

A dark, atmospheric scene from the video game Silent Hill 4: The Room. A grotesque, screaming face is pressed against a wooden door. The door is heavily secured with multiple thick metal chains and padlocks. The lighting is dim and orange, creating a sense of horror and confinement.

# SILENT HILL 4 THE ROOM™

MATURE 17+



EmuMovies

KONAMI

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

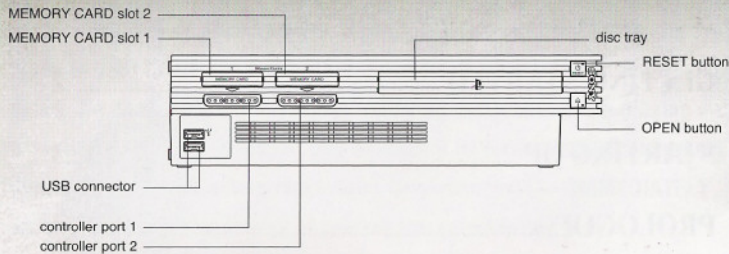
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



## TABLE OF CONTENTS

GETTING STARTED .....	2
STARTING UP .....	3
PROLOGUE .....	4
CHARACTERS .....	5
GAMEPLAY .....	6
BASIC OPERATION .....	7
ITEMS AND WEAPONS .....	10
SAVE/LOAD .....	11
OPTIONS .....	12
CREDITS .....	14

## GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Silent Hill 4 The Room™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

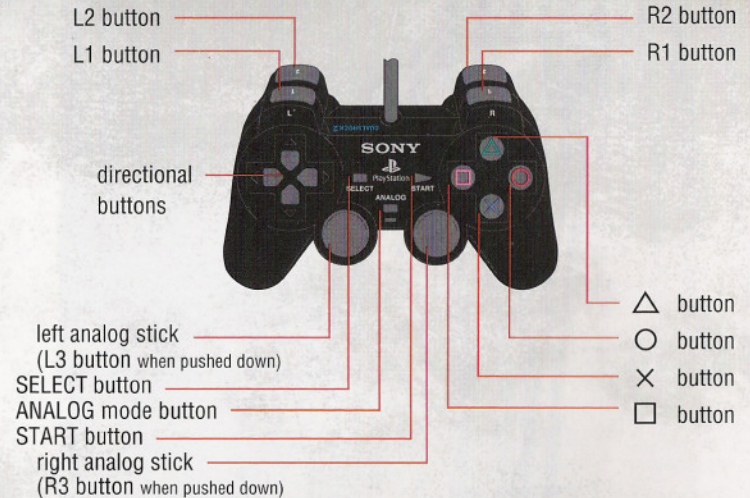
### MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 or memory card slot 2 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

In order to save game data, you will need a memory card (8MB)(for PlayStation®2) with at least 781 KB of space.

## STARTING UP

### DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



The game can be played using the DUALSHOCK®2 analog controller. Insert the controller into controller port 1. The game cannot be switched between analog mode and digital mode. The mode indicator is always red, regardless of whether the vibration function has been turned on or off.

## PROLOGUE

*It was two years ago that Henry Townshend moved into Room 302 of South Ashfield Heights, an apartment building in the medium-sized city of Ashfield. Henry was happy and enjoying his new life.*

*But five days ago, something strange began to happen. A recurring dream began to haunt him. And there was one other thing...*

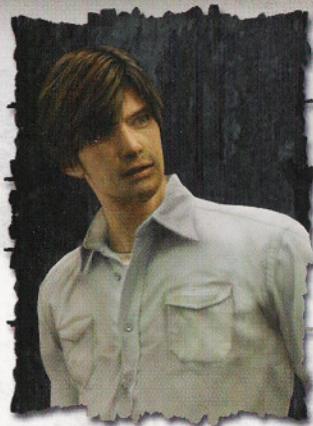


## CHARACTERS

### HENRY TOWNSHEND

*Henry is a calm, young man who never lets his feelings show.*

*By the time the story begins, he has been locked in his room for five straight days. Suddenly, a large hole appears in his bathroom wall with no reason or warning, and he is dragged into the depths of terror.*



### EILEEN GALVIN

*Eileen is Henry's next-door neighbor, the young resident of Room 303. She has a kind personality, although she has the tendency to depend too heavily on others at times. The relationship between Eileen and Henry is nothing more than simple recognition of one another, but they are both dragged into a strange set of events that will change everything.*



## GAMEPLAY

### *New Game*

To begin a new game, select "New Game" from the title screen. Next, select the level of difficulty.



