzzle in the nursing center.

BASEMENT STOREROOM KEY :

Found : Operating room  
The hospital basement storeroom key found in the  
operating room.

DISINFECTING ALCOHOL :

Found : Hospital ICU room  
Isopropyl alcohol bottle, found in ICU at the hospital.  
Use it on the hidden basement room

VIDEOTAPE :

Found : 2nd basement in one of the rooms  
Nothing on the label. Found on 2nd floor hospital  
basement.  
Use it with the VCR to see

EXAMINATION ROOM KEY :

Found : 2nd basement, alessa's room

Found in patient room in the 2nd floor basement.  
Use it on the door to the examination room

ANTIQUÉ SHOP KEY :

Found : Examination room, dahlia leaves it  
The tagged key with a shop name on it that Dahlia left  
at the hospital.  
Use it on the door to the antique shop

SEWER KEY :

Found : Sewer  
Sewer Passageway door key.  
use it on the sewer doors

SEWER EXIT KEY :

Found : Blood patch in water  
Key to exit from the sewer to the resort area, which  
dropped in the water.  
Use this key to escape the sewers

KAUFMAN KEY :

Found : Kaufman's wallet  
A '3' is written on the tag. The key was thought to  
have been dropped by Kaufmann  
Use the key on his hotel room

RECEIPT:

Found : Kaufman's wallet  
Receipt from general store, thought to have been  
dropped by Kaufmann.  
Check it for the code

SAFE KEY :

Found : Indian runner store  
Key to the safe, found at Indian runner General store.  
Use it on the safe nearby

MAGNET :

Found : Kaufman's motel room  
Long, thin magnetic rod with a string attached, in the  
motel office.  
Use it to get the key from the hole

MOTORCYCLE KEY :

Found : Kaufman's motel room  
Key to an old motorcycle, which was dropped between the  
floorboards in the motel room.  
Use it to open the gas tanks of the motorcycle.

SCREWDRIVER :

Found : Nowhere  
Tool for screws. Rusted but usable.  
use it on the panel to reveal the electric key

PLIERS :

Found : Nowhere besides the screwdriver  
Tool to use on metal and wires. Rusted but usable.  
Use it on the room with the tap.

KEY OF OPHELIA :

Found : Nowhere

The word 'Ophiel' is engraved on the key.

Use it on the door with the same word.

STONE OF TIME :

Found : After doing the sign's puzzle

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

Use it on the clock face.

AMULET :

Found : Nowhere

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

Use it in the final room along with 4 other objects

KEY OF HAGIATH

Found : Nowhere

The word 'Hagith' is engraved on the key.

Use it on the door with the same word

CREST OF MERCURY :

Found : Nowhere, jewelry shop replica

Snake in the symbol of mercury signifies alchemy.

Use it in the final room along with 4 other objects

RING :

Found : Same as above

Rustic, hefty-looking ring of unknown material.

use it on the chain link in the kitchen room

CAMERA :

Found : 2nd floor nowhere

Camera with flash.

Use it on the paintings in the 3rd floor to get the answers to the puzzle.

BIRDCAGE KEY :

Found : 3rd floor nowhere

Bird cage key with engraved handle.

Use it on the bird cage for the next key.

DAGGER OF MELCHOIR :

Found : Nowhere

The ancient dagger named after the magi.

Use it in the final room along with 4 other objects

ANKH :

Found : Nowhere, room with graffiti

Elliptical talisman with a cross inside.

Use it in the final room along with 4 other objects

KEY OF BETHOR :

Found : Nowhere, jelly bean room

The word 'Bethor' is engraved on the key.

Use it on the door with the same name.

KEY OF ARATRON :

Found : Behind electric wire, nowhere

The word 'Aratron' is engraved on the key.

Use it on alessa's room replica's door.

DISC :

Found : Alessa's room replica, nowhere

Ring of a snake biting its own tail.

Use it in the final room along with 4 other objects

End section

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14.

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\* Clue to the Clock Tower solution :

This is what they will state.

1st clue :

10.00

"Alchemy Laboratory"

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

2nd clue:

12.00

"A place with songs and sound"

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

3rd clue :

5.00

"Darkness that brings  
the choking heat"

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

---

\* The Music Room Puzzle

Once your in the music room check the music sheet nearby which is written in blood and you will get the following poem.

