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SILENT HILL 3

OFFICIAL STRATEGY GUIDE

by Dan Birlew

Covers the PlayStation® 2
Computer Entertainment System

This game has received the following rating from the ESRB:



MATURE

SILENT HILL 3

PROLOGUE

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“Okay, I will. I



love you too, Dad.”

Heather smiled to herself. It was just a nice little chat on the phone. Just another everyday occurrence in her tranquil life. She was unaware that this tranquil world was about to be torn asunder.

It happened suddenly, without warning and seemingly without reason. The simple happiness she had known was gone. Her entire world was transformed into a grotesque and bizarre nightmare...

The cheerful weekend bustle of the shopping mall was replaced by a deep, dank silence. The only sounds now were the footsteps of unspeakable creatures, lurking in the darkness.

What had happened?

She needed to know.

But there was no one left to tell her.

Heather was trapped alone in a deranged world, with nothing to do but escape.

Not knowing where to turn, her only thought was of survival. She clutched her pistol tightly, ready to shoot anything that tried to attack...

“They have come to witness the Beginning. The rebirth of Paradise, despoiled by mankind.”

Characters

HEATHER



AGE: 17 years old

GENDER: Female

OCCUPATION: None (For free, she cleans the house and does chores. There are also times when she is a baby-sitter.)

The heroine of this story, Heather is just an ordinary girl with a bit of a sharp tongue and quick temper. On a typical Sunday, she went shopping to the local mall. Without warning, she stepped into a world of nightmares. Terrified of the bizarre situation she finds herself in, she nonetheless has the courage to fight back and survive.

Not quite an adult, she still bears some of the conceit and naivete of a child. She has a few rough edges, and tends to be blunt with others. Nevertheless, hidden in her heart is a great source of kindness. Throughout the story, her personality experiences vicissitudes. She sometimes feels like crying and yearns to be home with her father. Heather occasionally expresses a deep disgust regarding religion.

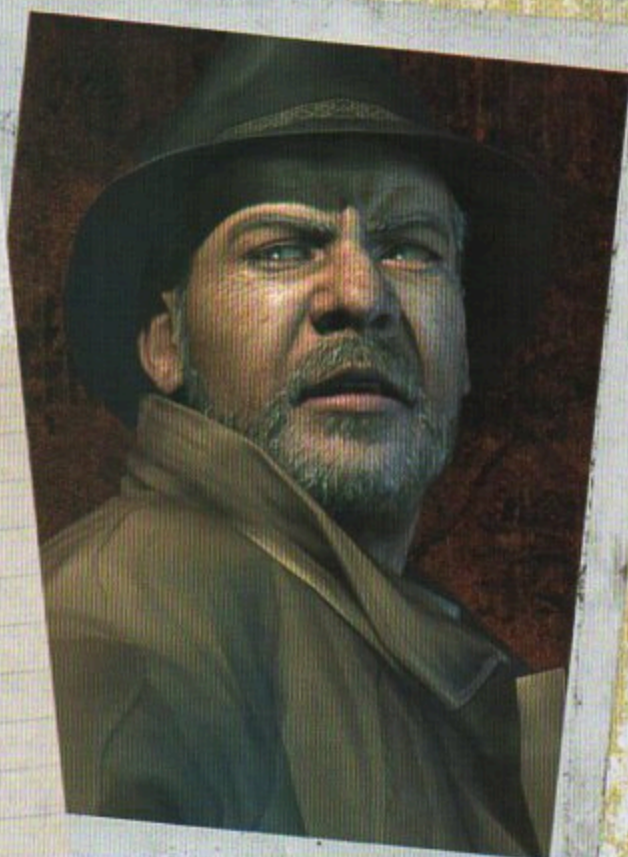
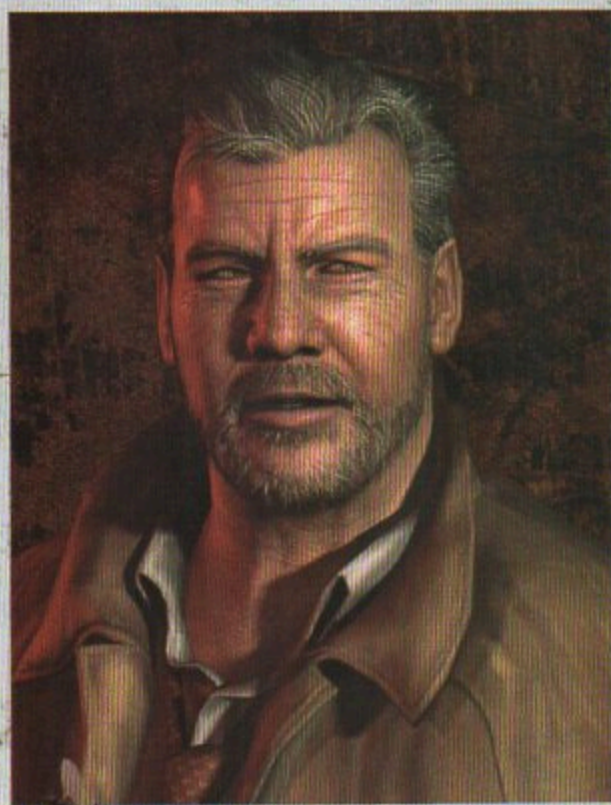
DOUGLAS

AGE: Late 50's

GENDER: Male

OCCUPATION: Private Detective (Former police detective)

Douglas isn't the groovy kind of detective who solves murder cases. He only does plain old searches and conducts missing persons investigations. Originally, he was a police detective, but retired ten years ago after divorcing his wife. Now, he has no family.



"There's someone that wants to meet you," he says.

He searches for Heather at the request of Claudia. Upon finding Heather, these incidents begin. He also is drawn into the nightmare-like world. Yet Heather still does not know whether he is an enemy or ally.

"Claudia... what about her? She asked me to find you, that's all."

He bears the impression of a kind, responsible and calm character. Yet at the same time, he stubbornly dashes into danger to help others without thinking. Douglas appears to bear the same weaknesses and flaws that are normal for most people.

CLAUDIA

AGE: 28-30

GENDER: Female

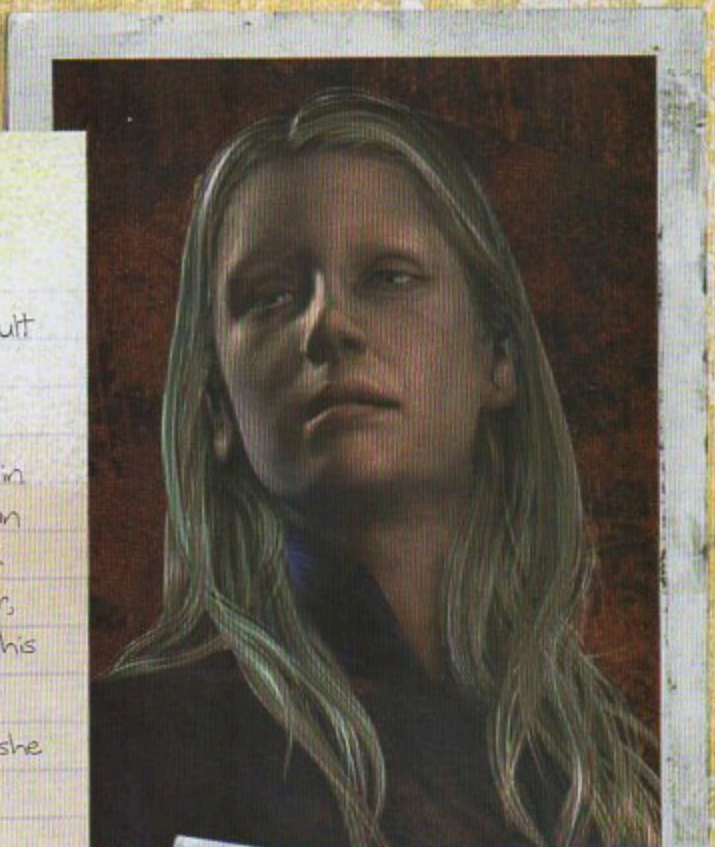
OCCUPATION: Priestess of unknown (Cult Teachings Group)

When everyone disappears in the shopping mall, the first person Heather encounters in this strange, transformed world is a woman of approximately 30. With long hair, dark clothes and a strange atmosphere about her, she ignores Heather's questions regarding this incident.

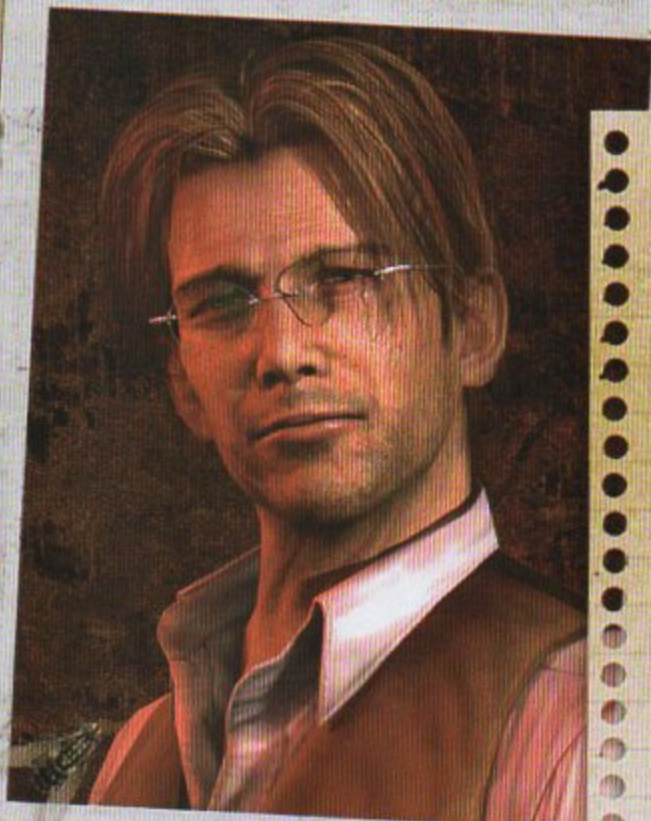
"They've come to witness the Beginning," she says. "The rebirth of Paradise, despoiled by mankind."

"Remember me, and your true self as well. Also that which you must become. The one who will lead us to paradise with blood-stained hands..."

Claudia seems to be a villain at work. She is a believer in a cult religion. Through her actions, she takes her beliefs to the point of insanity. Though from her standpoint, she is a leader of a religious cult, her thoughts are so right wing that her supporters in "The Order" are few. At root, she is a kind person and full of affection. She desires to rescue the people and deliver them to "Paradise," but her methods are severe.



VINCENT



● AGE: 24-26

● GENDER: Male

● OCCUPATION: Priest of unknown (Cult Teachings Group)

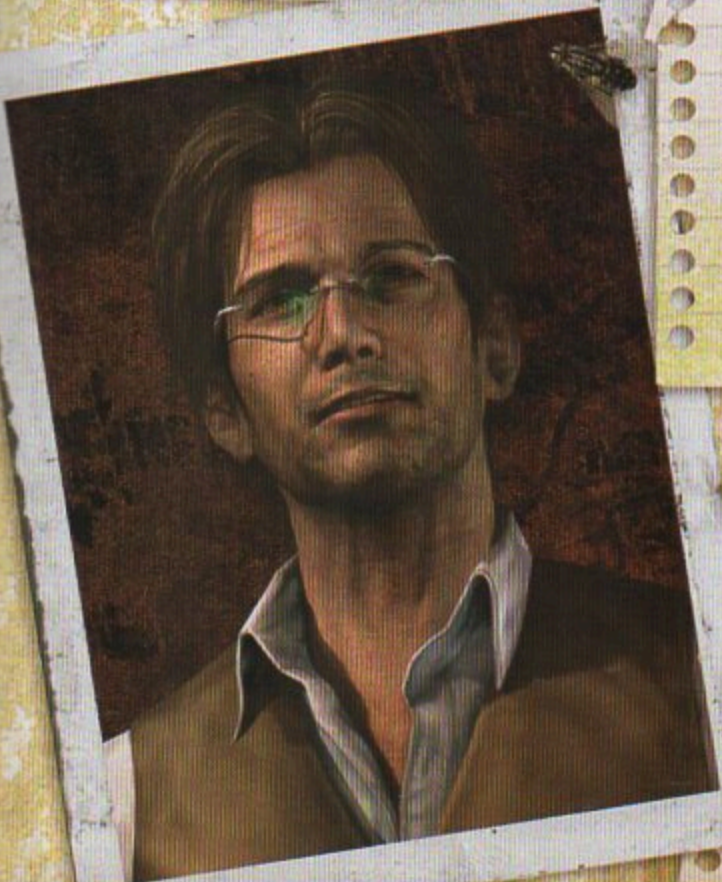
● A youth in his middle 20's with a calm atmosphere. Appearing in the transforming place he identifies himself as a friend to Heather, and advises her concerning her conduct. Toward Claudia, it seems he is hostile.

● The name's Vincent. Don't forget it, OK? I'm on your side.

● He seems to know the real intentions behind this incident, but he probably will not say them. In addition, his advice to Heather is not something given with good intentions, and she feels a kind of repulsion around him. His haughty bold way of talking strikes a tone, but simultaneously he displays a cowardly attitude.

● Why not enjoy yourself a bit longer?

● This youth advises Heather in various ways regarding the obscurity of the natural, the



● appearance of monsters and other things. He is selfish, the egoist, yet cowardly, submissive. However, he is not an atrocious person. He speaks in a mild tone, in an extremely gentle range. However, there are also times when he acts foolish and becomes offensive.

Monster Data

Detailed information on all commonly encountered enemies is contained in this chapter. "Common" foes are the ones that appear in groups of two or three, or are mixed in with other creatures. The statistics listed for each creature convey how difficult it is to kill, as well as the level of danger it poses to you.

This chapter does not include data on the uniquely encountered foes known as "boss monsters." For statistics on these creatures, please turn to the **Stage Walkthrough** chapter. Therein we provide detailed strategies for defeating each stage boss as it appears in the context of the game.

PHYSICAL STRENGTH

Each monster will have associated with it a certain number of points that represent its overall strength. Inflicting damage to the monster reduces this number. When the physical strength of a monster drops to zero, the creature makes a "death rattle" sound and dies. When you compare a monster's range of possible physical strength points to the damaging power of Heather's various weapons, you soon get a feel for how easy or hard an enemy will be to kill.

For example, a Handgun Bullet fired at a monster inflicts 120 points of damage. When a Handgun is used against a Closer, which has anywhere between 1350 and 1450 points of physical strength, you can conclude that killing this monster with the Handgun requires roughly 12 bullets. That's more than a whole box of ammo! Unfortunately, this number does not count any shots that miss their target. If you are low on ammo, it might be better to ignore the monster and dash through the area.

Use this information to make wise decisions regarding when to fight and when to run. Just as each monster has a number of physical strength points, so does Heather. Although this points system is hidden in the game, you can use it to your advantage if you are aware of it. Physical strength points of monsters in Extreme Action Level are the same as Hard Action Level.

ATTACK POWER

Most monsters are capable of a variety of attacks, each inflicting a certain amount of damage. Heather has 200 physical strength points in Easy Action Level, 100 in both Normal and Hard Action Levels, and only 50 strength points in all Extreme Action Levels. When you compare Heather's strength points to the damage that monsters can inflict, you will see how important it is to dodge attacks.

As you progress, monsters' attack powers will rise to maintain the game's challenge element. The further you proceed through the storyline, the more important it becomes to dodge enemy attacks by whatever means necessary.



CLOSER

Stages Appearing: Nightmare, Central Square Shopping Center, Hazel Street Station, Brookhaven Hospital, Lakeside Amusement Park, Church.

An enormous monster with long arms. Producing a blade from the end of its sack-like arm, it attacks. It materializes from the Otherworld...

Damage inflicted by the needle that comes out of its arm is devastating. Because their attack methods and amount of damage they inflict changes by location, fighting and surviving these monsters requires adaptation.

The main strategy to defeat a Closer is to shoot it with the Handgun while retreating. If you back up into a corner, use strafing to escape to either open side. In a first game, it is better not to fight them. Simply run between them and continue toward your destination. To fight a Closer with a melee weapon, move behind it and attack from an angle off to the side. Starting in the Brookhaven Hospital stage and thereafter, Closers implement an arm-swinging attack, where they circle themselves with their massive arms. If you need to kill a Closer in this state, wait until it finishes before you move in to attack, and move back as soon as it resumes swinging in circular motions.

The special Closer you encounter in the church is too powerful, so it is better not to fight it and conserve your bullets. This special monster also recovers physical strength over short periods, so it might be better to avoid it altogether.

LOCATION: NIGHTMARE, CENTRAL SQUARE SHOPPING CENTER, HAZEL STREET STATION

Action Level	Physical Strength Pts.
Easy	1150-1250
Normal	1350-1450
Hard	1550-1650
Attack	Attack Power
Beating Attack (Hand)	20
Beating Attack (Needle)	40
Knock Down Attack	40

LOCATION: BROOKHAVEN HOSPITAL, LAKESIDE AMUSEMENT PARK

Action Level	Physical Strength Pts.
Easy	1340-1460
Normal	1640-1760
Hard	1940-2060
Attack	Attack Power
Beating Attack (Hand)	24
Beating Attack (Needle)	48
Knock Down Attack	48
Arm Swing	12

LOCATION: THE CHURCH

Action Level	Physical Strength Pts.
Easy	1700-1900
Normal	2100-2300
Hard	2500-2700
Attack	Attack Power
Beating Attack (Hand)	30
Beating Attack (Needle)	60
Knock Down Attack	60
Arm Swing	15

DOUBLE HEAD

Stages Appearing: Nightmare, Central Square Shopping Center, Hazel Street Station, Hilltop Center, Silent Hill, Lakeside Amusement Park

A monster that closely resembles a dog, with sharp fangs inside a head split in half. Double Heads have a taste for the carrion and other meats. Double Heads like to surround the character and perform leaping snatch attacks from all sides.

Usually, when one or more Double Heads are feasting on a corpse, you can turn away and walk. But if they detect Heather, they will abandon their sickening meal and give chase. Draw Double Heads toward corpses, meat, and Beef Jerky, which they will gladly stop and eat unless the monster is chasing the player. During the Silent Hill stage in Normal Action Level, Double Heads howl in the distance. When these dog-like monsters howl, do not make any sound, and they will not come near.

If a Double Head attacks you and there is no means to distract it, try to aim and shoot during its flying snatch attack. A well-placed bullet knocks them out of the air, allowing you to escape or stomp on the creature. Avoid stopping to fight packs of two or more Double Heads.

LOCATION: ALL APPEARANCES

Action Level	Physical Strength Pts.
Easy	570-630
Normal	690-750
Hard	810-870
Attack	Attack Power
Bite (First initial attack)	2
Bite (Chewing, every second)	5
Flying Snatch Attack	5
Chewing (While player is down)	5



INSANE CANCER

Stages Appearing: Hazel Street Station, Hilltop Center, Church

A humanoid creature with a large white body and a smell like tainted meat, which even causes flies to wretch. Its size makes it easy to underestimate just how fast the creature can move, attack a person, and kill. The power of its arm is amazing, with enough strength to shatter bones. You encounter few of these monsters, and most of them appear to be lying idle on the ground, asleep. Approach too closely, and it will stand swiftly, attacking as it rises.

With such a high physical strength and resistance to impact, it is a difficult monster to knock down. When it finds Beef Jerky, it goes for it. While it is preoccupied with Beef Jerky and unaware of your presence, it will not chase you if you refrain from approaching it. However, if it is pursuing Heather, it will disregard the treat.

When it is lying down, it can rise quickly and strike in the same motion, particularly when you approach it to attack. Your guard cannot deflect this or many of its other attacks. Therefore, do not go near it carelessly while it's lying flat. The Cancer withstands Heather's attacks, and it can strike even while suffering damage. It is hard to knock down, and it will not stagger backward. Shooting an Insane Cancer is waste of bullets. Use a melee weapon with a high impact power. Properly timed Steel Pipe attacks can cancel many of its punches. Keep striking the monster in rhythm, and bash it more if it falls to the ground. An Insane Cancer is not dead until it starts to flatten out on the floor.

However goes the battle, do not let a Cancer lie down for long. Over time, the monster recovers physical strength.

LOCATION AND APPEARANCES

Action Level	Physical Strength Pts.
Easy	1680-2000
Normal	2100-2500
Hard	2520-3000
Attack	Attack Power
Two-hand downward swing	15
Both hands lateral swing	10
One-hand downward swing	25
Focused downward punch	25
Swinging while rising	5

STANDING RECOVERY RATE

Action Level	Physical Strength Pts.
Easy	4
Normal	8
Hard	15

LYING DOWN RECOVERY RATE

Action Level	Physical Strength Pts.
Easy	16
Normal	32
Hard	60

NUMB BODY

TYPE: SMALL

Action Level	Physical Strength Pts.
Easy	294-343
Normal	420-490
Hard	504-588
Attack	Attack Power
Oscillating Head Butt	3
Direct Attack	8

TYPE: MEDIUM

Action Level	Physical Strength Pts.
Easy	420-490
Normal	600-700
Hard	720-840
Attack	Attack Power
Oscillating Head Butt	5
Direct Attack	10

TYPE: LARGE

Action Level	Physical Strength Pts.
Easy	504-588
Normal	720-840
Hard	864-1008
Attack	Attack Power
Oscillating Head Butt	10
Direct Attack	20

Stages Appearing: Central Square Shopping Center, Underground Pass

A long creature with two thin legs, its skin is similar to that of a deceased person and low in body temperature as well. Slow in speed and low in attack power, it is not a match for a person. However, when areas are densely populated, they work slyly with their partners to surround and attack from all sides.

When Beef Jerky is found, it approaches the meat and eats it. However, if it can see the player and is in pursuit, it will disregard the Jerky. While it is eating, its perception power decreases substantially. If you avoid moving too close to the snacking monster, it will not chase you.

In Hard Action Level Hard and higher, while chasing you the Numb Body reaches a speed where it runs after Heather. This is quite frightening to behold. Because you can guard against all its attacks, it is wise to let it attack first. After blocking the monster's attempt, it should be quite vulnerable to a beating with the Steel Pipe.



NURSE

TYPE: HANDGUN SHOOTER

Action Level	Physical Strength Pts.
Easy	608-768
Normal	760-960
Hard	912-1152
Attack	Attack Power
Pistol Whip	5
Shooting	25

TYPE: STEEL PIPE SWINGER

Action Level	Physical Strength Pts.
Easy	608-768
Normal	760-960
Hard	912-1152
Attack	Attack Power
Swing Attack	10
Thrust Attack	15

Stages Appearing: Brookhaven Hospital

A monster that wanders the hospital pretending to be a nurse, but with a weapon in hand for slaughtering anyone who needs help. Its sanitary gown is dirty with blood and pus. As for the original staff, these were probably real nurses converted to monsters, but the details are unclear. Throughout the *Silent Hill* series, this monster adapts and changes each time it appears.

On Normal Action Level or higher, some nurses brandish revolvers. If the nurse fires, you cannot block the shot with your guard. However, by staying in close range, you can bait Nurses armed with guns to try a pistol whip instead.

Regarding other Nurses' pipe attacks, your character's proximity to these foes determines whether they swing their pipe or thrust it in Normal Action Level and above. Use your own pipe against one or more Nurses, as it is possible to interrupt their attacks with your own.

PENDULUM

Stages Appearing: Nightmare, Central Square Shopping Center, Underground Pass, Hilltop Center, Silent Hill, The Church

A creature with a strange body that whirls in the sky without wings. Attached to their two heads are long metallic nails with which they attack. Pendulums flip end-over-end along narrow pathways, slicing whatever is underneath. Smaller Pendulums have a smaller swing radius, but are faster than larger types. Rejoice that you can easily kill this weird and noisy monster from a distance with just a few shots.

When a Pendulum discovers the player is within a two-meter radius, it initiates pursuit. The area directly behind it is outside of its search range. After moving for a while, it becomes restricted to the space where it stops. It continues flipping in midair, not moving forward. When it comes out of this move, it will resume pursuit if it spots Heather. However, if it does not overtake her within 10 seconds, it discontinues the chase. If you shoot a Pendulum while it faces you, it begins turning at twice the normal speed and rushes toward the player.

The Handgun cannot be used against a Pendulum, since the creature flies at Heather and immediately counterattacks. The Handgun bullets always seem to miss. With continuous Submachine Gun fire, you can stop the counterattack rush. When blasted with the Shotgun at close range, it falls to the ground and begins walking in a terrestrial mode. Thereafter you can switch to the Handgun and shoot it without fear of the counterattack rush. If you must use a melee weapon against a Pendulum, the Steel Pipe and Katana are effective. While it is flying toward you, stay cool. As it raises its arms to poke at Heather, strafe around to its side and attack with the downward swing. This attack knocks it out of the air, making it easier to continue bashing on the ground.

TYPE: SMALL

Action Level	Physical Strength Pts.
Easy	200-400
Normal	600-800
Hard	1300-1500
Attack	Attack Power
Blade attack of head (sky)	2
Blade attack of head (ground)	5
Arm attack (left and right)	5

TYPE: LARGE

Action Level	Physical Strength Pts.
Easy	300-500
Normal	800-1000
Hard	1600-1800
Attack	Attack Power
Blade attack of head (sky)	3
Blade attack of head (ground)	10
Arm attack (left and right)	10

SCRAPER

LOCATION: CHURCH

Action Level	Physical Strength Pts.
Easy	375-425
Normal	475-525
Hard	575-625
Attack	Attack Power
Swing Attack	5
Punching attack	10
Thrust Attack (Handle)	5
Thrust Attack (Blade)	10

Stages Appearing: The Church

A humanlike creature with blades inserted into both hands. It attacks intruders inside The Church, scratching and beating as it shouts. The form closely resembles the boss monster called Missionary, but it is not as strong.

As for Handgun and Shotgun blasts to its front, there are times when it deflects bullets. The wise strategy is to allow the Scrapper to attack first and use your guard to block. Then there is an opening, during which time you can attack with a Handgun or Shotgun, or even a melee weapon.

SLURPER

LOCATIONS: HILLTOP CENTER, THE CHURCH

Action Level	Physical Strength Pts.
Easy	560-640
Normal	760-840
Hard	960-1040
Attack	Attack Power
Running Attack	3
Grasping Attack (Initial Attack)	1
Grasping attack (After Initial)	4.5/Second
Inversion Attack	3
Looking up and Down attack	3
Attack while player is down	5

LOCATIONS: BROOKHAVEN HOSPITAL

Action Level	Physical Strength Pts.
Easy	760-840
Normal	860-940
Hard	960-1040
Attack	Attack Power
Running Attack	3
Grasping Attack (Initial Attack)	1
Grasping attack (After Initial)	4.5/Second
Inversion Attack	3
Looking up and Down attack	3
Attack while player is down	5

Stages Appearing: Hilltop Center, Brookhaven Hospital, The Church

A humanlike monster that creeps across areas. Carnivorous, it attacks living humans but also likes decomposing corpses. Becoming curious about a person's footsteps, it moves closer, trying to grab and push them down. Crawling across the ground, it approaches and attacks the feet where it is difficult to block. When fighting a Slurper, it is important not to move too close because it likes to yank your feet out from under you and then crawl on top of your body to inflict further damage. Slurpers also pretend to be dead after taking several hits of damage, waiting for Heather to approach and use a foot stomp attack. Then they will lash out and trip her. Prevent these actions by not being careless.

Because Slurpers crawl on the floor, only weapons that can hit creatures low to the ground are effective. As mentioned, Slurpers like snacking on corpses and Beef Jerky. This is partly why it climbs on top of Heather while she is down.

Slurpers react to sound rather than sight, so try to move quietly in their domain. Standing still as they draw near, aim with a melee weapon and attack with a downward swing, using something like the Maul. Because Slurpers react to Beef Jerky as well, place some and sidestep quietly out of the way as they approach to eat the snack. Move quietly to their side, which is a great point from which to attack. Also, because Slurpers crawl on the floor, it is usually possible to attack with kicks. Try this only from the monster's side or from behind.

Items

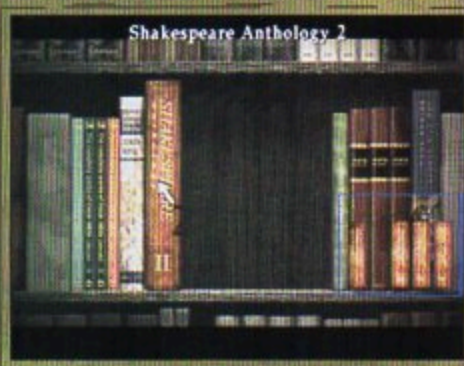
The inventory menu is divided into three categories: Items, Weapons, and Supplies. The Item category contains keys and various objects that are used to unlock new areas, notebooks and diaries of extra length and interest, clothes and personal objects, and miscellaneous other items that can be used or equipped in different ways.

USING ITEMS

Door keys are used automatically. Simply approach a locked door with the corresponding key in your possession and press Action [X]. The key unlocks the door and simultaneously disappears from the inventory. In the instance where a door is locked but you do not have the proper key, Heather twists the knob and reports that it is locked. Additional doors that cannot be opened at all during the course of the game are reported as "broken."



Other objects in the inventory menu serve as keys of a different kind. Heather might pick up an item such as the Red Shoe and wonder how in the world it could be helpful. But when you come across the right circumstances later, such as a Cinderella display where the shoe is missing, then you will realize the significance and the use. In such cases, the character does not use the item automatically. You must examine the environment for clues on how to use such objects. When an appropriate situation arises, stand in front of the area in question and open your menu. Select the item you wish to try, then choose the "Use" command.



EXAMINING ITEMS



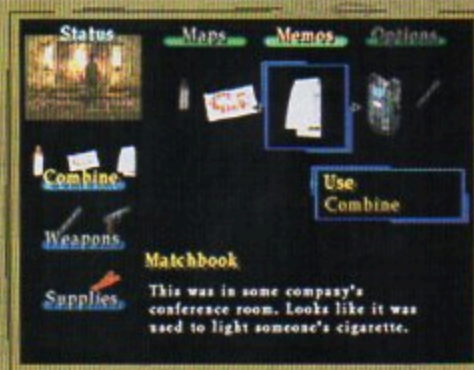
Sometimes the object itself tells you a great deal in regards to its actual use in the game. To view more information about an item, rotate to it in the menu and then choose the "Examine" option, if available. Heather will sometimes state a possible use, or maybe just her personal thoughts about the item. Sometimes, these thoughts are enough to tell you exactly how to use the object.

Item examinations can sometimes be context-sensitive. If you acquire an item and Heather does not have much to say about it, continue searching the environment. After you search a mysterious area or enter a new room, another examination of the questionable object in light of new circumstances may reveal more clues.

COMBINING ITEMS

To resolve certain situations, individual items might not be sufficient to get the job done. First, you must combine the necessary items in the menu, and then use them together. For instance, if you have to combine two chemicals at once, you will not be able to use one and then the other.

Select an item that you wish to use simultaneously with another, then choose the "Combine" command if it is available. The item appears above the "Items" menu choice to the left of the screen. You may combine up to three items at once, and the game never requires more than this. Once you have lined up the items you wish to use simultaneously, select any of the items in the combination and choose the "Use" command.



EQUIPMENT ITEMS

The Items menu allows you to equip one or more additional items in excess of your weapon and supplies. Items that can be equipped include clothes, the Bulletproof Vest, the Flashlight, etc. You may equip more than one of these items at a time, for a variety of effects on your game. To equip an item, rotate to it in the menu and see if it has the "Equip" command. If so, you may equip the item. The menu command changes to "Unequip." The only way to tell what items you are currently equipping is by perusing the Items menu. Equip items also include secret costumes that can be worn by the character. A complete list of secret costumes and the means by which they are obtained is in the **Easter Egg, Clear Bonus and Additional Mode Guide** chapter.

RADIO FUNCTIONS

The Radio found by Heather during the early events of the game makes static whenever enemies are near. The Radio is optional, and you can turn it OFF in the Items menu. You can also adjust the volume of the Radio so that it makes more or less noise.

The amount of noise varies depending on the types of monster in the vicinity, and how far away they are. Sometimes the Radio doesn't make any noise until the monster is practically within Flashlight range! If you are in caution mode with your weapon ready, the Radio volume and range doubles. The Radio static also changes depending on the remaining stamina of the monsters. Dead monsters do not affect the Radio.

The **frequency** of the noise, whether it is a couple of clicks and chirps or a load of outright squawks and squeals, indicates the type of the enemy in the vicinity. Low frequency sounds indicate lesser mutant enemies, and high frequency sounds indicate tougher humanoid foes. Therefore, you can also judge by the noise whether the enemy is human-like or inhuman depending on the quality of sound. Enemies that cause a dual-layered hi and low pitch, driving the radio crazy, are usually boss type monsters.

The **volume** of the static rises as enemies with higher stamina approach. In other words, enemies that are easy to kill will have a lower volume than enemies who require more hits to kill.

The **pitch** of the sound drops deeper as enemies move more slowly or stop, and it rises higher as enemies move more quickly or run.

Use the following tables to determine how various enemies affect the Radio.

Monster Name	Range (Meters)	Frequency
Double Head	14m	Low
Numb Body	16m	Low
Pendulum	18m	Low
Slurper	8m	Low
Closer	20m	High
Nurse	15m	High
Insane Cancer	18m	High

Monster Name	Range (Meters)	Frequency
Scraper	17m	High
Split Worm	20m	High and Low
Glutton	15m	High and Low
Missionary	18m	High and Low
Leonard	15m	High and Low
Memory of Alessa	NA	NA
The God	NA	NA
Valtiel	NA	NA

EVENT ITEMS

ITEMS USED TO OPEN DOORS OR SOLVE PUZZLES

BLEACH



Procured: Central Square Shopping Center (Reverse Side), 1F N Women's Bathroom

Use: Combine with Detergent to form insecticide in 2F southeast corridor.

BOOK: OTHERWORLD LAWS



Procured: Handed to Heather by Vincent in The Church, Upper Level, Library.

Use: Contains information on cult symbolism.

BRASS KEY



Procured: The Church, Lower Level, Child's Room, mounted in the butterfly collection on the wall.

Use: Unlocks the south door in the first corridor of The Church, Upper Level.

CASSETTE TAPE



Procured: The Church, Upper Level, Priest's Quarters, on the desk.

Use: Insert into tape player in the Priest's Quarters on the Lower Level of The Church.

CHAIN



Procured: Lakeside Amusement Park Children's Amphitheater, center aisle on bleacher.

Use: Use at Swing Rocket Ride and eastern green gate to form a winch. Then activate the Swing Rocket ride to pull the gate open.

COOKED KEY



Procured: Central Square Shopping Center (Reverse Side), 3F Restaurant

Use: Unlocks back door of 2F Cafe Turn Mill in Reverse Side Mall.

CREMATED KEY



Procured: Brookhaven Hospital (Reverse Side), BF Crematorium, oven.

Use: Unlocks the 1F Day Room inside Brookhaven Hospital (Reverse Side).

DAD'S NOTEBOOK



Procured: Received from Douglas upon exiting Daisy Villa Apartments after defeating the Missionary boss monster.

Use: Contains personal message from father, synopsis of the original *Silent Hill*.

DETERGENT



Procured: Central Square Shopping Center (Reverse Side), 2F Helen's Bakery

Use: Combine with Bleach to form insecticide in 2F southeast corridor.

DOLL HEAD



Procured: Lakeside Amusement Park Fortune House, fortune teller's table.

Use: Place in the hand of the Snow White life-size figure inside Marchen Travel in the Lakeside Amusement Park.

ITEMS

DOUGLAS' NOTEBOOK



Procured: Lakeside Amusement Park Fortune House, on stool just inside parlor.

Use: Details Douglas' investigation into Heather's past.

HANGER



Procured: Central Square Shopping Center (Reverse Side), 1F Women's Clothing Store

Use: Pull down the ladder inside Happy Burger in the Reverse Side Mall.

DRYER



Procured: Underground Pass, lower level, SW Garbage Collection Room.

Use: Plug it in near the reservoir crosswalk, and Heather drops it into the water to kill the monster.

"HIGH PRIESTESS" TAROT CARD



Procured: The Church, Lower Level, Claudia's Room, on the bed.

Use: One of five Tarot cards required to unlock the south door in the Child's Room on the Lower Level of The Church.

"EYE OF NIGHT" TAROT CARD



Procured: The Church, Upper Level, Chapel, on the sacristy behind the altar.

Use: One of five Tarot cards required to unlock the south door in the Child's Room on the Lower Level of The Church.

HOUSE KEY



Procured: Not found (Owned from the start)

Use: Unlocks apartment #102 at Daisy Villa Apartments.

"FOOL" TAROT CARD



Procured: The Church, Lower Level, Sick-care Room, inside the book on the chair next to the bed.

Use: One of five Tarot cards required to unlock the south door in the Child's Room on the Lower Level of The Church.

INSTANT CAMERA



Procured: Brookhaven Hospital (Normal Side), 1F room M4, briefcase.

Use: Take a photo of the passcode behind the shelves in the Store Room on level BF of Brookhaven Hospital (Normal Side).

"HANGED MAN" TAROT CARD



Procured: The Church, Lower Level, NW Mortuary, propped against cadaver on center gurney.

Use: One of five Tarot cards required to unlock the south door in the Child's Room on the Lower Level of The Church.

JACK



Procured: Hilltop Center (Normal Side), 5F KMN Auto Parts, W Sales Office, rear shelves.

Use: Pries open the partially-open elevator doors on 3F of the Hilltop Center.

KEY TAKEN WITH TONGS



Procured: Central Square Shopping Center (Normal Side), 2F N Storage Room.

Use: Unlocks 2F "My Bestsellers" Bookstore in the mall.

NAIL POLISH REMOVER



Procured: Brookhaven Hospital (Normal Side), 2F Women's Locker Room.

Use: Unglue the Stairwell Key from the wall montage in room C4 on 1F of Brookhaven Hospital (Normal Side).

LIFE INSURANCE KEY



Procured: Insert the Silver Coin into the soda machine inside Hilltop Center (Reverse Side), 4F Onestop Imports NW Accounting Office to receive soda can containing key.

Use: Unlocks the western door into Elberton Life Insurance on 1F of the Hilltop Center (Reverse Side).

NUTCRACKER



Procured: Hazel Street Station, B4F N Blocked Corridor, Eastern section

Use: Remove bolt from chain locking the gate to subway platform number 2.

MATCHBOOK



Procured: Hilltop Center (Reverse Side), 5F KMN Auto Parts SW Conference Room.

Use: Combine with Pork Liver and Oxydol to burn the portrait titled "Flame Purifies All" on level 5F of the Hilltop Center (Reverse Side), Gallery of Fine Arts.

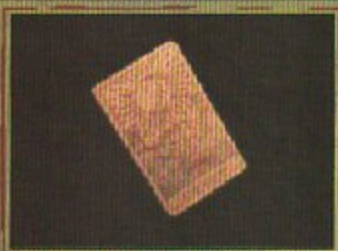
OIL-FILLED BOTTLE



Procured: Underground Pass, upper level, SE Sewer Manager's Office, fill the Wine Bottle with kerosene from the heater.

Use: Pour the Oil-filled Bottle into the drainage machinery in the room next door to lower the water level in the Underground Pass, lower level.

"MOON" TAROT CARD



Procured: The Church, Upper Level, Library, on the SE table.

Use: One of five Tarot cards required to unlock the south door in the Child's Room on the Lower Level of The Church.

OXYDOL



Procured: Hilltop Center (Reverse Side), 2F Green Ridge Mental Health Clinic, Medicine Storage.

Use: Combine with Pork Liver and Matchbook to burn the portrait titled "Flame Purifies All" on level 5F of the Hilltop Center (Reverse Side), Gallery of Fine Arts.

MOONSTONE



Procured: Central Square Shopping Center (Reverse Side), 2F Torture Store (requires Walnut)

Use: Unlocks door engraved with moon, 3F Reverse Side Mall Corridor.

PENDANT



Procured: Not found (Owned from the start)

Use: Eject the god or die.

PLASTIC BAG



Procured: Brookhaven Hospital (Reverse Side), 2F Women's Locker Room, wastebasket near door.

Use: Fill with blood in Examining Room 4 on level 3F of Brookhaven Hospital (Reverse Side).

PLASTIC BAG (WITH BLOOD)



Procured: Brookhaven Hospital (Reverse Side), 3F Examining Room 4, fill from bucket under body.

Use: Offer to the altar in room C4 on 1F of Brookhaven Hospital (Reverse Side).

PORK LIVER



Procured: Hilltop Center (Reverse Side), 1F Last Drop Café, open mini-fridge.

Use: Combine with Oxydol and Matchbook to burn the portrait titled "Flame Purifies All" on level 5F of the Hilltop Center (Reverse Side), Gallery of Fine Arts.

RED SHOE



Procured: Lakeside Amusement Park Children's Amphitheater, on the stage.

Use: Place beside Cinderella life-size figure inside Marchen Travel in the Lakeside Amusement Park.

ROLLER COASTER KEY



Procured: Lakeside Amusement Park Souvenir Shop, cause cookie box accident in NE corner of store.

Use: Unlocks the control booth of Mountain Coaster at Lakeside Amusement Park.

ROPE



Procured: Hilltop Center (Normal Side), 3F Monica's Dance Studio Office, desk drawer.

Use: After using the Jack on the slightly open elevator doors in the Hilltop Center (Normal Side), use this to climb down to 2F.

SCREWDRIVER



Procured: Hilltop Center (Normal Side), 5F NE Corridor Behind Gallery, on top of the boxes against the north wall.

Use: Jimmy open the drawer in the office of Monica's Dance Studio on 3F in the Hilltop Center (Normal Side).

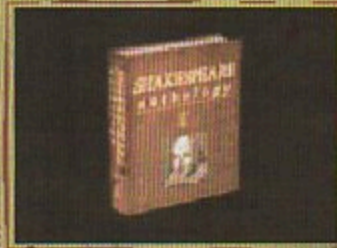
SHAKESPEARE ANTHOLOGY 1



Procured: Central Square Shopping Center (Normal Side), 2F "My Bestsellers" Bookstore

Use: Arrange on shelf to determine passcode to back door of "My Bestsellers" Bookstore in the mall.

SHAKESPEARE ANTHOLOGY 2



Procured: Central Square Shopping Center (Normal Side), 2F "My Bestsellers" Bookstore

Use: Arrange on shelf to determine passcode to back door of "My Bestsellers" Bookstore in the mall.

SHAKESPEARE ANTHOLOGY 3



Procured: Central Square Shopping Center (Normal Side), 2F "My Bestsellers" Bookstore

Use: Arrange on shelf to determine passcode to back door of "My Bestsellers" Bookstore in the mall.

SHAKESPEARE ANTHOLOGY 4



Procured: Central Square Shopping Center (Normal Side), 2F "My Bestsellers" Bookstore

Use: Arrange on shelf to determine passcode to back door of "My Bestsellers" Bookstore in the mall.

TALISMAN



Procured: Brookhaven Hospital (Reverse Side), 1F Room C4

Use: No use.

SHAKESPEARE ANTHOLOGY 5



Procured: Central Square Shopping Center (Normal Side), 2F "My Bestsellers" Bookstore

Use: Arrange on shelf to determine passcode to back door of "My Bestsellers" Bookstore in the mall.

TONGS



Procured: Central Square Shopping Center (Normal Side), 2F Helen's Bakery

Use: Extract Key Taken with Tongs under palettes in 2F N Storage Room in the mall.

SILVER COIN



Procured: On the table covered with money inside Hilltop Center (Reverse Side), 4F Onestop Imports NW Accounting Office.

Use: Insert into the soda machine in the same room, to receive can containing Life Insurance Key.

WALNUT



Procured: Central Square Shopping Center (Reverse Side), 2F Jewelry Store

Use: Crack open in vise in 2F E Torture Store in Reverse Side Mall to obtain Moonstone.

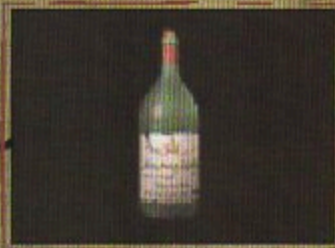
STAIRWELL KEY



Procured: Brookhaven Hospital (Normal Side), 1F room C4.

Use: Unlock the stairwell doors on either 1F or 2F of Brookhaven Hospital (Normal Side).

WINE BOTTLE



Procured: Underground Pass, upper level; SW collapsed corridor

Use: Fill with kerosene in the lower level to obtain Oil-filled Bottle.

ITEMS THAT CAN BE WORN OR USED IN ADDITION TO WEAPONS

BULLETPROOF VEST



Procured: Central Square Shopping Center (Reverse Side), 1F Women's Clothing Shop

Explanation: Damage received is reduced to 85% of the original, and the impulse is reduced by 50%. When you guard against an attack, you receive no damage. However, it is impossible to run. In trying, Heather becomes exhausted too quickly.