Easy .....Recommended for beginners of action games.

Normal .....Recommended for the average player.

Hard .....Recommended for the experienced action gamer.

Regardless of which level is selected, all endings and scenarios are identical. (In the Hard difficulty level, some puzzles are more difficult to solve.)

### *Game Over*

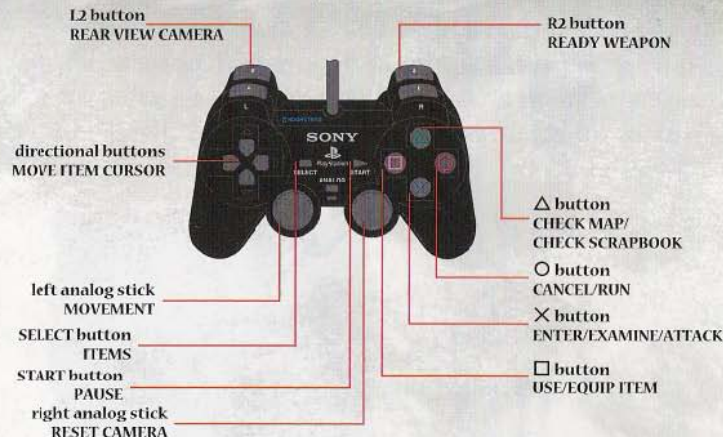
The game ends when Henry dies.

### *Continue*

When the game is over, you return to the title screen. At this point, you have the option to continue. If Continue is selected, you will restart at the last continue point. The level of difficulty may also decrease slightly depending on the situation.

## BASIC OPERATION

### *Basic Controls*



*Silent Hill 4 The Room™* was designed for play using a DUALSHOCK®2 analog controller. Certain button functions can be changed in the Options menu.

### *Examine*



When exploring an area using the first-person view, an eye icon pops up if there is something worthy of investigation. Press the × button to take a closer look at the object/area.

## BASIC OPERATION CONT.

### Item Icons

When the directional or the **[□]** button are pressed, an item icon appears at the bottom of the screen. To use or equip any of the items listed, use the left and right directional buttons to select the desired item(s), and press the **[□]** button.

*Items can be kept in the item box located in the living room. There is a limit on the number of items that can be held at once, so carry only what you need.*



### Battle/Fighting

You must have a weapon equipped in order to do battle. As long as a weapon is equipped, press the **[R2]** button to ready it. In order to attack the enemy, press the **[X]** button. For hand-to-hand combat weapons, hold down the **[X]** button for an extended period to increase the power gauge and make the blows more powerful. Press the **[○]** button while in the ready position to jump back. Combine this with the left analog stick to jump right or left.

## BASIC OPERATION CONT.

### Map / Scrapbook

Switch back and forth between the Map and the Scrapbook by pressing the **[△]** button.

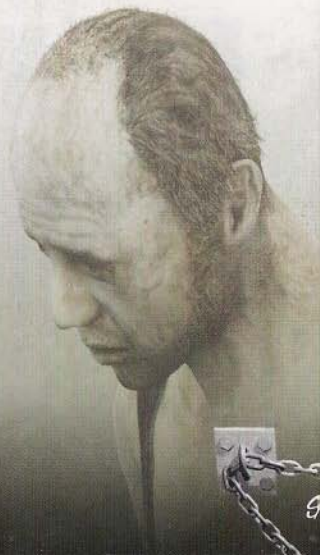
Rooms that have already been explored, as well as doors that have not yet been opened, are marked in red on the map.



*The Scrapbook contains notes and assorted bits of information in a file, viewable at any time.*

### Reset

To reset the game and return to the title screen, hold **[L1]**, **[L2]**, **[R1]**, **[R2]**, **SELECT**, and **START** at the same time.



## ITEMS AND WEAPONS



### STEEL PIPE

Solid steel pipe, about 1 meter in length and easy to use.



### REVOLVER

Easy to use, but somewhat lacking in power.



### HOLY CANDLE

Special candle with the power of exorcism. The effects last for a while after lighting.