'A tale of birds without a voice'

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

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

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

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

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

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

Now go and check the piano and you will understand the puzzle finally, the puzzle is referring to the keys on the piano or lets say a particular set of keys on the piano, check a couple of the keys on it and you will see that some of them are working just fine but there are some keys which are broken and they produce a click sound when you press them, the object of this puzzle is that we have to press the broken keys in the right order to complete it , using the puzzle we can find the answer to it, there are 2 different color of keys on the piano and there are 2 different colored birds mentioned in the puzzle.

pelican, its a white bird , and the clue says its first so press the second white key from the left side.

dove, another white bird, the puzzle says its last so press the second last white key from the left side.

raven, its a black bird and the puzzle says that its flying above the dove so what we do is press the black key just above the white key we just pressed.

swan's are another white bird, the puzzle places it next to another bird so press the white key to the left of the dove white key.

crow, its a black bird, according to the puzzle the final

key is the black key one behind the FIRST white key.

In short here is the solution..

2nd white key from left  
2nd white key from right  
1st black key from right  
3rd white key from right  
1st black key from left

-----

\* The Hospital Nursing Center Puzzle :

When your inside the center head forward and take a look at the wordings on the wall, you will find a strange poem on the wall :

Clouds flowing over a hill.  
Sky on a sunny day.  
Tangerines that are bitter.  
Lucky four-leaf-clover.  
Violets in the garden.  
Dandelions along a path.  
Unavoidable sleeping time.  
Liquid flowing from a slashed wrist.

You probably wont understand this now, check the door on the right side and you will see several plated and see that they are all colored, but there are 4 plates missing, because you have the four plates, now the object of this puzzle is to put the four plated in the right order so that the door opens up and you can cross through, this is a very annoying puzzle if you just start putting in plates randomly, there is a simple method to completing this puzzle, the right method is that you should understand the poem and try to fit it into the plates on the door.

in the right order :

Clouds flowing over a hill.	---> white
Sky on a sunny day.	---> blue
Tangerines that are bitter.	---> orange
Lucky four-leaf-clover.	---> green
Violets in the garden.	---> violet
Dandelions along a path.	---> yellow
Unavoidable sleeping time.	---> black
Liquid flowing from a slashed wrist.	---> red

Now you may have already found out which plates you have and which one you dont have, and which order to put them in, if still not then here is a simpler solution..

Starting from the top right hand corner put the plates in this order , blue, green, yellow, red.

-----  
\* The Grim Reaper's List

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!

Now head for the other door with the puzzle i mentioned before  
there is a slate with that door too, if you didnt notice  
it before. Check the slate and you will see the following text.

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

Now check the text again one more time, write the names down and  
put their first letters in order from their age ascending. You  
will find out that the initials of all these names make out the  
word alert.

-----  
\* The Astrology Puzzle

left : 6  
middle : 4  
right : 8

End section  
---

15.