PERFUME



Procured: Brookhaven Hospital (Normal Side), 2F Women's Locker Room

Explanation: When equipped, this funny smelling substance attracts the attention of nearby monsters, causing them to turn and attack even if they do not see or hear Heather. The only possible benefit in equipping this item is if you want to kill many monsters to unlock certain bonuses.

RADIO



Procured: Central Square Shopping Center (Normal Side), 2F NW Elevator

Explanation: Read the section above, entitled "Radio Functions".

FLASHLIGHT



Procured: Central Square Shopping Center (Reverse Side), 1F North Storeroom

Explanation: Inserted in the vest pocket, this small light illuminates the darkness. Can be switched ON/OFF with the menu option or by pressing [Circle], except when shooting or kicking, while guarding, while placing Beef Jerky, while receiving damage or dying, or other special events. In certain levels of darkness, it is impossible to read the map without the Flashlight on. It may be impossible to pick up certain items without the Flashlight, dependent on surrounding light and circumstances.

SILENCER



Procured: Hilltop Center (Normal Side), Construction Building 5F Collapsed Room (break recent plaster)

Explanation: Can only be equipped when the Handgun or Submachine Gun is equipped. The Silencer fits onto the end of the barrel and muffles the sound of gunfire. Enemies that are not already aware of the player's presence will not hear the sounds of firing. However, there is a slight reduction in the attack power of the weapon.

Weapons

The inventory menu is divided into three categories: Items, Weapons and Supplies. The Weapons category contains various firearms and other objects that you can use to attack and damage enemies. Weapons come in two types: the kind that discharge bullets and the kind that Heather must swing in order to bash opponents.

WEAPON TYPES

Melee weapons are those that Heather uses to strike a monster with physical contact. Held in the hands, prepare to use the weapon by entering caution mode (hold **R2**). Then press **X** to swing the melee weapon. Many melee weapons have more than one attack motion. Tap **X** rapidly to swing a melee weapon back and forth with greater attack frequency but less attack power and impact. Swinging attacks can damage more than one enemy at a time, if the foes are grouped close together. Press and hold **X** to perform a slower attack with the highest possible attack power and impact.

Firearms are weapons that discharge projectile rounds across long range areas. Firearms are safer to use, since you can fire them from a safe distance without fear of suffering enemy attacks. However, firearms require ammunition, and backup supplies can sometimes be hard to come by. You also have to keep firearms loaded. Therefore, if your clip runs out while you fight off two or three enemies, the monsters will have a chance to attack.

ATTACK POWER

The "Attack Power" of each weapon shows how many points of damage a weapon does to a foe each time a bullet strikes, pierces the flesh, or a melee weapon lands on the body. When you compare this number to the physical strength of any monster, you quickly get the idea of roughly how many attacks are required to kill a foe. In cases where multiple attacks are possible with a weapon, the attack power also gives you an idea of how to use the armament with maximum efficiency. However, this information does not present rate of fire speeds. For instance, melee weapons have higher attack power than firearms, but Heather cannot attack as quickly with melee weapons.

IMPACT

Each weapon has the ability to knock down an enemy, or at least knock it backward. The impact rating for each weapon gives you a relative idea of how much force a weapon creates when it strikes the body of an enemy. Melee weapons have greater impact power to knock a foe backward, whereas many foes will continue marching forward as you fire.

When a melee weapon strikes a wall or enemy, you can feel the impact through your controller. Occasionally, the impact of a melee weapon against a monster or a wall creates a "rebound." If a melee weapon rebounds off an enemy or wall, Heather will be the one to feel the impact. A rebound can cause Heather to shake for a second, unable to attack.

STAMINA

Stamina is the measure of Heather's energy and breath. As she uses weapons or runs for long periods, small amounts of stamina are lost. When her stamina gets very low, Heather breathes heavily and even bends over in exhaustion. This heavy breathing can sometimes draw the attention of nearby enemies, just out of flashlight range. Lack of stamina will not cause harm to Heather, but it does place her at a disadvantage in combat.

Numerically, Heather's stamina is 4000 in Easy Action Level, 2000 in Normal and Hard and 1000 in Extreme. If stamina drops to zero, Heather becomes unable to run. When stamina is less than 10% of the whole, the attack speed of melee weapons becomes a little slow. The attack speeds of firearms remain unaffected by stamina. If stamina drops to zero, the bonus weapon "Heather Beam" becomes inactive. As for running, when travelling at full speed continuously in Normal Action Level, stamina drops to 0 in approximately 20 seconds.

Stamina recovers gradually over time. Use of a recovery item such as a Health drink or First Aid Kit completely restores all stamina immediately.


MELEE WEAPONS

WEAPONS OF SHORT RANGE HAND-TO-HAND COMBAT



KNIFE

Range: 40cm

Procured: N/A (owned from the start)

Description: Of all the melee weapons it has the shortest range and the lowest attack power. Still, it is better than going empty-handed. When striking an enemy, the weapon does not rebound off the body of the foe. The Knife may rebound off walls or obstacles, depending on the Action Level. It is possible to attack without standing in one spot. You can move while swinging the Knife rapidly from left to right. The swing attack allows for striking of multiple enemies at once. You can perform three consecutive swing attacks by pressing the  button rapidly, each with a decreasing amount of attack power. A pause occurs between each three-swing combination. It is possible to avoid the pause by attacking twice, waiting a split second on your own, then attacking twice again, etc. With this method, you also maintain a higher level of damage inflicted by the knife.



Attack	Attack Power	Impact Power	Stamina Used
Swing Attack (tap )	40-80 (1st swing)	5-10	50 (1st swing)
	30-60 (2nd, 3rd swings)		40 (2nd swing)
			30 (3rd swing)
Thrust Attack (hold )	30-60	5-10	70




STEEL PIPE

Range: 95cm

Procured: Central Square Shopping Center (Reverse Side), 2F Café Turn Mill kitchen.

Description: As in previous *Silent Hill* games, the Steel Pipe is a blunt instrument approximately 1 meter in length. You may beat enemies down with it or thrust it into their midsection with reckless abandon, but its attack power

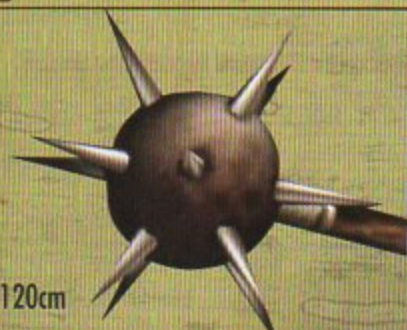
is a bit low. There are times depending on the Action Level when it rebounds off enemies and walls, shaking the player. Tapping the Action button rapidly causes the character to swing the Steel Pipe three times back and forth in succession, followed by a short pause. It is possible to move while performing the swing attack. The character can also raise the pipe over the head and bash downward. This attack knocks enemies to the ground more easily, and then you can continue bashing monsters that lie prone on the floor. So go ahead and give in to your primal urges!



Attack	Attack Power	Impact Power	Stamina Used
Swing Attack (tap )	130 (1st swing)	20	100 (1st swing)
	100 (2nd, 3rd swings)		90 (2nd swing)
			80 (3rd swing)
Downward Attack (hold )	160	20	130
Thrust Attack (press forward, hold )		150	20 150



Additional Pipes
The Gold Pipe and the Silver Pipe obtained as bonus weapons during the Extra Game Mode function identical to the Steel Pipe.

MAUL






Attack	Attack Power	Impact Power	Stamina Used
Swing Attack (tap )	180 (iron sphere)	30 (iron sphere)	200
	100 (handle)	10 (handle)	
Downward Attack (hold )	220 (iron sphere)	70 (iron sphere)	250
	110 (handle)	30 (handle)	

Range: 120cm

Procured: Underground Pass, Upper Level Employee Locker Room.


Description: A handle 1m in length with a spiked iron sphere attached to one end. This is an extremely heavy weapon for little Heather to handle. However, once you become accustomed to hitting things with it the destructive power is tremendous. Depending on the Action Level, the Maul might rebound off certain enemies or walls. You cannot move while attacking with the Maul; you can only defend yourself from a standing posture. It is not possible to attack more than one enemy with either attack motion. There is a difference in attack power between striking the enemy with the iron sphere at the end or bashing them with the handle grip. You must position yourself and strike at such a range that allows the spiked ball rather than the handle to hit the target for maximum attack efficiency. The Impact of the Maul is so severe that it knocks most enemies to the floor in a single blow. Then you may continue to bash them while they are down. Unless you face only one enemy, the Maul is not a practical weapon to use in most situations.

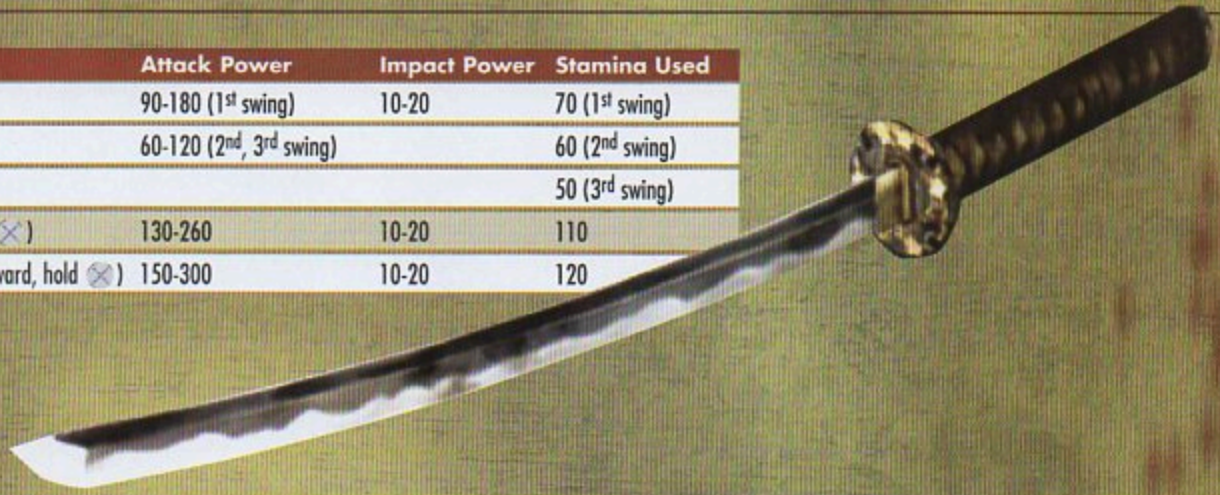
KATANA

Attack	Attack Power	Impact Power	Stamina Used
Swing Attack (tap )	90-180 (1 st swing)	10-20	70 (1 st swing)
	60-120 (2 nd , 3 rd swing)		60 (2 nd swing)
			50 (3 rd swing)
Downward Attack (hold )	130-260	10-20	110
Thrust Attack (move forward, hold )	150-300	10-20	120

Range: 80cm

Procured: Hilltop Center (Reverse Side), 2F Art Storage Room behind Gallery of Fine Arts.

Description: A well-known Japanese sword. However, this is a smaller version of the sword compared to the original design, with a slightly shorter blade. Its moderate weight and various attack methods allow Heather to cut, slice, and chop enemies with skill and precision. Unlike the original *Silent Hill*, the Katana is not a hidden weapon. You can acquire it during a first game. The Katana will not rebound off enemies, and rebounds off walls only sometimes. Because of the focus required for sword attacks, it is not possible to attack while moving. The swing attack allows for striking multiple enemies at once. You can perform three consecutive swing attacks by pressing the  button rapidly, each with a decreasing amount of attack power. A pause occurs between each three-swing combination. It is possible to avoid the pause by attacking twice, waiting a split second on your own, then attacking twice again, etc. The Katana is a weapon of perfect balance, capable of exerting deadly force with minimal weight and stamina cost. The forward thrust attack has the potential to be the most devastating move with this weapon, especially when exerted as a finishing blow.



BEAM SABER

Range: 80cm, 120 cm when extended

Procured: See chapter titled **Easter Egg, Clear Bonus and Additional Mode Guide**.

Description: The Beam Saber is a bonus weapon, available only in the Extra Game Mode. When the Beam Saber is equipped, Heather appears to be carrying a short handle. Holding **R2** to enter caution mode causes Heather to switch on the beam. You may move forward or backward while swinging the blade. The attack launched during movement causes the most damage possible. However, if you receive damage from enemy attacks, the impact cancels caution mode and the beam switches off. You must move to a safe distance and restart the beam before continuing. After you score a 100 (10 big stars) in an Extra New Game, the blade becomes longer the next time you play.

Attack	Attack Power	Impact Power	Stamina Used
Swing Attack (tap X)	200-400 (1 st swing)	5-10	80 (1 st swing)
	120-240 (2 nd , 3 rd swing)		70 (2 nd swing)
			60 (3 rd swing)
Downward Attack (hold X)	300-600	10-20	100
Moving Attack (moving, hold X)	150-900	5-30	200

STUN GUN

Range: 25cm

Procured: Daisy Villa Apartments, Heather's Dresser Drawer

Description: A weapon that damages on touch with high-voltage electric current. Heather received this item from her father to use in self-defense. Unfortunately, she usually leaves it in the bureau of her room. To deliver an electric shock, the device requires a Stun Gun Battery. The Stun Gun reduces enemy strength by large amounts and knocks them to the ground, making this an ideal weapon to use. However, you must practice restraint since Stun Gun Batteries are very rare. If the Stun Gun runs out of battery power, Heather continues attacking with the item. However, the attack power is extremely weak. Heather will not reload the Stun Gun automatically either. The Stun Gun must be reloaded with a new battery by manual means.

Attack Power	Impact Power	Stamina Used
240 (with Battery)	50	40 (without Battery)
120 (with Battery)		1 (without Battery)

FIREARMS

LONG RANGE WEAPONS REQUIRING AMMUNITION

HANDGUN

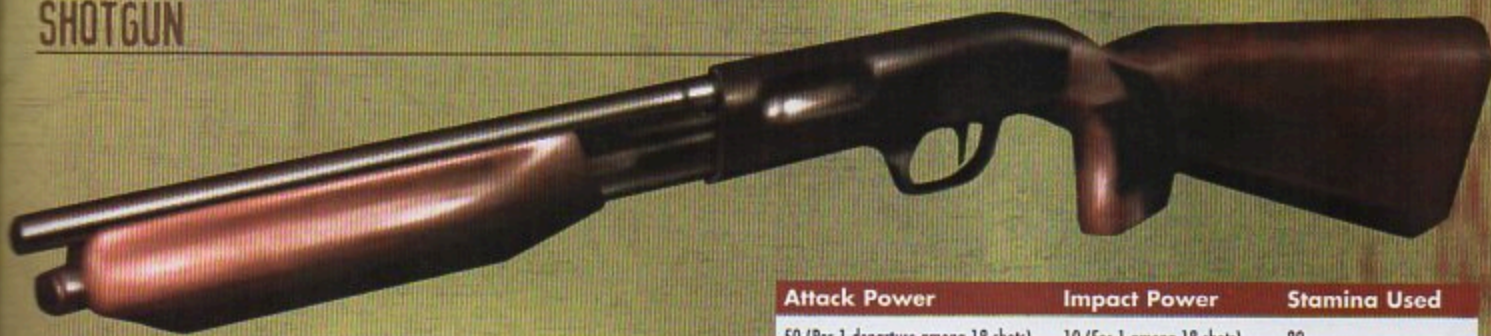
Attack Power	Impact Power	Stamina Used
120 (with Silencer)		
100 (without Silencer)	10	20

Clip Size: 10 Bullets

Procured: Central Square Shopping Center (Normal Side), 1F Women's Clothing Store

Description: A small-sized shooting weapon with a cartridge that holds 10 shots, the Handgun is the first good weapon found in the game. Although attack power is low, it is still a great weapon because you can shoot from a far distance. To shoot, "Handgun Bullets" are necessary. To use the Handgun, equip the weapon and enter caution mode (hold **R2**). Heather holds the gun in close to her torso when she is not locked onto an enemy. Turn Heather toward a monster, and she points the gun at the foe to indicate she is properly aiming at the creature. Change targets by moving the left analog stick right or left while continuing to shoot. Heather is no combat expert, so there will be times when her shots just do not hit the monsters even when she aims directly at them. This is especially the case when enemies are moving fast. Heather can shoot while moving forward or backward, or even while strafing in circles around enemies. A Silencer can be equipped on the Handgun to suppress the sound of discharge. With the Silencer, enemies that do not see you will not become alerted.

SHOTGUN



Attack Power	Impact Power	Stamina Used
50 (Per 1 departure among 18 shots)	10 (For 1 among 18 shots)	80

Clip Size: 6 Shells

Procured: Hazel Street Station, B3F, Platform 2 Abandoned Subway Car


Description: A shooting weapon capable of loading a maximum of six shots. Wide-range attacks are possible due to the cone shaped blast of pellets emitted by the Shotgun. At shorter distances, a few enemies absorb the full blast and suffer high amounts of damage. However, because Heather is incapable of running and firing with this weapon, it is difficult to use this weapon in circumstances where the enemy surrounds Heather. Because the sound volume of the Shotgun is so high, you may unintentionally cause enemies far off to move in. To fire the Shotgun, "Shotgun Shells" are required. Hold the caution mode button **R2** to raise the weapon. Heather automatically adjusts her aim toward the closest enemy. If you proceed into an area with the caution button held, Heather will not automatically lock onto one foe. Instead, wait until the time the gun is needed to raise it. Since 18 pellets discharge from the gun at one time, it is possible to attack multiple enemies in front of Heather. The Attack Power listed refers to the damage caused by each pellet. Thus, one shell discharged into a single enemy at close range causes the foe to suffer the full 180 Attack Power damage. You cannot move while shooting, because Heather must have her footing to absorb the powerful recoil. Due to the force of firing the gun, its rate of fire is low.

SUBMACHINE GUN

Attack Power	Impact Power	Stamina Used
60	10	5

Clip Size: 32

Procured: Brookhaven Hospital (Normal Side), BF Corridor

Description: Appearing for the first time in the *Silent Hill* series, the Submachine Gun delivers a rapid fire stream of bullets into enemies for as long as you hold the Action button . "Submachine Gun Bullets" are required to use the weapon. Because ammo for this powerful weapon is scarce, it becomes necessary to conserve use of this weapon for times of great need. You cannot move while firing the Submachine Gun, but while emitting a stream of bullets you can aim the gun high, low or to either side by moving the Left Stick. The Submachine Gun fires 15 bullets per second, and the attack power of the weapon listed is for a single bullet. With only a 32 bullet magazine capacity, you will run through ammo for this weapon quickly. The Silencer can fit onto the barrel, to reduce noise and avoid alerting nearby enemies that are unaware of your presence. However, this reduces the attack power somewhat.



FLAMETHROWER

Attack Power	Impact Power	Stamina Used
24/Second (Usual time per 1 departure)		
60/Second (Special time per 1 departure)	0	50/Second

Clip Size: Unlimited

Procured: See chapter titled **Easter Egg, Clear Bonus and Additional Mode Guide**.



Description: A weapon that emits flame, immolating the enemy. You can attack foes in a wide range with the Flamethrower, since the flames spread as they travel outward. The chemical cylinder of fuel lasts forever. Like the Submachine Gun, while discharging it is possible to raise, lower or turn the flames in any direction with the Directional Pad or the Left Stick. Attack power changes depending on how many flames hit an enemy at once. With a little calculation, you should realize that larger foes suffer higher damage from this weapon. After you score a 100 (10 big stars) in an Extra New Game, the Flamethrower's fire becomes more damaging the next time you play.





HEATHER BEAM

Clip Size: Unlimited

Procured: See chapter titled **Easter Egg, Clear Bonus and Additional Mode Guide**.

Description: Science fiction powers granted by the manifestation of either the power hiding inside Heather or from UFOs, and available only when the conditions are met in an Extra New Game. Use the Heather Beam by removing all weapons from Heather's hands, then hold R1 and press Action . Heather fires two homing missiles that seek out enemies even around corners. Hold the left analog stick or directional pad up and press  to fire a large ball of energy. Although this attack does not seem to knock enemies back, it drains life in good amounts. When used in conjunction with the Transform Costume, the Heather Beam becomes the "Sexy Beam." The regular attack fires more homing missiles at once, and the Burst Attack fires from the eyes.

Attack	Attack Power	Impact Power	Stamina Used
Homing Missiles x2 (hold )	30 (per 1 missile)	5	20
Burst Attack (press up + hold )	60	2	20


Supplies

The inventory menu is divided into three categories, Items, Weapons and Supplies. The Supplies category contains ammunition for the various firearms available, health aids for the restoration of strength, and other consumables such as Beef Jerky and Stun Gun Batteries. Supplies help Heather keep going with the weapons and limited amount of health she has.

USING SUPPLIES



Supplies can be used from the menu at any time. Rotate the Supplies until the item you wish to use is displayed, then select the "Use" option. If the supply is a recovery item, the item disappears from inventory and Heather automatically feels better. The strength indicator in the upper left corner of the menu changes color to indicate better health.

If the supply is ammunition for a weapon, the menu option available is "Reload." Heather adds bullets to the corresponding weapon until its capacity is full. If you are firing a weapon and the clip runs out, press Action  and Heather will reload the weapon on the spot, provided she has backup ammo. However, there is a distinctive advantage to reloading your weapon through the menu instead of allowing Heather to do it in real time. If Heather reloads her weapon while

facing enemies, the monsters gain a brief opportunity to attack while she is busy with her weapon. If an enemy times its attacks right, it can prevent the reloading and force you to try to reload again. Always reload your weapon from the menu, unless you are in special circumstances such as a boss fight.

EQUIPPING SUPPLIES

You can equip a supply item in the menu. To equip a supply, select the type of item and choose the "Equip" command. The supply appears above the word "Supplies" over to the left side of the menu. When this is accomplished, you can use the supply in real time simply by pressing down on the right analog stick, also known as the R3 button.

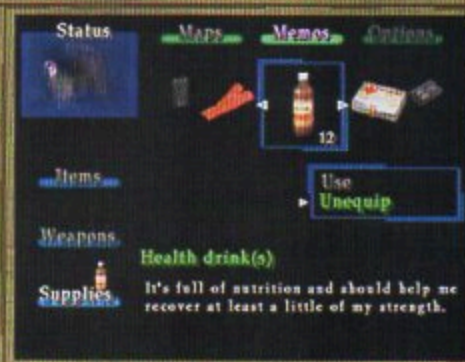
What occurs when you press the R3 button depends on the supply equipped. For instance, if the controller is pulsing because Heather is weak, press R3 when you have a recovery item such as a Health Drink equipped. Heather uses the item immediately, and the pulsation stops. Likewise, if the equipped supply is Beef Jerky, Heather leans down and sets a piece on the floor.

Equipping supplies is handy if you do not like entering the menu all the time.

If the equipped item is ammunition for a weapon, Heather stops and reloads her equipped weapon. If there are still enemies active in the area, this brief reloading animation exposes her to danger. If an enemy times its attack well, it can cancel the reloading and Heather will have to try again. When fighting against one or more frequently encountered enemies at once, it is always better to reload your weapon through the menu. However, during boss fights there are usually instances when the monster runs away or disappears for a few minutes. In such cases, it is wise to have some ammo equipped and handy, so that you can reload your weapon quickly during the short break.

SUPPLY CONDITIONS

Silent Hill 3 includes a hidden supply balancing system to maintain the challenge of the game. As you enter certain stages, the game counts the ammunition in your possession, including ammo loaded in the weapon, and calculates this total number of "ammo points". The game also counts the number of health items in your inventory and determines your "drug points". Once these numbers are determined, the game compares the results to the specific condition label for the supplies in the stage. If your points are too high, meaning you have too many supplies, or too low, meaning you have too few, the game determines whether to place or remove certain supplies from their locations based on specific conditions. Refer to the maps in the **Stage Walkthrough** chapter, and you will notice many supplies have conditions for appearance. There is also a short section at the beginning of that chapter, to help you understand the system better.



HEALTH DRINK



A recovery item that restores 25% of Heather's physical strength. Fully restores stamina.

FIRST AID KIT



A recovery item that restores 50% of Heather's physical strength. Fully restores stamina.

AMPOULE



A recovery item that restores all of Heather's physical strength and stamina. Additionally, stamina does not drop for the following 3 minutes, no matter how much activity you engage in.

HANDGUN BULLETS



Bullets for the handgun, found as boxes containing 10. Quantity found is doubled in Beginner Mode.

SHOTGUN SHELLS



Ammunition for the Shotgun, found as boxes containing 6. Quantity found is doubled in Beginner Mode.

SUBMACHINE GUN BULLETS



Ammunition for the Submachine Gun, found in clips loaded with 32 semi-automatic rounds. Quantity found is doubled in Beginner Mode.

STUN GUN BATTERY



Power cell for the Stun Gun. Each battery provides enough power to attack 4 times with 120-volt charges. The number of full charges in each battery is doubled in Beginner Mode.

BEEF JERKY



When used, Heather lays a tasty snack on the ground at her feet. It is possible to lead the enemy toward the Beef Jerky, and they may become distracted by it. However, if the monster already has sight of Heather, distracting them with Beef Jerky will be more difficult. Beef Jerky works best when you lay the piece on the floor, leave the room, then return immediately. Most likely you will find the enemy snacking on the meat. However, when the enemy chews the Beef Jerky for a while, it disappears and the enemy goes back to hunting for other food. Beef Jerky is effective only against Double Heads, Numb Bodies, Insane Cancer, and Slurpers.



Game Basics and Advanced Elements

Contained in this chapter is random advice to help you learn the systems of the game and master combat techniques. By learning all there is to know about the game beforehand, going down those dark passages will not be so overwhelmingly scary.

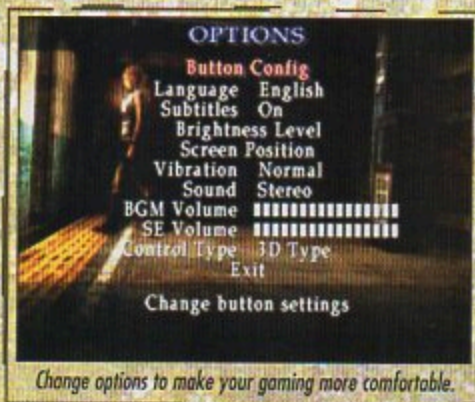
BASIC CONTROLS

CONTROL	FUNCTION
d-pad/left analog stick	movement (2D or 3D style), move cursor
right analog stick(R3)	Rotate to look in View Mode/Press to use supplies
START	Pause, Accept, Skip scene
SELECT	Menu
X	Accept, Search, Attack, Stomp or Kick
□	Run, Guard

CONTROL	FUNCTION
○	Cancel, Exit menu/puzzle, Switch Flashlight ON/OFF
△	Map
R1	Sidestep right
L1	Sidestep left
R2	Caution Mode (preparing weapon)
L2	View mode, move camera behind head

OPTIONS

Before beginning your first game of *Silent Hill 3*, consider tweaking some of the default game settings in the Options Menu. You can change the options anytime before or after you start a new game. Two options you should really consider changing include the "Control Type" and the "Walk/Run Control." Your settings should suit your preferences, since they will affect your first impression of the game.



VIBRATION

Some people find vibrating controllers to be annoying, and immediately turn off the vibration function when playing any game. In the case of *Silent Hill 3*, this can't be discouraged strongly enough. Whenever the main character suffers damage and drops in health, the controller begins to pulsate like a heart beating in your hands. This is the best possible indicator that you need to take recovery items in order to continue safely. With the proper supplies equipped, you can even administer health without even opening the menu, as soon as you feel the controller throbbing.

SOUND NOTES

Be certain to set the Sound option to match however you have your PlayStation 2 and monitor set up. If you have a home theater system or stereo speakers attached to your set, select "Stereo/Speaker". You will be able to sense the location of enemies by listening to the sounds they make. You can actually hear the direction from which they are coming!

3D CONTROL VERSUS 2D CONTROL

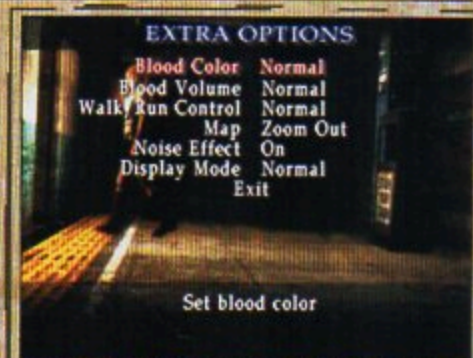
Each control style has pros and cons. Weigh these factors and try out both schemes, then settle on one permanently.

"3D Type" is the default setting, and is utilized most efficiently with the digital pad. When pressing up, Heather moves forward in whichever direction she is facing. Pressing left or right turns her from side to side, and pressing down causes Heather to back away. This is the classic *Silent Hill* control scheme, and many vets of the series prefer it. This setup eliminates confusion regarding onscreen direction as to which way you should push the movement control. When you move the analog stick or d-pad up, Heather continues to move in the direction she is facing no matter which angle the camera sits at. Therefore, you don't have to stop and position the camera behind Heather each time you enter a new area. With this control scheme, Heather remains capable of backing away from enemies, allowing her to fire shots as she retreats. Those who choose the 3D control option should also consider switching the "Walk/Run Control" to Reverse, as detailed below.

"2D Type" is the alternate setting. In this scheme, Heather moves in the direction that you push the analog stick, relative to your view of the action onscreen. This setting is best suited for use with the left analog stick. The only reason for suggesting this change is that quite often, the camera's focus on the scene shifts to an opposite angle as you cross an area. This constant shifting keeps changing the desired direction of movement. It requires constant movement of the analog stick to accommodate each new angle. However, it becomes quite manageable after a short period of orientation, and using the analog stick is much easier on the thumb. This style also eliminates the need to turn since Heather instantly goes in the direction you press. However, this mode eliminates retreat from enemies. Moving backwards from an enemy as you shoot is a highly useful tactic, as described in the combat strategy section below.

SECRET OPTIONS

Happy Birthday, it's time for your first game secret! While in the Options menu, press L1 or R1 to bring up a second, hidden menu of "Extra Options".



In the Options menu, press R1 or L1 to bring up the Extra Options.

These options allow you to change the graphic display and movement control. If you do not like your blood to look realistic, you can change it to a different color. However, some may find that demons that spew green or purple blood are even more disturbing. You can also change the amount of blood in the game to a lesser or even higher level.

Whenever you bring up the map, the entire map is displayed and you must zoom in to view your close surroundings. Toggle the "Map" option to Zoom In, and the map is closer to your proximity whenever you open it.



The "Noise Effect" is a layer of static intentionally displayed over the screen. The development team wished to give *Silent Hill 3* a distorted look, closer to watching an old horror movie on VHS tape. You may switch this option off if you prefer your graphics crisp and clean, closer to next generation standards.




Noise.



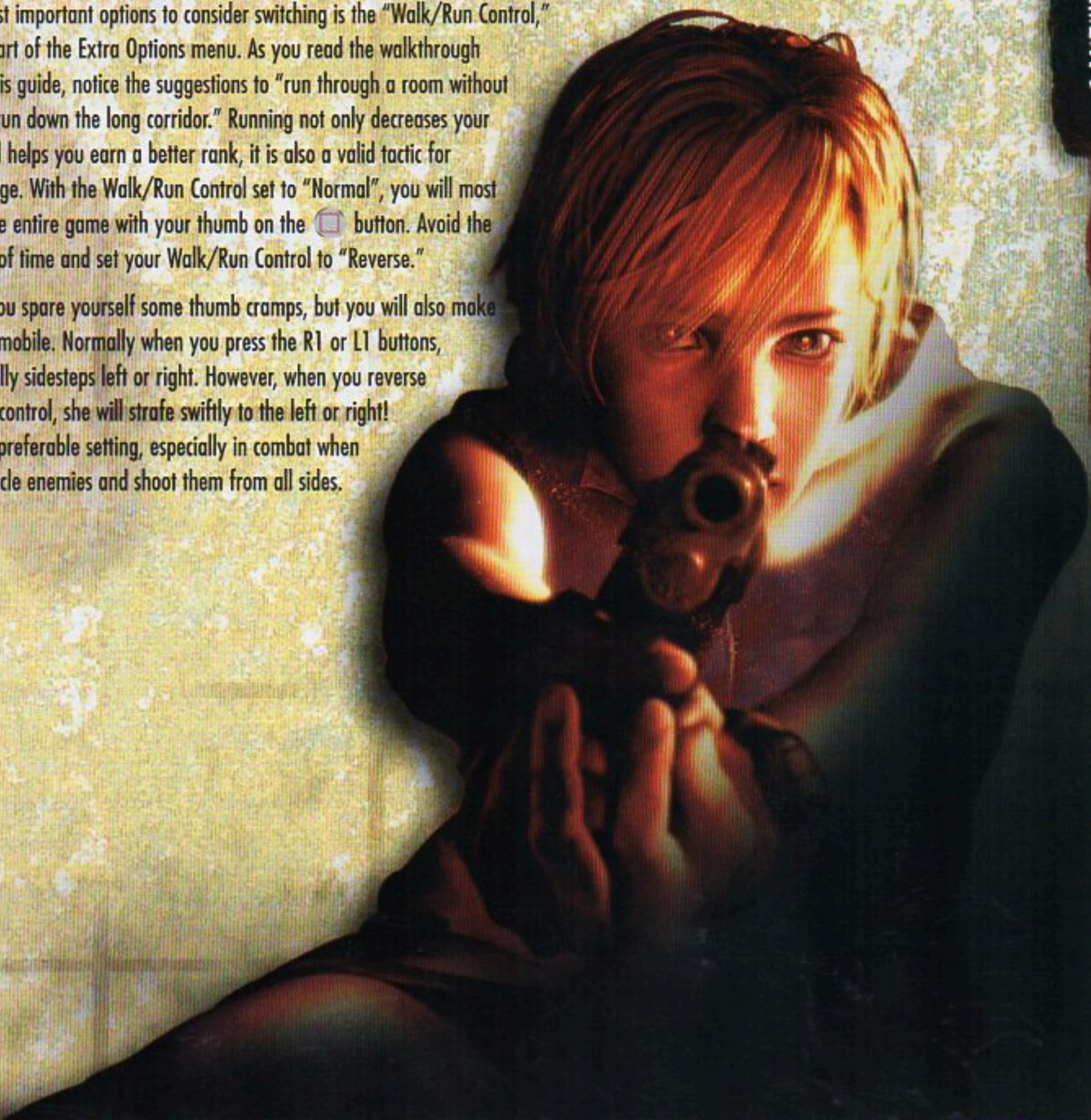
No noise.

The "Display Mode" helps to sharpen or blur the onscreen picture very slightly, in case your television is small or already has some picture trouble. As you toggle between Normal and Sharp, keep an eye on the sign reading "Stash Your Trash" on the garbage can in the background photo if you want to see the difference.

SWITCHING THE WALK/RUN CONTROL

One of the most important options to consider switching is the "Walk/Run Control," which is also part of the Extra Options menu. As you read the walkthrough contained in this guide, notice the suggestions to "run through a room without stopping" or "run down the long corridor." Running not only decreases your game time and helps you earn a better rank, it is also a valid tactic for avoiding damage. With the Walk/Run Control set to "Normal", you will most likely spend the entire game with your thumb on the  button. Avoid the cramps ahead of time and set your Walk/Run Control to "Reverse."

Not only will you spare yourself some thumb cramps, but you will also make Heather more mobile. Normally when you press the R1 or L1 buttons, Heather carefully sidesteps left or right. However, when you reverse the Walk/Run control, she will strafe swiftly to the left or right! This is a more preferable setting, especially in combat when you want to circle enemies and shoot them from all sides.



GAME BASICS

Now that you are set to start playing, it's time to discuss some of the basics of living, surviving and thriving in a world without predictability, where evil reigns supreme. This section expands on the contents of the instruction manual.

DIFFICULTY SETTINGS

There are two difficulties to select when starting a new game, the **Action Level** and the **Riddle Level**.

ACTION LEVEL

The Action Level determines how powerful the enemies are, which means you have to fight each enemy longer when higher levels are chosen. In addition, secret items are unlocked in a replay game based on which difficulty you choose!



EASY ACTION LEVEL

Heather's physical strength is twice as much as in Normal Action Level, allowing her to take more damage before dying or falling into bad status. Attacks with melee weapons knock back enemies, and enemy attacks won't knock down Heather. The range of the flashlight is slightly larger, and the range of Heather's ability to look at items and enemies is longer. When a gun clip runs empty, the game reloads it automatically without the reloading animation. Melee weapons do not rebound off walls or enemies. The amount of time that the character can be restrained by an enemy's grip or bite is half as long as in Normal Action Level. Heather cannot fall off a ledge or down a hole, even if you run right into it. There are no "instant death" attacks in the Split Worm and Leonard boss fights. There are fewer enemy quantities encountered, and greater amounts of supplies found.

NORMAL ACTION LEVEL

The level of difficulty is reasonable, yet not excessive. This mode is the standard to which all other Action Levels are compared. On one note, if Heather teeters on the edge of a chasm you must rotate the movement control in the direction away from the hole.

HARD ACTION LEVEL

When running for 3 seconds or more, Heather builds a speed as such that if she comes in contact with a wall, she bumps into it clumsily and becomes immobile for a second afterward. Striking the walls or certain enemies with a melee weapon may cause a rebound, rendering Heather immobile for a couple of seconds. Enemies that grab or bite Heather hang onto her for 1.2 times as long as in Normal Action Level. If Heather receives an attack from an enemy near a ledge, she falls into the chasm and dies. The Split Worm has an instant death attack you must avoid, and touching the gears during the Leonard boss fight results in a grisly end. Enemies are greater in population than in Normal Action Level, and supplies are fewer and harder to find.

Beat Harder Difficulties Easier!

There's a tip in the chapter titled **Easter Egg, Clear Bonus and Additional Mode Guide** that tells you how to beat the Action Level setting, making Normal and Hard Action Levels much easier!

More Levels to Come!

The **Easter Egg, Clear Bonus and Additional Mode Guide** details extra game play modes that open upon completion of certain criteria in the game. If you think Hard Action Level is a killer, wait until you try Extreme, or even Extreme XI!

RIDDLE LEVEL

The Riddle Level determines how tough the puzzles will be to decipher. Not every puzzle in the game is affected, but all of the puzzles with randomly generated solutions become harder to decode. In addition, clues on how to solve certain puzzles are more vague and cryptic.

EASY RIDDLE

The game practically tells you how to solve the puzzle in this mode. This introductory method is a good way to become acquainted with the puzzles and to learn what to expect of harder levels.

NORMAL RIDDLE

Some deductive reasoning and creativity is called for, as well as some math. Some solutions are logic tests.

HARD RIDDLE

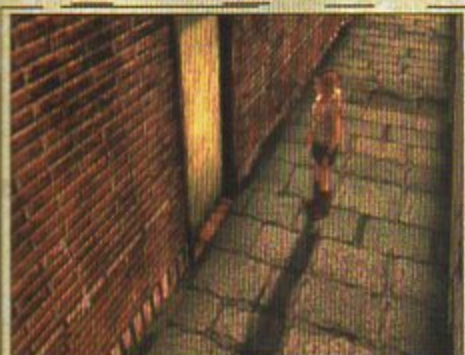
Requires an immense ability for abstract thinking and a broader scope of knowledge than most videogames require of players. Clues are often completely vague and even purposely misleading. Some clues may not even be helpful at all. Outside references to other literary works are sometimes required.

Might As Well Start with Easy...

You can unlock a bonus by completing all three Riddle Levels. So you might as well wade in slowly and soak up the benefits later.

BASIC SEARCH CONCEPTS

Heather turns her head to look at items or objects of interest, such as memorandums and pocketbooks, keys, useful tools, weapons, ammunition and supplies. She also looks at previously a used door, since she knows that it is open, unlocked, and available to enter again at will. This feature helps to narrow down the places you must search.



Camera angles change suddenly to highlight important landscape features.



Heather stares intently at items she wants to pick up. Use this feature to simplify your search.

There are several dozen doors in the buildings through which Heather travels. You would waste time if you ran around and knocked on every one of them. Sudden changes in the camera angle often signify important parts of the landscape, such as doors you *should* enter or environmental puzzles you *should* study. So if you are running along and something turns Heather's head, or if the camera angle tries to shift suddenly, go back and investigate more closely.

DOOR TYPES

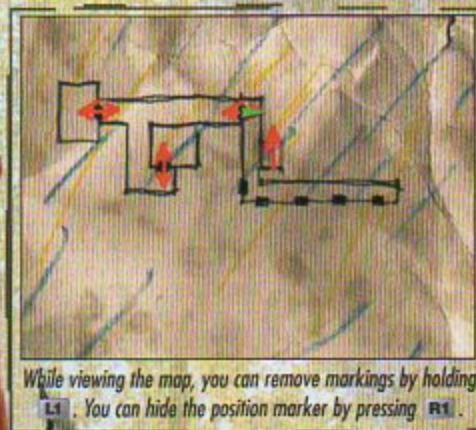
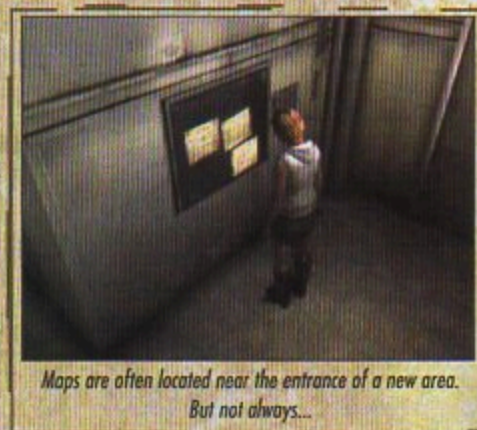
Doors that will not open are indicated by a "broken lock". When a door is "locked", it means you should look for some means to unlock the door, such as a key or other pertinent object. Some doors open right up and let you in, to whatever perils await you.



Doors that cannot open are marked on the map immediately with a squiggly line through the sealed entrance. Locked doors have a straight red line over them, and passable doors have a double arrow through them. These markings help you narrow down your search in the dark and complicated confines of Silent Hill.

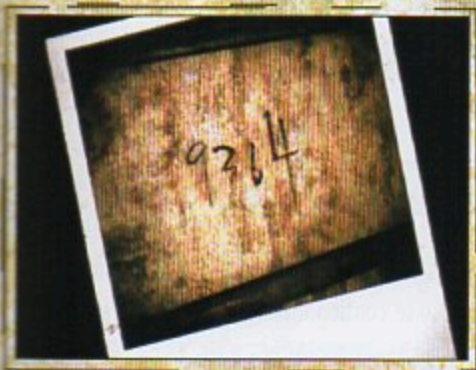
IMPORTANCE OF THE MAP

Most areas in *Silent Hill 3* are poorly lit or even pitch black. Visibility is a severe problem for Heather. To fight this, you must use the maps provided in the game. As soon as you enter a new building, your first goal is to find a map. Going for any stretch through the game without a map is a scary experience indeed!



The map is the key to geographical placement and orientation. The green arrow on the map shows Heather's position and the direction she faces. Often while running through buildings or areas, you won't be able to remember which direction you're going or even on which floor you are. This is the disorienting effect of the game, *intended* to happen. Do not be afraid to go to the map every few seconds. Check the maps every time an item is found, every time a new destination is pointed out, or after every battle. As you can tell, that's quite often.

KEEP PAPER AND PENCIL HANDY!



Every time you play *Silent Hill 3*, there are certain codes and solutions to jot down. These codes are randomly generated for every game, so the answers cannot just be provided since they will not be the same next time. Whenever you need to remember a code or solution, the walk-through in this guide lets you know. The guide may not be able to tell you the code, but it can tell you where to find it every time!

DON'T REMEMBER WHAT THAT NOTE SAID?



The Memo menu allows you to remember important clues without backtracking.

Most of the text notes and letters you read contain very important clues, and they appear immediately in Heather's Memo sub-screen. As you are attempting to solve a puzzle and suddenly remember reading an important clue about it in another room, you do not have to backtrack to read the note again. Simply access it from the Memo menu right where you are standing.

FOCUSING THE CAMERA

You are running down a corridor and the camera is following Heather. Then you turn and head back the other direction. The camera is now in front of Heather, and you cannot see what is in front of her. To fix this, stop running and hold the L2 button until the camera is behind Heather again. While it is cool to see the incredible details on Heather's face and clothes, it won't do you much good if you run into a monster while the camera is in a bad position.

Sometimes the camera is angled strangely on purpose, and pressing the L2 button will not work. If you could just trundle through the game beating the tar out of every monster in sight, there would not be much challenge or suspense. Tricky camera situations lend themselves to the surprises in the game, and accentuate the tension in the atmosphere.

The camera stays focused on Heather mostly. Yet sometimes it also starts to creep upward in angle as an enemy approaches. This is a good way to sense approaching monsters, for one thing. The atmosphere tightens as something staggers toward Heather, hungry for her blood. You can fight the shrinking camera angle by holding the L2 button while fighting. The camera lifts upward



As much as possible, keep the camera behind Heather to ensure maximum forward visibility.