### SAINT MEDALLION

May be used while another weapon is equipped. The Medallion repels ghosts, but will eventually break.



### FIRST-AID KIT

Heals wounds, restoring some of Henry's life.

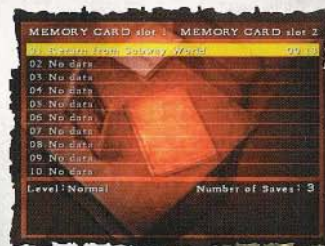
## SAVE/LOAD

In order to save game data, you will need a Memory Card (8MB) (for PlayStation®2) with at least 781 KB of free space.

### SAVE

In order to save game data, Henry must go to the living room where his diary is kept. Doing so displays the save screen.


### LOAD



In order to load a previously saved game, select the Load option on the title screen and follow the on-screen directions.



# OPTIONS

To access the Options screen, either select Options on the title screen or press the  button while pausing the game. Various settings can be changed in the Options menu, including:



## BRIGHTNESS

Adjust the brightness of the screen.

## SCREEN POSITION

Adjust the position of the game screen.

## LANGUAGE

Switch the game language between English and Japanese.

## SUBTITLES

Turn the subtitles ON/OFF.

## VIBRATION

Turn the controller vibration ON/OFF.

## SOUND

Switch between stereo and mono sound.



## BGM VOLUME

Adjust the volume of the background music.

## SE VOLUME

Adjust the volume of the sound effects.

## BUTTON CONFIG.

Customize the control and buttons for the game.

## DEFAULT CONTROL

Select the default movement settings for the left analog stick between running/walking.

## NOISE EFFECT

Turn the screen noise effect ON/OFF.

## BLOOD COLOR

Selects blood color.

## HEAD MOTION

Turns the head motion ON/OFF in first-person view.

## HIDE GAUGE

Hide or show the Life Gauge on screen.

## HIDE ICON

Hide or show the Item Icons on screen.



# CREDITS

## KONAMI COMPUTER ENTERTAINMENT TOKYO STAFF CREDITS

Director, Scenario Writer  
Program Director  
Art Director  
Sound Director

Suguru Murakoshi  
Kosuke Iwakura  
Masashi Tsuboyama  
Akira Yamaoka

## PROGRAMMERS

Engine Programmer  
Interface Programmer  
Player Programmer  
Monster Programmer  
Stream Programmer  
Demo Programmer  
Event Programmers

Kosuke Iwakura  
Masayoshi Sato  
Ken Kudo  
Hideyuki Fujii  
Kenji Yoshino  
Taku Otani  
Masato Akiyama,  
Tomohiro Maeyama  
Naoto Oshima  
Masahiko Saito  
Nazuki Matsushita

Camera Programmer  
Horror Phenomenon Programmer  
Sound Programmer

## DESIGNERS

Monster Design

Masashi Tsuboyama,  
Masaya Okada, Jun Inoue  
Chieko Ogura, Naomi Hara,  
Shingo Yuri,  
Sachiko Sugawara,  
Minako Asano, Tomoko Mori  
Tatsuto Yabe, Hiroko Usuda,  
Tomoko Morohoshi

Room Design

Background Design

Takeshi Miura,  
Masaya Aoyama,  
Kana Saito,  
Masayuki Fujiki,  
Kyohei Yamaguchi,  
Ryoko Horie  
Takahide Murakami,  
Hideyuki Shin, Sosuke Honda  
Atsushi Tsujimoto,  
Atsushi Sakamoto,  
Shiro Kanemori  
Mai Kitazawa

Character Motion

Drama Animation

Logo Design

## PUBLICITY

Kaz Nirasawa, Taro Miyake, Morio Kishida, Kanako Nakahara,  
Yoshinori Hirai, Yoko Yanagisawa, Kazuya Maruyama

## TRANSLATION

Wordbox, Inc., Wordbox NS CronosJapan K.K.  
English Supervisor

Jeremy Blaustein  
(Wordbox, Inc.)