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#           #
###          ###
```

IN-GAME SECRETS :

-----  
CHANNELING STONE :

To get the channeling stone you must first finish the game once atleast , once you finish the game save your progress and the next time you start a new game you will find this item in the conveyance store whenever you decide to check it out, the conveyance store is north to the diner where you start off in silent hill. Use this channeling stone in 5 different locations and you shall receive the UFO alternate ending, that ending is more of a fun ending to the game, if you want to see it, dont forget to take this item with you.

GAS CANISTER :

This is another secret that can only be opened in the next fear game, if you are playing for the first time then you must have noticed that there was only a notepad and some ammo in the garage of the gas station, but if you go in there in a next fear game then you will find a red canister too, pick it up cause its the gas canister now you can use this canister to get either of the two weapons, the rockdrill, or the chainsaw.

ROCKDRILL/CHAINSAW:

These are 2 of the best weapons in the game and they can be only used in the next fear game because you need the gasoline to activate either of the two weapons and the gas isnt available till a next fear game, thats not all, you can only take one of these weapons cause the gas runs out, each of them is an excellent hand to hand weapon, the rockdrill is my favorite of the two.

HYPER BLASTER :

This is what you get if you end the game with the UFO ending you will be asked to save your game and if you start a new game with that save you will find this gun in your inventory. This gun isnt all that powerful but the best thing is that its got infinite ammo. But if you want to you can get an upgrade for this gun too, if you finish the game with the hyperblaster in your inventory with a rating of over 8 stars then you will get the yellow upgrade for the blaster and if you are good enough to get a 10 star rating then you will get the green upgrade , the most powerful of them all..

KATANA :

This is the biggest act of randomness in the game, no one knows how you get this thing certainly but in a next fair game the only way i've gotten it twice is by getting the bad ending, you should try it too.

EXTRA OPTIONS :

Once you finish the game once and are about to start a next fear game go to the options menu and check out the second options page and you will find 2 new options there

1. the bullet adjust, what this does is that it multiplies the ammo you find in the game by 2x or more , depends on the number of time you've ended the game.

2. View mode : with this option you can turn the game almost into an FPS as the camera goes up harry's head, almost like a complete FPS, really good for spotting things.



DIFFERENT OPENING FMV :

Once you end the game in the good+ ending, whenever you start the game next time with the memory card with the save in, you will see that the clip of harr and his wife picking up the baby will now be replaced by harry and cybil picking up the baby. cool.

TIPS :

----

- \* If you want to avoid all the finding and then trying to fight cybil in the amusement park , then there is a very simple method, when you start off in the park area head left and you should spot one of those invisible zombie kids, just use the pink liquid on them and the fight shall be over before it began and the game takes you to the next scene in line.
- \* If you want to not fight the final boss at all then there is a trick for that too, before the final boss fight arrives waste all your ammo, keep nothing with you and when you enter the final battle the boss will die immediately itself, konami know that the fight is useless without ammo, so what the hell.
- \* If you want to get the hyperblaster weapon easily without having to do the UFO ending then just plug a real konami hyperblaster in the second controller, then start a new game for it in your inventory :D
- \* If by any chance you forgot to pick up the shotgun at the school bathroom because you didnt know about it, then dont worry because you will be able to find another shotgun in the second room in the police station in central silent hill.
- \* Here's a tip for all you sneakers, if you are in the night time and you dont wanna get attacked then turn off the light because at night the light attracts more monsters, just turn it off, you will be able to see without it too but wont be able to pick up items.
- \* If you wanna do a quick turn then just press both the side stepping button's at once, harry will do a quick turn, this is almost necessary in the larva boss fight
- \* If you want to raise harry's shooting accuracy and not miss often shots then do this, aim at the enemy and keep aiming for about 2 seconds before you fire the shot, harry will definitely hit the target.
- \* When an enemy is down but the radio is still ringing then it means that the enemy is still alive and if you leave the room and enter again it will regenerate.. in that case you can either aim at the enemy and shoot, or just walk up to it and press X. Harry will kick the enemy to death, this looks really cool and amazing.