COMBAT STRATEGIES

This section focuses heavily on fighting and dominating opponents with your limited resources. Implement these strategies and you should emerge from confrontations without a scratch.

CAUTION MODE

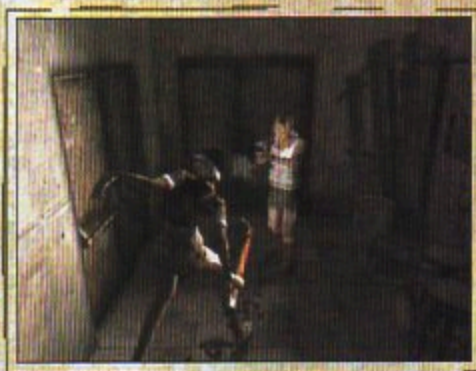


To use any weapon, you must first enter "caution mode." Press and hold **R2**, and Heather prepares her equipped weapon for attack or defense. While in caution mode, press **X** to attack or **□** to block an attack.

Caution mode serves other purposes as well. While in caution mode, Heather moves carefully. She will not accidentally fall off any ledges or drop into holes. Heather hunches down in caution mode, and you never know when you might want to avoid a collapsing ceiling...

LOCK-ON AND STRAFING


If you enter an area full of monsters and they are within range of the flashlight, Heather will very likely aim at the closest enemy when she raises her weapon. Switch targets by moving the left analog stick to either side. Nevertheless, whenever enemies are within range of the flashlight, Heather automatically "locks-on" to the closest. You can tell that she is locked-on to a foe because she looks at the monster, and continues looking at it even as she passes it on the side. This lock-on is to your advantage. It means you can lower your weapon, run quickly behind an enemy, then hold **R2** and Heather automatically turns full around to target the foe. This tactic can give you the drop on one or more enemies nearly every time.



As you are fighting enemies, you can also use strafing and circling techniques to your advantage. Heather can move as she fires the Handgun, or while swinging certain melee weapons. While holding down the caution mode button, press **L1** or **R2** to strafe around the enemy, while tapping **X**. If needed, hold down **□** as well to move faster. When Heather strafes while she is locked-on to an enemy, she circles it rather than just moving sideways. The circling method can often help you get out of disadvantageous corners. If you keep her moving while attacking one enemy, other foes in the area will have a harder time ambushing from the side or rear.

GUARDING



While in caution mode, press  to attempt to block an attack. You can deflect the attacks of most frequently encountered foes with a successful guarding posture. In most cases, it is wise to let a fast moving, fast attacking foe try to attack first. After deflecting their attack, the enemy becomes slightly stunned and wide open for you to blast them or bash them. This “guarding and counterattacking” technique is an essential skill to learn, especially if you are going to make it past a certain boss monster in the game. Rather than shooting first and guarding later, a defensive approach to the game helps to reduce the amount of damage taken and makes recovery supplies last longer.

RELOADING

Guns can carry a limited amount of ammo. It's a fact of life, and you must live with it in the game. When the clip runs out, Heather takes a moment to reload her firearm. During this moment, she is vulnerable to sneak attacks by monsters. During battles with the larger boss monsters, having to reload the weapon in the field can be a killer.

This is why all guns have a “Reload” option in the menu. Use it! When you know you are going into a fight you cannot avoid, open your menu and make sure the gun is fully loaded. As she fires shots, count off the rounds in your head. When you know the clip is empty, do not let Heather reload the gun. **Reload it for her!** Open the menu and select the empty weapon. “Reload” and exit the menu. The gun is now ready to fire again, without a moment lost. While you are reloading it in the menu, the game is paused and your enemies are frozen in their tracks. Maintain the advantage of firepower despite limited clip sizes.



By equipping ammunition in your “Supplies” slot, it becomes possible to reload the gun by pressing down on the right analog stick. The menu method is still the preferred way to reload the gun, but the R3 button method can be very handy during slight pauses in boss fights, when your awesome adversary runs away to regroup for a few moments. Whenever you have a free moment, press R3 to reload your weapon quickly and be prepared for the next round. The Supplies slot can also be used to equip health items and good ol’ Beef Jerky, as described later.

BULLET CONSERVATION IS KEY

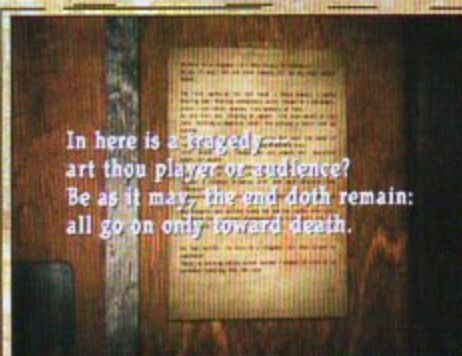


Using a weapon is just a means to make the enemy prone so Heather can kick them.

Especially in your first game, every bullet you collect is like one less point of damage taken during a boss fight. As much as possible, develop your skills with melee weapons and kill as many regular enemies as possible without wasting valuable rounds. Additionally, try to avoid as many battles as possible.

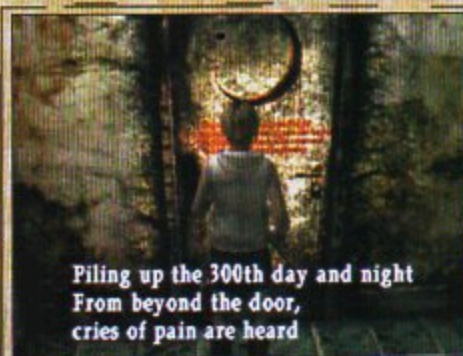
Every monster you knock down should be kicked in the head immediately to finish them off. If you put more than ten bullets into a single monster in a Normal Action Level game, then you are wasting ammo. To finish an enemy with a kick, shoot it until it falls, then release the **R2** and **X** buttons. Now, with Heather standing directly next to the monster's prone body, press **X** alone and she stomps the life out of the creature.

TAKING ITEMS SAFELY



*In here is a tragedy—
art thou player or audience?
Be as it may, the end doth remain:
all go on only toward death.*

Memos that switch the screen to a close up pause the game.



*Piling up the 300th day and night
From beyond the door,
cries of pain are heard*

Memos where Heather remains visible in the background do not pause the game.

Enemies tend to hover around items that you may want. The best advice is to kill the enemy first. Nevertheless, if an enemy is hovering over bullets, and you are fresh out, try to "bait" the enemy away from the item, then run around it. Run to the bullets and pick them up as quickly as possible. Heather becomes frozen in position while picking up items, but enemies can still move and attack while she is stuck looking at a wall or table.

Sometimes reading a memo pauses the game, especially when the screen shifts to a close-up of the book or area where the message is. However, if Heather is reading a memo and she is still visible where she is standing, then it is possible for enemies to approach while she is helpless.

FIGHTING MULTIPLE ENEMIES

Since Heather fights alone for the whole game, it is possible to fall into a situation where multiple enemies are closing from many sides. Try to find a corner or a section of corridor that is narrow. Run to that area, then face your enemies. As they try to enter the narrow area or go around the corner, your enemies can only come at you one at a time.

Sometimes you walk into a small room with two or three enemies and the situation is immediately grim. For these instances, you must equip your most powerful weapon. Try to run or strafe over to one side of the room, so that you are not in the middle. Keep Heather's back against a wall and keep blasting until only one of your enemies is still active. Then you can equip the Handgun or a stick and finish the job. The problem is that enemies fall to the ground two or three times and still get back up for more. The best way to finish off enemies quickly and efficiently is to knock them down and smash them with a stomp. However, kicking a downed enemy is not advisable when another is right in your face. Best of luck.



Try to get out of the middle!

RECOVERING HEALTH

During the game, find and collect Health Drinks, First Aid Kits and Ampoules. These items restore points of strength lost by attacks from enemies. When Heather is in her best shape, the status screenshot of the game in the upper left corner of the menu screen is blue-tinted. When Heather is at an extremely low point of health, the Status shot is red-tinted and blinking rapidly. In addition, with vibration in use, Heather's heartbeat can be felt reverberating through the controller when her health is bad.

Using health items through the menu is the most accurate means. You can administer a Health Drink when Heather is only slightly hurt, and a First Aid Kit when in very bad shape. Ampoules completely restore health, so retain these items for truly important battles.

During combat, it is strategically bad to enter the inventory menu while in close range of an active monster. While the inventory screen is loading or unloading, enemies have the opportunity to strike while you cannot yet react. However, if you do not enter the menu and use a health item, you're dead! The solution is to equip health items in the "Supplies" slot of your menu. With a Health Drink or First Aid Kit equipped and ready, you can press R3 as soon as you feel Heather's heartbeat reverberating in the controller. You cannot administer health aids while shooting. However, if you drop your weapon for a moment and back up a few steps, there should be ample opportunity to press R3 and recover. All it takes is a little forethought and smart planning.

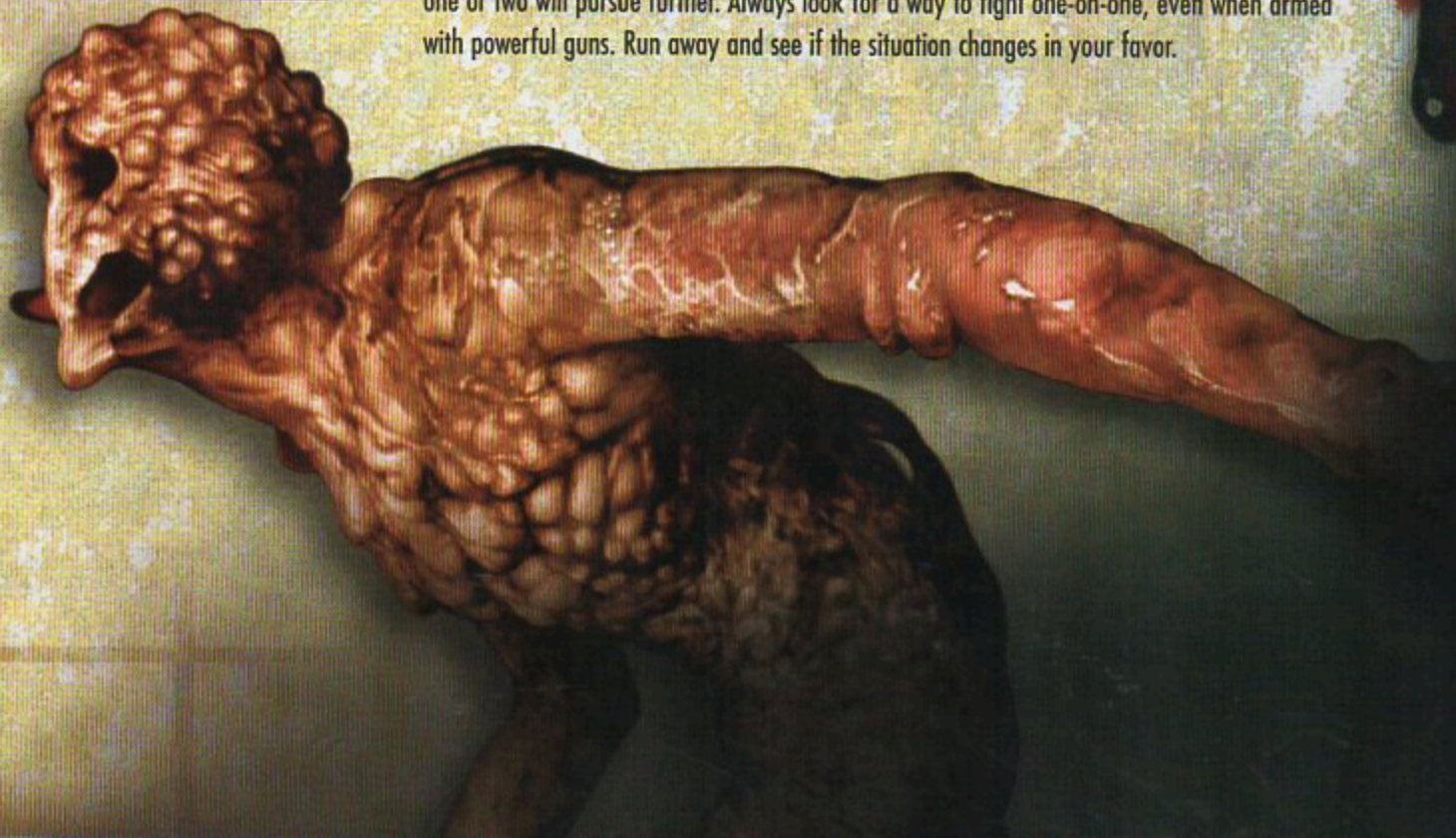
RUNNING DOESN'T MAKE YOU A COWARD



In fact, it is the most advisable tactic for staying alive in *Silent Hill 3*. Make your enemies come to you, don't be too quick to run to them.

Remember also that it is possible for Heather to back away from an enemy in the 3D Control scheme. While backing away, Heather can keep firing at an approaching enemy. Just because you retreat doesn't mean you must turn your back to a monster.

When faced with multiple enemies in a long corridor or on a street, you can run away to even the odds. Some of the creatures will lose interest in following Heather, and maybe only one or two will pursue further. Always look for a way to fight one-on-one, even when armed with powerful guns. Run away and see if the situation changes in your favor.



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THE CHURCH129

Stage Walkthrough

Level by level, this section details the lairs of evil awaiting you in the long-abandoned town called Silent Hill. The game is not for the faint of heart, and designed in such a manner as to inspire terror through disorientation. In fact, *Silent Hill 3* is such a macabre and surrealistic game that there is no way you can predict what will happen next. As such, the game is intended to be played without any foreknowledge of the events and puzzles encountered. It is strongly recommended that you attempt to play the game on your own. This guidebook is designed to be an easy reference volume for the brave adventurer seeking to conquer the game on their own, needing just a few hints in the right direction. Once you have completed your first game, review this guidebook to determine which items and secrets you might have missed. That way, you can experience more each time you play.




MODE SETTING

This chapter is designed to guide you through the entire game in Normal Action Level. References to items and monsters throughout the text are specific to the Normal Action setting. Solutions for all riddles at all Riddle Levels are provided in the walkthrough at the points they occur in the game.

Silent Hill 3 is the most challenging game of the series in terms of combat. You should first play the game first on the Easy Action setting. Easy Action Level allows you to familiarize yourself with the environments and game progression as well as item placement and enemy locations, without suffering frustration. Additionally, finishing Easy Action Level enables you to unlock the "Bullet Adjust" feature, making subsequent trips through harder difficulty levels easier. If you dive straight into Normal Action Level or Hard, you will find yourself at a constant disadvantage, not knowing where to go, lacking in ammunition and dying often.




MAPS

The text in the walkthrough refers to locations as they appear on the in-game maps. By comparing the in-game map to the ones inside the guide, you can easily determine which doors are broken, which doors are locked and which doors open into new rooms and areas. Press  to access the in-game map.

While exploring a few areas during the game, you do not have the privilege of an in-game map. This is where the guide comes in handier, since maps for every area are provided.



DIRECTIONS

The walkthrough text often refers to common directions such as "north", "south", "east", "west", "northwest", etc. Concerning relation of direction to the maps, north is the top of the in-game map, south is the bottom, right is east and left is west. While reading directions from this guidebook, press  to open the in-game map and determine where to go from your current location.

CONDITIONAL SUPPLIES

Sometimes you may search for a supply marked on the maps, but you will not find it. *Silent Hill 3* includes a hidden supply balancing system. As you enter certain stages, starting with Hazel Street Station, the game counts the ammunition in your possession, including ammo loaded in the weapon, and calculates this total number of "ammo points." The game also counts the number of health items in your inventory and determines your "drug points." Once these numbers are determined, the game compares the results to the specific condition label for the supplies in the stage.

This system works to maintain the challenge aspect of the game. If your points are too high, meaning you have too many supplies, or too low, meaning you have too few, the game determines whether to place or remove certain supplies from their locations based on specific conditions. As you examine the maps contained in this guide, note that many items have conditional labels. Use the following tables to determine why you did or did not find certain conditional supplies while playing through the stage.

AMMO POINT SYSTEM (AT THE TIME OF COUNTING)

Single Ammunition Piece	Ammo Points
Handgun Bullet	1 point
Shotgun Shell	3 points
Submachine Gun Bullet	0.5 point
Stungun Battery	2 points

DRUG POINT SYSTEM (AT THE TIME OF COUNTING)

Single Recovery Item	Drug Points
Health Drink	1 point
First-Aid Kit	2 points
Ampoule	3 points

CONDITIONAL ITEM LABELS

Label	Condition
subway, ammo < 50	Entering Hazel Street Station, total ammo points are less than 50
subway, drug < 10	Entering Hazel Street Station, total drug points are less than 10
sewer, ammo < 80	Entering Underground Pass, total ammo points are less than 80
sewer, drug < 15	Entering Underground Pass, total drug points are less than 15
building, ammo < 80	Entering Hilltop Center construction area, total ammo points are less than 80
building, drug > 20	Entering Hilltop Center construction area, total drug points are greater than 20
building, drug < 20	Entering Hilltop Center construction area, total drug points are less than 20
hospital, ammo > 100	Entering Brookhaven Hospital, total ammo points are greater than 100
hospital, ammo < 100	Entering Brookhaven Hospital, total ammo points are less than 100
hospital, drug < 20	Entering Brookhaven Hospital, total drug points are less than 20
amusement, ammo < 50	Entering Lakeside Amusement Park, total ammo points are less than 50
amusement, ammo > 50	Entering Lakeside Amusement Park, total ammo points are greater than 50
amusement, ammo < 130	Entering Lakeside Amusement Park, total ammo points are less than 130
amusement, drug < 15	Entering Lakeside Amusement Park, total drug points are less than 15
amusement, drug > 30	Entering Lakeside Amusement Park, total drug points are greater than 30
amusement, drug < 30	Entering Lakeside Amusement Park, total drug points are less than 30
church, ammo < 60	Entering The Church, total ammo points are less than 60
church, ammo < 150	Entering The Church, total ammo points are less than 150
church, drug < 15	Entering The Church, total drug points are less than 15



ALTERNATING SIDES



In the dual-reality world of *Silent Hill 3*, you are required to explore some areas twice. The "Normal Side" version of the stage is often less populated with monsters, allowing you more time to acquaint yourself with the environment. While you can hardly call the situation "normal," there is still a certain amount of sense and sanity left in the game world. Take your time and explore the Normal Side fully, to prepare for the "Reverse Side."

In "Reverse Side", you revisit the same area while it is under a very different influence. The presence of unspeakable evil now permeates every nook and cranny of the environ-

ment. Enemies appear in greater frequency and quantities. Some rooms change shape entirely, while others become available or unavailable. The fear level is higher, but your previous experience with the Normal Side version of this stage should help you to escape the area and reach safety.



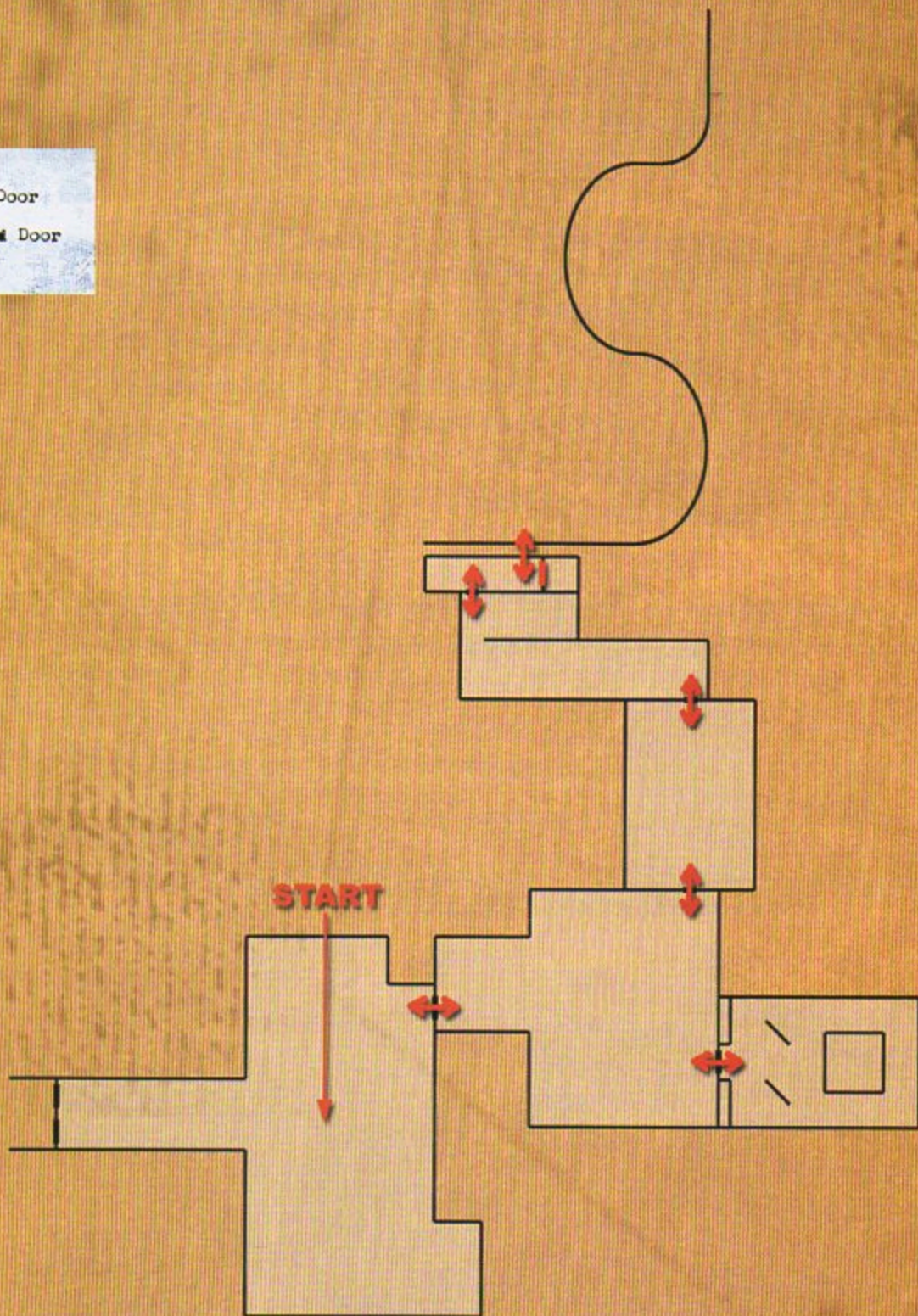
BOSS STRATEGIES

Certain difficult monsters control areas of the game, especially the Reverse Side stages. Unlike frequently encountered foes, these boss monsters require more hits to kill and better combat skills. If a unique enemy is giving you problems, look for detailed strategies contained in the walkthrough for hints and tips regarding the strengths and weaknesses of the monster.



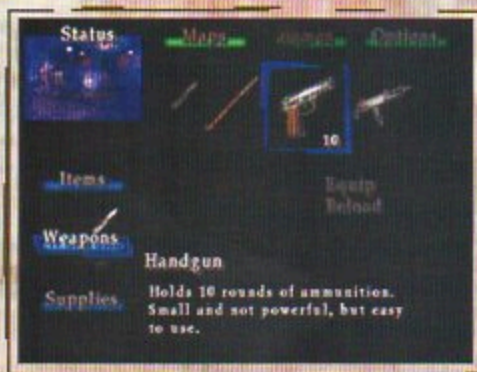
NIGHTMARE

↔ Open Door
| Locked Door



A BRIEF GLIMPSE OF TERROR

The game begins with a level that takes place in Heather's dreams. Playing through this short level helps to acquaint you with this stage, in preparation for the real adventure here late in the game. If you die at any point during this stage, the game continues at the start of the next stage. Therefore, do not worry yet about conserving health or ammunition. Take this opportunity to familiarize yourself with the controls, change the options to suit your liking, and get as comfortable as possible with playing as the main character. In this horrifying game, this is about as comfortable as you will ever get.



Press **SELECT** to open the menu and view your inventory. In addition to the Knife, Heather also has the Steel Pipe, the Handgun and the Submachine Gun at her disposal. Be sure to play with all of these weapons during the Nightmare stage, since it will be a long time before you see most of them again. Notice also the Items and Supplies in your inventory. Equip the Handgun Bullets or a recovery item, so that you may use one of these supplies quickly merely by pressing down on the R3 button (the right analog stick).

Holes in the Ground!

Use caution when exploring the entry area of the theme park. If Heather falls through one of the gaping holes along the sides of the area, you will not be able to explore the theme park without resetting your game. If Heather encounters a hole as she is running or walking, she begins to teeter on the edge. Let go of the left analog stick, and Heather should have no problem regaining her balance. During Easy Action Level, Heather cannot fall into holes or drop from ledges. During Hard Action Level, you must move the left analog stick in the direction *away* from the hole, to aid Heather in regaining her balance. Otherwise, she will fall in much easier.



NIGHTMARE NAVIGATION

When ready, move forward from the starting position and enter the double doors at the top of the area. Once inside the next area, keep running and follow the rail around the area. A nasty dog-like monster known as a "Double Head" waits just inside the first door. Shoot the monster, beat it with your pipe, or run past it. Refer to the **Game Basics and Advanced Elements** chapter for great tips on using weapons and fighting monsters.



Continue running around the semi-circular area until you reach the souvenir shop. The shop is recognizable by the sandwich board marquee standing outside the door, bearing a familiar rabbit head logo. The shop is someplace you can seek refuge if the Double Head or the other monster, a giant lumbering ogre known as a Closer, are giving you trouble. However, if you lead the enemies to the shop entrance, they wait right outside the door for you to reemerge. The smart thing to do is lead the monsters toward one end of the area, and then slip past them and dash for the souvenir shop.

There are no items inside the shop, but you can examine the sale items shelves and counters. Take a moment to reload your weapons using the menu, then exit the shop and continue running around the circular area until you reach the small exit door next to the large green gate. To the left of the exit is a sign reading "Mountain Coaster."



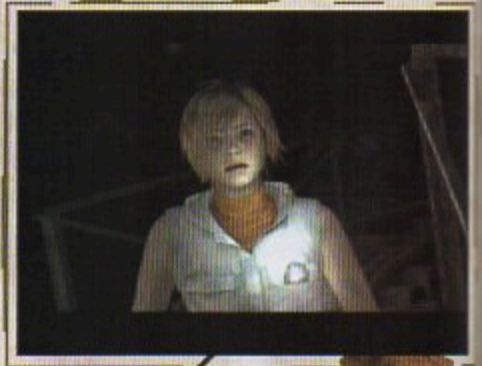
COASTER RAILS

Run straight forward, but quickly grab the **L2** button to swing the camera to a better angle behind Heather. A Closer should be quickly moving toward Heather. Sidestep the monster using the **L1** or **R1** buttons, then continue toward the small gates at the opposite end of the area.

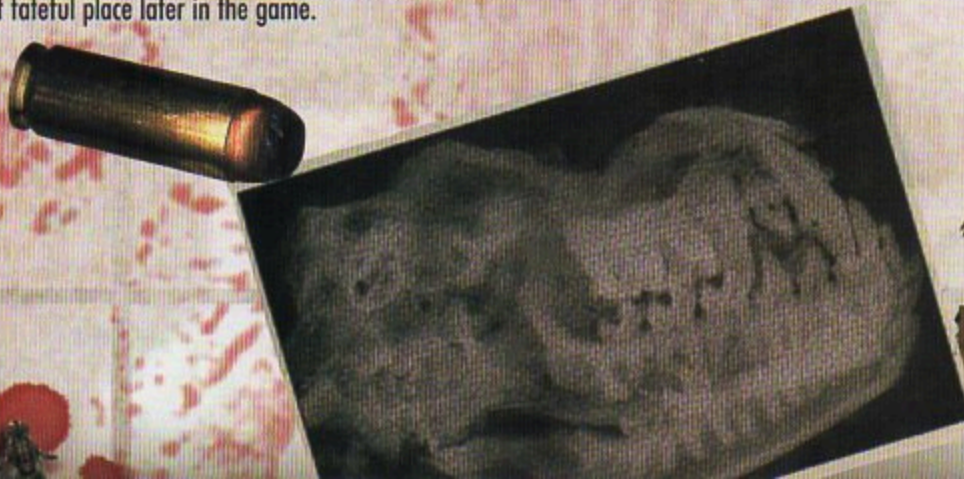
Beyond the gates, run to Heather's left. Try to slip past another Double Head and the two flying monsters that make extremely grating noises called "Pendulums." Find the stairway at the back of the area and quickly make your way up the flights to the top. The Pendulums are capable of rising in altitude, to attack Heather on the stairs.



At the top of the stairs is the coaster-boarding platform. Move toward the office door, then head through the waist-high gates on the left. Navigate Heather along the roller coaster rails until a scene occurs and Heather's nightmare abruptly ends.



What else happens at the Lakeside Amusement park? Only time and destiny shall determine what Heather truly experiences when she reaches that fateful place later in the game.



WEIRD DAY AT THE MALL

Heather flees from some pervert claiming to be a detective by ducking into the women's bathroom. Drawn on the first mirror is a bizarre design. These red sigils represent save points, wherever you encounter them during the game. To record your progress to a Memory Card, examine the design and choose a save file from the subsequent menu. Heather usually has some insightful things to say about the design, and more to say later when she encounters it again. The designs seem to help her remember more and more about her past...



New Possessions of Interest

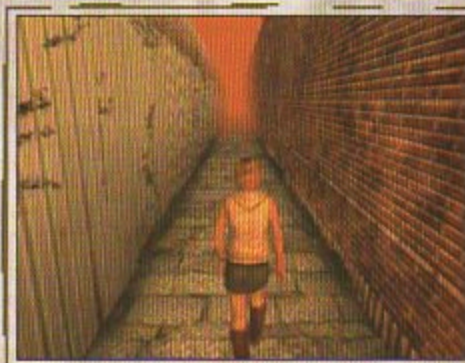
Take a moment to open the menu and view Heather's new inventory. Her only weapon is a **Knife**, and her only items are her **Pendant** and **House Key**. Use the "examine" command on each item to learn more about each, especially the Pendant. You never know, Heather's bauble may hold more importance to the game than you realize.

¡Occupado!

Examine the last toilet stall door that is closed. Someone is using it! Keep examining the stall door for funny thoughts from inside Heather's mind.

REENTRY

When finished using the ladies' room, move to the back and examine the open window. Heather slips into the alley behind the mall. Oddly, both ends of the alley are blocked off. Heading toward the van blocking the east end of the alley, Heather passes a door where the camera angle abruptly changes. Enter the door. Such indicators occur throughout the game, to highlight places you should search or equipment you should try to use.



Head into the corridor and take a right. Continue along the hallway, following the corners, until reaching the double doors at the very end. Through these doors, Heather finds herself in a closed off and rather grungy section of the mall. Is it closing time already? Head up the corridor until the camera angle shifts to focus on a half-shut storefront gate. Enter the shop.



RELUCTANT WITNESS

Heather encounters one of the monsters from her dream. Luckily, the cinematic takes care of this monster for you. During the event, Heather finds the **Handgun**, but empties it into the Closer. Search the nearby display bench to find two shell boxes, equaling **Handgun Bullets x20**. Be sure to reload the weapon, using the "Reload" command of the menu on either the gun or the ammo. For fast reloading in real time, equip the Handgun Bullets in the "Supply" menu, and press down on the right analog stick to reload. Move behind the counter and exit through the back door of the shop.



Don't Get Trigger Happy


Just because you found a gun and some ammo doesn't mean you can unload it all on the next monster you see. You rarely find ammunition in the game, and you should expect extreme trouble building up a large supply of it. Until you find better melee weapons, use sidestepping and avoidance tactics to get around most enemies. Save the majority of your ammunition for emergencies such as when two or more enemies surround Heather, or during stage boss encounters.

THE SHOPPING MALL MAP



Near the rear exit of the store stand two double doors with glass panes. You could unlock these doors and return to the entry corridor. However, two Double Heads now patrol the entry corridor, placed there to deter you from trying to return to the alley. Do not waste health or bullets tangling with these monsters.



Instead, head to Heather's right from the fashion store's rear exit and enter the first corridor on the left. The elevator is not working, but posted on the nearby billboard is the **Shopping Mall Map**. You may now use the map to track your location and progress in the mall. Press  to view the map, then look for the small markings Heather has placed on the map to indicate doors that are open, locked, or broken. These markings help you to narrow down which areas remain for you to search, in any stage. Enter the door marked "EXIT", next to the elevator doors.




2ND FLOOR CORRIDOR



Ascend the stairs to the second level and proceed into the corridor. Approaching from the south hallway is a moaning and groaning enemy called a "Numb Body". These monsters attack only at close range, by leaping at Heather and body-slamming her. Avoid wasting ammunition on them, and use sidestepping and avoidance tactics whenever you encounter them.

DOGGY BAIT

Follow the jagged corridor to the west. Upon reaching the slanted section, open the first door on the right. Inside the small room is a Double Head, snacking on a piece of meat. As you can see, the monster remains intent upon the food as long as it does not hear or see Heather in the room. A full pack of four **Beef Jerky** strips lies on the storage boxes to the left of the Double Head. To obtain the useful bait, walk extremely slowly and quietly into the room. Accomplish this by pressing *very lightly* on the left stick. If you switched your walk option to reverse, you will also need to hold down the  button to avoid running. If you move the left analog stick carefully enough, Heather sneaks past without making any sound. Once you grab the pack of jerky, the Double Head will most likely see you. Press **L1** and **R1** simultaneously to spin around, then dash for the exit door.



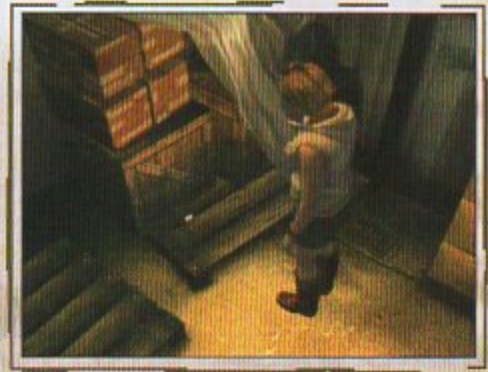
Using Jerky

When Double Heads are roaming freely in an area, use Beef Jerky to distract them long enough to escape. First, equip the Beef Jerky in the Supply slot of your menu. When in the area of a Double Head, find a convenient corner and press R3 to drop a piece of jerky. While a Double Head is snacking—on beef jerky or whatever disgusting piece of meat it has found—be sure to take advantage of the situation by sneaking quietly past with the flashlight turned off. Beef Jerky may also distract monsters introduced later, such as Numb Bodies, Insane Cancers and Slurpers.

STORAGE ROOM

Continue down the slanted section of corridor and enter the third door on the right. Notice in this room the save point, as well as 2 Health Drinks and Handgun Bullets x10.

In the southeast corner of the storage room is a palette stacked with crates. Examine the palette to notice something unreachable. You must find a tool to get the item. Exit the storage room and head east back toward the location you encountered the Numb Body. Head south in the corridor and exit the door at the end of the hall.



SHOPPING FOR UTENSILS



Two Closers lumber around the circular shopping area. You can waste a lot of time, health and ammo fighting them, or you can merely run to your destinations here, then escape. From the point of entry, run directly south and enter Helen's Bakery before the Closers cut you off.

Inside the bakery, take a moment if you wish to read the flyer on the counter. Sitting on the bread tray to the other side of the entrance is a pair of **Tongs**. This tool should be long enough to reach the object under the palette back in the storeroom.

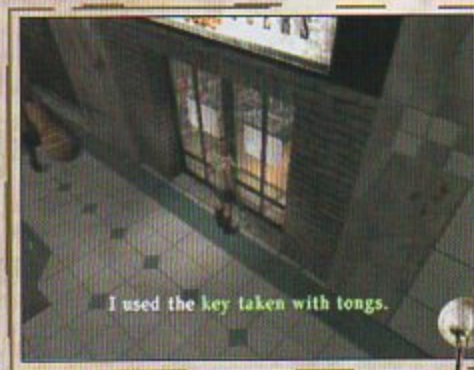
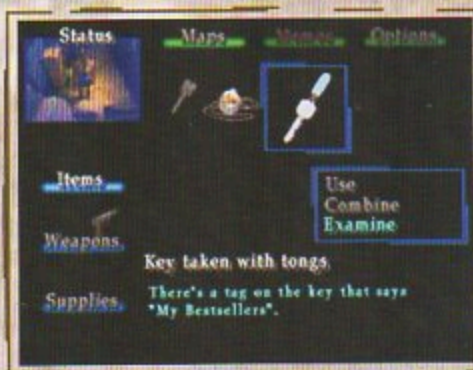


Return through the mall to the back corridor, and reenter the storage room where the save point is located. Move Heather in front of the palette, then open your menu. Select the tongs and choose the "use" option. Heather hunches down and uses the tongs to drag out the **Key Taken with Tongs**.



ITEMS TELL YOU HOW TO USE THEM

To find out what good this item is to you, open the menu and use the "examine" command. The tag on the key says "My Bestsellers," meaning that it opens the bookstore. Head back to the circular area patrolled by two Closers, and run west from the entrance door until you reach the store clearly marked My Bestsellers. If Closers are drawing upon you, unlock the door and enter quickly.



Less Handholding Next Time, Promise

Exploration, examination and experimentation are required to solve open all locked doors in *Silent Hill 3*. Now that you understand this method, there will be less guiding during your next quest to find a key or solve a riddle. Instead of elaborating on the method, where to find key items and where to use them are given.

BESTSELLER MYSTERY



Head to the back of the bookstore and locate the **Handgun Bullets** on the counter. The backdoor of the shop is locked, and a pass code must be input into the number pad to open it. Read the memo posted to the right of the door to read an important clue.

Head back into the aisles and move to the north wall inside the bookstore to find some books spilled onto the floor. Pick up the **Shakespeare Anthology, vols. 1-5**. Move to the nearby gap in the bookshelf, face the gap and use any one of the Anthologies in order to replace them on the shelf. You must rearrange them in some order to determine the pass code to the back door.

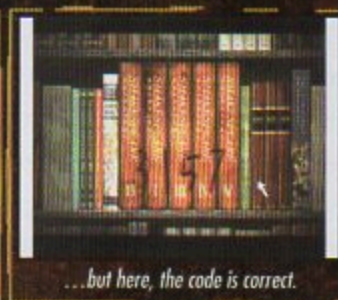


MY BEST SELLERS BOOKSTORE PUZZLE

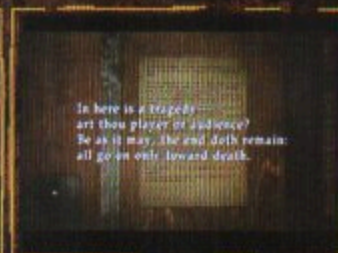
Determining the four number code required to unlock the back door of the bookstore is the first of several puzzles throughout the game that require you to slap on your thinking cap and figure out a truly difficult riddle. The Riddle Level chosen when starting the game determines the solution. Therefore, the guide provides three solutions to each puzzle. Remember your Riddle Level and use the appropriate solution.

EASY: In Easy Riddle Mode, only two books are on the floor and the rest are already on the shelf. Simply insert the two books where they belong in the numerical order. The pass code becomes visible, scribbled on the spines of the books. The pass code is generated randomly, so there is no exact answer.

NORMAL: As suggested by the note posted by the back door, the code is determined by arranging the books in the wrong order. Start by examining each book in your inventory. Look for the codes scribbled on the spines. Books that have parts of more than one number go in the middle, and those that have only part of one number usually go on the ends. Once you arrange the books on the shelf so that four numbers are clearly displayed, make sure that there are not wide gaps between the second and third numbers. If so, this means that you have the books arranged incorrectly. Rearrange the books to display the four-number pass code as if someone wrote it casually on the books, without wide gaps between. The pass code is generated randomly, so there is no exact answer.



HARD: Hope you've been brushing up your Shakespeare lately, because you would need a good understanding of several of the Bard's plays to know how to solve this. First, examine each book in the inventory. Heather describes the play contained in each volume. Then read the poem beside the exit door. The poem written on the memo tells you how to arrange the books:



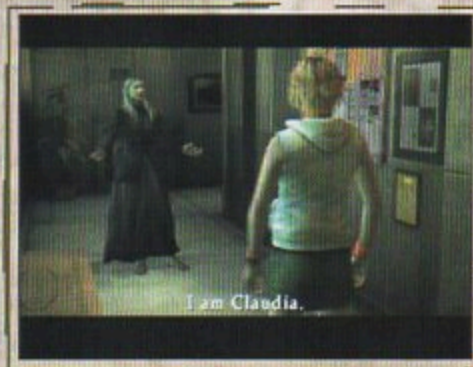
- The first verse is introductory in nature only. The second verse describes the plot of *Hamlet*, which is contained in Shakespeare Anthology 4. Place this book on the shelf in the first slot to the left.
- The third verse refers to the final scene of *Romeo and Juliet*. Place Shakespeare Anthology 1 next on the shelf.
- The fourth verse has no relevance to solving the puzzle, but only serves to confuse. With references to black and white, the fifth verse is referring to *Othello*, contained in Shakespeare Anthology 5.
- The sixth verse of the poem actually refers to two different plays. The first two lines are a quote from *King Lear*, contained in Shakespeare Anthology 2. The rest contains the reference to a "throne of blood," which is the title of Akira Kurosawa's famous samurai adaptation of *Macbeth*. Place Shakespeare Anthology 3 on the shelf last.

MY BESTSELLERS BOOKSTORE PUZZLE, cont'd

You should now have all five volumes arranged on the shelf, in the order "41523". The remaining paragraph of the poem describes some changes to the numbers. The first indicates that the volume containing *Hamlet* should be doubled. Thus, 4 becomes 8. The next line says to multiply the volume containing *Romeo and Juliet* by 3. Thus, 1 becomes 3. The remaining lines tell you that the volume containing *Macbeth* disappeared, and so you remove the last 3. Finally, you have a four-number pass code: **835z**. This answer is the same each time you play Hard Riddle Level.

DARK MEETING

Heather encounters the mysterious woman Claudia in the back corridor behind the bookstore. It is not yet possible to understand what the white haired maniac is babbling about, nor can anyone determine the significance of the intense pain suffered by Heather at that moment.



To find these answers, follow Claudia.

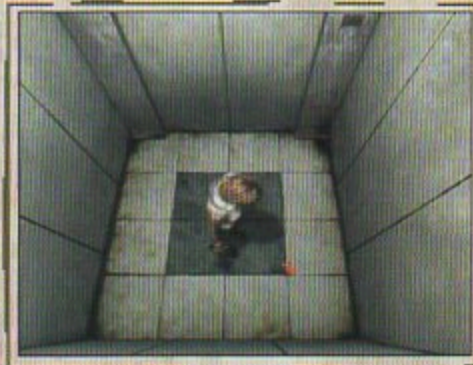
Proceed south down the corridor, and board the elevator near the end of the passage.

There are no controls inside the elevator, the car descends all of its own. During the trip, a **Radio** suddenly falls out of the ceiling.

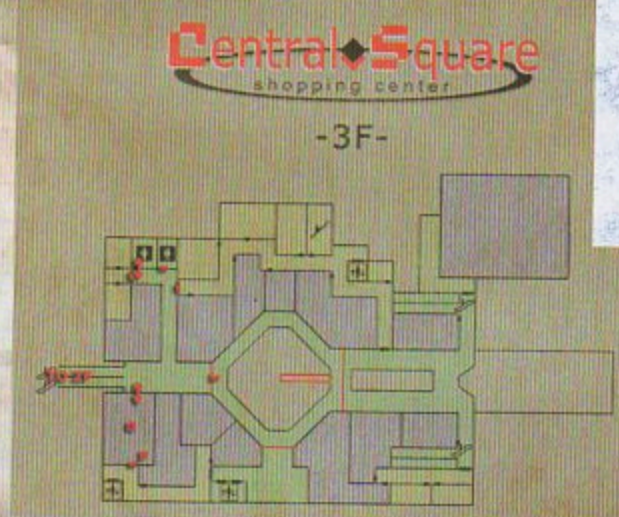
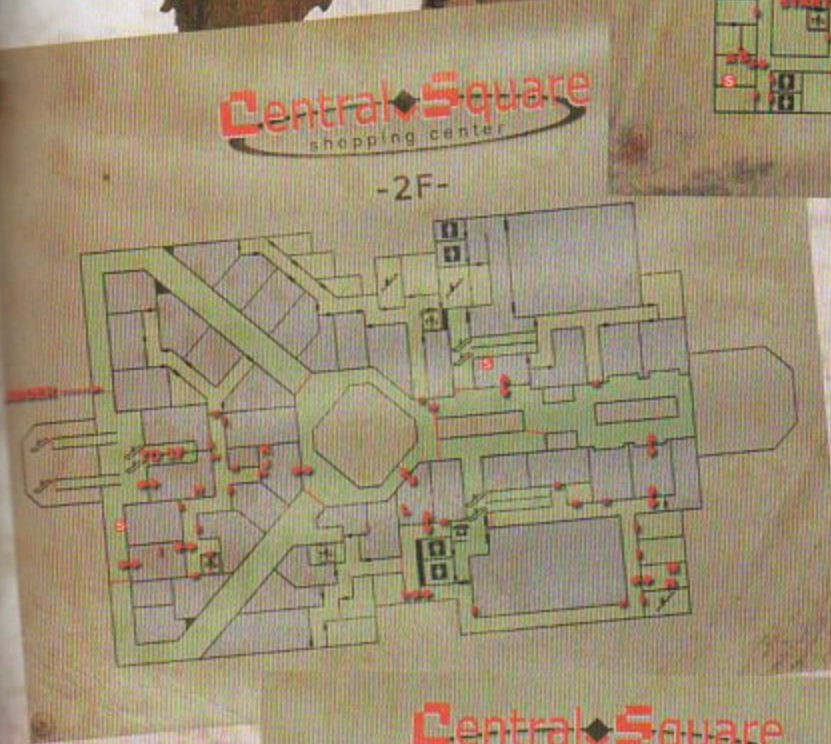
Examining this item in the menu, you can see that the device can be turned on or off and you can adjust the volume. When on,

the Radio begins to make static noises as enemies draw near. The Radio is an extremely useful tool whenever the game becomes dark and visibility is limited. The range at which the Radio begins to emit noise is determined by the type of enemy that is near. For a complete description of Radio usage and noise emission ranges, please refer to the **Items** chapter.