## MOTION CAPTURE STUDIO

Links DigiWorks Sakuratei

## VOICE RECORDING STUDIO

OMNIBUS JAPAN

# CREDITS

## ENGLISH VOCALS PRODUCED BY

ZRO Limit Productions

## IN ASSOCIATION WITH SHADOW BOX STUDIO

Producers

Yutaka Maseba  
Haruyo Kanesaku

Music Supervisor

Joe Romersa

Music

Akira Yamaoka

Lyrics

Joe Romersa

Lyrics (Original)

Hiroyuki Owaku

Vocalists

Mary Elizabeth McGlynn

Joe Romersa

Recording Studio

Magnitude 8 Post,  
Los Angeles, CA

Recording Engineer

Michael McCarty  
(Magnitude 8 Post,  
Los Angeles, CA)

## SPECIAL THANKS TO

Hiroyuki Owaku, Michio Horikiri, Norihito Hatakeda, Makoto Hiura, AKT, Tetsushi Takahashi, Hidenori Onishi, Wilson Cheng, Ken Ogasawara

Sub-Producer

Akihiro Imamura

Producer

Akira Yamaoka

Executive Producer

Hirohisa Ishikawa

## KONAMI DIGITAL ENTERTAINMENT — AMERICA

President

Tommy Gotsubo

Chief Operating Officer

Geoffrey Mulligan

Sr. V.P., Sales & Marketing

Catherine Fowler

Vice President—Operations

Linda Stackpoole

Vice President—Production

Kurt Busch

Senior Director—Marketing

Rick Naylor

Associate Marketing Director

Brad Schlachter

Product Manager

Wilson Cheng

Director—Marketing Communications

Cherrie McKinnon

Associate PR Director

Marc Franklin

Associate Director-Creative Services

Monique Catley

Production Coordinator

Creative Services

Lee Allison Verdeckberg

Packaging and Manual Design

Ayzenberg Group

## SPECIAL THANKS

Matt Robinson, Brett Robinson, Daniel Castillo, Jean Chung, Kumi Watabe, Manny Chargualaf, Peter Nguyen, Mike Dobbins, Philip Travisano, Brad Smith

**Silent Hill 4 The Room™** is a trademark of Konami Computer Entertainment Tokyo, Inc. © 1999 2004 Konami Computer Entertainment Tokyo. ALL RIGHTS RESERVED. KONAMI® is a registered trademark of KONAMI CORPORATION. All Rights Reserved.

# SILENT HILL

DYING INSIDE

COMIC BOOK

COMIC SHOP LOCATOR SERVICE  
COMICS  
888-COMIC-BOOK  
comicshoplocator.com

SCOTT  
CIENCIN

BEN  
TEMPLESMITH

AADI  
SALMAN

Written by New York Times bestselling novelist **Scott Ciencin**, with art by **Ben Templesmith** (*30 Days of Night*) and **Aadi Salman**.

128 page trade paperback • full color • \$19.99 • ISBN: 1-932382-24-0

[www.idwpublishing.com](http://www.idwpublishing.com)

KONAMI

Silent Hill © is a registered trademark of Konami Computer Entertainment Tokyo, Inc.  
© 1999 2004 KONAMI COMPUTER ENTERTAINMENT TOKYO. All Rights Reserved.



NOTES

## NOTES

## WARRANTY

Konami Digital Entertainment - America warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687.

Konami Digital Entertainment - America  
1400 Bridge Parkway  
Redwood City, CA 94065

## CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

Become a

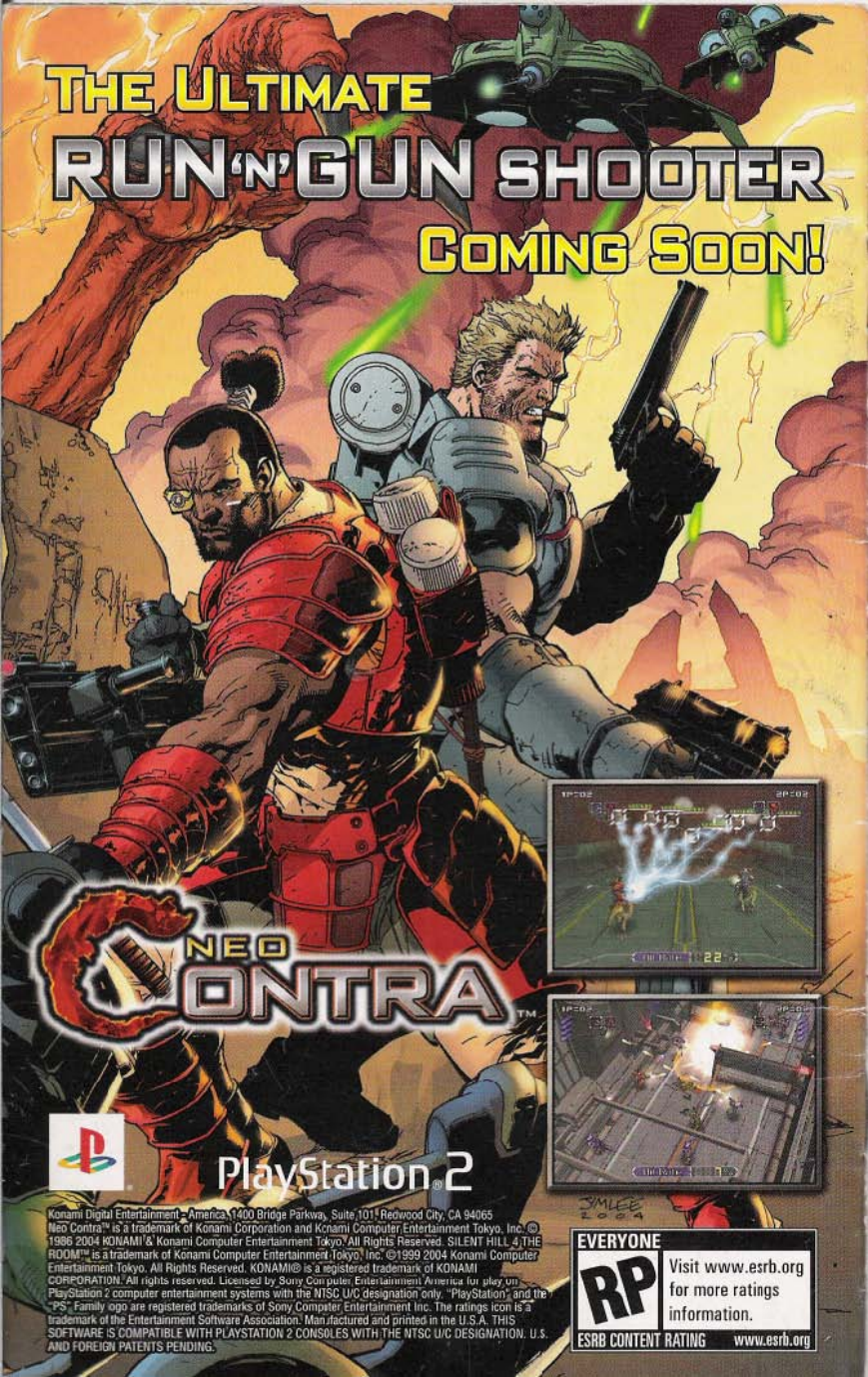
**KONAMI**

*Insider*

Go to [www.konami.com/usa](http://www.konami.com/usa) to register your KONAMI games and get exciting news and information from KONAMI.

When you register your game you will be automatically entered into monthly drawings to win FREE games!

# THE ULTIMATE RUN 'N' GUN SHOOTER COMING SOON!



## NEO CONTRA



PlayStation 2



Konami Digital Entertainment - America 1400 Bridge Parkway, Suite 101 Redwood City, CA 94065  
Neo Contra™ is a trademark of Konami Corporation and Konami Computer Entertainment Tokyo, Inc. ©  
1986 2004 KONAMI & Konami Computer Entertainment Tokyo. All Rights Reserved. SILENT HILL, 4 THE  
ROOM™ is a trademark of Konami Computer Entertainment Tokyo, Inc. ©1999 2004 Konami Computer  
Entertainment Tokyo. All Rights Reserved. KONAMI® is a registered trademark of KONAMI  
CORPORATION. All rights reserved. Licensed by Sony Computer Entertainment America for play on  
PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the  
"PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a  
trademark of the Entertainment Software Association. Manufactured and printed in the U.S.A. THIS  
SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S.  
AND FOREIGN PATENTS PENDING.

EVERYONE  
**RP**  
Visit [www.esrb.org](http://www.esrb.org)  
for more ratings  
information.  
ESRB CONTENT RATING [www.esrb.org](http://www.esrb.org)