#####

GAMESHARK CODES NA

#####

Reverse Joker Command

D00BC76C ????

Infinite Health

300BA0BD 0040

800BA0BE 0006

Infinite Ammo All Weapons/No Reload

800BA008 0001

Have Map

800BCB98 0002

Weapon-In-Hand Modifier

300BCADE 00??

Quantity digits to accompany Weapon-in-hand code

80 - Kitchen Knife

81 - Steel Pipe

82 - Rock Drill

84 - Hammer

85 - Chain Saw

86 - Katana

87 - Axe

A0 - Handgun

A1 - Hunting Rifle

A2 - Shotgun

A3 - Hyper Blaster

Walk Thru Walls

8006A5B8 A997

8006A5BA 0801

8006A694 A9AE

8006A696 0801

Always First Save

800BCADA 0000

Quick Load

D00BC76C 0110

800BCCBC 0008

Maxium Brightness In Options

300BC74B 001F

Roller Skate Mode

800BA132 3800

Infinite All Items

50002804 0000

300BCA35 00FF

or

8005346E 2400

Game Time 0:0:0

800BCC84 0000

800BCC86 0000

Radio Always On

800BCAEO 0001

Completed Map

800BCC08 FFFF

800BCC0A FFFF

800BCC0C FFFF

800BCC0E FFFF

800BCC10 FFFF

Flashlight Always On

800BC35C 0100

Control Demo Mode

D00BC76C 0100

800BCCB2 00E0

D00BC76C 0100

800BC258 0004

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

All Weapons

50000404 0001

300BCA34 00A0

50000304 0001

300BCA44 0080

50000404 0001

300BCA50 0084

300BCA60 00E2

Have A Ten Star Ranking At End Of Game

300C48B5 0064

How Many Games Cleared Modifier

300BCC7E 00??

Power & Colour Of Hyper Blaster Beam Modifier

300BCC90 00??

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

31 - Red Beam (Least Powerful)

71 - Yellow Beam (2nd Most Powerful)

B1 - Green Beam (Most Powerful)

F1 - Flashing Beam (Same Power As Red Beam)

Restore Health (press select):

D00BC76C 0001

300BA0BD 0040

D00BC76C 0001

800BA0BE 0006

Timer Off:

800BCC84 0000

800BCC86 0000

Have Max Slots

300BCADF 0028

Inventory Modifiers Codes

Slot 01-Max 255 800BCA34 FF??

Slot 02-Max 255 800BCA38 FF??

Slot 03-Max 255 800BCA3C FF??

Slot 04-Max 255 800BCA40 FF??

Slot 05-Max 255 800BCA44 FF??

Slot 06-Max 255 800BCA48 FF??

Slot 07-Max 255 800BCA4C FF??

Slot 08-Max 255 800BCA50 FF??

Slot 09-Max 255 800BCA54 FF??

Slot 10-Max 255 800BCA58 FF??

Slot 11-Max 255 800BCA5C FF??

Slot 12-Max 255 800BCA60 FF??

Slot 13-Max 255 800BCA64 FF??

Slot 14-Max 255 800BCA68 FF??

Slot 15-Max 255 800BCA6C FF??

Slot 16-Max 255 800BCA70 FF??

Slot 17-Max 255 800BCA74 FF??

Slot 18-Max 255 800BCA78 FF??

Slot 19-Max 255 800BCA7C FF??

Slot 20-Max 255 800BCA80 FF??

Quantity Digits to Accompany Item Inventory Modifier Codes

20 - Health Drink

21 - First Aid Kit

22 - Ampoule

40 - Lobby Key

41 - House Key

42 - Key of Lion

43 - Key of Woodman

44 - Key of Scarecrow

45 - Library Reserve Key

46 - Classroom Key

47 - K.Gordon Key

48 - Drawbridge Key

49 - Basement Key

4A - Basement Storeroom Key

4B - Examination Room Key

4C - Antique Shop Key

4D - Sewer Key

4E - Key of Ophiel

4F - Key of Hagith

50 - Key of Phaleg

51 - Key of Bethor

52 - Key of Aratron

53 - Note: To School

54 - Note:Doghouse

55 - Picture Card

57 - Sewer Exit Key

58 - Channeling Stone

60 - Chemical

61 - Gold Medallion

62 - Silver Medallion

63 - Rubber Ball

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

#####  
GAMESHARK CODES JP  
#####

1 Zero Save Recorded  
800BF00A 0000

2 Zero Game Time  
800BF1B4 0000  
800BF1B6 0000

3 Infinite Health  
800BC5EE 0006

4 Super Save (L2 & Square)  
D00BEC9C 8100  
800BF1EC 0010

5 Infinite Ammo  
800BC538 000F

6 Map  
300BF00D 0001

7 Item Slot Modifier 1  
800BEF64 FF??

8 Item Slot Modifier 2  
800BEF68 FF??

Quantity Items to Accompany Inventory Modifier Codes

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

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

#####  
ACTION REPLAY UK  
#####

Reversed Joker Command  
D00B BD5C ????

Infinite Health  
800B96AE0063

Infinite ammo & no reload  
800B95F80063

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

800BC0C0FFA3

800BC0BCFFA2

Always finish with 1 save

800BC0CA0000

Always finish with game time 00:00:00

800BC2740000

800BC2760000

Slide & Glide mode

800B97223800

Never Reload

800B 95F8 0001

Weapon-In-Hand Modifier

800A D77C 04??

Quantity digits to accompany Weapon-in-hand code

80 - Kitchen Knife

81 - Steel Pipe

82 - Rock Drill

84 - Hammer

85 - Chain Saw

86 - Katana

87 - Axe

A0 - Handgun

A1 - Hunting Rifle

A2 - Shotgun

A3 - Hyper Blaster

Brightness Modifier (01-1F)

D00B BD3A 0103

800B BD3A 01??

Blood Colour Modifier

D01E 76A0 0000

801E 76A0 000?

Save Equals 1

800B C0CA 0000

Quick Load

D00B BD5C 0110

800B C2AC 0008

Have Map

800B C188 0002

Map Completed

800B C1F8 FFFF

800B C1FA FFFF

800B C1FC FFFF

800B C1FE FFFF

800B C200 FFFF

Flashlight Always On

800B B94C 0100



Act In Demo Mode

D00B BD5C 0100

800B C2A2 00E0

D00B BD5C 0100

800B B848 0004

Have 40 Slots

300B C0CF 0028

Inventory Modifiers

Slot 01-Max 255 800B C024 FF??

Slot 02-Max 255 800B C028 FF??

Slot 03-Max 255 800B C02C FF??

Slot 04-Max 255 800B C030 FF??

Slot 05-Max 255 800B C034 FF??