Picking up the Radio causes the elevator doors to open. However, it seems that Heather only boards another kind of elevator, bound for a much darker destination. What began as a weird day at the mall is about to become much more sinister...



CENTRAL SQUARE SHOPPING CENTER (REVERSE SIDE)



- ↔ Open Door
- 🚪 Locked Door
- 🚪 Broken Door
- Ⓢ Save Point
- A Ampoule
- B Health Drink x3
- C Handgun Bullets x20
First Aid Kit
- D Flashlight
- E Bleach
- F Hanger
- G Bulletproof Vest
- H Handgun Bullets x10
Health Drink
- I Walnut
- J Health Drink x2
- K Steel Pipe
- L Detergent
- M Handgun Bullets x30
- N Beef Jerky x4
- O Cooked Key
- P First Aid Kit
Health Drink

DARKNESS MANIFEST

The bad news is that the first floor corridor Heather arrives in is occupied by four Double Heads. The good news is that the demon hounds are distracted by rather large chunks of torn flesh that someone was kind enough to discard on the floor. The hideous pieces are large enough that the mutts should be distracted longer than by a small piece of beef jerky. Move out of the elevator alcove and move south. Round the corner and continue running west. The meats have not distracted one of the Double Heads but if you stay in the darkness, you should be able to lose it.



Shadow Dancing

Here are some other tips for evading Double Heads in the mall corridors. Double Heads hunt by sound and noise. Stick to the shadows. Do not stand in the small pockets of light at various points in the corridor. The longer Heather stands in the light, the higher the chances that a Double Head will notice her and attack. If a Double Head starts to chase Heather, run into a dark area and around a corner. Stay still for a few moments, and the monster will not know how to find you.

INFIRMARY VISIT

As you reach the t-shaped intersection at the west end of the corridor, continue forward and enter the door. Though the first aid room is extremely dark, there are plenty of health supplies and a save point here. Search the shelves near the door for 3 **Health Drinks**, and check the nearby desk for an **Ampoule**.



TEEMING CORRIDORS

Exit the first aid station and head north in the corridor. Another piece of meat near the north door should have a Double Head busy gnawing. As you approach the monster, slow down to the point where Heather is making no noise. Walk carefully past the monster, then dash through the doors.

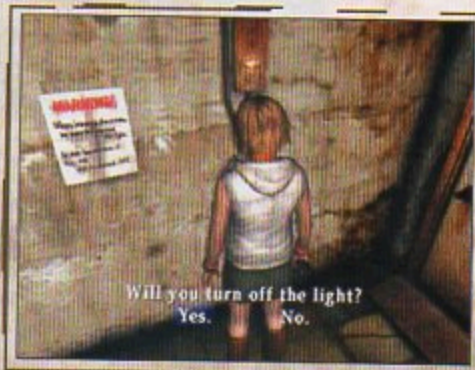




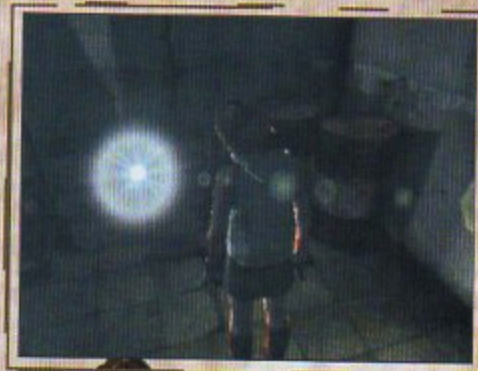
The front doors of the mall are sealed off, so you must find another exit. Wait near the front doors until the three Closers emerge from the side corridor and begin to approach. Dash past them all and head down the north corridor. Follow the curve to the right and enter the first door on the left.

A LIGHT IN THE DARK

Finally, a well lit room! Head over the shelves and grab **Handgun Bullets x20** and a **First Aid Kit**. Read the sign on the wall by the door, then turn off the switch to the left. Light continues to emanate from a tiny source, stuck between the boxes. Examine the boxes to obtain the **Flashlight**.

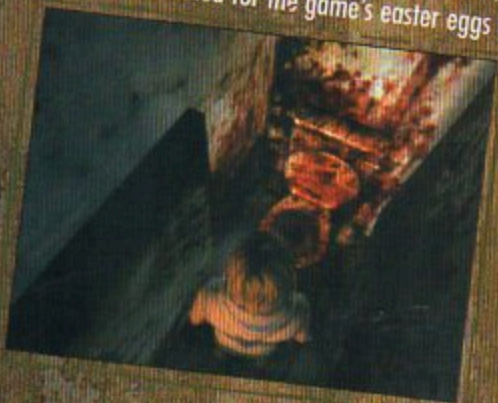


The item is automatically equipped in Heather's jacket pocket. You may switch it on and off through the menu, or by pressing . You may direct the angle of the light by holding the Look button **L2** and moving the right analog stick.



Check On the Stall User

Remember when you knocked on the last stall door in Normal Side, and how someone knocked back to indicate they were using the facilities? Knock on the last stall door again. Someone knocks back. Now walk toward the entrance and the stall door opens. Check the toilet in the stall to find a gruesome scene. Maybe you wish you had not searched for the game's easter eggs after all!



RESTROOM BREAK

Return to the corridor, and enter the next door right beside the storage room. This is the same bathroom where Heather escaped from the detective earlier. Only now, it is a very different story. Resting on the ledge near the boarded window is a bottle of **Bleach**. In this game, you never know when you might need a chemical so go ahead and take it. Some additional easter eggs are available here, involving the bathroom stall doors.

The Dirty Rest Room

With a clear game save from *Silent Hill 2* or *Silent Hill 2 Greatest Hits* on the Memory Card in slot 1, enter the second stall and examine the filthy toilet. Choose to unblock it. Heather makes some funny comments. This is a joke referring to an event in *Silent Hill 2*, where the main character stuck his hand in a toilet. If you don't have a clear game save of *Silent Hill 2*, this scene eventually becomes available if you play the game three times.

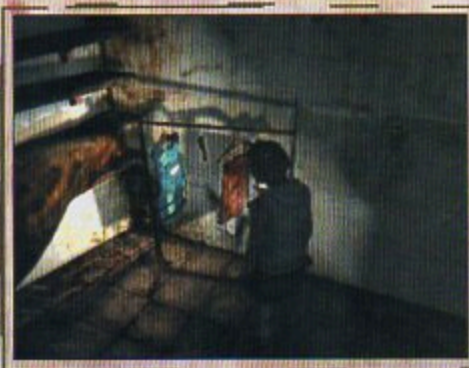


HEATHER'S NEW FASHION

Exit the ladies' room and continue east down the narrow corridor. Something ripped open the shutter door slightly. Crawl under it and quickly cross the corridor and reenter the fashion store where Heather met her first monster.



The clothing store's usual inventory lies in ruins. Nothing remains on the rack but a single **Hanger**. Examine the other rack in the back corner of the shop to find a **Bulletproof Vest**. Wearing this vest reduces the amount of damage received from enemy attacks to 85% of the total, and absorbs 50% of the impact force from a blow. However, while wearing the vest Heather moves at half her normal running speed and becomes easily exhausted in the effort. The only option is to walk, thereby negating your ability to evade enemy attacks and escape. Try it on while standing in the fashion store, and see if this item is right for you.



Investigating behind the counter might be spookier than you think.

FIRE ESCAPE STYLE

Return to the area near the front entrance of the mall, on the western end of the first floor. To the right of the sealed exit is a set of yellowish double doors where Happy Burger used to be. Inside the decrepit eatery, move toward the table where Heather once sat. The camera angle changes abruptly to show a ladder hanging overhead. Stand under the ladder and use the Hanger. Once Heather lowers the ladder, examine it to mount the lower rungs. Press the left analog stick upward to make Heather climb, and press it downward to descend the ladder.



STATIC GLOW

If you had your hopes up that the lower escalators would lead down to the exit, you are in for a shock. The escalators are suspended over nothing but a void, and if you fall off the bottom step the game will end. Cross the area toward the television set that is on, and examine it to view a spooky message. Around the corner is another window display, and the center TV is marked with a save point.



NUMB BODY TANGO

Return to the fuzzy TV, and enter the nearby door. On the rear counter in the shop are a **Health Drink** and **Handgun Bullets x10**. However, it is hard to collect the items with several Numb Bodies attempting to bump Heather. To conserve ammo, lead the creatures to the front of the store, then try to slip past them and dash for the items. It may take two tries to get both. When finished, unlock and exit the back door of the shop.

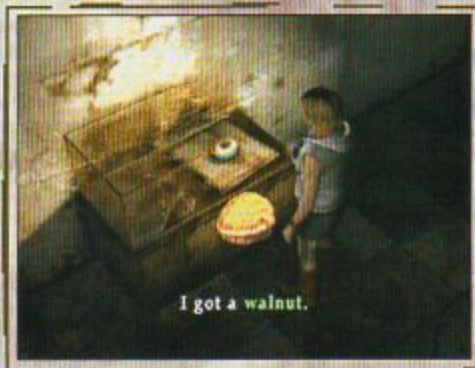


THE LOCKED CAFÉ

A single Closer patrols the narrow back corridor behind the shops. In such a confined space, it can cause you problems. Don't hesitate to put it down with handgun fire if needed. Examining the doors in this corridor until you find one marked "Café Turn Mill." It's in the easternmost alcove that is locked rather than broken. Continue moving south in the corridor, and enter the last door on the right.



LAST OF THE LOOT

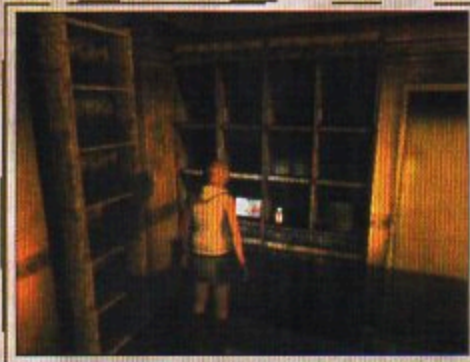


The jewelry shop has been long since deprived of valuable baubles. Examine the smashed open case on the north wall to obtain a **Walnut**. On closer inspection in your menu, something seems to be inside the nut. You must seek out a way to crack open the shell, somewhere else.

Exit the west door of the jewelry shop, which leads back out to the second floor escalator landing. Run up the second set of escalators to the third floor.

TABLE FOR ONE

Avoid a Closer fast approaching the escalators by ducking into the restaurant, the entrance of which is located on the south wall. Some sick individual has prepared a rather uninviting meal for Heather, and left it on the center table. Examine the roasted creature to obtain the **Cooked Key**. You cannot examine this item in the menu but if you think hard, you might figure out where someone would have cooked this non-delicious meal. Search the shelves on the back wall behind the bar to find a **First Aid Kit** and a **Health Drink**.



CAFÉ ACCESS



Run back down the escalator, through the clothing shop, and into the back corridor. Use the Cooked Key to unlock the door marked Café Turn Mill and enter. Search the shelves just inside the back door of the café to find 2 **Health Drinks**. Continuing to the first corner near the counter exit, the camera angle

changes to show a broken pipe hanging from the ceiling. Examine it to obtain the **Steel Pipe**, a melee weapon that is much better than the Knife. Equip this item and begin using it against creatures such as Numb Bodies and Double Heads, to help conserve ammo.

REMAINS OF THE BAKERY

Exit the front doors of the café and run south around the circular balcony area. Check your map often, and guide yourself back to where Helen's Bakery stood in another time and place.



Inside the old bakery, not much is left. Head through the back doorway into the kitchen, and take the bottle of **Detergent** sitting on the sink counter. Exit through the blue-colored back door of the bakery.

A SWARM OF BLACK

At the bottom of the corridor behind the bakery, a large vent fan is spinning. Examine the switch underneath and choose the option to turn the fan OFF. This is the first of several steps required to get through the next corridor. Enter the door to the left.





Halfway down the corridor, a swarm of silent black moths blocks further access. Heather cannot get around the swarm, and takes tiny amounts of damage if she tries. It looks like you must exterminate them.

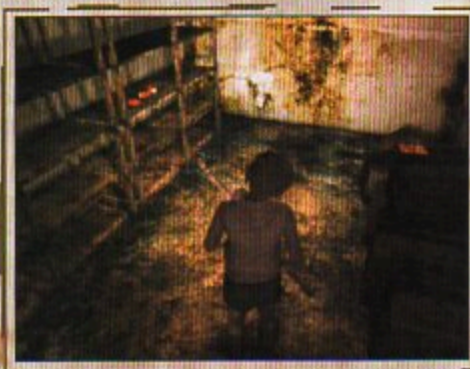


Return to the entrance and examine the empty bucket on the floor to the right. Then enter the menu, and use the Combine command to mix the Bleach and the Detergent. Heather will not mix the ingredients if the vent fans are still on in this corridor and the previous. Once you make the insecticide in the bucket, Heather automatically retreats to the previous corridor. Switch on the vent fans again, and reenter the infested hallway. The black moths now lie dead on the floor, and you may proceed.

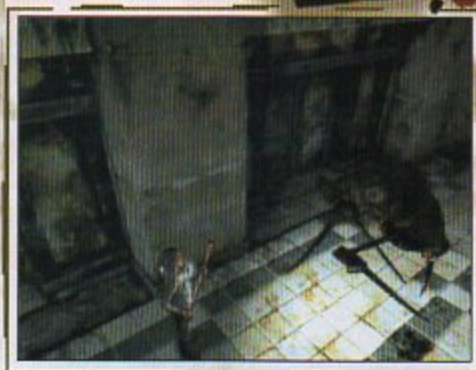


LONG RUNS

Follow the curves in the corridor until the passage turns north, and then enter the second door on the right. The only objects in the small storage room are a pack of **Beef Jerky x4** and **Handgun Bullets x30**. Return to the corridor, continue moving north and then east, and enter the tan colored door in the north wall.



Cross the small shop quickly to avoid the Closer, and exit the north door. The danger of falling in this area is extreme, so avoid running near the edges if possible. While avoiding Pendulum enemies and a Double Head, run west. After crossing a narrow middle area, start searching along the north wall for a set of double doors.



LITTLE SHOP OF HORRORS

This is probably the only mall in North America with a torture shop. Lying on the bloody gurney next to the entrance is a vise. Insert the Walnut into the vise. Heather cracks open the rattling shell to find the **Moonstone**.

Exit Torture For U, and continue west toward the center of the mall. Unlock the door and return through the Café Turn Mill toward the front entrance, then run up the escalators back to the third floor.

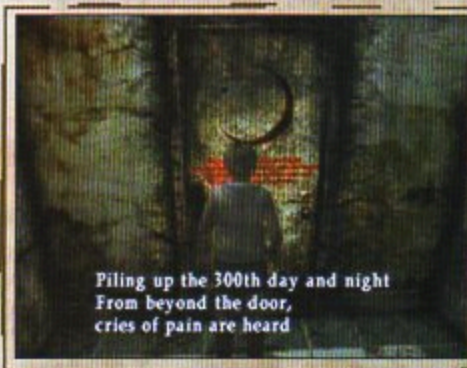


Further back in the torture shop is a save point.

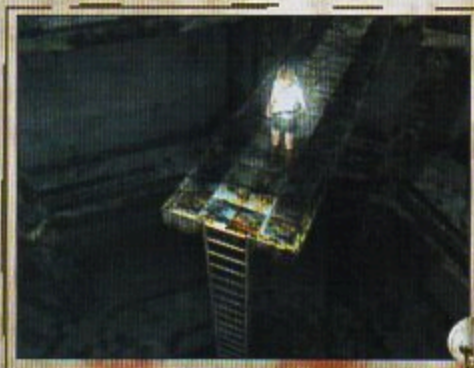
TEMPLE OF THE MOON

Run past the restaurant, and keep going west until you reach a door engraved with the moon and a brief verse. Use the Moonstone to unlock the door, and enter.

Make your way around to the west side of the circular balcony. Then carefully walk out to the edge of the narrow platform and climb down the ladder. The climb is long and foreboding, indicating the battle to come.



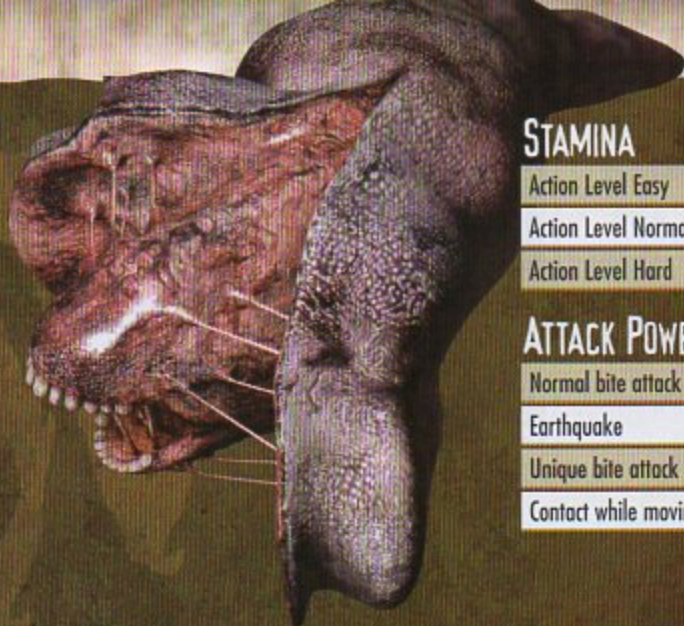
Piling up the 300th day and night
From beyond the door,
cries of pain are heard



Preparing for Major Battles

You are about to encounter a monster that demands your full combat skills, whatever shape they may be in by this early point. Before entering any boss fight, reload your weapon of choice, use recovery items to bring your stamina up, and equip supplies such as first aid or ammunition to be used by pressing R3.

SPLIT WORM



STAMINA

Action Level Easy	650-950
Action Level Normal	1450-1750
Action Level Hard	3850-4150

ATTACK POWER

Normal bite attack	20
Earthquake	0
Unique bite attack	100
Contact while moving	2

Heather finds herself in a bizarre corral deep beneath the mall. Her only exit removed, she must face and defeat a gargantuan worm-like creature covered with a thick exoskeleton that splits in half when the creature is ready to attack. This is the first of several unique monsters encountered throughout the game. There is no choice; the monster must be defeated.



At all times, the important thing is to stand at an angle to the monster, at least eight feet away. Do not stand directly in front of the Split Worm. Occasionally the creature beats the bulk of its body against the ground, creating an earthquake. While this attack does no damage, it causes Heather to totter off balance. If the monster sees Heather directly in front of it during the earthquake, it then prepares to shoot outward and bite. This attack is devastating, usually reducing Heather's life by more than half. In Hard Action Mode, this attack kills Heather in a single blow. Don't hesitate to use a First Aid Kit or even an Ampoule to recover, since



this is the kind of battle for which you should be saving up such items.

To defeat the monster, press and hold **R2** to enter caution mode and lock onto the monster. Pressing **L1** or **R1** thereafter causes Heather to circle the creature to either side. Position Heather at a 45° angle to the mouth of the monster. When the thick skin splits open to reveal the fleshy maw underneath, fire handgun shots at it. While firing into the open mouth, you inflict normal damage. Bullets fired when the mouth is closed, or into the sides of the creature, cause only 1/10th the amount of damage. Repeat this strategy until you are victorious.



Staying to the side of the creature, you can avoid its most devastating attack and inflict major damage whenever the mouth opens. The creature occasionally shoots out to perform a bite attack, but unless Heather is directly in front of the monster, the attack does minimal damage. Occasionally the monster retreats, crawls through the ceiling and emerges from a different hole. Merely wait in the middle of the room, and the camera automatically shifts to focus on the hole from which it is about to emerge. Be sure to use this time wisely by administering recovery items and reloading the handgun. If the creature crosses the room by going directly through the center, avoid contact with the front of the creature and run to the side before it decides to take a bite. Contact with the front of the wriggling monster can cause minor damage as it crosses. With reasonable tactics, you should be able to defeat the monster with roughly 15 well-placed shots.

RETURN TO NORMAL SIDE

STAGE WALKTHROUGH - CENTRAL SQUARE SHOPPING CENTER (REVERSE SIDE)



As with most boss fights, after you defeat a major enemy the world reverts from the more frightening Reverse Side to Normal Side. Heather finds herself near the fountain on the first floor. Recuperate from the previous ordeal, then head through the nearby doors.



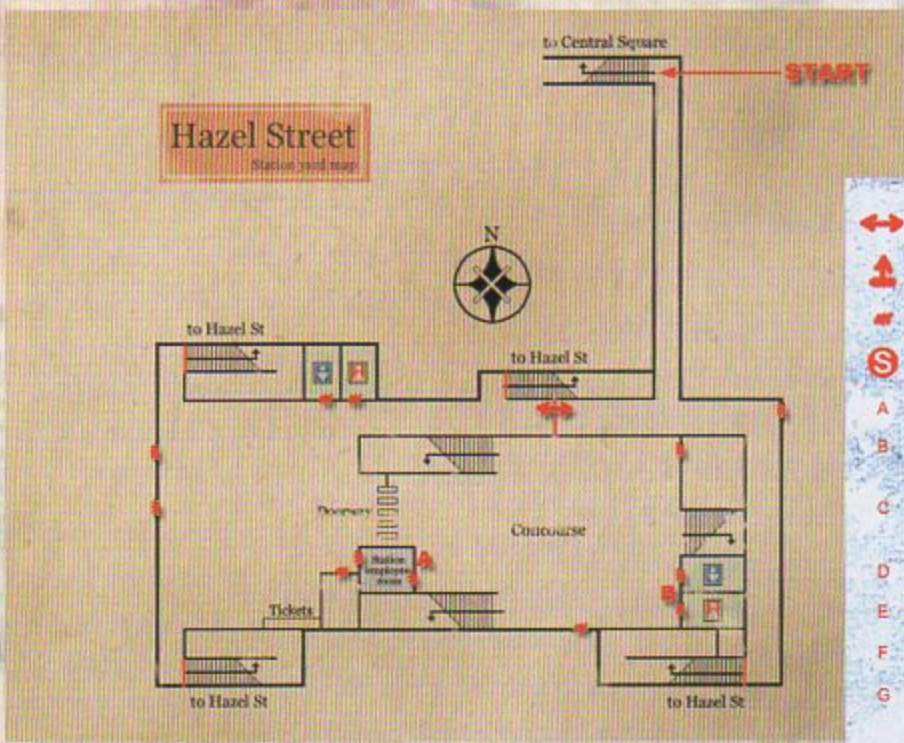
Continue down the corridor toward the entrance, and then divert to the right into the Happy Burger. Just inside is a save point, placed on the bar seating along the east wall. Further in on the sales counter is a **First Aid Kit** and **Handgun Bullets x30**. Near the back door of the fast food joint is a packet of **Beef Jerky x4**. Examine the seat near the window, where Heather awoke at the start of the game, for some interesting thoughts on the matter.



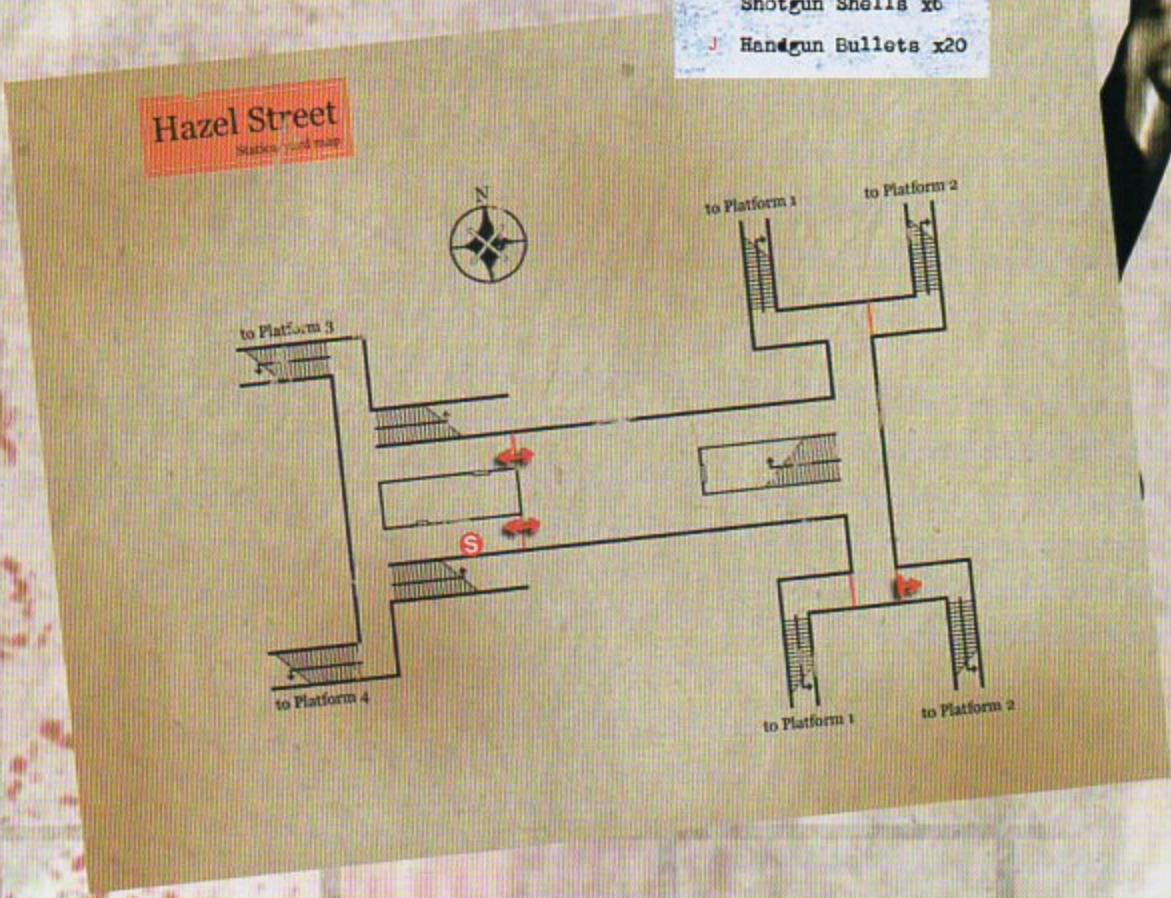
Exiting the mall, Heather encounters Douglas the detective again. While his true part in this mysterious conspiracy is still unclear, Heather is not bothering to stick around and find out. She heads for the subway train station below the mall, to board a rail for the ride home.



HAZEL STREET STATION



- ↔ Open Door
- 🚪 Locked Door
- 🚪 Broken Door
- Ⓢ Save Point
- A Subway Map
- B Handgun Bullets x20 [subway, ammo < 50]
- C Handgun Bullets x10 Health Drink x2
- D Nutcracker
- E Shotgun Shells x12
- F Shotgun
- G Health Drink [subway, drug < 10] First Aid Kit
- H Health Drink
- I First Aid Kit Shotgun Shells x6
- J Handgun Bullets x20



Hazel Street Station yard map



to North End

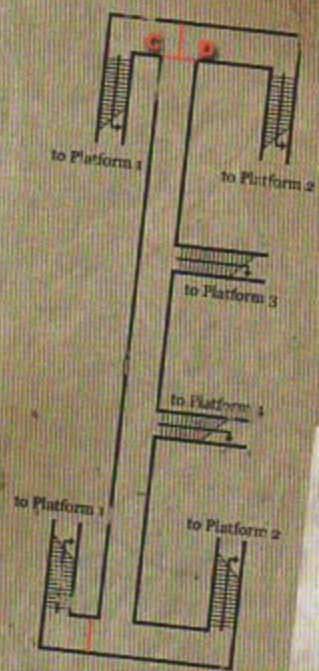
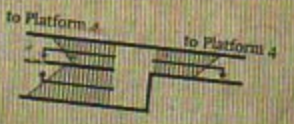
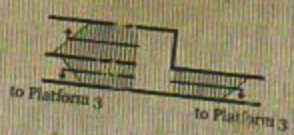
Platform 1

Platform 2

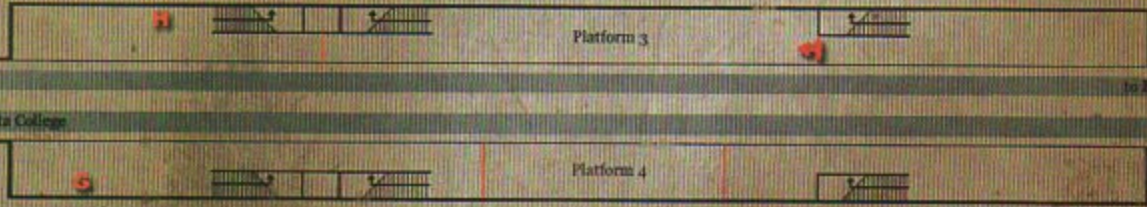
TRAIN CAR

to Powell Garden

Hazel Street Station yard map



Hazel Street Station yard map



to Bergen Street

to St. Remona College



Supply Conditions Effective!

When the scene with Douglas in the mall is over, the first supply conditions are applied to the game. Upon entering the Hazel Street Station, the game counts the total number of ammunition and recovery items and creates two results. If you have too many Handgun Bullets or health items, the game removes certain items in the subway station. Refer to the Conditional Supplies section at the start of the "Stage Walkthrough" for more information.

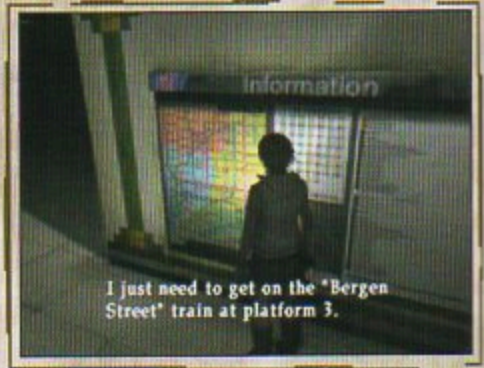


Manipulating Supply Conditions

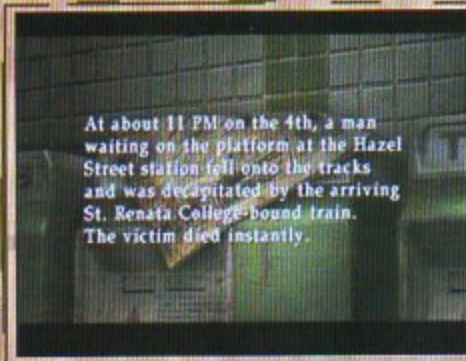
Sometimes it is in your best interests to waste one or two extra rounds or gulp down an extra Health Drink before proceeding to the next stage. For instance, if you leave the Happy Burger with only 54 bullets, it would be wiser to pop off five rounds and enter the Hazel Street Station with only 49 bullets. The two extra boxes of ammunition that appear on the trashcan near the bathrooms total 20 rounds. Basically, you are trading up. Make the same decision with your recovery items before entering each new stage. Remember that ammunition loaded in the gun counts as well.

STATION SIGNS

As in any other public transportation depot, read the overhead signs to find your destination. Follow the signs to the "concourse" area. Head left around the first corner and read the subway information sign on the wall. This is the only way to learn that the train headed to Heather's home is the Bergen Street subway at platform 3.



THE DAILY NEWS



Head past the turnstiles and the ticket booth, and search the ticket vending machines against the south wall. Someone left a newspaper on top of the machines. The article in the paper contains a rather disturbing story. Reading this newspaper is the first step in viewing an extra cinematic. More details to come as the situation progresses.

SUBWAY MAP



Move past the ticket booth into the next section of the concourse. Turn right, and look behind the ticket booth to find the **Subway Map**. A quick flip through the pages confirms that the station is five levels deep.



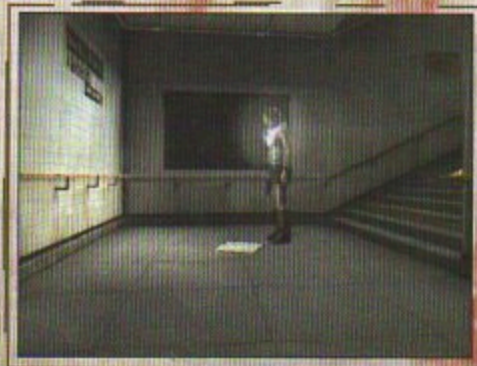
If you are short on ammo when leaving the mall, **Handgun Bullets x20** will be sitting on top of the trashcan between the restrooms near the eastern stairs. Head down either of the stairs marked "3 Bergen Street/4 St. Renata College."



THE PUSHER

There are two corridors inside of the two staircases, cut short because someone lowered the fire barriers. In the southern of the two passages, a save point is clearly marked on the wall. Use it if you wish, then head down the northernmost stairs to the number 4 platform.

An occult magazine is on the floor at the base of the first staircase. Read the magazine to complete the second requirement to initiate the extra scene, then take either stairs down to the train platform.



Head west on the number 4 platform to trigger an additional scene. This scene occurs *only* if you read the newspaper at the ticket vending machines and the occult magazine on the stairs. Someone runs out and pushes Heather onto the tracks! However, when she turns around, no one is there. Make sure to get off the tracks quickly, or a train runs over Heather.



If you entered the subway station with only a few recovery items, a **First Aid Kit** sits on the nearby bench. If you are already well stocked, only the **Health Drink** will be here.

Train Dodging

Except for one instance, any time you stand on the tracks a warning sequence begins. First, you hear a horn blaring from a distance. Then come the sounds of train wheels churning on the tracks. There may be a second horn, louder. If you have not gotten off the tracks by this point, a short cinematic begins where a train runs over Heather. This ends your game, unless you can get off the tracks in time. To climb back up on the platform, move to the edge and press the Action button \otimes . If you are silly enough to run up the tracks in either direction, the game skips the warning sequence and Heather dies immediately.



BERGEN STREET BUMMER



If you head back upstairs and try the number 3 Bergen Street platform, all you will find is a **Health Drink** looking lonely on the bench. Other than jumping on the tracks, you must find another way to summon Heather's homebound train.



ANOTHER WAY TO CRACK A NUT

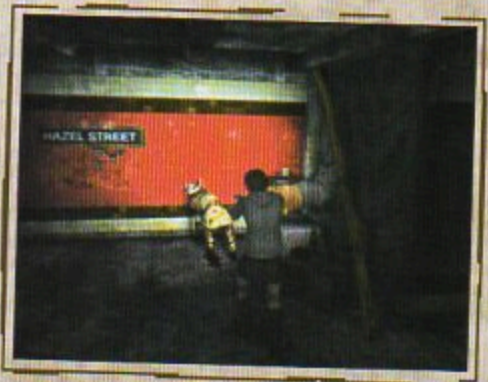
Go back up two levels to the area of the save point, and cross the lower concourse to the east. To the south, both gates are locked. Examine the number 2 platform gate to find that a chain and bolt hold the door shut. To find a tool to open the gate, head down the northern stairs to the number 1 platform.



Approaching the telephones near the west wall in the lower concourse triggers a startling event!



Unfortunately, the number 1 and 2 platforms have been transformed into a "Reverse Side" type of area. A metal grate covers the tracks, allowing movement from the number 2 platform over to the number 1. A new wall separates the platform in the middle, creating a relatively small room full of Double Heads. Run through the room quickly to the south, and descend the stairs to the corridors leading under the platform.



Heather is now on B4F. Garbage blocks the corridor and a derelict perished amongst the debris. Take the possessions the person left behind, **Handgun Bullets x10** and **2 Health Drinks**. Head back to the floor above and cross the Double Head's lair to the eastern stairs down. Follow the short corridor to the opposite side of the debris, where you should easily spot the **Nutcracker**. Return yet again through the nightmarish B3F to the western staircase leading up. Return to the number 2 platform gate held fast by the chain. Use the Nutcracker to remove the nut and bolt from the chain, and enter.

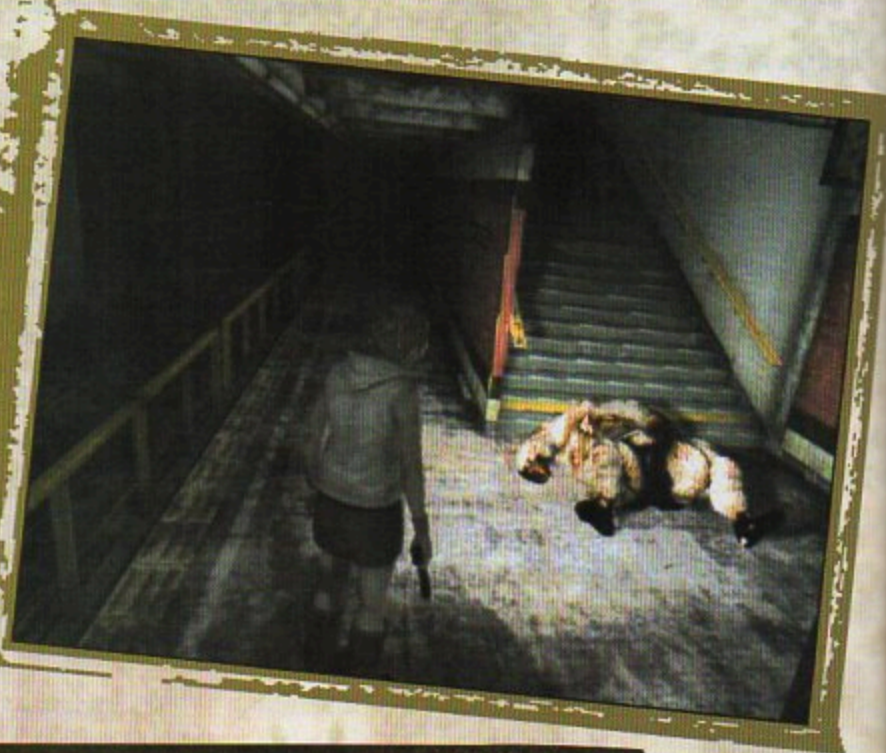


SHOTGUN PRESENT

The south side of the number 2 platform is relatively normal. Move to the bottom end to find a dark subway car parked there. The doors are open, so enter the car. An opened birthday present sits on the passenger bench at the south end, containing a **Shotgun**. Near the north exit are two boxes of ammo, equaling **Shotgun Shells x 12**.

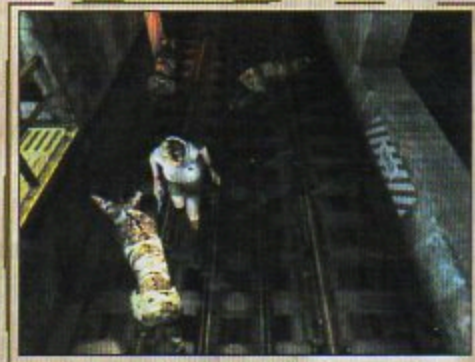
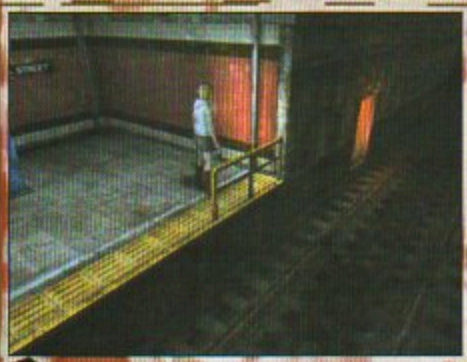


If the Radio is on, it begins to make some noise as you take the new weapon. This is because an Insane Cancer has appeared at the base of the stairs. These overweight monsters are often positioned in such a manner as to purposely block off narrow passages. In this case, the monster blocks access to the stairs up. However, at this point you need to continue downstairs. You will not be returning, so ignore the monster and descend the stairs at the north end of the platform.



DOOR OF TEMPTATION

Move down the long corridor to the second set of stairs down, where a sign overhead reads "3 Bergen Street." Cross the empty platform to the far eastern wall. At the corner, Heather enters a fixed camera angle that reveals a door just down the tracks a short distance. In this one instance, it isn't lethal to jump down to the tracks and move to investigate the door. But stay alert. Once you try the door, the warning of an impending subway train begins. Additionally, three Double Heads appear to attack! You must avoid the monsters entirely, run back to an open spot on the platform and climb back up in time.



TRAIN FROM HELL

It looks like Heather's train has finally arrived. Run west and unlock the gate to the next section of platform. Shoot or dodge the Double Heads on the middle platform, and head upstairs. Continue across the mid-platform and down the next set of stairs. The first door of the first car is open. Walk onto the train.



After the train departs, move forward from the rear and use the save point on the floor if desired. In the second car, Heather has a tough time getting around two Numb Bodies bouncing around the center of the car. Equip the Steel Pipe and administer some beatings.



Don't Turn Back!

Once you enter a car, there is no going back to the previous. Each car disappears as you leave it! If you attempt to go back, you will find yourself on the thin platform on the back of the train. By standing completely still, you should be fine to turn around and go back inside. However, if you take even one step forward, you die.



TOWARD THE LEAD CAR

The third car is running dark, so turn on the flashlight and proceed. The fourth car is patrolled by another Numb Body duo, one of them being of the medium size. Though they hit harder and take more whacks to kill, the Steel Pipe is still the best weapon to use against even bigger Numb Bodies.



On the passenger seat in the middle of the next well-lit car, locate a **First Aid Kit** and **Shotgun Shells x6**. Your flashlight is required again in the next dark car, where **Handgun Bullets x20** lie on the seat to your immediate right.



FINAL OBSTACLE

An Insane Cancer blocks the path in the middle of the next car. This time, there is no avoiding confrontation since there is little room to slip around it. Insane Cancers are highly resilient to firearms, their overflowing flesh diminishes even close-range blasts from the shotgun. The best way to face one of these blubbery creatures is with a melee weapon of high impact force. The only weapon currently at your disposal that fits the bill is the Steel Pipe. Time your attacks to occur just before the Insane Cancer attempts to strike to negate its attack animations! Thus, a melee weapon allows you to bash the monster repeatedly, without consequences. The Insane Cancer falls repeatedly between your timed blows, so continue beating the monster even when it is on the ground. Upon their death, Insane Cancers make an easily distinguished sound, then begin to "deflate."



Continue through the next several cars, until the train comes to an abrupt halt. Examination of the front door causes Heather to realize that *no one was driving the train*.