Slot 06-Max 255 800B C038 FF??

Slot 07-Max 255 800B C03C FF??

Slot 08-Max 255 800B C040 FF??

Slot 09-Max 255 800B C044 FF??

Slot 10-Max 255 800B C048 FF??

Slot 11-Max 255 800B C04C FF??

Slot 12-Max 255 800B C050 FF??

Slot 13-Max 255 800B C054 FF??

Slot 14-Max 255 800B C058 FF??

Slot 15-Max 255 800B C05C FF??

Slot 16-Max 255 800B C060 FF??

Slot 17-Max 255 800B C064 FF??

Slot 18-Max 255 800B C068 FF??

Slot 19-Max 255 800B C06C FF??

Slot 20-Max 255 800B C070 FF??

Quantity Digits to Accompany Item Inventory Modifier Codes

20 - Health Drink

21 - First Aid Kit

22 - Ampoule

40 - Lobby Key

41 - House Key

42 - Key of Lion

43 - Key of Woodman

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

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

PAL2NTSC  
D002 252C 0000  
8002 252C 0001

End section

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16.

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Silent hill, now what can i say about that, to start with i got my hands on my first copy of silent hill at a time when all i was familiar with was either resident evil, or metal gear solid. When i picked up the game i looked at it and saw that the same people who made MGS had made this game, hesitantly i picked up a copy and took it home. When i started to play it, i learned the meaning of survival horror in a new way that resident evil could not tell me. I was surprised that another good survival horror title existed , i was really happy too, resident evil was finally getting some good competition in the survival horror field...

Graphics : 8.10

Excellent job with the graphics, the usual fogging of any 3D game has been taken here by the developers and has been turned into the best element of the game, the mist. That gives the game a very scary look and also unlike the resident evil games of its time the backgrounds are completely 3D rendered so they take less then half the loading time and everything is simple although all the buildings look almost the same and it can get kinda confusing sometimes. The graphics are still one of the best produced on any PlayStation 1 game.

Sound : 7.10

To put it in the most simple way there isnt too much sound involved in this game, the thing which you will be hearing the most through out the game will be the static sounds of the radio which are actually kinda annoying , other then that the background musics are only available in some area's of the game, most of the time what you will be hearing is just the sound of the things and your enemies around you. Other then that the voice acting of the game is nice, certainly better then most of the games out there, and some character like lisa really make the game worth playing.

Story : 8.10

The story of this game is kinda hard to understand at first but when you start getting near the end of the game the things start getting cleared up really quickly and the game gets more harder to understand, the basic outline of the story contains a man who is searching for his daughter, that is the simplest version of the story, other then that even the main character of the game has no clue to what has been happening around him.

He always tends to do what the other characters ask him to do to find out bit after bit of information regarding the town of silent hill. The basic plotline of the game is a good one.

#### Gameplay 10.10

Gameplay for me gets the full marks in the game, even though the basic outline is to run around dodging monsters and solving puzzles, the small touches which almost every konami game have are the things that make this game more interesting, the biggest of these small touches being the element of the flashlight, it not only acts as a visual element it can also be used in the dark as a helping tool, or can be turned off for stealth moments. Another thing i liked about the game was that the loading times were almost non-existent, now i dont know who to congratulate for that but that really helps in speeding up the gameplay you dont have to sit through lengthy loading animations.

#### Overall 8.10

This is one of the best survival horror games made on the PlayStation 1 and one of the best games ever, this game is a winner in all aspects for me, and its not just a small game either, the plenty of different items and several side quests make this one of the highest replay value'd survival horror games, a must buy for any fans of the survival horror genre.

End section

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17.

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#### OBSERVATIONS :

- \* Did you notice something strange, this should be apparent to anyone who does alot of reading, all the names of the streets in silent hill are either the real names or the names which most science fiction authors use. Interesting Konami think of it all.
- \* In the diner where you start the game on either side of the pinball machine, if you are using the self view mode then this is easy to spot, there will be a paper with the message "STUDY DAMIT" written on it, a message to all those who play video games all the time :).