UNDERGROUND PASS

↔ Open Door

■ Broken Door

Ⓢ Save Point

A [sewer, drug < 15]
First Aid Kit
[sewer, ammo < 80]
Handgun Bullets x20

B Underpass Map
Maul

C Wine Bottle
Beef Jerky x4
[sewer, drug < 15]
Health Drink x2

D Shotgun Shells x6

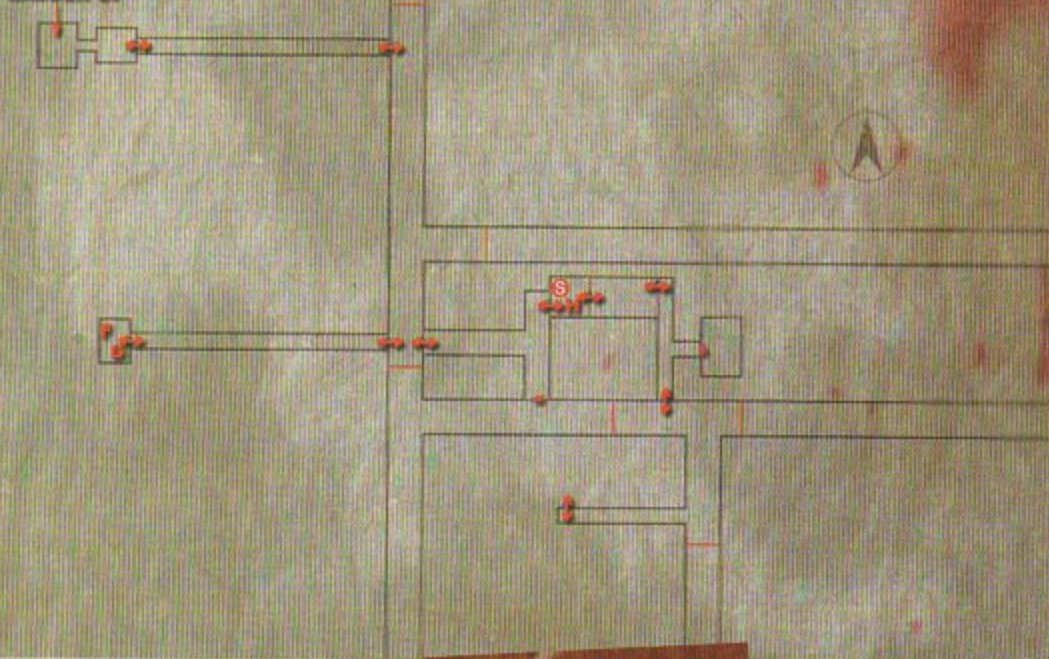
E Handgun Bullets x10
Shotgun Shells x6
Health Drink x2

F Ampoule x2
[sewer, ammo < 80]
Handgun Bullets x10

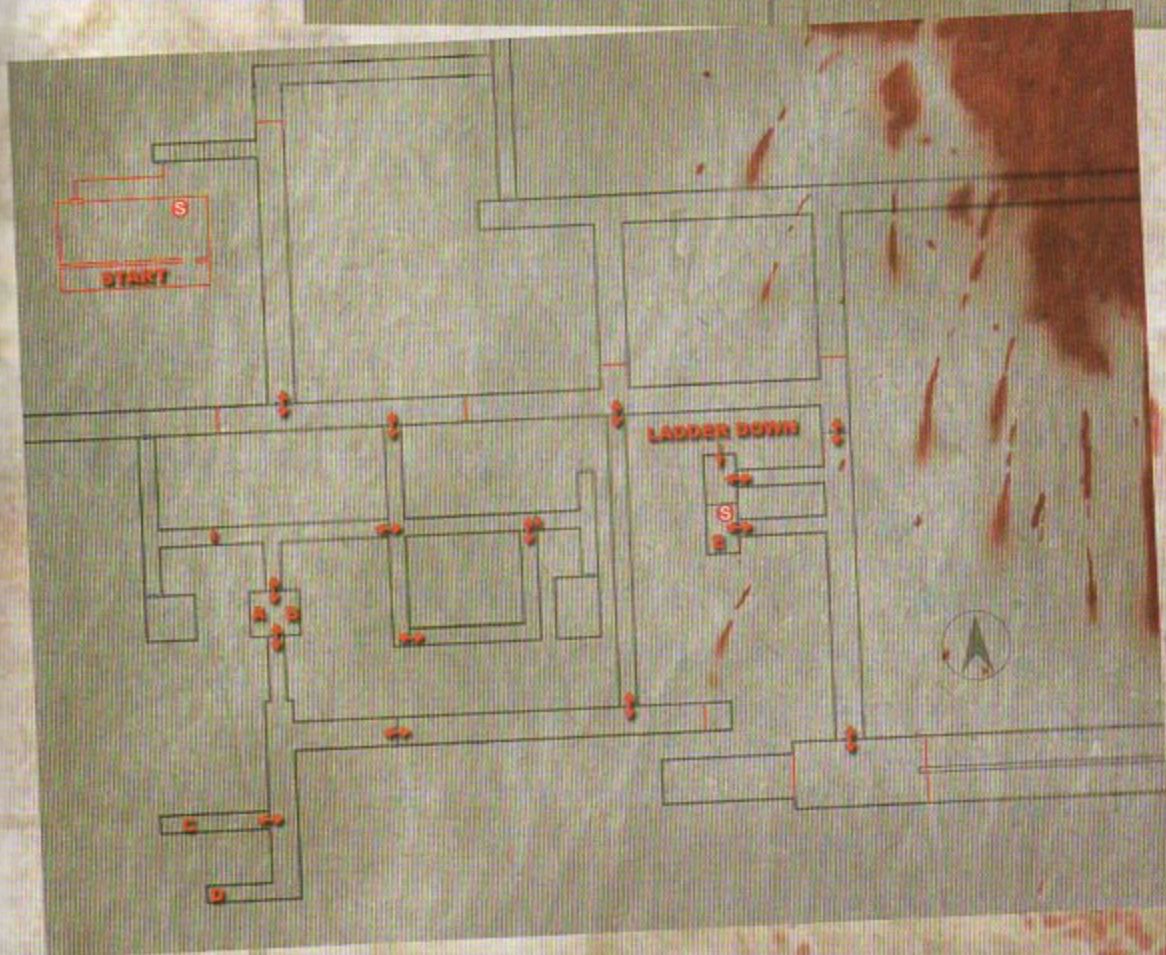
G Dryer

H Health Drink x1

LADDER UP



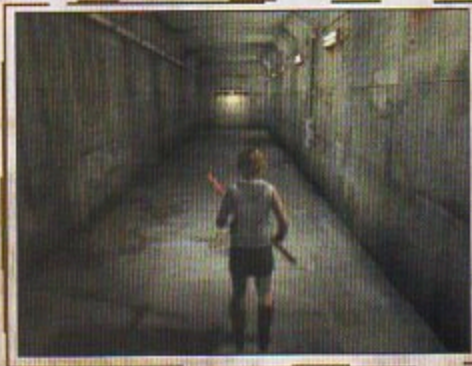
LADDER DOWNS



NOWHERE STATION

Exit the train and notice the save point on the nearby wall, handy if you need it. Head along the length of the train to the end of the platform, and enter the door. Descend the long set of stairs and go down the long, dimly lit tunnel.

Crawling under the wide shutter door, Heather finds herself in blackness again, and at the mercy of a couple of Pendulums and a medium sized Numb Body. Ignore the enemies if possible, and try to make your way through the dark. Without a map, it is difficult to know where to go. Just cross the tunnel to the opposite wall, then turn left and run along the wall until you reach a blue door. The exit is easy to miss if you do not head directly towards it.



THE BRICK MAZE

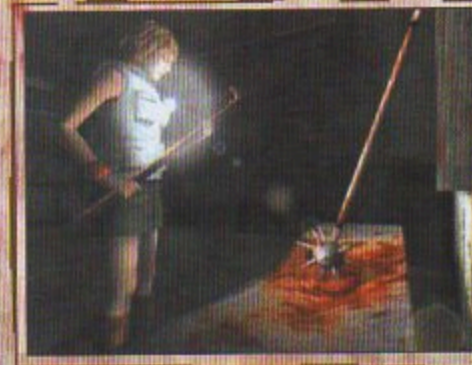


Proceed into the brick corridor and enter the first blue door on the right. Do not explore these tunnels, since they only go in a big circle and you must fight several Numb Bodies on the trip. Beyond the blue door, fight off three more Numb Bodies and enter the door down the short passage on the left.

THE STAINED MAP



I got a first-aid kit.



On the grizzly wall inside the small locker room, you can hardly help but notice the bloody **Maul** and the **Underpass Map**. The new melee weapon is more cumbersome than useful, reducing Heather's movement speed when equipped and slow to swing. However, it does have the greatest impact power of all weapons. If you had little ammo and few recovery items when the train

arrived, you will also find **Handgun Bullets x20** and a **First Aid Kit** on the shelves along the west wall. Examine the lockers only if you dare.

INCREASINGLY NUMB

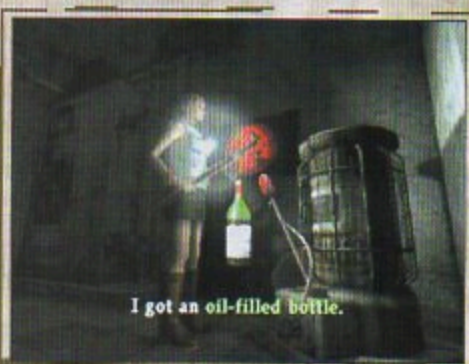
It's not your imagination, the Numb Bodies have in fact gotten bigger. Large Numb Bodies stand as tall as Heather, and take more damage before falling. Even after their first fall, large types might rise again. Continue to bash the bigger monster with the Steel Pipe even as it lies prone, until the death sound comes.

Continue down the corridor and enter the first blue door on the right. Search the dead end of the corridor to find a pack of **Beef Jerky x4** and a **Wine Bottle**. If you entered the sewers low on recovery items, **2 Health Drinks** will also be here. Returning to the previous tunnel, more Numb Bodies appear to replace those you have slain. The maximum you can encounter in this tunnel is four at one time. Dash to the south end of the tunnel, head around the corner to the right and search the barrel at the end for **Shotgun Shells x6**. Head north, then divert down the east passage and go through the wide shutter door.



PLUMBING MACHINE

Follow the long tunnels east, then north. Head east in the top corridor, and exit through the south shutter door. Slip past more Numb Bodies and run south to the second corridor on the right. In addition to a save point, **Handgun Bullets x10**, **Shotgun Shells x6** and **2 Health Drinks**, there is also a kerosene heater. Use the Wine Bottle at the heater in order to fill it with oil.





Return to the corridor to find even more Numb Bodies than before, up to a max of four. Head north and go down the corridor previously skipped. Inside the drainage machine room at the end, a ladder to the lower level is immersed in filth. Examine the machine on the raised platform, and empty the oil-filled bottle into the hole on the left. Then turn on the switch to the right, and the mechanism drains the room below. Descend the ladder.

GETTING YOUR FEET WET

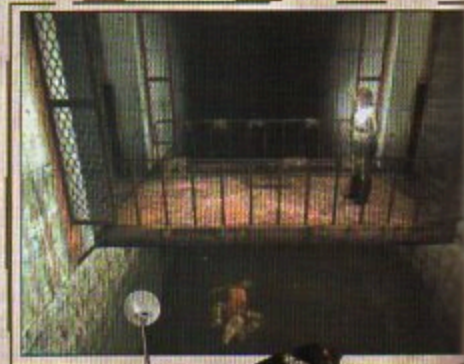
Use the stairs to rise out of the muck, all the way up to a blue door on the top ledge. Cross the bridge and descend the stairs. In the dark chamber at the bottom, drop off the ledge into the sewer sludge, check your position on the map, and head south. The reason to run through the muck soon becomes apparent; you can avoid a large Numb Body completely. Continue south to the end, then move the ledge and press Action [X] to climb back up. Enter the door on the west wall.



GEMS AMONG THE GARBAGE

Ascend the long flight of steps and cross the bridge. If you stop on the bridge and use the Look function to aim your flashlight down, you might notice a small monster under the bridge that appears to be dead. Continue across the bridge and enter the room at the end.

Pick up the **Dryer** off the stool in the center of the room, and check the shelves at the back for an **Ampoule**. There is nothing else of interest here, so you should head back now. However, Heather becomes strangely intrigued by the wheelchair in the back dumpster.

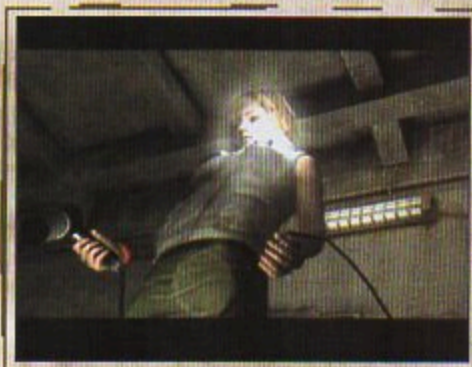
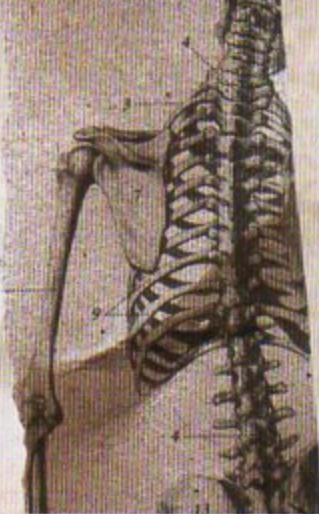


GREEDY TENTACLES

Hop back across the sludge in the dark channel to the wide shutter door in the east wall. Three Numb Bodies will be extremely difficult to take on all at once in this short, t-shaped corridor. Use the shotgun or dash through this area as quickly as possible.

On the floor in the back of the foreman's office is another save point, and on the first desk is a single **Health Drink**. On the facing desk is an open journal, detailing several deaths in the sewers. There are other documents scattered on the floor, including a "Danger" sign that obviously fell off the exit door.

THE SKELETON²
back view



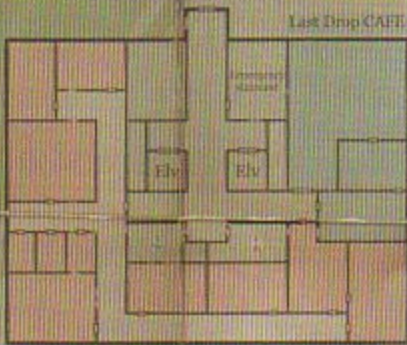
Avoid rushing across the catwalk in the bloody, flooded chamber. Crossing the narrow platform triggers a scene where a monster drags Heather into the water and eats her. That's what you get for not reading all the memos!

Examine the wall on the right side of the door to find an electrical outlet. While facing the outlet, use the Dryer. Just as your

mother always scolded you not to use a hair dryer near a full bathtub, Heather drops the dryer into the water and fries the creature of the deep. Now it is safe to cross the narrow bridge. Use the map to find the way through the south passages, and out of the sewers.

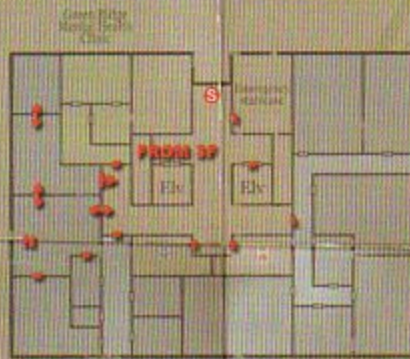
HILLTOP CENTER (NORMAL SIDE)

Hilltop Center



Liberty Life Insurance

1F



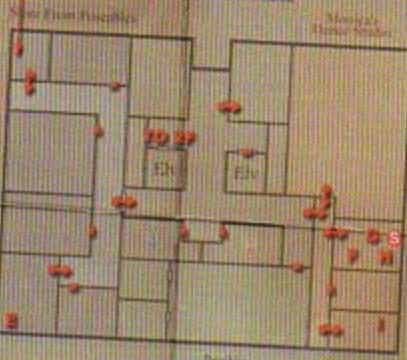
Game Play Music Store
Liberty Life Insurance
Elevator Shaft
Elevator Shaft

2F

- ↔ Open Door
- 🔒 Locked Door
- 🚪 Broken Door
- Ⓢ Save Point
- Ⓐ Stun Gun
Stun Gun Battery x2

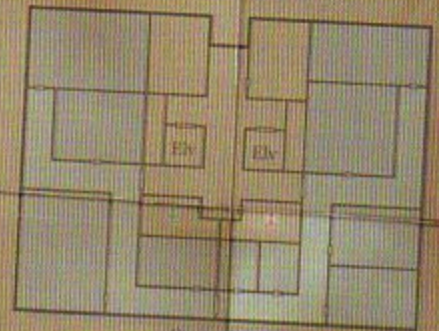
Hilltop Center

ENTRY FROM CONSTRUCTION



Star From Pizzeria
Money & Barber Shop
Public & Fine Arts Firm
Elevator Shaft
Elevator Shaft

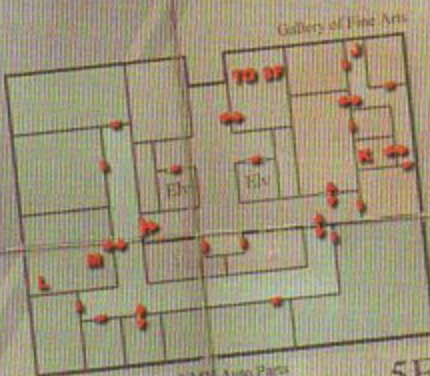
3F



Elevator Shaft
Elevator Shaft

4F

Hilltop Center



Gallery of Fine Arts
KMX Auto Parts
Elevator Shaft
Elevator Shaft

5F



Water Glass
DDAD
Multi Geological Survey
Evershide Design & Construction
Elevator Shaft
Elevator Shaft

6F

THE UNFINISHED BUILDING



In order to reach the Hilltop Center, you must first pass through a building that was never completed. The building is devoid of enemies, so it will not take long. Move through the alley to the rear of the building. A save point is clearly visible on a nearby barrel. Enter the back doors.



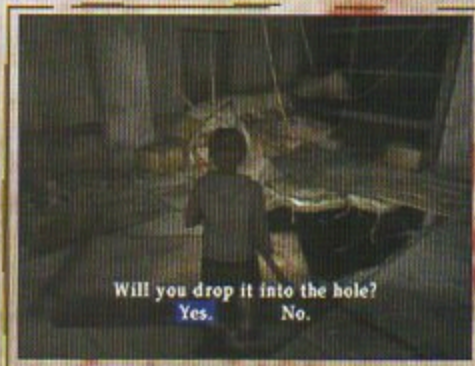
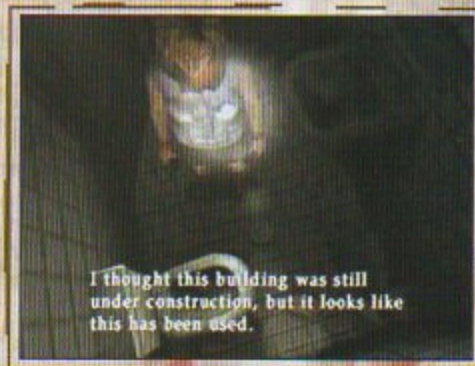
Turn the corner and head down the corridor. If you left the sewers with disparate recovery items, 2 **Health Drinks** will be waiting for you on the boxes piled in front of a door. Enter the door at the end of the corridor and begin climb up to the very top of the building, the fifth floor. En route upward, read one of the signs posted on one of the inoperable doors on the third or fourth floors, indicating that the ceilings of these levels have caved in.




REMNANTS OF THE DRIFTER

Enter the door at the top of the stairs. In the bathroom to the right, examination of the toilet or sink indicates that someone has recently used them. Continue up the corridor and enter the final door.

Someone has obviously been living inside the large room as well. Locate the supplies they left behind, such as the **Handgun Bullets x10** on the little table and the **Health Drink** on the cardboard box. Avoid falling into the hole in the floor, because the drop is two stories. Instead, examine the mattress and push it into the hole. Then you may walk right off the edge, and land safely on the third story below.



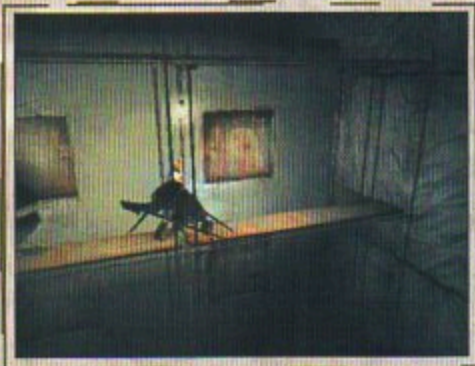
BUILDING GAP

After Heather dusts herself off, look for a large hole in the wall to crawl through. Avoid the two Pendulums hovering on the scaffolding running outside the building by turning and running toward the right side of the screen. Curve around the corner and proceed up the narrow space between buildings. At the top end, you should easily notice an open window. Press Action  to crawl through.

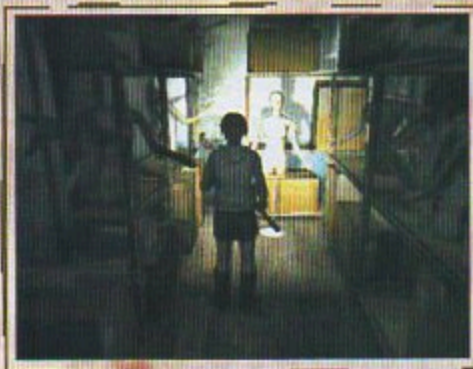


Secret of the Walls

Just inside the entrance of the big room is a noticeable section of wall recently, and very poorly, plastered. Use one of the melee weapons such as the Steel Pipe or the Maul to smash through the plaster. A body is visible in the wall, and the **Silencer** falls out. It seems that Solid Snake from *Metal Gear Solid* has been busy hiding bodies in other Konami games!



STORE FRONT POSEABLES



Exit the swanky office and head down the corridor. Continue past all the doors to the end, and go through the door on the right. Examine the mannequins in the first area, and then proceed to the second section. The sudden noise indicates you are in for a surprise. Pick up the **Shotgun Shells x6** and **Handgun Bullets x10**, then go back and see what happened.

Leave the storage room and go halfway back up the hallway. Proceed through the door stenciled with "Store Front Poseables." Two Double Heads hunt for food in the central area. Do yourself a huge favor and exterminate both hellhounds with the handgun to save yourself some hassle. Move up the corridor until you find some elevators. Of particular note is the fact that one elevator door is open slightly. Perhaps there is a way to pry it open...



MONICA'S DANCE STUDIO

Find the door to Monica's Dance Studio in the central area, and enter. In the tiny corridor, go through the door directly across from the entrance. **Handgun Bullets x20** might be waiting near the entrance, but only if you entered the construction site low on ammo. Folded up on a table further back is the **Office Building Map**. Use the save point on the wall, and examine the side of the nearby desk. The top drawer is open just a smidgen, and you need a tool to help get it unstuck.



Do not enter the dance studio to the north, unless you are feeling like dinner...

Exit the office and enter the room at the south end of the hall. The items found in the one open locker depend on the state of your inventory when entering the construction zone. If you had plenty of recovery items, 2 **Health Drinks** will be here. If you were low, a **First Aid Kit** and an **Ampoule** are in the locker.

THE FIFTH FLOOR

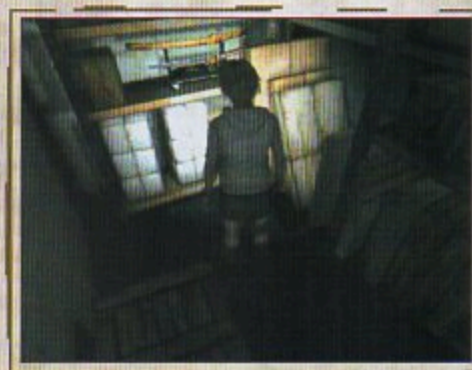
Exit the Monica's Dance Studio and run to the northernmost door in the central area. Take the stairs up to level 5F, where lies the only door that will open. Head south through the center of 5F, then divert left and enter the double doors next to the sign reading "Gallery of Fine Arts."





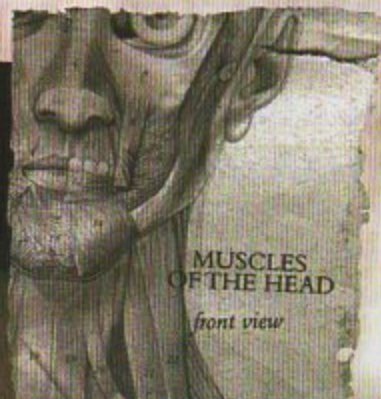
Sometimes in art, the important thing is not that which you can see, but that which is missing. A large portrait is obviously missing from the back wall, but the title card under the space is still legible. Note also the portrait on the eastern wall, "Repressor of Memories." An interesting switch occurs here later. Depart through the northeast door of the gallery.

Take a few steps north in the back corridor behind the gallery, and locate the **Screwdriver** on top of the cardboard boxes. Follow the hallway to the south end, and enter the last door on the right. Inside the small storeroom is the **Katana**. Though these fine Japanese swords usually come in pairs, Heather is fine with just the one. The Katana is hands-down the finest melee weapon available, so begin training in the art of the samurai in order to conserve your ammo.



KMN AUTO PARTS

Return through the Gallery of Fine Arts to the central area, and enter the door directly across the hall stenciled with the "KMN Auto Parts" logo. Perfect your sword stroke techniques against the three Numb Bodies usually patrolling the back corridor. Heading west in the hallway, avoid entering the second door on the left. All that is in the tiny room is an Insane Cancer, waiting for some insane person who thinks they can slay the beast in this claustrophobic spot.

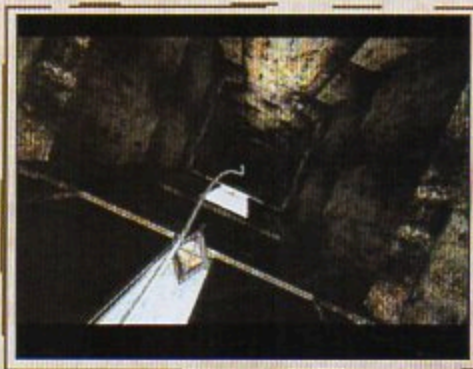


Head north up the western side of the corridor, and enter the first door on the right. The KMN doormat distinguishes the door. This is the sales office of the auto parts company, and a **Health Drink** sits on the desk nearest the entrance. Resting on the shelves in the back corner of the office is a tire **Jack**.



OPENING THE ELEVATOR DOORS

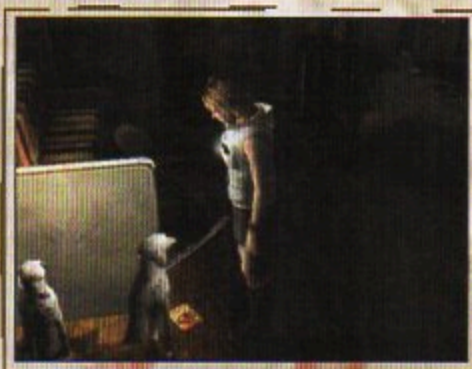
Return to the stairwell and descend back down to 3F. Use the Screwdriver in the office of Monica's Dance Studio to pry open that sticky desk drawer, containing a **Rope**.



Go back out to the elevator with doors slightly parted, and use the Jack to pry them open wider. Examination of the shaft indicates that the elevator doors on 2F are open as well. Use the Rope at the opening, then climb down the shaft.

WANNA TAKE A BATH?

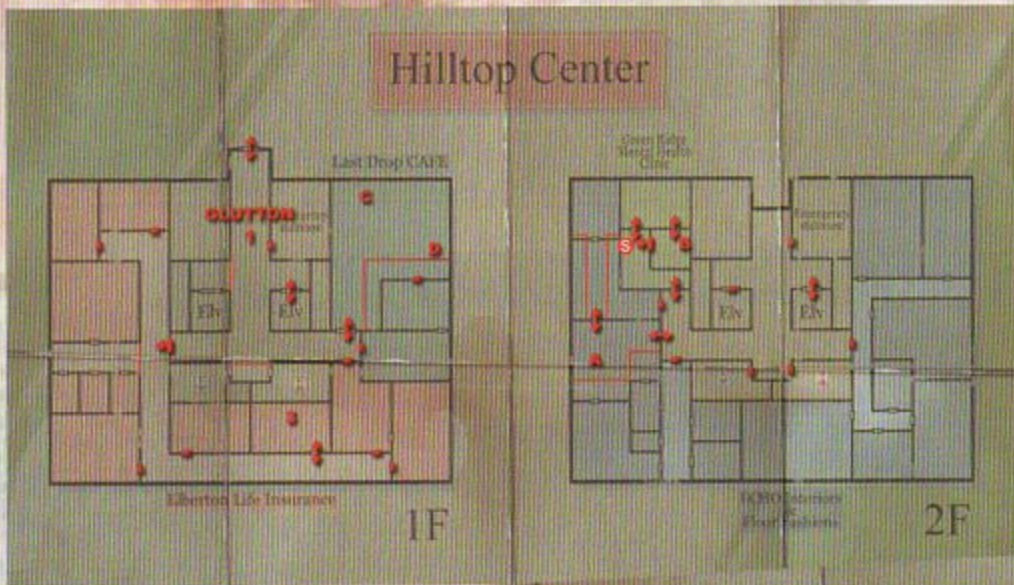
Use the save point on the soda machine. Move to the southwest corner of the central area, and enter the first door inscribed with "ECHO Interiors & Floor Fashions." At the back of the reception area is a faithful dog, presenting you with some treats. Take the **Beef Jerky x4**, and enter the north door.



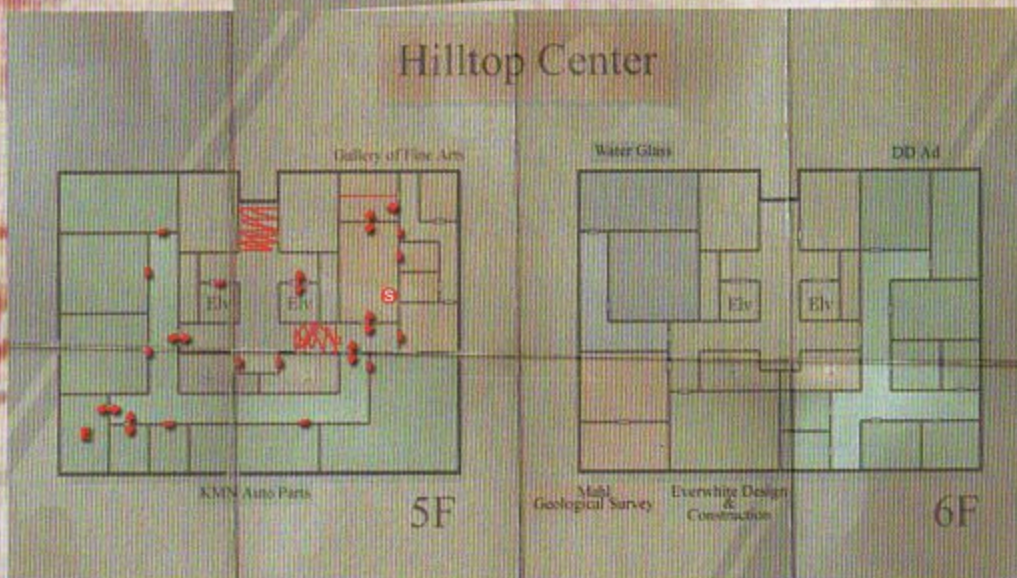
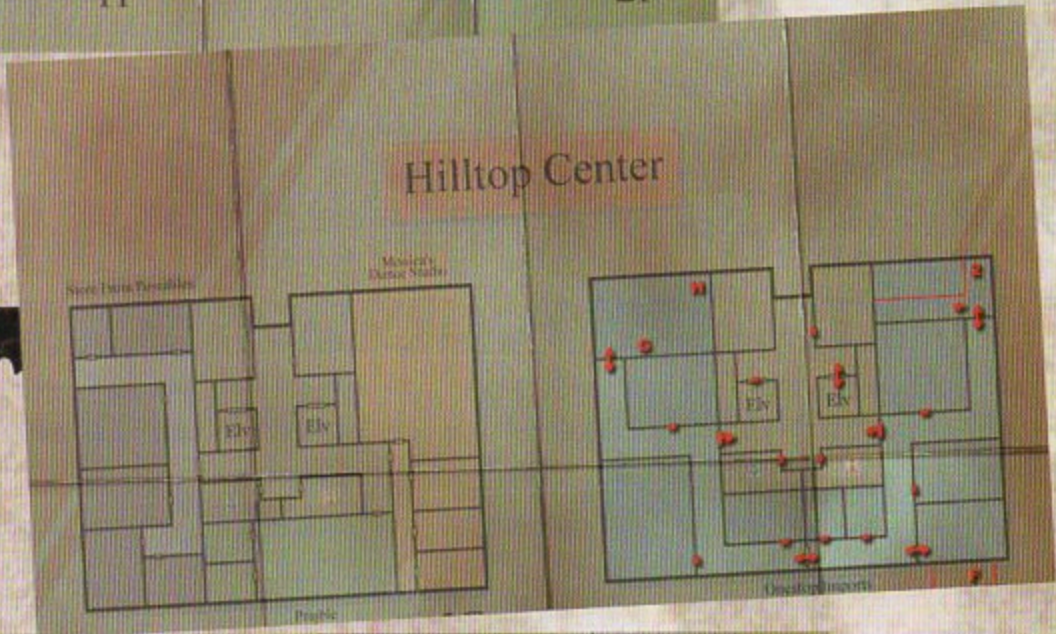
Proceed through the room full of fixtures to the back storeroom. Passing the tub, the camera shifts to a weird angle. Examining the tub triggers another stage transformation. Looks like your days in the dark side have only just begun...



HILLTOP CENTER (REVERSE SIDE)



← Open Door
 🔒 Locked Door
 🚪 Broken Door
 Ⓢ Save Point
 🔫 Stun Gun
 🔋 Stun Gun Battery x2



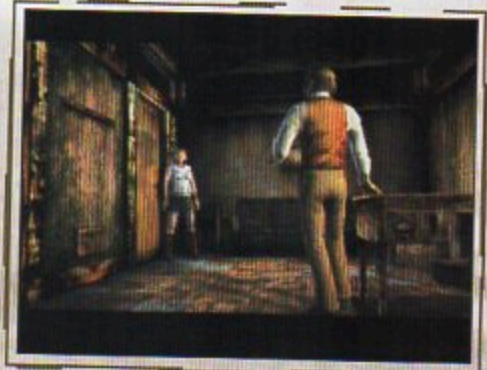
HOME IS WHERE THE HELLBOUND HEART IS



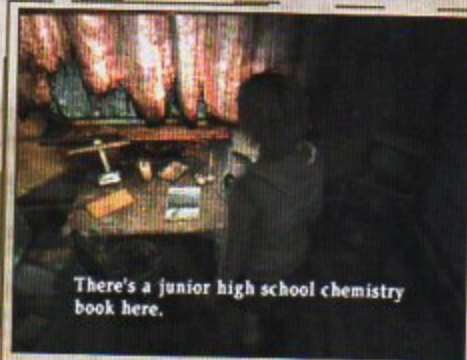
Notice the frightening art adorning the wall as you move to the new exit of the room. Collect the **Handgun Bullets x10** from the wheelchair, and continue out to the corridor. Though the central area of 2F is now full of snarls and squeals, turn north and enter what used to be the mental health clinic.



Examine the photograph on the table in the reception area, and use the save point on the wall. Then proceed into the clearly marked "Examination Room". Heather encounters the strange fellow Vincent, a man who is clearly right at home in this dark hell.



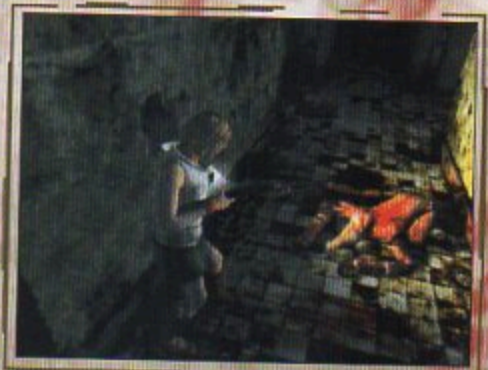
DRUG OVERLOAD



Heather retreats to the clinic's office, which contains a medical supply cabinet. Take the **Oxydol**, as well as whatever health items you find here. Refer to the map to determine how your drug points affect supply location here. On the desk is a chemistry book, open to a page bearing an important passage about starting fires. Unlock the door and leave the clinic.

ENGAGE THE SLURPER

Double Heads inhabit the central corridor as well as the insidious new enemy known as a Slurper. As witnessed previously in the sewers, these creatures are good at playing dead when they are not. Due to their speed and swift attacks, melee weapons are highly ineffective against them. Handgun Bullets work, but you will waste far too many rounds on a single Slurper. The best method to defeat them is with a couple of Shotgun blasts. However, you must exert caution if you intend to finish them off with a stomp or kick. Slurpers often play dead in order to draw in Heather. They use the opportunity to topple her, then crawl on top of her and inflict more damage. Keep blasting Slurpers until they fall into convulsions, making a multitude of noises. Then squish their guts out. Perhaps the cone-shaped blasts of the shotgun will catch the Double Heads as well.



ONCE UPON A TIME...

Move north in the center area and enter the eastern elevator. Examine the panel near the door, and press the button for 1F. Although the radio begins to emit static as you arrive at the ground floor, the only monster on this level is a gigantic creature called the "Glutton." The immense monster blocks the exit from the building. At its feet is the first part of a strange fairy tale. Reading the story is the first of many steps in removing the monster from in front of the exit.

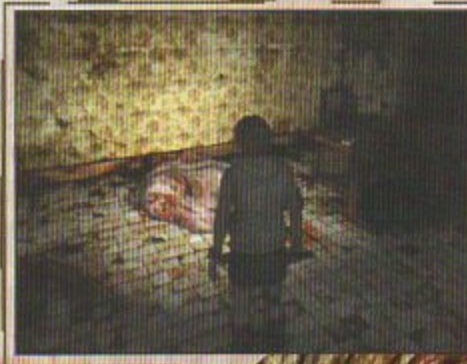


Notice that the southwestern door in the central area is locked and requires a key. Move to the southeastern area, and enter the northern of the three doors in the corner.



INEDIBLE DELICACY

The Insane Cancer in the Last Drop Café is programmed not to rise if you approach, only if you attack it or go for the **Shotgun Shells x6** on the table beside it. You can skip fighting the monster by grabbing the other item here first. Examine the open mini-fridge at the end of the bar to find **Pork Liver**. Then grab the ammo, and escape from the Café as the Cancer rises.

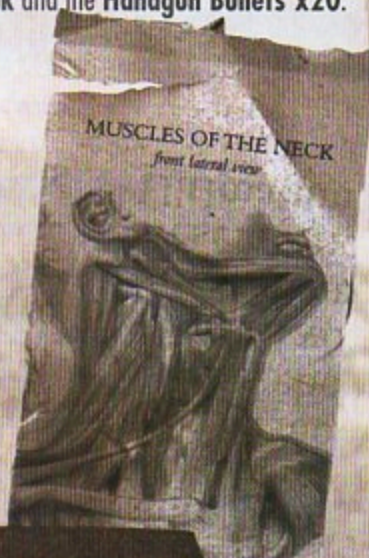


SPEAKING OF CANCER...

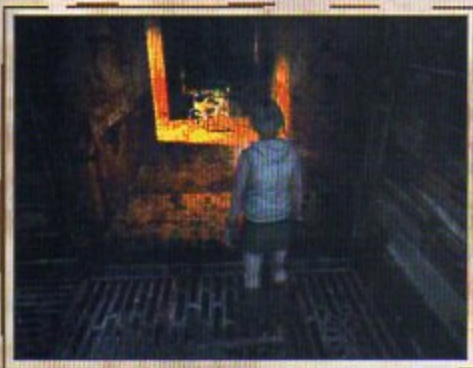


Board the elevator again and head up to 5F. Due to the collapsed sections of the floor, the only door you can enter is the one with the eerie blue light in the southwest corner.

Move quickly through this back corridor, and keep the Shotgun ready to defend yourself from Slurpers. Head swiftly to the southwest corner, where you may enter two of the doors. The south door leads to a small chamber where Slurpers are penned up, ready for you to blast like fish in a barrel if you are so inclined. The west door leads to a conference room, where someone has left a still-smoking cigarette. Take the **Matchbook** and the **Handgun Bullets x20**.

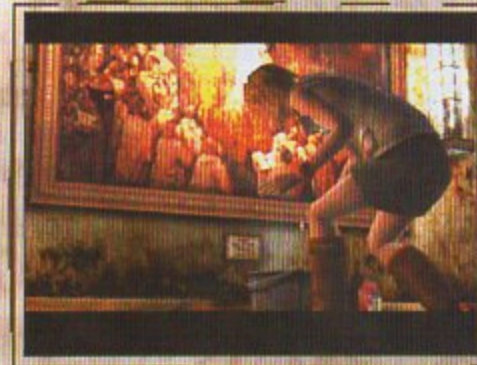


STRANGE MEMORIES MANIFESTED



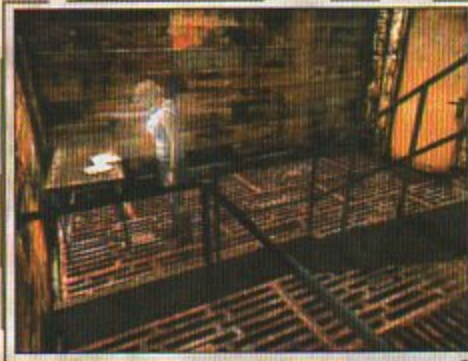
Blast your way through the corridor, heading east. Examine the area where the wheelchair is visible for some interesting thoughts, then turn and exit through the north door of the corridor. Cross the short platform and enter the double doors of the former Gallery of Fine Arts.

The meaning of the painting that used to hang on the east wall is now apparent, as a save point appears on the wall in the portrait's old spot. Further back in the room, you finally get to check out the "Flame Purifies All" painting. Underneath the bizarre scene is a bucket. Open your menu while facing the bucket and combine the Oxydol, Pork Liver and Matchbook, then use it. The mixture burns away the canvas, revealing a door.



...THERE WAS A FAIRY TALE...

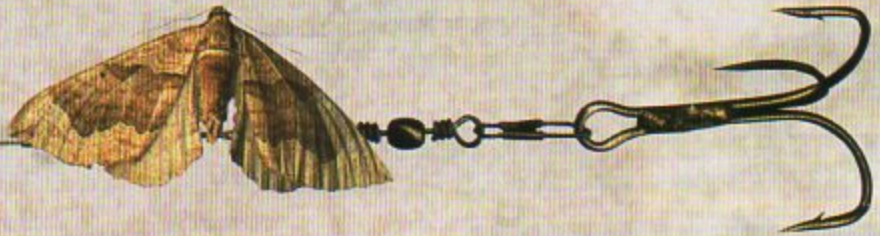
Climbing through the revealed door, Heather finds a macabre stairwell leading down to 4F. The second part of the fairy tale lies on the table at the bottom of the stairs. Read it and plunge into the long corridor leading south. Run through the hallway to raise the interests of all the Slurpers at once. If you succeed in gathering them all to one location, use the Shotgun to blast the whole bunch at once. If things aren't going well, escape by unlocking the door with the blue light, which opens out to the center corridor of the 4F.



EASILY BAITED

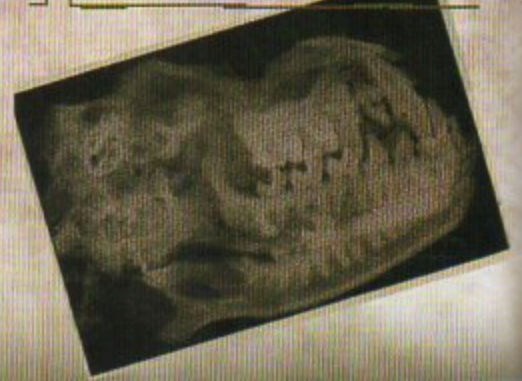
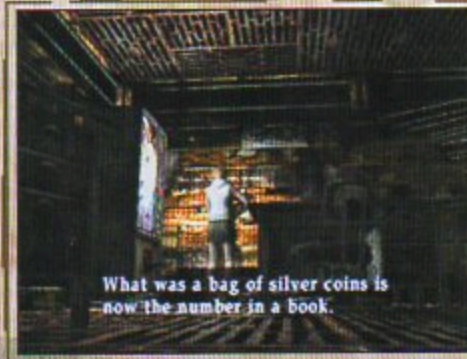


Proceed to the southernmost wall of the corridor and enter the last door on the left. Move through the gap in the cage separating the room. Move in to collect the **First Aid Kit** and **Handgun Bullets x10** lying on the bed, then prepare for what happens next.



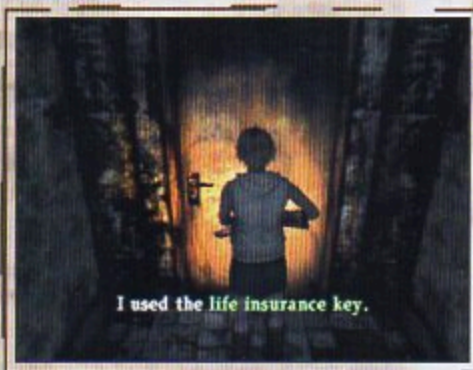
SODA BREAK

Wouldn't you like something cool and refreshing to drink right about now? Exit the bedroom and continue through the western corridor, to the door at the north end. Examine the desk to find a **Silver Coin**. Then read the writing on the wall next to the soda machine in the corner, and deposit the Silver Coin in the machine. Heather receives a soda can with a rattle. Open the can to obtain the **Life Insurance Key**.

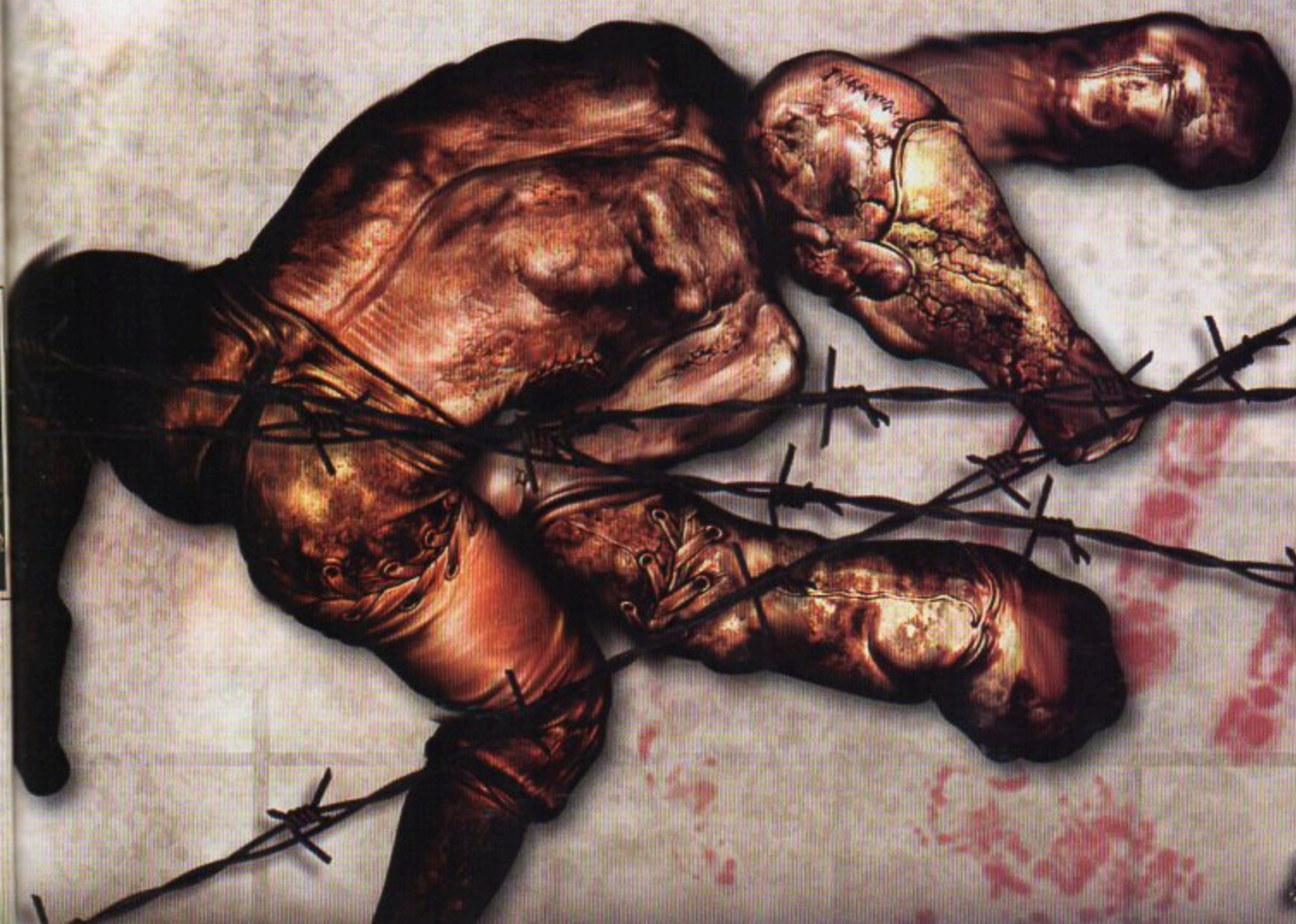


...ABOUT A MONSTER BLOCKING THE EXIT

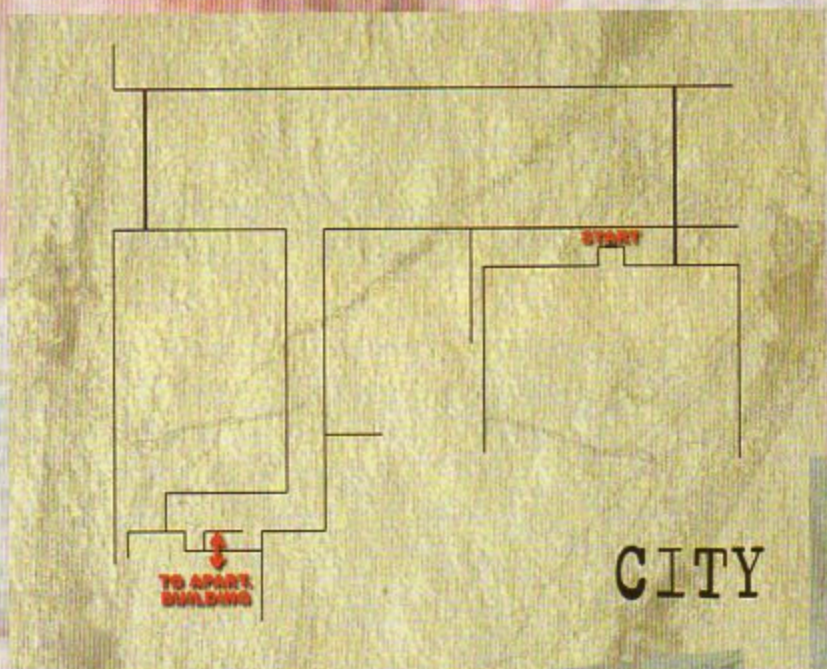
Go out to the elevator on 4F, and ride down to the ground floor. Unlock the southwest door with the Life Insurance Key and enter. Don't worry about the Slurpers in this corridor, they are too distracted by the chunk of flesh left at the far east end of the hallway to care about Heather. As she approaches close to the snacking monsters, enter the door on the left.



On the table inside the little room is the last part of the fairy tale. Reading the story aloud triggers a strange noise outside the room. Leave the room; the Slurpers have disappeared and the Glutton is no longer blocking the exit. You may now leave the Hilltop Center.



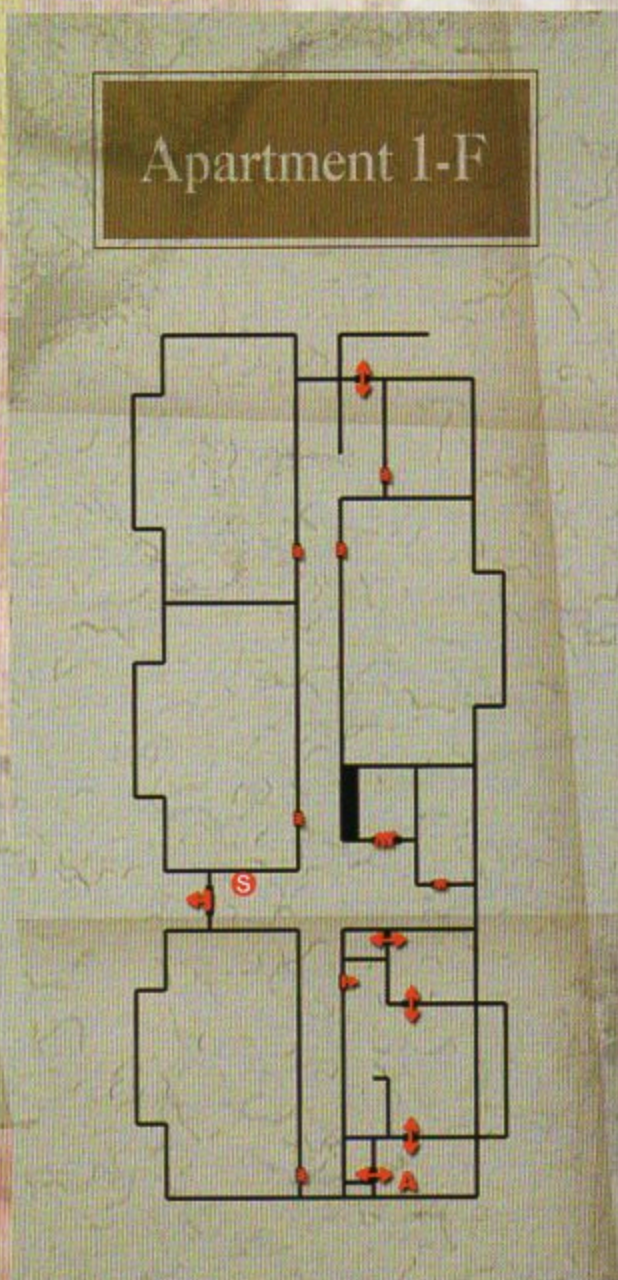
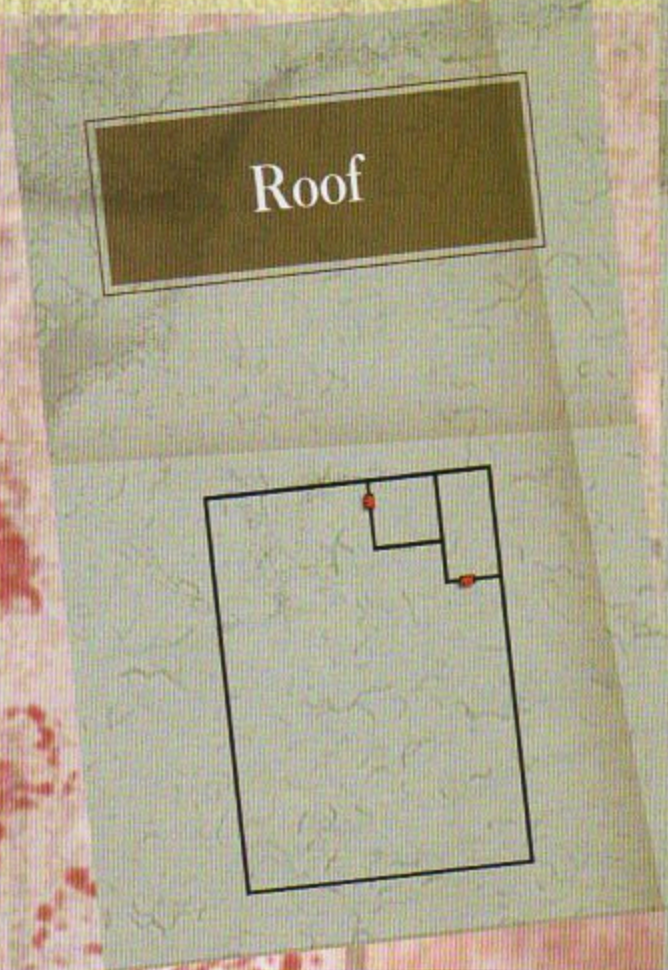
DAISY VILLA APARTMENTS



- ↔ Open Door
- 🚪 Locked Door
- 🚪 Broken Door
- Ⓢ Save Point
- Ⓐ Stun Gun
Stun Gun Battery x2

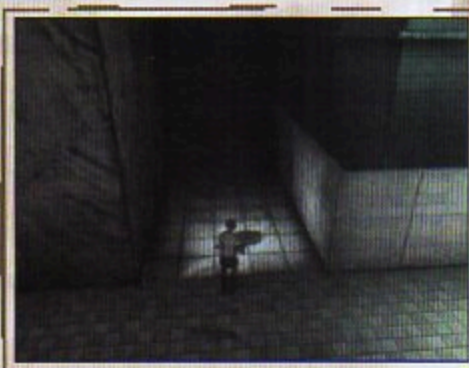
CITY

Apartment 1-F



NOTHING BUT SAFETY

Go down the short section of street, then turn left and continue down the alley. Reach the stairs leading to the apartment complex to find the words "Daisy Villa Apartments" clearly printed on a plaque. Heather is finally home.



Daisy Villa Apartment



I used the house key.

Head through the building's corridor until reaching the elevator, then turn right and find a save point in the alcove. Recording your data is extremely important, since some terrible events are about to happen. Afterwards, continue further into the building and use Heather's House Key to unlock the next door on the left.

MISSIONARY

Whereas Heather is a relatively stationary shooter, the Missionary is a rapidly mobile target. The monster only stops when it believes it has a chance at impaling Heather. However, when she attempts to shoot the monster from the front, it reacts quickly to deflect blows and even bullets. Due to its quick defensive reaction, direct attacks from its front side are impossible.



STAMINA


Action Level Easy	1350-1650
Action Level Normal	2850-3150
Action Level Hard	3850-4150

ATTACK POWER

Swing Attack	10
Thrust (Handle)	10
Thrust (Blade)	20
Rising Attack (Handle)	20
Rising Attack (Blade)	30
Counterattack	10
Running Cut (Handle)	10
Running Cut (Blade)	20



MISSIONARY, con't

Equip the Shotgun and the Shotgun Shells, for easy reloading with the R3 button. At the start of the battle, the monster is close and swings right away. All of the Missionary's attacks, except for the rising attack, can be blocked with the guarding action . After blocking the initial attack, strafe to either side out of the way. The monster then begins to race around the area. Stand ready, turning to face the monster as necessary while it circles the entire area. Next time it runs up to Heather, watch for it to slow down just as it raises its weapon arms to attack. In that instance, sidestep quickly to the side of the creature. The momentum of the monster's run carries it forward, as it swings at nothing but air. Quickly raise the Shotgun and blast it from the side. The initial blow should knock it to the ground. Run over beside its prone body and blast it with another shot while it is down. After the second shot, quickly move away. The Missionary is capable of attacking as it rises, and this defensive move is its most powerful attack!



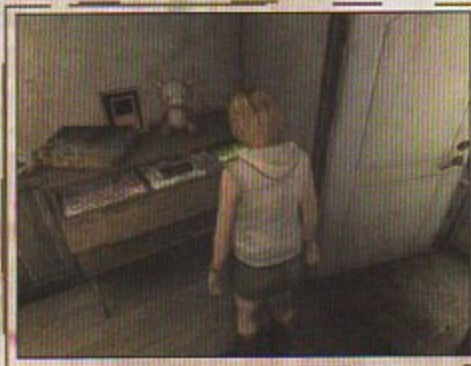
Now that you have some idea of the strategy, eliminating the monster becomes easier. Eight to ten well-timed Shotgun blasts should win the battle. However, especially in harder action difficulty modes, the creature may commence running attacks whereupon it does not decrease in speed as usual before attacking. In such instances, turn off the flashlight and avoid the small pools of light surrounding the rooftop. The Missionary soon loses sight of Heather and decreases

in running speed. Eventually, it stops and stands in one place. While the monster is immobile, tiptoe quietly up behind it by moving the Left Stick very slightly. Without making a sound, creep up behind it. Then you may ambush it, using the darkness to your advantage. Repeat as necessary whenever the Missionary gets out of hand with its running attacks.

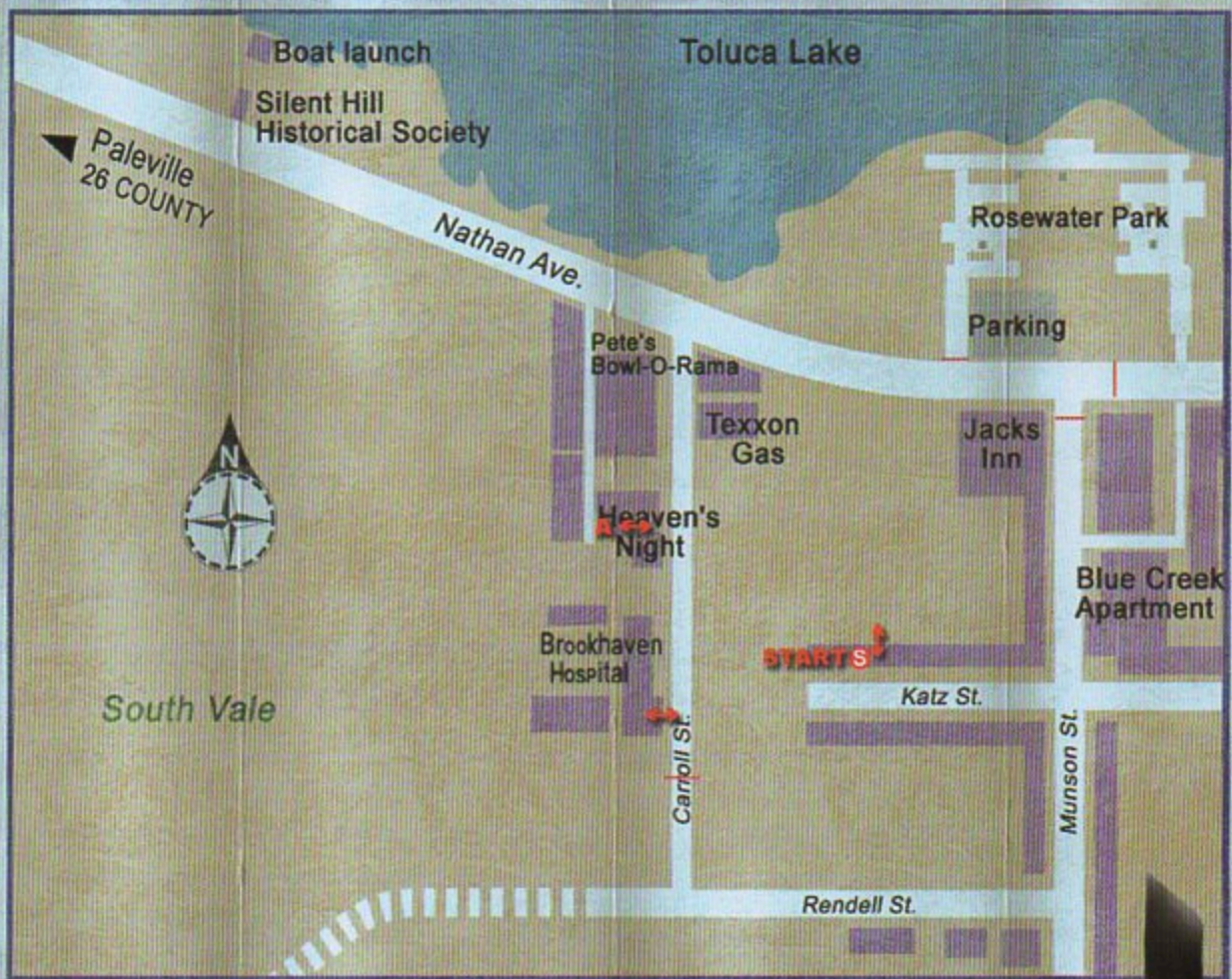
SHORT MOURNING

Back inside the apartment, leave the room of Heather's father and cross the living room to the door beside the television. Inside Heather's room, examine the open dresser drawer to find the **Stun Gun** and 2 **Stun Gun Batteries**. Heather has a new way to shock enemies, to render them vulnerable to attacks with other weapons.

When finished examining things in the apartment and saying goodbye to Heather's father, it's time to get going. Save your game again in the corridor, then exit through the door next to the save point to meet Douglas by the car. Heather is in for a long road trip, as she now heads to the town of Silent Hill...



SILENT HILL



- ↔ Open Door
- S Save Point
- A Shotgun Shells x6
Beef Jerky x4
First Aid Kit



TOWN EXPLORATION

Douglas leaves Heather at Jack's Inn, located in the lakeside neighborhood of Silent Hill known as "West South Vale." Now within her possession are a map of Silent Hill, **Dad's Notebook** passed on to her by Douglas, and two clues. Heather and Douglas are looking for a man named Leonard, who may once have been a patient at a nearby mental facility called Brookhaven Hospital. While Douglas heads to Leonard's last known address, Heather's job is to investigate at the hospital. Use the save point on the table next to the exit, and leave the inn.



Using the map to guide you, head northwest on Nathan Avenue. Due to the thickness of the fog that has sweltered in Silent Hill for nearly 20 years, it is easy to lose your way and get turned in the wrong direction if you just keep running into the white. Stay near the side of the street, and run along the sidewalk, using the fence and other buildings to help you maintain a straight course. Continue until you reach the gas station, then head south on Carroll Street.

HEAVEN'S NIGHT



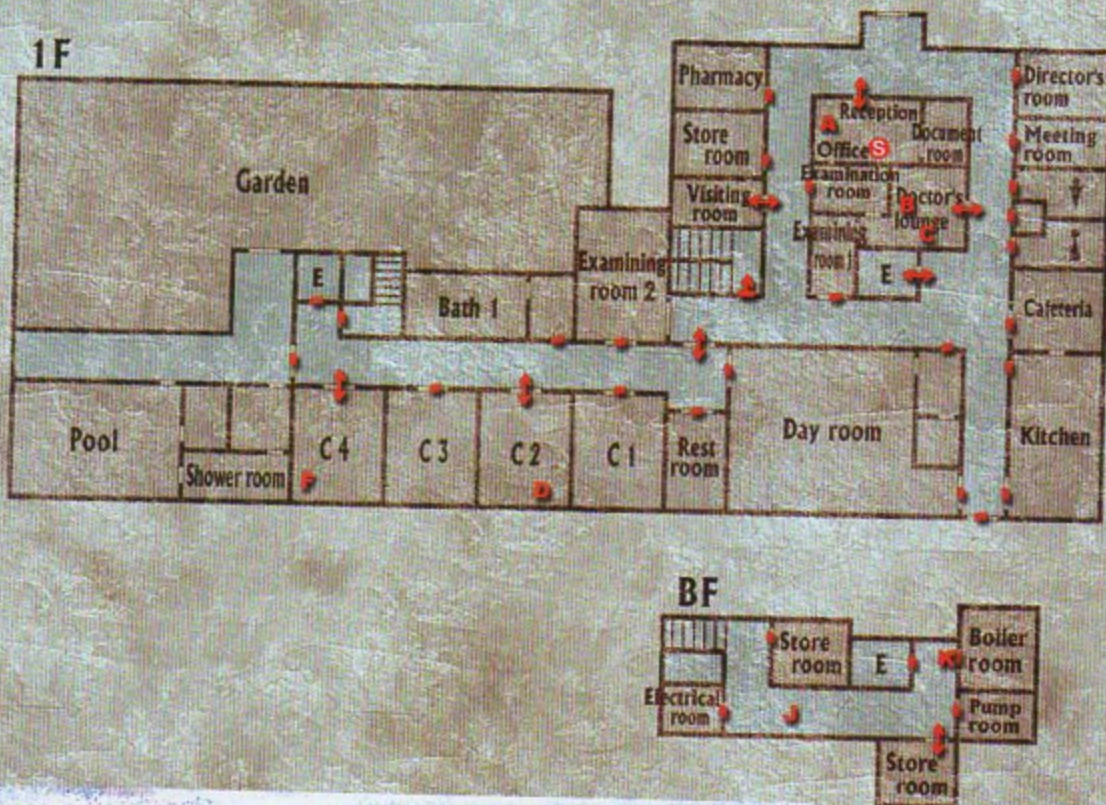
Move down Carroll Street toward the hospital and stick to the west side of the street. The camera shifts when Heather passes a certain alley, with stairs leading up to a shady business called Heaven's Night.

Inside the sleazy club, search the bottom corner of the bar next to the neon sign to find **Shotgun Shells x6**. A tourist pamphlet sits on the table nearest the stage, informing visitors about the benefits of vacationing in Silent Hill. On the booth table to the right of the exit is a **First Aid Kit** and **Beef Jerky x4**. Leave the club and continue south down the west side of Carroll Street until you reach the hospital entrance.



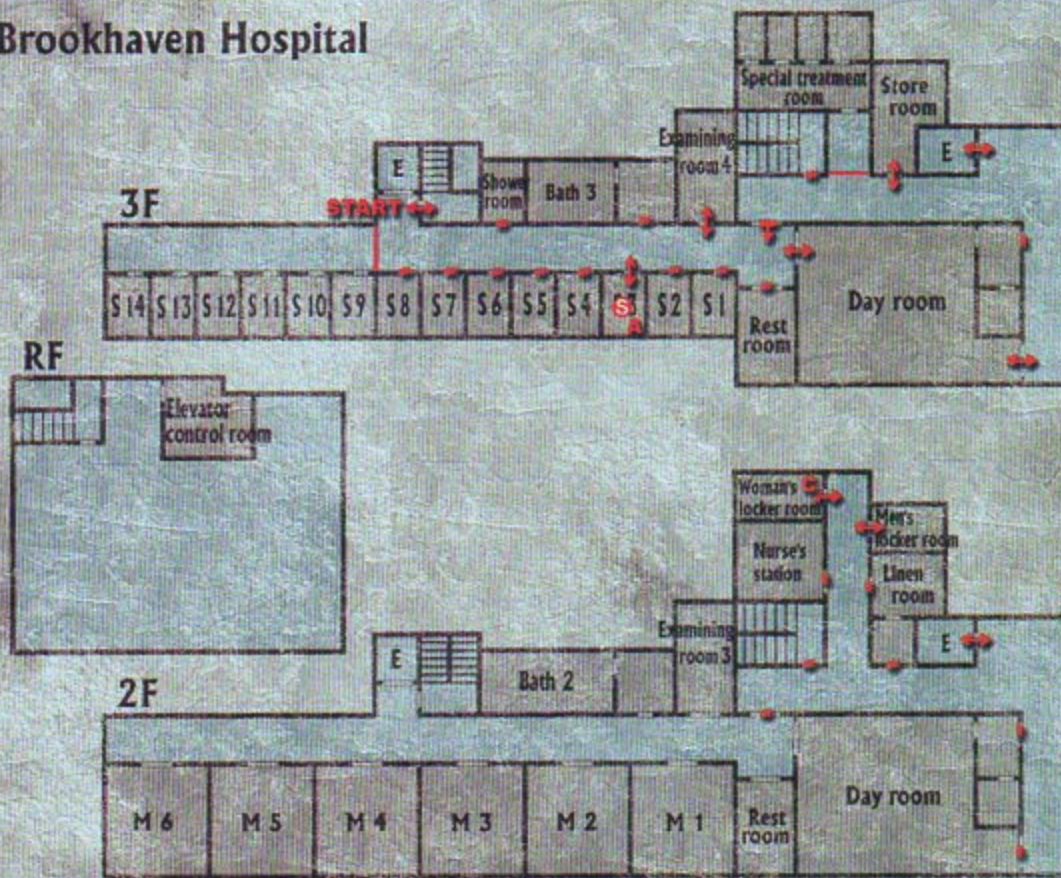
BROOKHAVEN HOSPITAL (NORMAL SIDE)

Brookhaven Hospital



- ↔ Open Door
 - ▲ Locked Door
 - Broken Door
 - Ⓢ Save Point
- | | |
|---|---|
| <ul style="list-style-type: none"> A Hospital Map
Health Drink
[hospital, drug < 20]
Health Drink B [hospital, ammo < 100]
Handgun Bullets x20 C Health Drink D [hospital, ammo < 100]
Ampoule E Nail Polish Remover
Perfume
[hospital, ammo < 100]
Shotgun Shells x6 F Stairwell Key | <ul style="list-style-type: none"> G Instant Camera H First Aid Kit I Submachine Gun Bullets x64 J Submachine Gun Bullets x32 K Submachine Gun L Stun Gun Battery
Health Drink x2 M Health Drink x2 N Beef Jerky x4 |
|---|---|

Brookhaven Hospital



- ↔ Open Door
- ▲ Locked Door
- Broken Door
- Ⓢ Save Point
- A Hospital Map
Health Drink
[hospital, ammo < 20]
Health Drink
- B [hospital, ammo < 100]
Handgun Bullets x20
- C Health Drink
- D [hospital, ammo < 100]
Ampoule
- E Nail Polish Remover
Perfume
[hospital, ammo < 100]
Shotgun Shells x6
- F Stairwell Key
- G Instant Camera
- H First Aid Kit
- I Submachine Gun Bullets x64
- J Submachine Gun Bullets x32
- K Submachine Gun
- L Stun Gun Battery
Health Drink x2
- M Health Drink x2
- N Beef Jerky x4

QUEENS OF EUTHANASIA

The wriggling and convulsing humanoid monsters aptly named as "Nurses" wait to greet Heather just inside the hospital. Nurses are best fought with the Steel Pipe, but only when fighting one Nurse at a time. Some Nurses carry pistols and if you fall outside of a certain range, they won't hesitate to shoot. If a Nurse has a gun, discontinue fighting any pipe-swingers and run directly up to the monster with the firearm. At close range, Nurses will not shoot, opting instead to try for a pistol whip. Close up, you can beat them down with the pipe just like the others.



CHECK IN TIME



Enter the reception office via the door directly across from the hospital entrance, and use the save point on the wall if desired. The **Hospital Map** lies on the desk. One or two **Health Drinks** stand in the open supply cabinet, depending on how much you brought with you to the hospital.



HEATHER'S ADMIRER

Exit the reception office and head to the "Visiting Room." A little doll and an open book lie on the table. The diary contains a sick and twisted greeting addressed directly to Heather from a patient named Stanley Coleman. More of Stanley's diaries appear throughout the hospital. The more entries you read, the more will appear. But no matter how many times you try, Heather will not pick up Stanley's little doll.



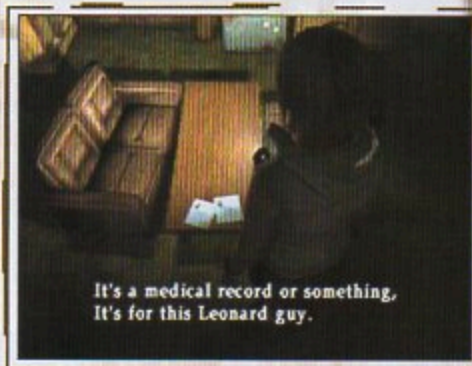
Stanley's Gone!

After reading one of Stanley's diaries, the book and the doll disappear upon leaving the area. However, you can review the diary contents in your Memo sub-menu.



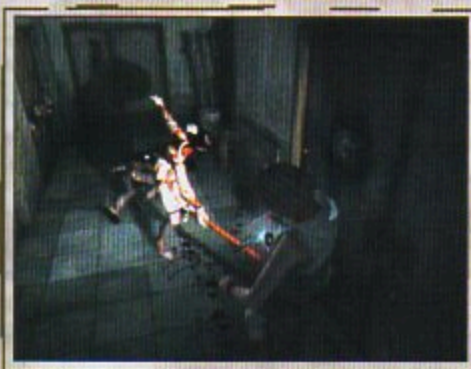
DOCTOR CONFERENCE

Enter the Doctor's lounge on the opposite side of the lobby and read the reports on the coffee table. The memos reveal the truth about both Stanley and Leonard, including their rooms on the third floor of this very hospital. Now you just need to figure out a way to access 3F. Check the mini-fridge twice to find a **Health Drink**. Entering the hospital with little or no ammo, you should find **Handgun Bullets x20** here.



It's a medical record or something.
It's for this Leonard guy.

FURTHER INVESTIGATION



Enter the corridor running along rooms C1 through C4, and use the pipe to counterattack the Nurses on duty. Room C2 contains three Nurses, and an **Ampoule** if you meet the low-on-supplies conditions. However, to get through the Nurses you must use several blasts of the Shotgun. You determine if the prize is worth it, if it is even there.

Inside room C4, another of Stanley's diaries and his dolly lie on the bed. Plastered to the wall with glue are several items, including a key. You must search the hospital to find some method of getting the key off the wall. Return to the lobby of the hospital in order to find a way to the upper floors.



WOMEN'S LOCKER ROOM



If you killed one of the Nurses in the lobby, another appears just in time for the second shift. The door to the stairwell is locked and requires a key, but you can use the elevator. The only floor available is 2F.





Ignore other items of interest on 2F for now, and go directly to the Women's Locker Room. Some off duty nurse left her personal storage locker open, and Heather may now purloin the **Nail Polish Remover** and **Perfume** inside. While the first item allows you to unglue the key downstairs in Stanley's montage, the Perfume is actually a disadvantageous trap item. When equipped, enemies are able to smell Heather from great distances, and they start to seek her out even sooner.

SECOND FLOOR KEYPAD

Across from the locked stairwell door sits one more of Stanley the Stalker's sick messages to Heather. The psycho is actually helpful this time, hinting that the passcode to the nearby door is a four-digit number. With this information in mind, examine the posting next to the door and unravel the riddle to determine the passcode.



HOSPITAL 2F CORRIDOR KEY CODE PUZZLE

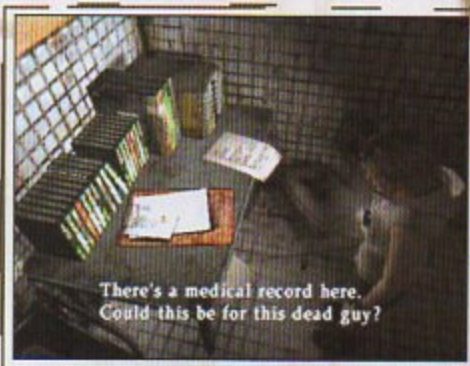
EASY: The riddle on the wall describes starting from an unspecified position, moving your finger a certain number of buttons and pushing again, etc. The first clue is that after pushing the first button, you can move two to the right. Therefore, the first button to push is in the line on the left. The finger moves to the right, then up in the next two steps, so it cannot be the top row. Therefore, the first key to press is 4. Follow the instructions on finger movement, and you end up entering the code: **4639**.

NORMAL: The riddle in this mode is a bit more enigmatic, and involves creating number sets, then systematically disqualifying each set. The major clue to start with is that the second number is two times the third. In the limitations of the nine buttons on the keypad, this creates number sets for the second and third numbers such as (2,1), (4,2), (6,3) and (8,4). Additionally, if the fourth number is half the first, then you have the exact same four two-number sets for the first and fourth numbers of the code: (2,1), (4,2), (6,3) and (8,4). Now combine the two digit sets of the first condition with the two-digit sets of the second condition so that the first number is always greater than the second, and the third number is smaller than the fourth. This produces six valid four-digit combinations: (4212), (6213), (8214), (6423), (8424), and (8634). Now you must use the conditions in the second verse to weed out the incorrect combinations. None of the numbers can be repeated in the set, so this eliminates (4212) and (8424). Only one of the buttons can be in the top row, so this line eliminates (6213), (8214) and (6423). Only one four-digit combination remains, which satisfies the remaining condition as well. The passcode turns out to be **8634**.

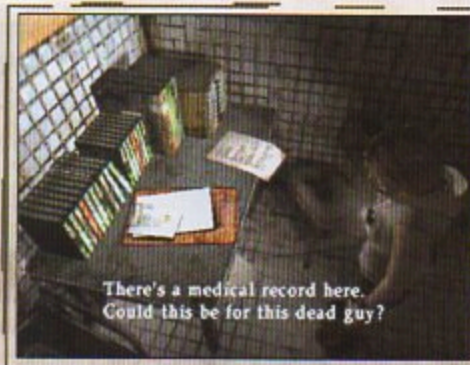
HARD: Once you get over the shock of how gruesome and violent the riddle is, you have to start thinking of the button keypad as a face. Remember that you are facing the imaginary person's face, and that your right is their left. If the bottom row is the mouth, then the cheeks are the second row (4 and 6) and the eyes are the top row (1 and 3). However, the speaker gouged out the right eye and it slides down to the cheek. Therefore, the first number would be the number 4. Watching the bloody tear fall from the eye, it touches the mouth of the face and makes the psycho want to eat the lips. Consequently, the cannibal eats the lips from the right to left of the face, thus 8 and 9. Finally, the madman goes for the left ear, which would be parallel to the cheek. The final number is 6, making the passcode **4896**. Strangely, once you get over the metaphor of eating the face, this solution is as simple to determine as the passcode for Easy Riddle Level.

SECRET OF THE TATTOOED MAN

Proceed into the corridor outside rooms M1 through M6, and defeat the gun-toting Nurses working the hallway. Inside Examining Room 3, a body lies on the table, its feet and a single arm dangling out from under the sheet. The tattoo on the corpse's foot is inconsequential, but the one on the arm is a major clue. Read the doctor's memo on the desk nearby to learn that this patient was previous in room M4.



Head down the corridor to room M4. Proceeding to the halfway point in the room, the alarm beside the bed begins to ring. Examine the clock and turn it off. Note the time at which the alarm sounded. The Riddle Mode changes how you should read the time.



HOSPITAL ROOM M4 BRIEFCASE PUZZLE

The Riddle Level changes the appearance of the clock. Whether or not you turn off the clock does not change the time or solution, nor affect the game in any other way. The time is a four-digit combination that opens the nearby briefcase when entered on the dial lock. The briefcase contains the **Instant Camera**.

EASY: The clock is a digital clock, displaying the exact time to use on the combination lock. Start at the top of the lock with the first digit of the time, whether it is a 1 or 0, then continue rolling each wheel until the time is visible from top to bottom.

NORMAL: The clock is older, with hands rather than digits. Read the time and enter it on the combination lock of the briefcase, in the same top to bottom manner as Easy Riddle Level.

HARD: The clock is the same as Normal, but you must input the time into the combination lock as if it were military time. Considering it is the afternoon in Silent Hill, read the time off the clock and add twelve hours. For instance, 10:38 becomes 22:38 in military hours. Thus, the passcode in this instance would be 2238.



HELLLLLLLLLLLO, NURSE!

As shown on the maps, room M5 contains a **First Aid Kit**, or 2 **First Aid Kits** if you qualified at the beginning of the stage. However, three Nurses guard the tiny room and they will likely hack you up pretty good as you go for the supplies. Use the **Shotgun** to blast through, but only if you really need the recovery items.



STAIRWELL ACCESS



You are finished with the second level for the moment. Return to the first level and go back to room C4. Use the **Nail Polish Remover** to extract the **Stairwell Key** from amidst the junk Stanley glued to the wall. This key unlocks the doors to the stairs, on level 1F or 2F. Go back to the lobby and use the key to unlock the stairs.

First, take the stairs all the way up to the Roof level. If you have read at least two of the previous messages from the stalker, then Stanley has left his doll and another sick diary message for Heather on the landing at the top of the stairs. Two **Closers** stand patiently on the rooftop. Nevertheless, you should be able to dash to the barrel in the corner, grab the **Submachine**

Gun Bullets x64 someone left, then dash back. Don't worry, you will soon own a gun in which to use these.



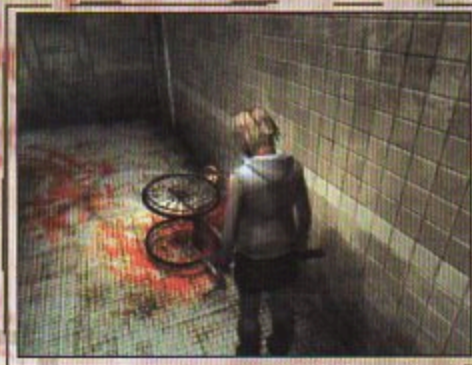
The Elevator Now Goes To Three

As a side effect of unlocking the stairwell, the elevator now cooperates and goes to 3F, if that is your preferred method of travel.

SEMI-AUTOMATIC

Next stop is at the bottom of the stairs, all the way down in the basement. Moving along the corridor, Heather's gaze is drawn by another clip of **Submachine Gun Bullets x32** in the middle of the path.

Continue past the overturned wheelchair to the bloody scene at the end. An empty **Submachine Gun** lies in the opposite corner. Perhaps you will have better luck using it than its last owner did.



BEHIND THE SHELVES

Enter the upturned basement storage room and examine the shelves and the streak of blood pointing behind it. There is a slender gap between the shelves and the wall, where you can use the Instant Camera to take a picture of what is behind. The Polaroid develops to reveal a four-digit passcode inscribed on the wall. Keep this randomly generated code in mind and ascend the stairs back up to 3F.



THIRD LEVEL TRIPS



On 3F, first enter the Store Room and use the save point if interested. Pick up 2 **Health Drinks** and a **Stun Gun Battery** from the nearby shelves. If you haven't yet taken the picture in the basement, then another diary message from Stanley and his doll will be on the perpendicular shelf. The message relates the location of the four-digit code inscribed behind the shelves in the basement.

Head into the Special Treatment Room and read the memo on the wall. With careful deduction, you will figure out that one of the nurses was violent with a patient. She is receiving punishment by confinement in one of the solitary rooms here. Entering the second door from the right, you will encounter the Nurse monster in the tiny padded room. Now that you know the situation, don't go in there if you don't want to. If you are interested, Stanley has left love poetry for Heather in the padded room to the far left.



THE PRIVATE ROOMS

Enter the four-digit passcode gained by taking the Polaroid in the basement into the keypad next to the door leading to the individual patient rooms. Quickly slip into room S1. A magazine on the bed describes the horrific actions of the cult at a local orphanage. Check the nightstand for 2 **Health Drinks**.





Continue down the corridor, grabbing **Beef Jerky x4** from the bench on the right. Enter Stanley's normal room, which is S7 as described in the doctor's notes. If you read three or more of Stanley's other diaries, his final note lies on the bed. Although Stanley was a creep, take heed of his final warning. When you exit to the corridor, three nurses will be waiting to punish you for reading Stan's diaries.

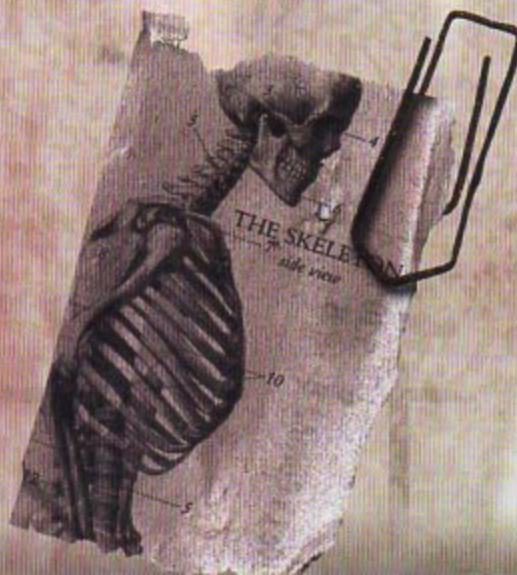
LEONARD'S INVITATION

Proceed down the third floor corridor to Leonard's room, which is S12. En route, you should finally meet up with the Nurses of this corridor. The monsters appear in a cluster, but should be easier to handle if you lead one of them down the corridor away from the other two. Isolating enemies makes it much easier to bash in their brains.



Moving into Leonard's tidy room, the telephone on the nightstand suddenly rings. Examine the phone to answer it. After some initial misunderstandings, Leonard tells Heather to find him behind the door at the end of the second floor hallway.

Return via stairs or elevator to 2F, and proceed down the long corridor past room M6. At the end of the corridor, there is a brand new door where none was before. According to the map, it should not be there. Regardless of your apprehensions, enter the door anyhow.



THE MAZE

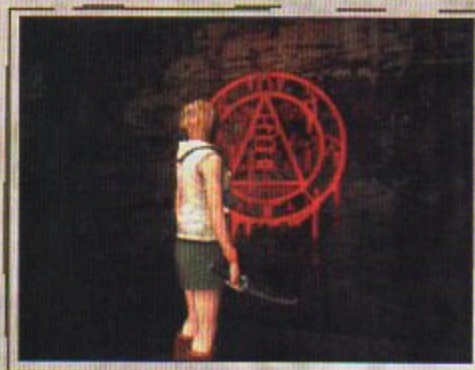
Heather enters something of a living corridor, which responds to her movements. For instance, proceed forward to the gate, and it rises as she approaches. Continue down the corridor to the t-shaped intersection, where a gate drops to cut off one of the two passages. Following the guidance of the moving gates, you should be able to make it through the maze easily.



Proceeding into the next maze section, a gate drops behind Heather. At the following intersection, head to Heather's right. The next two gates play with Heather; advancing toward the opening triggers a gate to cut off the path. When Heather turns around and heads toward the closed gate, it rises. Continue down the corridor to another door.