- \* The Hyper Blaster is actually a gun to use with the PS1 which was developed by konami inc themselves, there is a

cheat available too if you use it with this game.

- \* Norman's motel, anyone ring a bell, Normal bates, the bates motel. Anyone here a psycho fan ? That motel konami made in this game was looking almost like a replica of the hotel from the movie, especially kaufman's room, seriously speaking how many of you thought that someone was gonna attack you from behind the shower curtains. The rooms are also put together like in the movie.
- \* Another psycho reference in the movie is the final hall just before the boss fight where you see alessa and dahlia arguing, does that remind you of norman bate's house or what ? the same styled staircase and the same doors on the left and right of the staircase. This is interesting.
- \* If you check the map of the resort area then you can clearly find a place named, south park , in there :p.. but this doesnt mean that if you go there your gonna find cartman :P. thats just a name...
- \* A really disturbing note that in the alternate side of the school you may find a note sticked to the wall, on many places, the notice says " note : hell is coming " this is a really disturbing note .
- \* Something which i noticed myself, anyone who has seen the movie event horizon may find that the dark and light version conflict is a LITTLE bit like that, also another reference from the same movie is that when you are fighting the larva boss, take a look at the center, you will see a large rotating ball underneath there, the ball resembles the main core ALOT from the movie, or so it seems to me..

#### MEMORABLE QUOTES :

" She's missing? I'm sorry. But with all those monsters around, I highly doubt she's- " -kaufman

" Wait! We don't know what's back there. I better check it out first. " -harry

"Unless you want to die, keep your mind on business, Got It?" -kaufman

" We meet at last Alessa! " - dahlia

"I get it now. Why I'm still alive even though everyone else is dead. I'm not the only one who's still walking around. I'm the same as them! I just hadn't noticed it before." -lisa

End section

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18.

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#                                         #
###                                     ###
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#### LEGAL MUMBO JUMBO

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This guide was made only for the purpose of helping other people, and i dont intend to use it for profit, and i would really really appreciate it if no one else does it too. This guide is as free as everyone of us is. Use it nicely. The following sites have are the special sites who this guide belongs too in full right...

(( PS ... this doesnt mean that other sites cant use the guide, any site which i want this guide to go to and any site which tells me before using it shall be allowed ))

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[www.neoseeker.com](http://www.neoseeker.com)  
[www.cheathappens.com](http://www.cheathappens.com)

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#### CONTACTING INFORMATION

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If you want to contact me just mail to this address

returnofthemaniac@Hotmail.com

I will reply only to those mails which have something important for me , or which will ask me some decent questions. No funny stuff.. that is my family e mail add for gods sake.

the address again is :- returnofthemaniac@Hotmail.com  
or AJ@rebiohazard.com

CREDITS

-----

All credit where its due..

- \* Thanks god for making us all, especially me :) cause if i wasnt here you wouldnt be reading this .
- \* Thanks Konami for making silent hill, one of my favorite games of all times, this game totally rocks
- \* Thanks konami again for making the MGS series, the best game series ever.
- \* Thanks to my friends for being there when i need them (( looks at friends )) where the hell did they go !!
- \* Thanks to sean for making his site .. never would have been writing this if it werent for him.
- \* Thanks to MI trooper for making spencer mansion, i never would have been so involved into games without it.
- \* Thanks to kad for being blonde :) i love you still
- \* Thanks to randy, err.. no reason at all.. sorry randy:) hehehe
- \* Thanks to ALL the authors who's guides i used to finish this and several other games.. now i got my own's :P heheh
- \* Thanks to bill gates for creating windows XP.. you rule :)
- \* Thanks to LINKIN PARK.. THEY'RE THE BEST:) HELL YAHHAHHH
- \* Thanks to www.mess.be for the ascii's you see above

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i think this thing has already gotten a little too long..right ? so thats all i gotta say.... nothing more.. nothing less..

its been fun writing this thing.. NOT :\*(.. i guess im gonna do one for silent hill 3 when it comes out on the PC. C'ya all.

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