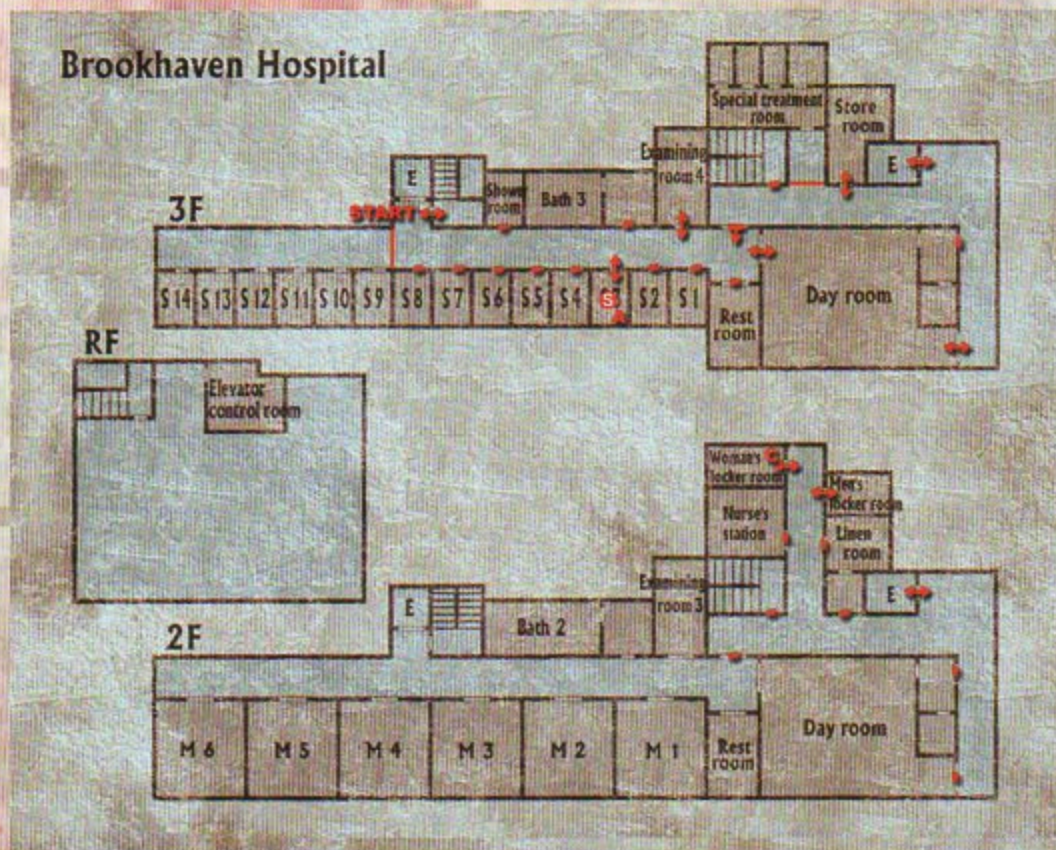
Take two lefts in the final passage and proceed down the corridor as gates slam shut violently. Suddenly, Heather is trapped in a small area. Examine the giant red insignia on the wall. Heather has a short flashback. Returning to the situation at hand, the wall where the insignia was previously is gone. Continue down the new corridor and enter the room at the end.



As Heather climbs the ladder in the room, the symbolic monster Valtiel twists the valves of fate. Heather may be climbing, but she is only rising into a new kind of Hell...

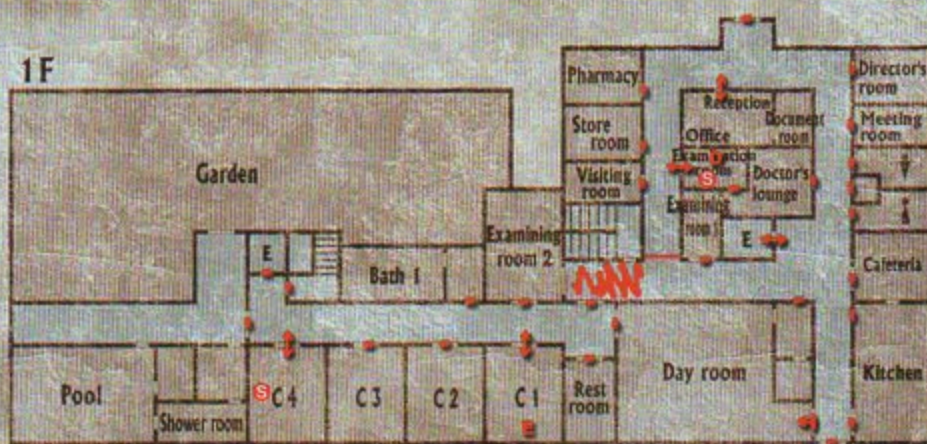


BROOKHAVEN HOSPITAL (REVERSE SIDE)



Brookhaven Hospital

- ↔ Open Door
- 🔒 Locked Door
- 🚪 Broken Door
- 📍 Save Point
- A Handgun Bullets x20
- B Cremated Key
- C Plastic Bag
Health Drink
[hospital, drug < 20]
Health Drink
- D Ampoule
- E Birthday Present
[see conditions in section]



LIVING WALLS



Check your map, because whether you recognize it or not, you are back on the third floor of Brookhaven Hospital. The corruption and evil are tangible here, but the special effects are amazing. The doors are barely visible on the walls, so use the map to position yourself near room S3, then enter.

Inside the small room is a save point and **Handgun Bullets x20**, resting on the windowsill. For reference sake, cross the corridor and enter Examining Room 4. A body is in the process of bleeding into a bucket placed below. This is an important location to remember when clearing this stage.



MIRROR, MIRROR



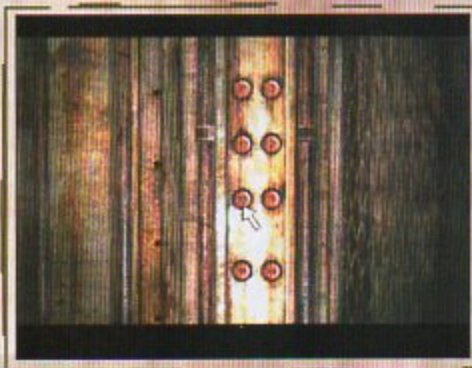
Head through the Day Room at the end of the corridor, and equip the Shotgun as you enter the area near the elevator. Run into the central area where several Slurpers are sniffing around. Try to blast the monsters as a group, to conserve your shell count.



For a scary experience, enter the Store Room. Inside, Heather can see her mirror reflection. However, small lines of blood begin seeping out of the reflected sink, and soon cover the floor and walls. As you watch, blood engulfs Heather's reflection and soon her mirror image stops moving. Before she can catch a breath, lines of blood begin seeping out of the real sink standing next to her! When she tries the door, she cannot get out! The door will not open until the lines of blood have touched the door and are closing in on Heather. Escape quickly, because touching the lines of blood drains small amounts of energy from Heather, until she is dead. This event occurs only once per game.



THE BURNING PLACE



Board the elevator and examine the button panel next to the gate. The three main floors of the hospital are available, and so too are the new levels B1, B2, and B3. The only one of the new buttons that works is B3.



Heather finds herself in a kind of mortuary and crematorium deep beneath the hospital. The incinerator door may be wide open or closed and locked, depending on your chosen Riddle Level. If the door is open, take the **Cremated Key** from inside and ride the elevator back up to the second floor. If the crematorium door is shut, you must solve the puzzle to get the key.

HOSPITAL BASEMENT MORTUARY PUZZLE

EASY: The oven door is open, so take the key and leave.

NORMAL: Examine the oven door and note the scratches. The lines correspond to the placement of gurneys in the room. Roman numerals are etched into randomly chosen squares, corresponding to the gurneys in the mortuary covered with sheets. The placement of roman number I in the grid indicates that the numbered gurney in that position in the room is the first number in the four-digit combination that unlocks the oven door. You could run back and forth a whole lot to check the positions of the gurneys in the room, or you can just compare the placement of roman numbers to the handy graphic.

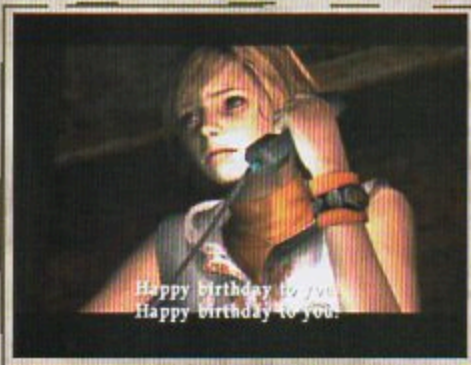
For instance, with the above-pictured layout of roman numerals, the first number is 6, the second number is 0, the third is 8 and the last is 7. So in this case, you could rotate the dials of the lock to 6087 and unlock the door successfully. Use this chart to determine the combination generated during your game.

1			2
3	4	5	6
7	8	9	0

HARD: The Hard Riddle Level puzzle will seem familiar to veterans of *Silent Hill 2*, who had to endure comparing the poem in the labyrinth to the notes on the bodies hanging around a certain room. In the hospital basement, the oven is closed and a poem is on the door. The first four verses of the poem refer to four different gurneys in the mortuary. Examining each of the ten numbered gurneys, you will find there is a short poem about a bird attached to each. The poems are based on the nursery rhyme, "Who killed Cock Robin?" but you don't need to run to the library just yet. Compare the poem on the gurneys to the poem on the oven lid to determine which verse corresponds to which numbered gurney. The first verse of the oven door is easy to decipher without the nursery rhyme. The note attached to gurney number 9 describes a "pure" bird who shall "never grow old". Therefore, the first number of the combination is 9. The second verse refers to a "hunter" that is "within the earth". The verse on rolling table number 2 is about an owl, which is a bird of prey, that is "earthbound". The third verse describes some colorful imagery about a bird with a heavy body. Elements of fire and cloud suggest red and white. The poem on table seven talks about the "black ambition" of the Linnet. A Linnet bird is commonly black, red and white, so you have the third number in the combination. For the final verse, the Sparrow is the bird that is being called "to the gates of Hell", because it killed Cock Robin. The sparrow is discussed in the verse attached to table number 1. To arrange the numbers of the code, start with the table that corresponds to the first verse (9). Then link the table that corresponds to the second verse (2), and continue through the first four verses until you have the code **9271**.



A BAG OF BLOOD



Ride the elevator up to level 2. Enter the Men's Locker Room and proceed a little ways in. A phone starts to ring inside one of the lockers. Examine the second locker from the right to find a payphone. A mysterious caller wishes Heather Happy Birthday. Following this event, some items are placed on 1F. There is a little more to take care of here first, however.



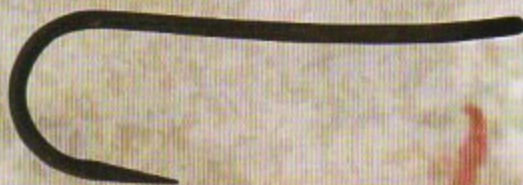
Exiting either one of the locker rooms on 2F, triggers Slurpers to appear in the corridor between. You should be able to slip from one locker room to the other without problem. Just be ready to fight or flee when emerging from the Women's Locker Room.



Inside the Women's Locker Room, a pitiable creature is confined inside a locker. You may examine the locker to learn Heather's thoughts about the creature, without fear of harm. Check the wastebasket to the left of the door to find a **Plastic Bag**, in addition to 1 or 2 **Health Drinks**, depending on your needs as you entered the hospital.



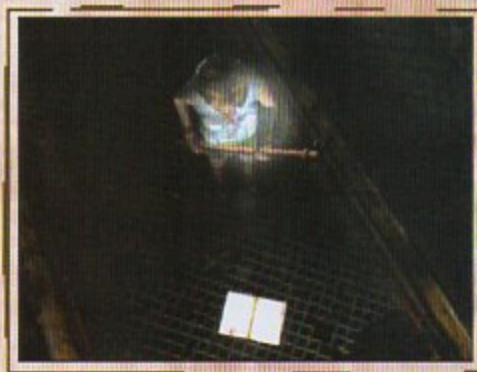
The Plastic Bag is a container. You will need blood for a later event, so ride the elevator back to 3F. Stand near the body in Examining Room 4 that is dripping blood, and use the Plastic Bag in order to collect blood.



FIRST LEVEL INTERESTS

Having witnessed the telephone conversation in the Men's Locker Room on 2F, ride down to the ground floor. After dealing with Slurpers and a Nurse as you please, enter the Examination Room behind the Reception Office. Inside is a save point and an **Ampoule**. Read the memo on the desk to learn about a violent patient. The room number 312 does not exist, but if you think about it you will determine that it must be the twelfth room on the third floor. Food for thought...





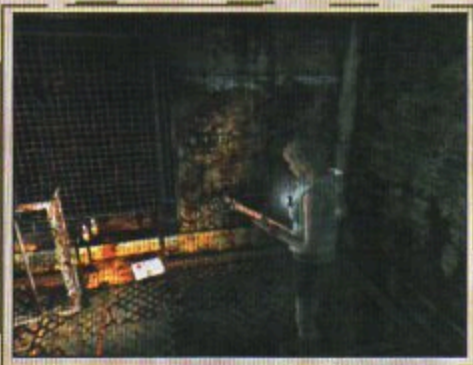
Return to the lobby and enter the door on the wall just below the elevator. At the end of the short passage is a message from a rather psychotic individual. Return to the lobby and unlock the door to the Day Room with the Cremated Key. Match wits with a pipe-hitting Nurse, then proceed into the long corridor in front of rooms C1 through C4.

HAPPY BIRTHDAY!

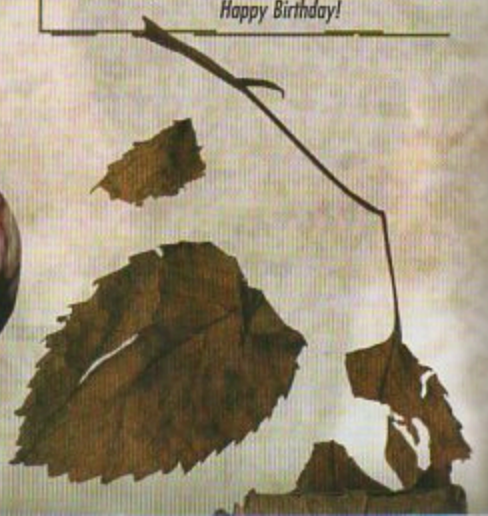


If your ammo supplies are still good, use the Shotgun against the pistol-packing Nurse and Slurpers in the hallway. If someone phoned Heather to sing the Happy Birthday song while she was in the Men's Locker Room on 2F, then "Happy first birthday!" is written on the wall outside room M1. If the writing is in place, room M1 will be unlocked.

The items located in room M1 as well as the number of Nurses present are determined by a quick calculation of the value of your current supplies. Using the charts below, determine if you can manipulate your supplies to get a better birthday present before entering the room. However, if you are already well-stocked on ammo and recovery items, then just accept what is offered when you enter. The game counts points for each type of ammo, and calculates a variable called "bp-ammo-points". A likewise calculation happens in regard to recovery items, called "bp-drug-points". The game then determines which score is greater, and gives you the type of supplies you are lacking in. The game adds your bp drug points and bp ammo points together, and determines how many nurses appear in the room along with the birthday presents.



Additionally, look behind the bed to find a birthday card.
Happy Birthday!



BP-AMMO-POINT VALUES

Supply	Bp-Ammo-Point value
Handgun Bullet	+1 point
Shotgun Shell	+2 points
Submachine Gun Bullet	+1 point
Bp-Drug-Point Values	
Supply	Bp-Drug-Point value
Health Drink	+4 points
First Aid Kit	+8 points
Ampoule	+12 points

BP-AMMO-POINT IS LESS THAN OR EQUAL TO BP-DRUG-POINTS

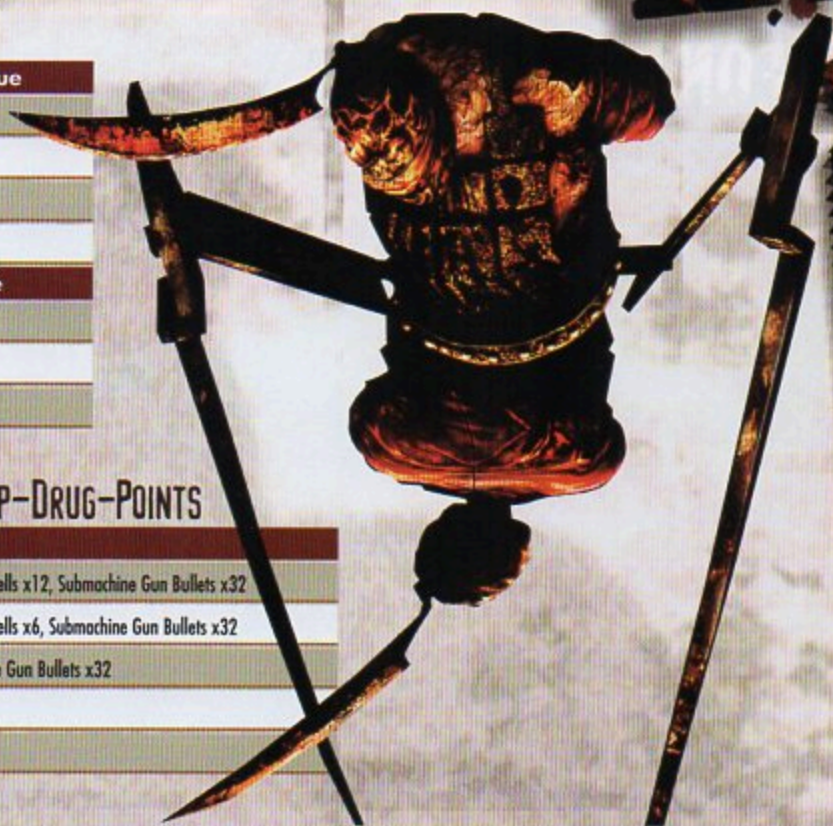
Bp-Ammo-Point Range	Birthday Presents
Up to 30	Handgun Bullets x30, Shotgun Shells x12, Submachine Gun Bullets x32
31 to 60	Handgun Bullets x30, Shotgun Shells x6, Submachine Gun Bullets x32
61 to 90	Handgun Bullets x30, Submachine Gun Bullets x32
91 to 120	Handgun Bullets x30
121 and above	Handgun Bullets x20

BP-AMMO-POINT IS GREATER THAN BP-DRUG-POINTS

Bp-Drug-Point Range	Birthday Presents
Up to 30	Health Drink x3, First Aid Kit x2, Ampoule x1
31 to 60	Health Drink x3, First Aid Kit x2
61 to 90	Health Drink x3, First Aid Kit x1
91 to 120	Health Drink x2, First Aid Kit x1
121 and above	Health Drink x2

NURSE(S) GUARDING BIRTHDAY PRESENTS

Bp-Ammo-Points + Bp-Drug-Points	Nurse(s)
Under 119	0
120 to 189	1
190 to 259	2
260 and above	3



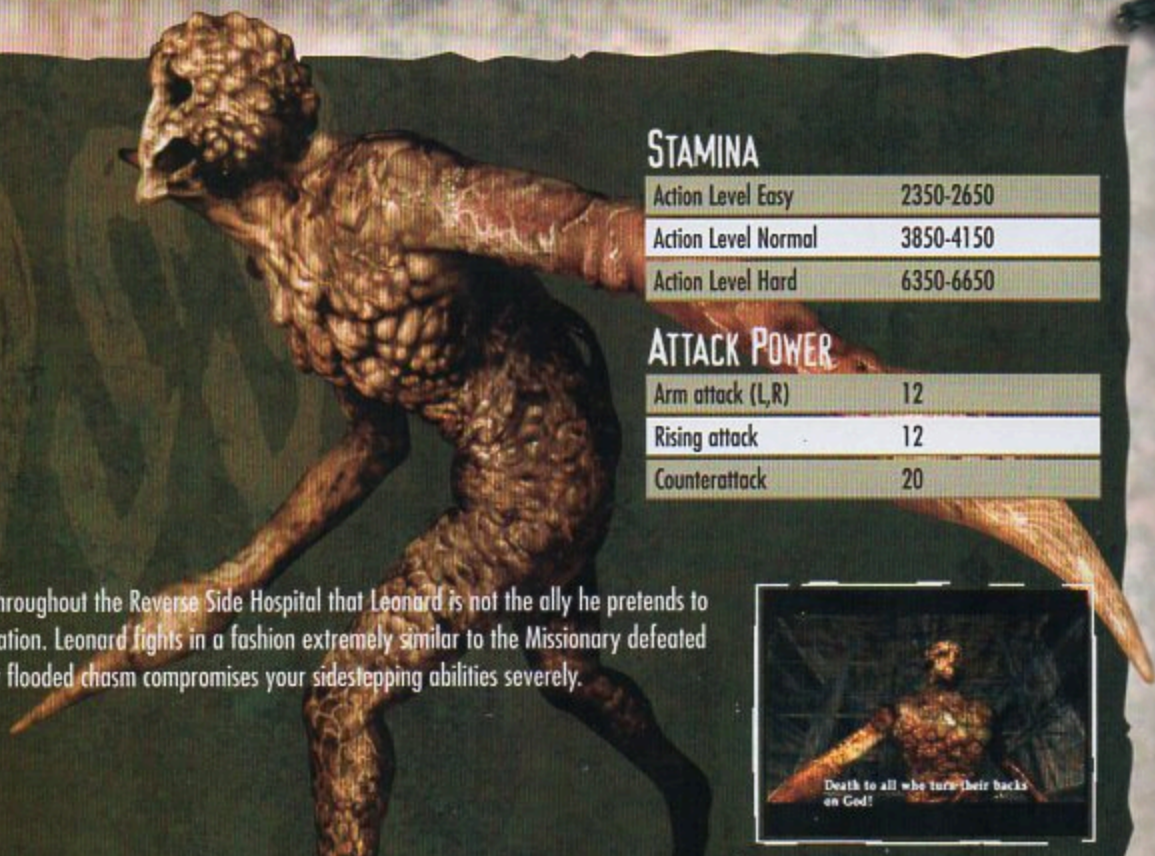
STAGE WALKTHROUGH - BROOKHAVEN HOSPITAL (REVERSE SIDE)

SACRIFICE

Continue down the first floor corridor and enter room C4. Examine the room carefully, and read the book open to the left of the makeshift altar for a clue. Use the Plastic Bag (with Blood) item at the altar. You can no longer exit the room as normal, because a huge hole has formed between Heather and the door. Use the nearby save point to record your game data, then climb down the ladder into the hole.



LEONARD



STAMINA


Action Level Easy	2350-2650
Action Level Normal	3850-4150
Action Level Hard	6350-6650

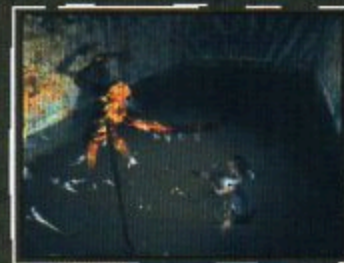
ATTACK POWER

Arm attack (L,R)	12
Rising attack	12
Counterattack	20

Many hints have indicated throughout the Reverse Side Hospital that Leonard is not the ally he pretends to be. Now comes the confrontation. Leonard fights in a fashion extremely similar to the Missionary defeated earlier. However, this murky flooded chasm compromises your sidestepping abilities severely.



As usual, this looks like a job for the Shotgun. Quickly open the Main Menu and equip yourself as needed. As you face Leonard at the start of the battle, back up a couple steps to avoid his first attack and then blast him. As Leonard cavorts in the water, avoid the temptation to run in for a second attack. Instead, back away. The monster rises quickly after a blast, and attacks on the way up. You can block any of Leonard's attacks from the front by holding Guard . After the creature is back on its feet, blast it again.



Suffering two such attacks from you, the boss usually begins swimming through the water. Leonard also dives if it manages to attack Heather successfully more than once. The creature is impervious to attacks while submerged. As it is swimming rapidly through the murk, keeping track of the monster may be difficult.



Still, try to fall in behind the creature and run after it as it swims. Decrease speed as Leonard slows down, and move up behind it as it rises and sneaks a peek at the area. Leonard is impervious to shots from the

rear, so you must strafe to the side or front of the monster to hurt it with a Shotgun blast. However, you can strike from the rear with a melee weapon, such as the Steel Pipe, and still hurt the monster effectively. If you are low on ammo, consider this "follow and ambush" technique to be your alternative strategy. Continue following Leonard around the hole, attacking it and avoid its counterattacks.



BACK TO THE MOTEL



Defeating Leonard, Heather returns to the Normal Side hospital. She obtains the **Talisman** during the follow up cinema. Exit room C4 and head out to the lobby. Stop by the Reception Office near the front exit of the building and save your game. This is the last opportunity to record your progress for a while.

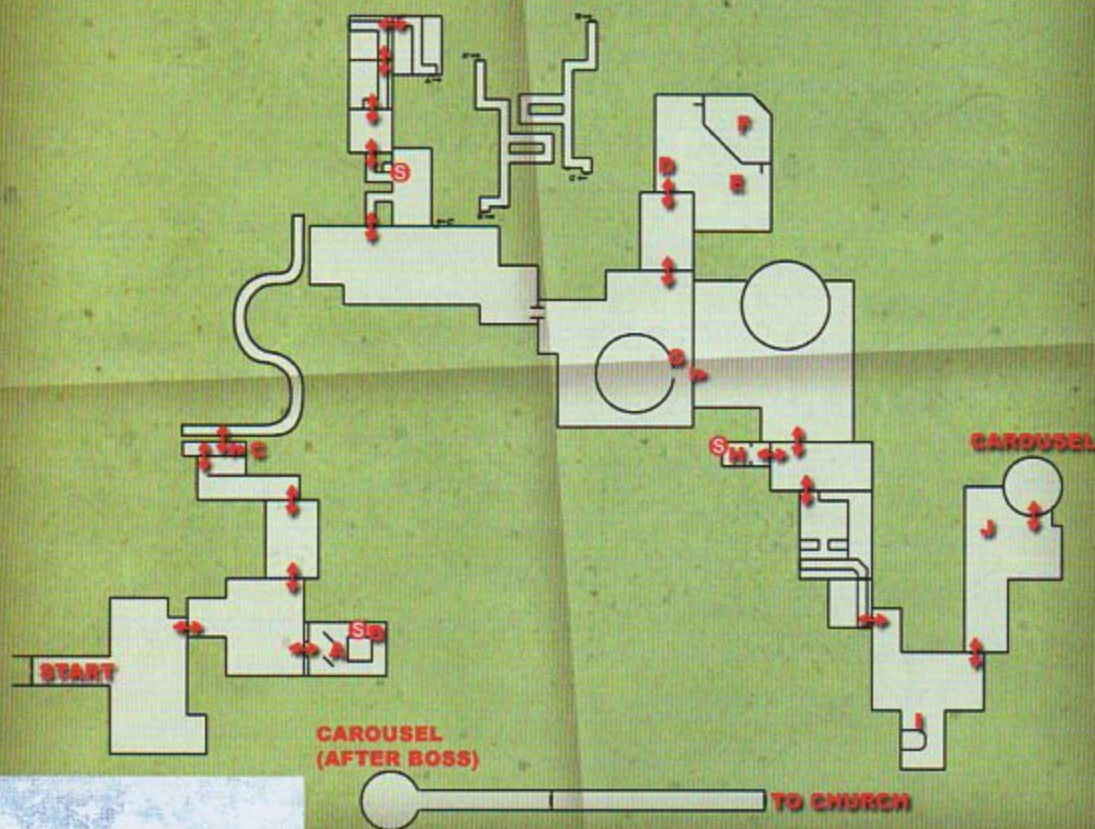
Exit Brookhaven Hospital and return to Jack's Inn on Nathan Avenue. Vincent waits for Heather in her hotel room, to tell her that Claudia is waiting for her on the north side of the lake. To reach "the church", you must go through the Lakeside Amusement Park.

Leave Vincent behind and head northwest up Nathan Avenue. As you pass by Pete's Bowl-A-Rama, the scene shifts automatically to Heather entering the Amusement Park.



LAKESIDE AMUSEMENT PARK

LAKESIDE AMUSEMENT PARK



↔ Open Door

▲ Locked Door

★ Broken Door

Ⓢ Save Point

A Beef Jerky x1
[amusement, ammo < 130]
Handgun Bullets x20
[amusement, drug < 15]
First Aid Kit x2
[amusement, drug > 30]
First Aid Kit
[amusement, drug < 30]
Ampoule

B Roller Coaster Key

C Health Drink x2

D Health Drink
Shotgun Shells x6

E Chain

F Red Shoe

G [amusement, ammo < 60]
Submachine Gun Bullets x32
[amusement, ammo > 50]
Handgun Bullets x10

H Douglas's Notebook
Doll's Head
[amusement, drug < 30]
Ampoule

I Stun Gun Battery x2

J First Aid Kit

NIGHTMARE REVISITED



As soon as Heather enters the park, Normal Side transforms into Reverse Side. The park remains in this condition throughout your investigations here. Additionally, you will not have the ability to chart your progress on a map because there is not a map for the Amusement Park. Fortunately, this is a straight-shot, linear area. All you have to do is cross dark areas, find the exit door and proceed. Refer to the map presented in the guide to determine how close or how far from supplies you are.

SOUVENIR SHOP INCIDENT

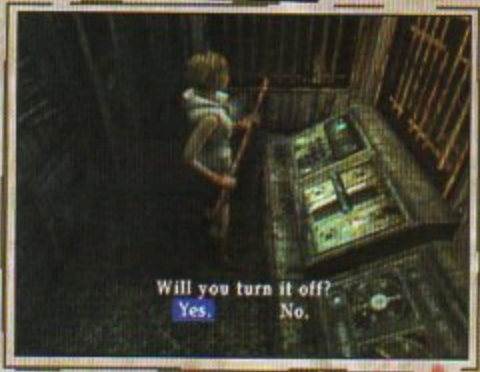
The first several areas of the game are identical to Heather's opening nightmare, with some differences in enemy placement. Proceed directly to the souvenir shop in the circular shopping mall area. The souvenir shop might be a smorgasbord of supplies, if you entered the Amusement Park with just the right amount of recovery items. Use the maps to determine what all might be found in the souvenir shop. Regardless, at least you can always find some **Beef Jerky x4** on the checkout counter.



Investigate the cookie boxes in the rear corner of the store. As you are headed back toward the front door, a loud crash occurs. Return to the cookie boxes to find they have fallen off the shelf. Among the spilled items is a save point. One of the cookie cans is broken open, and inside is the **Roller Coaster Key**. This is certainly different from what occurred in Heather's nightmare.

COASTER CONTROL

Make your way up the stairs to the Mountain Coaster's control booth, exactly as Heather did in her dream. Rather than jump on the tracks, use the Roller Coaster Key to open the booth. Collect the 2 **Health Drinks** inside and examine the control panel. Turn the roller coaster off, then exit the booth and run down the coaster tracks.



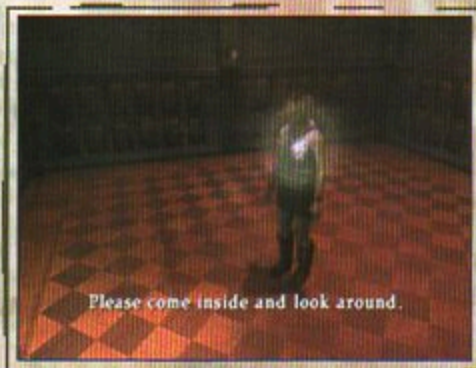
The forces of evil cause the coaster to barrel down the tracks anyway, but you have the ability to change the outcome of Heather's dream this time. If you turned off the coaster at the control booth, then Heather survives her fall from the tracks. If you did not turn off the roller coaster, then the train runs over Heather and the game ends.

BORLEY MANSION

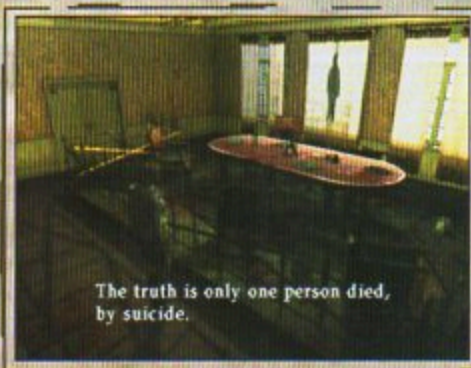
After Heather climbs down off the ticket booth roof, enter the nearby door bearing the sign reading "Borley Haunted Mansion." You are in for a rather sickly amusing experience, fraught with traps and pitfalls. Find the save point taped to the admission booth window and use it. Without foreknowledge of the traps in Borley Mansion, you might accidentally die. If at any point you need to read something from this guide during the following section, please press START to pause your game.



The mansion is set up exactly like a carnival attraction. A series of locking and unlocking doors lead you from room to room, while a cheesy narrator tries to be creepy. In your first game, each door is locked until the narration tape finishes playing. In subsequent games or after using a Continue to restart, the doors are unlocked and you can dash through the rooms as quickly as you like.



Please come inside and look around.



The truth is only one person died, by suicide.

SURVIVING THE TRAPS

In the mock study, move around the gate toward the wooden door and a body falls out of the ceiling. Closer inspection reveals something quite gruesome. Turn around and exit through the gray metal door in the opposite corner.



Jeez, it's real! This is a real dead body hanging here.



I'm so sorry.

Entering the next area, the narration warns of traps. Hold **R2** to enter caution mode, and walk through the room in this state. If you are in caution mode, the spikes in the ceiling will not hurt Heather when they fall. Otherwise, if Heather is standing straight up she will take damage and possibly die if her health was already critical.

The next two corridors exist somewhere outside of possibility. As you proceed a few steps into the area, the corridor begins to incinerate itself. You must run ahead of the all-consuming red glow, since touching it greatly damages, and possibly kills, Heather. Run quickly through the two corridors and exit the mansion.



MAKESHIFT GATE WENCH



After exiting the mansion, turn Heather to her left and search for an alley to the next area. Avoid killing the Double Head and Closer in the next zone if possible, since you can make them disappear by other means.

The green gate across from the entrance to the Swing Rocket ride is sealed shut. Find the gray gate north of the Swing Rocket and proceed straight through the next enemy-encrusted area to the kiddie amphitheater. Search the bench to the left just inside the theater to find a **Health Drink** and **Shotgun Shells x6**. Move down the center aisle and examine the bleachers to find a **Chain**. Before leaving, continue up to the stage and take the **Red Shoe** from the spotlight.



Return to the Swing Rocket, where the enemies that were previously here have vanished. Examine the green gate and use the Chain. Then move onto the ride platform and examine the center column. Open your menu a second time and use the Chain again. Once you have attached the Chain to both places, it becomes visible on the ground, stretched between the two locations. Enter the control booth and pickup the **Handgun Bullets x10** or **Submachine Gun Bullets x32** across from the controls. Then turn on the ride, and the chain winds around the center column. Eventually, the makeshift wench pulls the green gate open.



OFFERINGS TO THE PRINCESSES

After Heather finishes speaking with Douglas in the next area, you may return at any time and speak to him once more if desired. Otherwise, continue through the gate Heather is facing after the scene.



Enter the Fortune House on the right. **Douglas's Notebook** rests on the chair just inside the small entrance. When Heather picks up the item, she reads only an excerpt. For more information, examine this item in your inventory. Continue into the fortuneteller's parlor and take the **Doll Head** on the table. Use the nearby save point if desired, and leave.

Cinderella and Snow White stand inside the "Marchen Travel" ride. Move between them, and examine the photographs on the ground. With a keen eye, you should notice something different about the shadows of each. Return to the life-size characters, place the Doll Head in Snow White's hand and set the Red Shoe at Cinderella's feet. The left door on the rail becomes unlocked. Don't worry, the dragon won't do you any harm. Exit through the metal door in the corner.



SLAUGHTER OF THE HORSES



Evade the Pendulum and exterminate the Double Heads in this area so that you can pick up **Stun Gun Batteries** on the concession stand counter. Beside the batteries is a notepad, used as a save point during the original *Silent Hill*. While Heather cannot use it to save, it does contain an interesting message for her. Go through the partially open gate northwest from the concession stand.

Approach the merry-go-round and keep your eyes open for a **First Aid Kit** on a bench off to the left. Board the merry-go-round, and quickly examine the note stabbed into the nearest horse. "When 13 turns count 4, you will die from their curse" means that when the merry-go-round revolves 52 times with you on it, the horses will expel red breath that poisons Heather and kills her. Before that occurs, you must "kill" all the horses on the merry-go-round. Equip the Maul or Katana and position yourself near each moving horse. Attack the horse with a melee weapon until it lets out a loud death rattle and stops moving. Then move on to the next horse, and work your way around the carousel until all the horses are "dead."



MEMORY OF ALESSA

ATTACK POWER

Knife	10
Handgun Shot	20
Pistol Whip	8
Steel Pipe	15
Submachine Gun Shot	30
Submachinegun Bashing	8

STAMINA (1ST FORM)

Action Level Easy	1120
Action Level Normal	1400
Action Level Hard	1680

STAMINA (2ND FORM)

Action Level Easy	1280
Action Level Normal	1600
Action Level Hard	1920

STAMINA (3RD FORM)

Action Level Easy	1440
Action Level Normal	1800
Action Level Hard	2160

STAMINA (4TH FORM)

Action Level Easy	1600
Action Level Normal	2000
Action Level Hard	2400

MEMORY OF ALESSA, con't



The monster assuming Heather's form attacks with weapons. The first form is weak, and attacks with a knife. If you attempt to shoot the monster, it blocks the attack with Heather's own guarding action. Fighting Nurse monsters has prepared you for this challenge. The only way to fight the monster is to equip a melee weapon such as the Katana and use great hand-to-hand skills. Allow the boss to attack first, and use your guard to block. Alessa's blows can partially negate your block, however.

Therefore, it is beneficial to equip the Bulletproof Vest while fight-

ing her. Once you've successfully blocked her attack, strike the monster while it is trying to recover from the impact force of the deflection. Keep slashing it back and forth with the Katana or Steel Pipe until it stops reacting to the blows. Then wait for it to attempt an attack again, and block. Repeat this process until the first form dissolves.

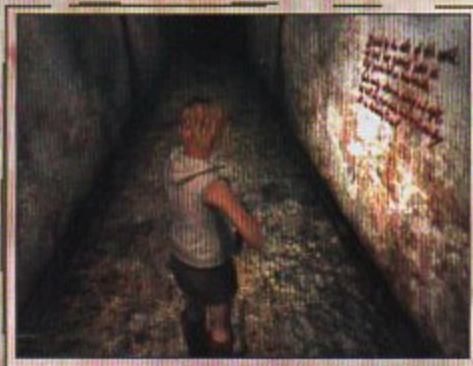
The second form materializes somewhere else on the carousel. Do not wait for it to come to you, because it carries a Handgun and will shoot you from afar. Run directly up to the monster. At close range, the creature only attempts to attack by pistol whipping Heather. In that case, block the attack with your guard and counterattack with the Steel Pipe or Katana. If the monster tries to run off, quickly chase after it and close the distance to prevent it from trying to shoot.



Dispatch the third form much like any Nurse, since it carries only a Steel Pipe. However, the fourth appearance of the monster totes a Submachine Gun. Again, you must close the gap between you and the creature quickly, to negate its ability to shoot. Wait for the monster to attack, block its attack and strike with a melee weapon.

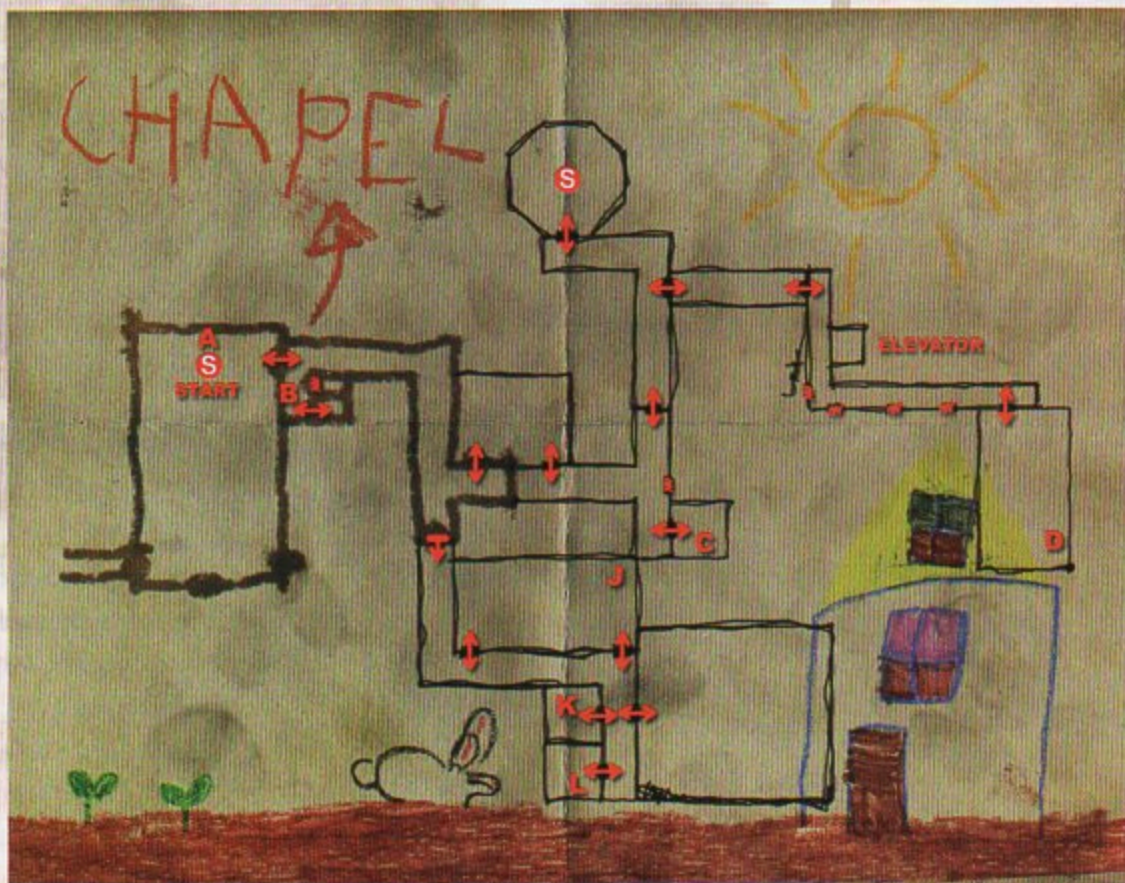


ARRIVAL

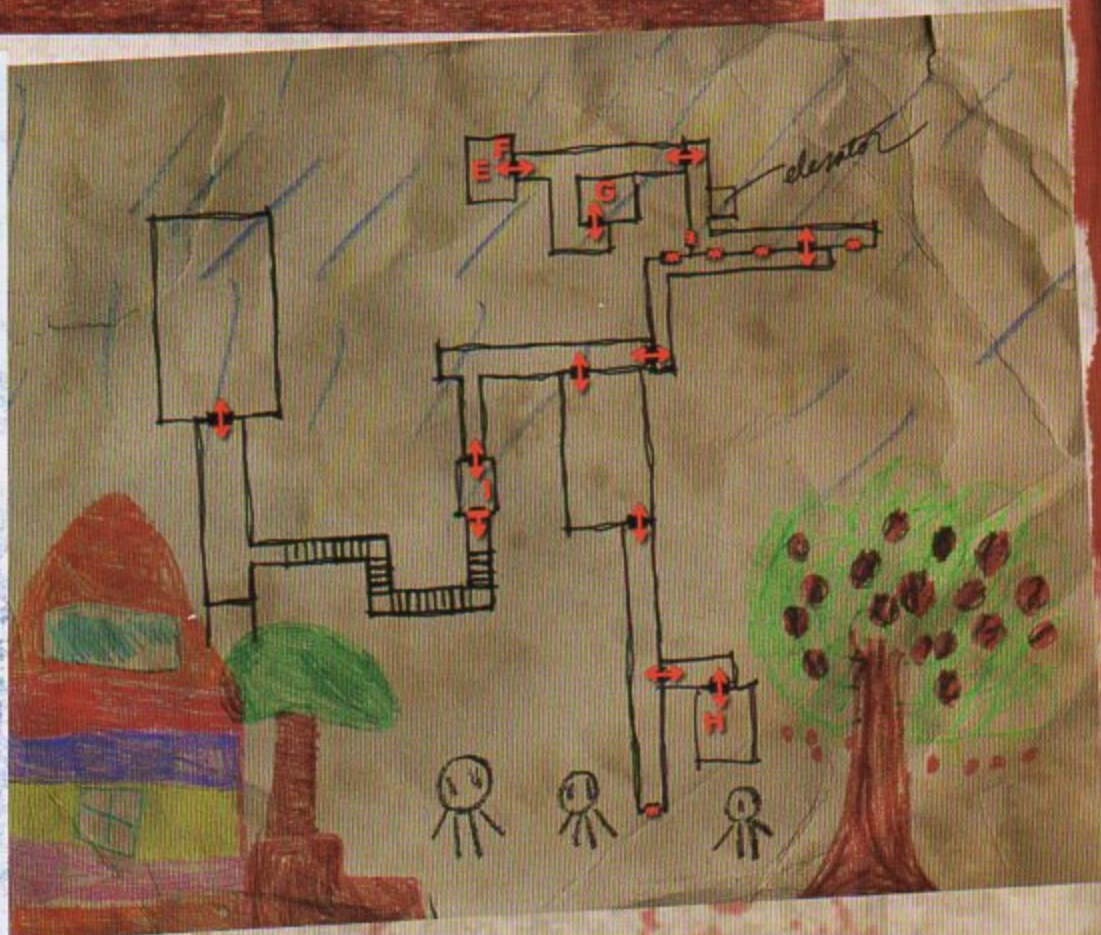


As the monster dissolves, read the note scribbled in blood on the merry-go-round and then head through the corridor. Check out the prayers scratched on the walls of the second corridor, as you make your way to the final stage.

THE CHURCH

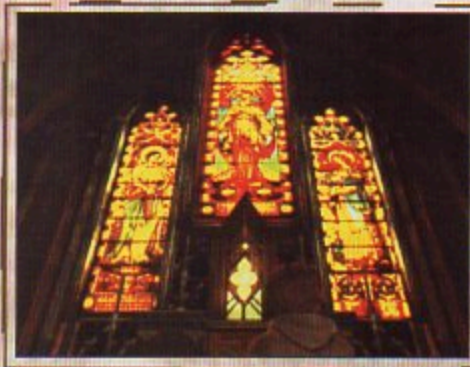


- Open Door
- Locked Door
- Broken Door
- Save Point
- A "Eye of Night" Tarot Card
- B Church Map
- C Handgun Bullets x20
Cassette Tape
- D "Moon" Tarot Card
Book: Otherworld Laws
- E "Hanged Man" Tarot Card
- F Shotgun Shells x6
[church, ammo < 60]
Shotgun Shells x6
[church, ammo < 150]
Shotgun Shells x6
- G Stun Gun Battery x2
- H "Fool" Tarot Card
Handgun Bullets x10
Ampoule
[church, ammo < 150]
Handgun Bullets x20
[church, drug < 15]
Ampoule
- I Brass Key
- J [church, ammo < 60]
Submachine Gun Bullets x64
- K [church, drug < 15]
First Aid Kit
- L "High Priestess" Tarot Card



ORDER CENTRAL

After the confrontation with Claudia concludes, move behind the altar and use the save point. Check the sacristy behind the altar to find the "Eye of Night" Tarot Card, and examine the area again to get a better view of the stained glass overhead.



CONFESSIONAL

Follow Claudia out of the chapel and head to the right. Hung on the wall are some children's drawings, which serve as a **Church Map**. As Heather explores new areas, she draws them onto the pages. Fortunately, you can compare your progress in the game to the maps in this guidebook.

Near the map location is a confessional. Enter the open door, and you will hear a woman crying. Examine the confessional window to begin an extra scene. Afterwards, you have the option of forgiving the person or saying nothing. In your first game, this does not affect the outcome either way. Check the **Easter Egg, Clear Bonus and Additional Mode Guide** to determine how this event affects subsequent games.



PENETRATING THE CHURCH

Follow the corridor east and south from the confessional. The south door is locked and requires a key. Enter the door around the corner to the east. Move quickly through the room where the Closer reigns, and do not engage it. This entire stage contains severely few supplies, even if you entered with a low inventory. You must conserve what you have left for the final battle of the game.



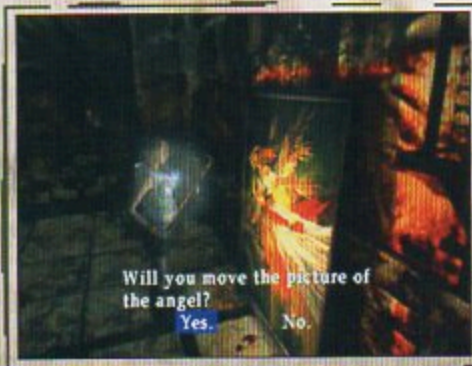
Two Insane Cancers block the north and south ends of the t-shaped corridor. Move toward the south Cancer, engage it and beat it death with the Steel Pipe without rousing the other Cancer. Enter the southeast door and check the shelves just inside for **Handgun Bullets x20**. Search the desk in the southeast corner of the room to find a **Cassette Tape**. Check the file folder to

learn more than you ever wanted to know about the save point symbol. Return to the corridor and bash your way through the Insane Cancer blocking the north door.

SAINTS OF THE ORDER

Move north through the corridor to the white-tiled area and stop. Someone is crying, but no one is in the corridor. An invisible girl leaves bloody footprints on the tile, leading right through a portrait resting against the east wall. Examine the portrait and move it aside to find a door. However, you will miss a room if you go through the door now. Instead, continue north and enter the double doors at the end.

In the center of the octagonal chamber is a massive save point. Beautiful portraits surround the room, and you may read the inscription under each to learn more about the cult and their beliefs. Afterward, return to the corridor and enter the door revealed by the invisible girl.



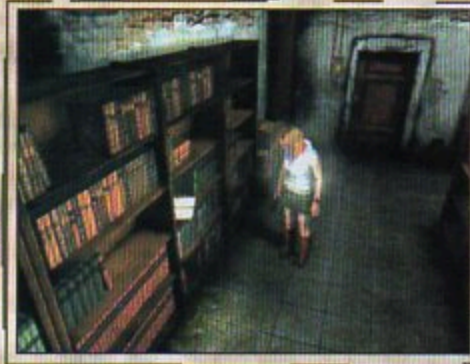
SCRAPERS



Cross the corridor filled with medical equipment and open the door at the end. Patrolling the ledge running between the wall and the elevator is a new foe called a Scaper. Although very similar to the Missionary boss encountered at the Daisy Villa apartments, Scrapers can be defeated more easily with one or two Shotgun blasts. Blow them down as they run toward you, then stand over them and fire again. If required, you can also defeat a Scaper with a melee weapon. Allow the Scaper to attack first, and guard against damage. Then counterattack to knock the creature down. Stand over it and beat it into submission. Avoid using the elevator for the moment, and run along the south wall to the door at the eastern end of the ledge.

THE LIBRARY

Move a little ways into the room and examine the open book on the shelf to learn more about the Order. Further down the aisle is an open book on the left, detailing the meanings of the Tarot. Sitting on the table in the southeast corner of the library is the **"Moon" Tarot Card**. During a brief chat with Vincent, he hands Heather the **Book: Otherworld Laws**. Exit the library and ride the elevator down to the lower ledge. Enter the northwest door on the ledge.



HOME SICK

Cross the corridor all the way to the west, and enter a kind of mortuary. Move through the center of the room, and examine the gurney on the right. Propped up against the head of the corpse is the **"Hanged Man" Tarot Card**. In an empty body rack on the north wall, you should find **Shotgun Shells x6**. Additional boxes of shells may also be present, if your "ammo_points" were at a very exact number when entering the Church stage.



Return to the corridor and enter the door in the southern alcove. Read the diary on the bed, and collect 2 **Stun Gun Batteries** from the nearby desk. Two Scrapers will be waiting when you return to the corridor. Quickly run past them to the exit, since you will not be returning here.

TROUBLESOME LEDGE

Move across the southern portion of the L-shaped ledge, and enter the second-to-last door. A Scrapper and two Pendulums inhabit the ledge on the connecting room. Since you must cross this area several times during this stage, do yourself a favor and use the shotgun to exterminate the Scrapper. Then you should be able to run through this area quickly on subsequent trips without much trouble from the Pendulums.



Exit the ledge area through the southwest door. Move up the corridor and enter the first door on the right. Dash quickly through the Closers in the large chamber to the southeast door in the room.



RETURN OF THE INVISIBLE GIRL



Proceed down the corridor, stopping at the edge of the white-tiled area. The crying girl walks across the tile, leaving bloody footprints in her wake. Slowly, she makes her way to the east wall. After her passing, examine the wall to find a secret door.



Check the small bureau just inside the tiny sick-care room to find a bevy of **Handgun Bullets**. The amount found depends on your inventory conditions upon entering the Church. Inside the book on the nearby chair is the **"Fool" Tarot Card**. The book also contains an interesting passage that might help you win the game. On the back of the hutch next to the bed, you might find one or two **Ampoules**, also condition dependent.



MEMORIES OF A LOST CHILDHOOD

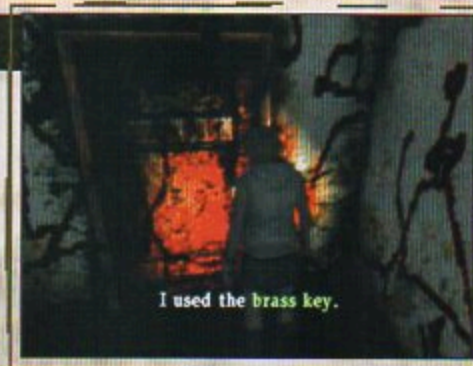
Slip past the enemies as you head north back to the point where you diverted. After crossing through the Closer's territory yet again, head west in the corridor and follow it south. Enter the child's room at the end.

Use the save point just inside the door on the left, and examine the sketchbook on the bed to the right. Directly across the room is another notepad, bearing a message from another time and place long past. Mounted on the wall behind the desk are various moths and butterflies. Check the framed collection just to the left of the desk to find the **Brass Key**. As you can tell by the south door in the room, it is time to go find the final Tarot Card and solve the last puzzle.



BACK TO THE BEGINNING

Return through the lower floor of the Church to the elevator and ride back to the level above. Head west through the corridors and the classroom. The classroom has new enemies, and the walls swirl with black. If you lose sight of the western exit, quickly press  to check your map. Even if the wall is completely black, you can exit if you just place Heather in the correct spot and press Action . Once you are back in the hallway of the confessional, unlock the door at the south end with the Brass Key.



SURROUNDED!



The enemies in the corridor south of the confessional set up a unique trap for Heather. Proceed through the corridor and around the corner to the right until you spot an Insane Cancer, blocking the path. If you run up and begin whacking at the Cancer, a Scraper ambushes you from behind! However, the corridor provides a way out of this mess. Turn to the left or open your map to spot a door, directly beside Heather. You may then cross through the classroom and exit through the east door. This places you in the corridor on the opposite side of the Cancer, and then you can either blast the duo without them ganging up on you or you may simply ignore them and move on. During your return trip, do not forget to use the classroom detour to get around them again.



While in the classroom, take a moment and examine the center student desk, as well as the memo on the teacher's desk. Depending on your circumstances entering the Church, **Submachine Gun Bullets x32** might be sitting in a tray in the northeast corner of the class.

PARISHIONER'S QUARTERS

At the bottom end of the south corridor on the upper level, avoid going through the door on the left unless you badly want to scrap with four Scrapers. Instead, enter the first door on the right. There is a possibility of a **First Aid Kit** appearing on the lamp table just inside the door. Use the **Cassette Tape** at the tape deck to listen to an extra conversation. Examine the letter on the desk for additional information on Vincent.





Exit the small bedroom and proceed south to the next door on the right. Naturally, there are no helpful supplies in Claudia's room, but the "High Priestess" Tarot Card sits on the bed. Take some time also to peruse Claudia's diary lying on the bookshelf, and examine the old birthday card on the desk.



Your Tarot deck is now complete, so return through the Church to the child's bedroom on the lower level. Insert the Tarot cards at the south door to unlock it, using the puzzle solution that follows. Thereafter, proceed through the corridors to the final showdown.

FINAL SAVE POINT!

The save point in the child's bedroom on the lower Church level is the last chance you have to record your data before moving on to face the bizarre and deadly final boss monster of the game. It is easy to overlook saving your game, especially if you have already saved here before.



CHILD'S BEDROOM PUZZLE

EASY: Read the sketchbook on the bed to view a diagram of how to place the Tarot cards on the door.

NORMAL: The rhyme contained in the sketchbook describes the placement of the cards on the door. According to the riddle, there are some cards in each row, but only two or less. If you examine the "Hanged Man" card, note that the character drawn upon it is upside down. The reference to "underground" means that he is on the lowest level, with a space to either side. Place the "Hanged Man" Tarot Card in the center slot of the bottom row. The next verse indicates that the Moon card is above the Fool card, but you don't know where to stack them yet. The next verse indicates that the "praying" person looks up at the "night". This means that the "Eye of Night" card is directly above the "High Priestess" card. Two verses later, the poem tells you to place the "Eye of Night" Tarot Card in the upper left corner. Place the "High Priestess" Tarot Card directly below it, and stack the "Moon" Tarot Card above the "Fool" Tarot Card in the right slots on the door. This should unlock the door. Use the screenshot below to help place your cards.

HARD: The sketchbook on the bed contains a rather crude diagram, which looks something like this:



ING	WXX	NXA
OEI	IEI	VII
MOX	NOT	XVH
XON	HNG	III
XAA	CXX	CCX
JII	IEI	IHT

CHILD'S BEDROOM PUZZLE, cont'd

"5 are truth and 4 are lies" refers to the number of Tarot Cards available. Therefore, each double-line set of letters represents a slot for a Tarot Card on the door. Whatever is not a Roman numeral does not count. For instance, when you remove the Roman numbers from INGOEI in the top left corner, only IOI remain. Since this is improper format for a Roman number, the O is obviously place there to throw you off, hence the "fib". The result is II. Inspect the High Priestess card closely in your menu, and you will spot the roman numeral II printed on it. Therefore, the "High Priestess" Tarot Card belongs in the upper left slot on the door. When you remove all the extraneous letters from the Roman number sets, here is the remainder:

II	XXII	XVII
MXX	O	XVIII
XII	CXXII	CCXI

By arranging the Tarot Cards according to the numbers printed on them, you should be able to use the chart above to solve this puzzle in no time.

LIMITED ACTION TIME!

During the scenes before the final boss fight, you will find Heather standing in front of Claudia. You have approximately 10 seconds to act, or Heather dies and the game ends. Quickly use the **Pendant** to proceed to the final confrontation.



THE GOD

STAMINA

Action Level Easy	5850-6150
Action Level Normal	7850-8150
Action Level Hard	9850-10150

ATTACK POWER

Standing Arm Attack	50
Crawling Arm Attack	40
Crawling Bite Attack	40
Fire	30

The final boss of the game is so horrific in appearance, that its image should remain a secret until you encounter it. Therefore, this section will have no pictures, but once you observe the behavior of the boss you will agree that this is a thorough strategy.

Avoid approaching the boss while it is standing, both at the battle's outset and throughout the confrontation. If you draw too close, the monster lashes out with its worst attack possible, bashing Heather to the other side of the room with massive damage.

Notice a semi-circle drawn on the floor some distance from the boss. This is your tool for defeating the monster. Equip the Handgun and stand behind the line. Shoot the boss until it falls over into a crawling state, or waves its arms to create a flame attack. The fire travels along the semi-circle design until it reaches Heather's relative position in the room, then shoots off the line directly at her. By standing behind the semi-circle line at all times, you can see the flames approaching and easily dodge them when they leap off the track. Just strafe left or right to avoid the line of flame.

The Handgun is the one weapon Heather can aim upward with ease. Continue shooting the boss with the pistol until it falls over, into a crawling state. When this occurs, quickly switch to a deadlier weapon like the Shotgun or Submachine Gun. Move forward just inside the semi-circle line, and blast the monster in the head. Do not move too far into the semi-circle, because it also delineates the arm reach of the creature. It could easily lash out if you get in range. If the monster tosses out lines of flame, just move backward as you continue shooting, then strafe right or left to dodge the flames as they move off the line toward Heather. When the boss stands upright, switch back to the Handgun and continue.

You will know you have the monster on the ropes when it begins throwing out two flame attacks at once. Stick with your tactics and dodge the flames by backing up and strafing side-to-side. If you run out of bullets, restore Heather to full stamina and equip a fast melee weapon like the Katana. Wait for the monster to throw out its two flame attacks, then run directly up to the creature. As the fire is spreading, the standing foe usually sags into its pelvis. You can strike and damage the pelvis region, possibly causing the monster to fall. Then you may stand at the head while it is in crawling state and chop away with your samurai sword. Just hope that your recovery items are enough to cure you from the backlash. If you can manage it, killing the final boss with a melee weapon automatically gets you a bonus weapon in Extra Game Mode.

ROLL CREDITS

You have just completed your first unnerving game of *Silent Hill 3*. Pat yourself on the back, then wait for the credits to end. Your game ranking will soon display, and you have the opportunity to save your results. The game automatically opens the Extra Game Mode, unleashing a bevy of extras and bonuses. Continue reading in the next chapter to determine how to unlock the mysteries of Silent Hill further...





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Easter Egg, Clear Bonus and Additional Mode Guide

Completing a game of *Silent Hill 3* on any Action Level unlocks the bonus "Extra New Game." Use this mode to replay the game. You can unlock further extras such as additional costumes, extra weapons and different endings. Many other special events occur during Extra Game Mode as well, so keep replaying the game!

ADDITIONAL ENDINGS

In your first game, you always get the "Normal" ending. However, by fulfilling specific conditions during an Extra New Game, you can view different endings.

"POSSESSED" ENDING

Upon completion of the game, 10 points are awarded for every monster killed, including boss monsters. 1 point is received for every point of physical strength lost during attacks by monsters. 1000 points are awarded if you said, "I forgive you", to the person in the confessional inside The Church. All of these points are added, and if the total exceeds 4000 points then you will witness an alternate ending to the game.

"REVENGE" ENDING

Obtain the Heather Beam extra weapon as described in a following section, then use the Heather Beam or the Sexy Beam to kill at least 30 monsters before entering Heather's apartment at the Daisy Villa Apartments. Before walking in, remove any weapons from Heather's hands. You will witness an ending too wacky to believe!



RESULTS

Following the ending and the credits, your "RESULTS" screen displays until you press the Action button. The game ranks your performance based on a number of criteria, awarding stars for each factor. These stars are added together, generating a total between 0-100 stars. Rank appears at the bottom of the screen, consisting of big stars and little stars. Each big star represents ten points, and each little star represents one point. Therefore, if you receive a ranking of six big stars and eight little stars, you scored a 68. A perfect ranking consists of ten big stars.

Use the following table to learn how to increase your ranking. You will notice that you must play several games before you can even try to achieve a perfect rank.



RESULTS RANKING CRITERIA

Result	Criteria	Stars Awarded
Ending	Does not affect ranking	NA
Action Level	Easy	1 star
	Normal	3 stars
	Hard, Extreme	5 Stars
Riddle Level	Easy	1 star
	Normal	3 stars
	Hard	5 stars
Clear Time	3 hours or less	10 stars
	Under 4 hours	5 stars
	Under 6 hours	3 stars
	Under 8 hours	2 stars
	Over 16 hours	0 stars
Split Worm Kill Time	2 minutes or less	2 stars
	Under 4 minutes	1 star
	Over 4 minutes	0 stars
Missionary Kill Time	2 minutes or less	2 stars
	Under 4 minutes	1 star
	Over 4 minutes	0 stars
Leonard Kill Time	2 minutes or less	2 stars
	Under 4 minutes	1 star
	Over 4 minutes	0 stars
Memory of Alessa Kill Time	2 minutes or less	2 stars
	Under 4 minutes	1 star
	Over 4 minutes	0 stars
The god Kill Time	2 minutes or less	2 stars
	Under 4 minutes	1 star
	Over 4 minutes	0 stars

Result	Criteria	Stars Awarded
Clear Number	1 clear	1 star
	2 clears	3 stars
	3 or more clears	5 stars
Save & Continue Number	0-2 saves or continues	5 stars
	3-5 saves or continues	4 stars
	6-10 saves or continues	3 star
	11-20 saves or continues	2 star
	21-30 saves or continues	1 star
31 or more saves or continues	0 stars	
Item Number	One star for every 5 items	20 stars possible
Extra Weapon Number	Beam Saber	1 star
	Flamethrower	1 star
	Gold Pipe	1 star
	Silver Pipe	1 star
	Unlimited Submachine Gun	1 star
Defeated Enemies by Shooting	One star for every 5 enemies	15 stars possible
Defeated Enemies by Fighting	One star for every 5 enemies	15 stars possible
Total Damage	Under 500 points	5 stars
	Under 1000 points	4 stars
	Under 1500 points	3 stars
	Under 2000 points	2 stars
	Under 2500 points	1 star
Over 2500 points	0 stars	
Take off points	Extra Weapon Uses	-1 star
	Beginner Mode Used	-15 stars
RANK	Total of all stars above	1-100 stars

ADDITIONAL MODES

BEGINNER MODE

If you die three times in Easy Mode, Beginner Mode becomes available. Activate Beginner Mode by turning it "ON" in the Extra Options menu. Beginner Mode has the same item placement and enemy population as Easy Mode, but other changes make the game easier. Attack power is 5 times greater, damage received is only 1/5th of the usual, and ammunition items picked up are double in quantity. However, your game RESULTS are severely reduced.

EXTREME ACTION LEVELS

Complete Hard Action Level to open Extreme Action Level I. Extreme Action has the same item placement and enemy populations as Hard Action Level, with a few exceptions that make the game even more difficult. In Extreme, Heather has half as many physical strength points and stamina points as in Normal or Hard Action Levels, so she will die from just a few hits and runs out of breath quickly.

When you complete Extreme I, the option changes to "Extreme II." This difficulty continually rises from 1 to 9 each time you complete an Extreme game, and finally reaches "Extreme X." Heather's defense goes down a little more with each new Extreme Action Level. By the time you play Extreme X, enemy attacks cause 3 times as much damage. Therefore, the game remains challenging. Work on those dodging skills!

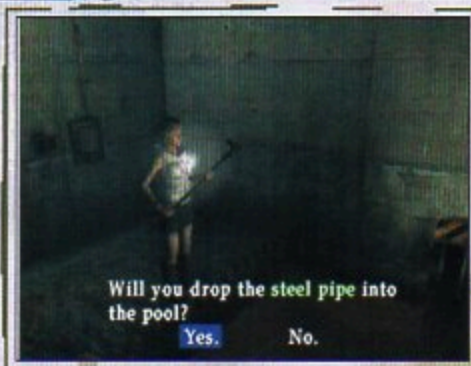


BONUS WEAPONS

While viewing the RESULTS screen, you may see a message that indicates a new extra weapon is available. Once you have fulfilled the criteria to earn an extra weapon, it appears somewhere in the Central Square Shopping Center (Normal Side) stage. Extra weapons are not extremely powerful, but all of them have unlimited ammunition. Use of an extra weapon during an Extra New Game lowers your RESULTS by one star. Further details on all of the extra weapons are in the **Weapons** chapter, including attack power and stamina cost statistics.

GOLD AND SILVER PIPES

During an Extra New Game, obtain the Steel Pipe as usual, then continue. When you reach the room in the Underground Pass where the monster lurks in the water, examine the pool from the edge to the left or right of the catwalk. Heather asks if you want to throw in the Steel Pipe. When you agree, the Goddess of the Sewers appears and asks you some questions. Answer all of the questions honestly and she returns the Steel Pipe. She also gives you a Gold Pipe and a Silver Pipe.



The Gold and Silver Pipe function the same as the Steel Pipe. Obtaining these weapons boosts your game ranking, but using them deducts from your final score.

BEAM SABER

The Beam Saber lights up dark corridors and attracts enemy attention. Yet, this devastating melee weapon kills many enemies in only a few swings. The beam blade extends when you enter caution mode and prepare to attack. Swing it side to side by tapping \otimes , or hold \otimes to perform a downward slash that strikes foes even on the ground. Heather thrusts forward with the sword to pierce enemies when you hold the left analog stick up while holding \otimes .



Obtaining the Beam Saber depends on your results. If you killed more enemies by melee weapon than by shooting, you will unlock the Beam Saber. The Beam Saber is also granted if the two scores are equal. If you do not obtain it in your first game, you will gain it after completing a second game. The blade becomes longer if you score a perfect 10 ranking. The Beam Saber is located in the 2F north corridor of the Central Square Shopping Center, move to the northwest end of the corridor, just above the storage room where you obtain the "Key Taken with Tongs." Examine the door at the end of the slanted corridor to obtain the Beam Saber.

FLAMETHROWER

The Flamethrower is a bonus weapon that ejects hot clouds of fire. Once it begins burning, you can control the direction of the flame with the left analog stick, the same as with the Submachine Gun. To use the Flamethrower efficiently, distance is the key. The further away from enemies you position yourself, the wider the cloud of fire spreads. The more particles of fire hit opponents, the more damage they take.



Gain the Flamethrower by defeating more enemies by shooting than by melee attack in your first game, or you will obtain it after your second game. The attack power of the Flamethrower rises tremendously if you score a 10 star ranking. The Flamethrower is located on the counter of Helen's Bakery on level 2F of Central Square Shopping Center (Normal Side). After picking up the Flamethrower, you may notice that the flyer on the counter has been changed to read "Crispy toasted *dead* right to your very door."

UNLIMITED SUBMACHINE GUN

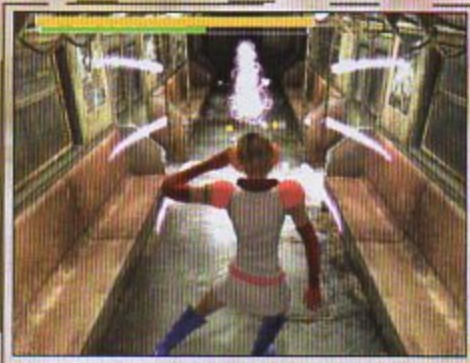


The Unlimited Submachine Gun is the same as the Submachine Gun found in the hospital, only it never runs out of ammunition and never needs reloading. Its attack power and other statistics mirror the regular Submachine Gun as well.

You can only obtain the Unlimited Submachine Gun if you defeat the final boss monster, "The God," with an attack by a melee weapon. You do not need to fight the entire battle with a melee weapon. Only the killing stroke must be delivered by fighting rather than shooting, so switch to the Steel Pipe or Katana right before the boss's life runs out. The Unlimited Submachine Gun appears on the boxes stacked at the west end of the alley behind the mall, where Heather crawls out the bathroom window.

HEATHER BEAM

Heather unleashes the power from within by using her extraterrestrial-granted laser attacks. Once unlocked, the Heather Beam is available from the start. To use the Heather Beam, remove all weapons from her hands. When you press **R2** to enter caution mode, Heather's eyes begin to glow. Press and hold **X** to unleash two homing missiles from Heather's head, which track enemies even around corners! Tapping **X** rapidly causes her to release large energy orbs.



When the Heather Beam is used while the Transform Costume is equipped, the attack becomes the Sexy Beam. When you hold **X**, Heather releases eight homing missiles at once as well as the large energy globes. Move the left analog stick up and press **X** to cause Heather to fire twin beams from her eyes! The Heather Beam and Sexy Beam consume large amounts of stamina quickly, and she cannot use either beam if no stamina remains.



The Heather Beam becomes available once you have killed a total of 333 enemies. The enemies can be killed under any Action Level, and they do not all have to be killed in the same game. Once the notice appears during the RESULTS screen, the Heather Beam and Sexy Beam are available during your next game.

COSTUMES

Beating the game on any Action Level entitles you to access the Extra Costume screen, using the option that is newly available on the title screen menu. You may enter letters to form passwords that unlock extra costumes. Once you type in a password correctly and press the red "Enter" button, the costume becomes unlocked. The extra costume becomes available in your Items inventory when you start your next game.



The game gives you many of these passwords after you achieve certain criteria. When your system data meets the required conditions, a password displays during the RESULTS screen. For instance, to obtain some passwords you must complete all three Riddle Levels, or clear a game with a perfect ranking, etc. Once the game tells you a password, use the typewriter to enter the code and obtain the new costume. When entering a password, pay attention to upper case and lower case letters, and enter line spaces in passwords.

However, you do not have to obtain the password from the game in order to use it. Type in the passwords provided in this guide to access a full wardrobe in no time. If you type in a password and start an Extra New Game immediately, Heather will be wearing her new clothes during the opening scenes.

The Passwords Are Out There

Check for more passwords in gaming magazines that come out around the time of the game's release, and go to gaming websites to find additional passwords for custom costumes.

"BLOCK HEAD" SHIRT



Case-Sensitive Password: PutHere2FeelJoy

Password Procurement: Complete a game, killing 10 or less enemies. Remember that boss monsters count as enemies too, so you can only kill 5 others.

Description: Depicts a bear or similar animal with a square head. Though "SH3" is clearly legible on the front, there is no relationship to the series whatsoever.

"DON'T TOUCH" SHIRT



Case-Sensitive Password: TOUCH_MY_HEART

Password Procurement: In an Extra New Game, a fashion magazine appears in the Women's Locker Room on 2F of Brookhaven Hospital (Normal Side). Upon examination, Heather finds the password.

"GAME REACTOR" SHIRT



Password Procurement: Website.

Case-Sensitive Password: SH3_Wrestlarn

Description: A shirt featuring the logo of Game Reactor, a popular European gaming website.

"GOD OF THUNDER" SHIRT



Password Procurement: Complete Extreme I Action Level.

Case-Sensitive Password: Shut_your_mouth

Description: Heather sports goth tattoos, a new dye job and different makeup, and a shirt that depicts the Japanese god of thunder.

"GOLDEN ROOSTER" SHIRT



Case-Sensitive Password: cockadoodledoo

Password Procurement: Obtain a perfect ranking, and the password is indicated during the RESULT screen.

Description: A shirt that declares your golden progress.

"HEATHER" SHIRT



Case-Sensitive Password: HappyBirthDay

Password Procurement: This password is indicated during the RESULT screen after you clear your first game.

Description: Heather's shirt depicts herself, handgun drawn and ready to kick some monster butt.

"KILLER RABBIT" SHIRT



Password Procurement: The BradyGames *Silent Hill 3* Official Strategy Guide.

Case-Sensitive Password: BlueRobbieWin

Description: Robbie the Rabbit from the Lakeside Amusement Park strikes again.

"ONSEN" SHIRT



Password Procurement: The BradyGames *Silent Hill 3* Official Strategy Guide.

Case-Sensitive Password: I_Love_You

Description: A shirt with pretty Japanese lettering.

"PLAY" SHIRT



Password Procurement: Website.

Case-Sensitive Password: sLmLdGhSmKfbfH

Description: A shirt featuring the icon of Play the PlayStation, a Germany gaming website.

"ROYAL FLUSH" SHIRT



Password Procurement: Complete an Extra New Game, then start another game on Hard Riddle Mode. Notes are contained in the books of the library during the Church stage. Use these clues to determine the password.

Case-Sensitive Password: 01_03_08_11_12

Description: An extra-hard shirt to obtain.

"THE LIGHT" SHIRT



Case-Sensitive Password: LightToFuture

Password Procurement: Input password, not obtained in game.

Description: A shirt depicting a painting viewed during the last stage of the original *Silent Hill*. While trying to solve a puzzle you had to view this painting, titled "The Light Illuminating the Darkness", in order to proceed.

TRANSFORM COSTUME



Case-Sensitive Password: PrincessHeart

Password Procurement: Clear an Extra New Game. The password is indicated during the RESULT screen.

Description: Every time you equip the Transform Costume, a bonus cinematic plays. In Japanese anime style, Heather transforms into the out-of-this-world sexy beam shooter-suku! While Heather wears this outlandish outfit, the Heather Beam becomes the Sexy Beam. Read above for details.

"TRANSCIENCE" SHIRT



Case-Sensitive Password: ShogyouMujou

Password Procurement: Clear all three Riddle Levels, Easy, Normal and Hard, and the password will be shown during the RESULTS screen.

Description: Proves that you are master of logic and abstract thinking.

"ZIPPER" SHIRT



Password Procurement: The BradyGames *Silent Hill 3* Official Strategy Guide.

Case-Sensitive Password: Shut_your_mouth

Description: An extra shirt with a fashionable zipper in a fashionable area.



EASTER EGGS

An Easter Egg does not affect game play, but sometimes it can catch the player's eye. Easter Eggs include secret things that you wouldn't normally find on your own, or references to outside sources that you may or may not get. Some Easter Eggs are a kind of "inside joke", and this section is designed to let you in on the fun.

VALTIEL GATHERING



Sometimes by random occurrence, when a monster kills Heather an extra scene plays. The creature Valtiel, sometimes seen turning valves and crawling through open vent shafts in The Church, appears and drags off Heather's dead body. This occurs more often in the Reverse Side stages, or in areas that are somewhat transformed from a normal state. As you can see, Valtiel is tending to the needs of the Mother of God as usual...

DOUGLAS THE FLASHER



Complete the game to unlock the Extra New Game. On the title screen, highlight "Extra New Game" then press:



Then select your desired Action and Riddle Levels, and Heather will make a strange noise. Throughout the game, Douglas refuses to wear a shirt or pants.

BULLET ADJUST

Completing the game unlocks the "Bullet Adjust" option in the Extra Options menu. The higher you set the Bullet Adjust, the more ammunition you obtain each time you pick up a box during the game. When you complete the game once, you can multiply the number of bullets received each time by 2, thus receiving 20 Handgun Bullets, 12 Shotgun Shells or 64 Submachine Gun bullets every time you find ammo. As you complete the game more times, the Bullet Adjust number rises. After completing the game twice you can raise the Bullet Adjust to "x3", after three games you can raise it to "x4", etc. The highest multiplier you can reach is "x9."

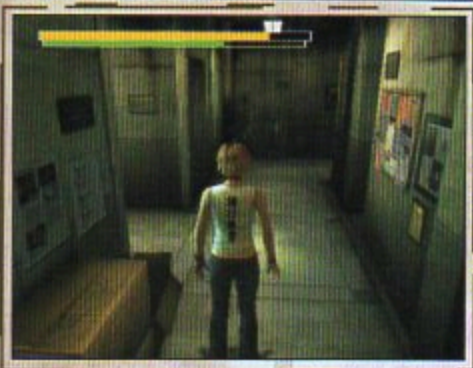
Beat Harder Difficulties Easier!
Using Bullet Adjust does not affect your ranking. Therefore, you should play the game several times on Easy and Normal Action Levels before attempting Hard. Then you will have all the ammunition you need to clear Hard mode easily!

UNDERGROUND PASSAGE ENTRANCE DECAY



In an Extra New Game, the first 4 passages inside the Underground Pass stage transform into bloody, pulsating flesh as you proceed through them. If you are playing Hard Action Level or higher, staying in one of these locations for too long causes Heather's physical strength to drop. If Heather's health gets too low, she can even die. Be sure to move through these passages quickly!

LIFE DISPLAY



Complete the game on Hard Action Level to unlock a feature that displays your health and stamina in the upper left corner of the screen. Once you see the message during the RESULTS screen that this feature is available, you can turn it on or off in the Extra Options menu. The yellow bar indicates Heather's physical strength, and the green shows her stamina. If Heather is knocked down or grabbed by an enemy, a thin purple line appears that indicates the time before Heather can get up or free herself. The life display can be a very useful tool when you're trying to go for a perfect ranking.

CAFÉ TURN MILL, OR WHAT?



During the Reverse Side stage of Central Square Shopping Center, you enter the back door of the restaurant clearly titled "Café Turn Mill." However, if you examine the front of this establishment during the Normal Side in an Extra New Game, the marquee sign reads "Café Paradise." Looks like Claudia's been redecorating...

SILENT HILL 2 FLASHBACKS

Copy a *Silent Hill 2* save game to the memory card in slot 1 of your PlayStation2. This save must include clear data, meaning you have completed the game. With this prepared, Heather will have flashbacks to *Silent Hill 2* when you examine certain locations. Some of them are rather amusing. The flashbacks occur:

- When you examine the second stall in the 1F Ladies Restroom of the Central Square Shopping Center (Reverse Side).
- When you examine the mail boxes across from the save point in Daisy Villa Apartments.
- When you examine the poster on the stage at the Heaven's Night bar.
- When you examine the small section of fence on the north side of the Brookhaven Hospital (Normal Side) Roof level.

SOLID SNAKE'S SILENCER



On the 5th floor inside the construction building next door to the Hilltop Center, there is a section of plaster that can be broken through by striking it with the Steel Pipe or the Maul. Buried in the plaster is a Silencer, which you can equip on the Handgun and the Submachine Gun. The Silencer muffles noise and makes it harder for enemies to detect you. However, attack power is a little weaker. The Silencer and the body hidden in the wall are references to Konami's other magnificent game series, *Metal Gear Solid*.

HOSPITAL MAGAZINE



During an Extra New Game, a magazine appears on the table in the Women's Locker Room on 2F of Brookhaven Hospital (Normal Side). The note inside the magazine contains the password for the "Don't Touch" Shirt.

BONUS RIDDLE

Complete an Extra New Game, and then play another game on Hard Riddle Level. The Library in the Church is full of books, and many of them now bear clues that will help you determine a password for a costume. The password ends up being the one that unlocks the "Royal Flush" Shirt.

Plot Synopsis and Character Relation Chart

The plot of *Silent Hill 3* is intricate and complex, and the characters do not explain every story aspect before the completion of the game. Leaving the story in some shadow is the intention of the design. Determining the story behind the events and understanding the full meaning of the outcome is a challenge designed by the game developers, to force you to think about the story and delve deeper into the mystery. This section of the book helps you understand the plot of the game better, for a deeper enjoyment of it.

This chapter summarizes the plot of *Silent Hill 3*, and explains elements of the original game *Silent Hill* that has a direct impact on this title. **Consequently, major aspects of the plot are revealed within this chapter. Avoid reading this chapter until you have played the full game and have a firm understanding of the events and dialogue of the game.** Then, use this chapter to expand your understanding and appreciate the *Silent Hill* series for the truly great cinematic masterpiece that it has become.

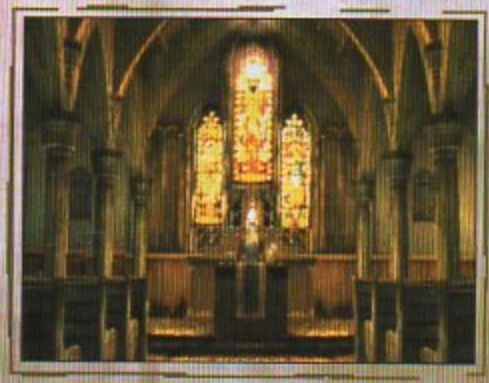
HISTORY

Certain events that shape the story of *Silent Hill* occurred long before the initial game. According to documents and information presented during *Silent Hill 2*, a legend exists about an old culture that once lived on the land, perhaps Native Americans. The name of the town is derived from this legend, since these ancient people once called the land "The Place of the Silenced Spirits." The reference encompassed the spirits of dead relatives as well as spirits thought to permeate the trees, the rocks and the water. The tribe performed their holiest ceremonies in this place, understanding that it was an area of great spiritual power. Settlers came along, drove off the Native Americans, then built a small town. For some reason, the residents completely abandoned this settlement, and disappeared completely. After a short time, another group of settlers founded the town of Silent Hill in the same location.

Although Silent Hill finally grew and prospered as a town, strange occurrences continued. For instance, a newspaper clipping in *Silent Hill 2* detailed an occurrence in 1918 where a ship full of tourists vanished in a thick fog. An extensive police search of the lake failed to turn up even a scrap of evidence.

At some unknown point, a religious sect settled in the Silent Hill area and founded a church where they could practice their strange beliefs. The time may have coincided with the infamous Salem witch trials of the late 1690s. One of the members, Jennifer Carroll, was convicted of witchcraft and sentenced to death in Silent Hill.

Thereafter, the religious group disbanded in public, but continued to practice their religion in secret. At some point later, supporters of the cult erected a monument for Jennifer Carroll in Rosewater Park on the south side of Toluca Lake. The inscription on the monument reads, "What happened here shall never be forgotten."



Jennifer Carroll's likeness hangs in The Church, under the title "St. Jennifer."

GAME-RELATED EVENTS

Prior to the opening scenes of the original *Silent Hill*, members of the "Order", as the deviant religion in Silent Hill is known, began investigating the possibility of creating a child who might give birth to their god. The intention was to bring god to the world, so that mankind might be destroyed and reborn anew. The god worshipped by this cult is not the Christian God, but something much older. According to the legends of the Order, their god appeared in the world once before and promised to return when a woman gave birth to it.

BIRTH OF ALESSA



Through magical conjuration, a fanatical sect within the Order led by Dahlia Gillespie created a child named Alessa. Within this child was their god in an embryonic form, waiting for the right time and the proper age of the child so that it might be conceived.

However, Alessa had powers of her own. She could kill with a word, transform day into night, and drive people insane with a thought. She resented the other children, who called her a witch. She also feared the intentions of the Order, including her "mother" Dahlia. As Alessa grew to the age of seven, she began refusing to use her powers for the benefit of the Order, and started seeking ways to escape from Dahlia. The woman who created and raised her had begun to abuse her.

ALESSA IS SACRIFICED

In her cruel mind, Dahlia realized that she did not need the child, only the power within the girl. She locked Alessa in her room and set the house on fire. This blaze reportedly burned down half the town. Yet, Alessa survived the fire, though badly burned and comatose. Through meditation over the body, Dahlia and the members of the Order determined that half of Alessa's soul had somehow escaped, taking half of their god with it.

THE SIGNIFICANCE OF HOSPITALS

Dahlia and the Order decided to lock up Alessa within an old storage room in the basement of Alchemilia Hospital in Central Silent Hill. Dr. Michael Kaufmann, director of the hospital, was an ally of the Order. He assigned a young nurse named Lisa Garland to care for Alessa, and ordered her to tell no one of Alessa's presence in the hospital. Lisa was addicted to a drug created by the Order and distributed by Kaufmann. In order to continue receiving her "prescription", she went along with the scheme. At some later point, Lisa and Kaufmann had a blowout and the nurse threatened to tell someone about Alessa. She disappeared without a trace shortly thereafter.



And why is there a wheelchair in this building? Or a doll, for that matter?

Alessa spent the next seven years lying in a dreaming coma inside the dank and decrepit basement of Alchemilia Hospital. The dark power dwelt inside Alessa and tortured her mind with visions of cruelty and evil. In return, Alessa's fear and hatred nurtured the god within, and its power grew. Therefore, Alessa spent her worst days in a hospital. This information makes it easy to understand why some of the darkest and most evil places in the game are filled with hospital equipment.

CHERYL, THE SECOND ALESSA

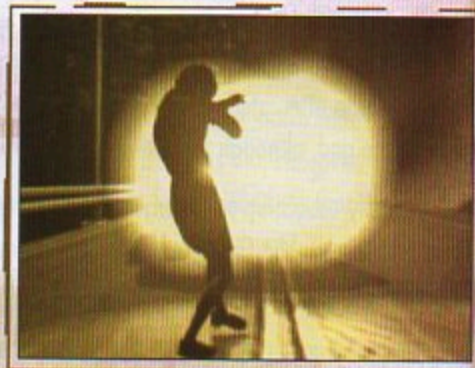


Alessa contained only half a soul because during the fire she created an infant version of herself, and relocated it to the side of the road outside Silent Hill. Harry Mason and his wife were driving along the road away when they found the abandoned infant. The couple was leaving Silent Hill at the time, their favorite vacation spot. Unable to have children of their own due to the wife's illness, the couple took in the baby and raised it as their own. They named the little girl Cheryl. Four years later, Harry's wife died of complications from her illness, but he continued to raise the young girl as his own. Meanwhile, Alessa lay in a dark and dank basement room under the hospital, comatose, and dreaming horrific nightmares. Her mind called out telepathically to her sibling, and begged her to return to Silent Hill.

BASIC SYNOPSIS: SILENT HILL

The original *Silent Hill* begins as Harry Mason is driving toward the resort town with his seven-year old daughter Cheryl. The little girl had been repeatedly asking him to take her to the resort town for a vacation, and he finally agreed. Looking forward to some quality time with his daughter, Harry drove through the mountains toward Silent Hill at night. Suddenly, a young woman (Alessa) stepped into the road in front of the car. Harry swerved and lost control of the vehicle. The car then crashed through a barrier and dropped off the highway.

Harry woke up sometime later. It appeared to be daytime, but the streets of Silent Hill were shrouded in a thick fog. Cheryl was missing. After he recovered from his injuries, he pulled himself out of the wreckage and began to search for his daughter. A few blocks away, he heard footsteps and spotted Cheryl in the fog. The little girl did not respond to the sound of his voice, and instead she ran away.



THE SEARCH FOR CHERYL

Harry followed Cheryl through the fog, as mysterious events transpired around him. Following what he believes are clues left by Cheryl, he searched one location after another only to watch each place fall under the powers of evil and darkness. After he searched a location thoroughly, and it seems he needed to move on, the building transformed in appearance. The wood became decayed and stained, walls were replaced by rusty gates, floors transformed into iron grates, and an endless chasm appeared below him. In order to transform the world back to a more "normal" state and escape, Harry had to kill an oversized monster each time the world turned dark and corrupt.

While searching the town, he met the strange old woman Dahlia Gillespie, and the nervous hospital administrator Dr. Kaufmann. He also met the frightened nurse Lisa, but it turned out she was only a ghost. He continued to pursue the trail of Cheryl, yet only encountered the visage of the young woman who stepped out in front of his vehicle on that highway. The meaning of these events remained a mystery to him, but all that really mattered to Harry was finding Cheryl.

HARRY LEARNS THE TRUTH ABOUT CHERYL

Harry eventually came to the conclusion that he was either dreaming all of this, or that Silent Hill was being taken over by someone's nightmarish delusions come to life. What Harry did not realize was that the world was transforming to match Alessa's experience in the hospital basement. The demons that afflicted her dreams had come to life through her power, and were attacking Harry. Alessa was "sharing" her pain with the town of Silent Hill in a fit of horrific vengeance. The transformations also indicated the coming of the god, who wished to emerge from within Alessa. The young woman attempted to suppress the evil within her by creating the Seal of Metatron everywhere she went. Alessa was trying to stave off the birth of the god, although the monster within was now so powerful that it was transforming the town.

Harry finally caught up to the mysterious young Alessa at the Lakeside Amusement Park. There, he confronted the girl regarding Cheryl. Unfortunately, Dahlia Gillespie had followed Harry. She had been using him all this time just so she could get close enough to Alessa to recapture her. Dahlia's intention to force Alessa to birth the god she carries had not diminished.

Only the girl was not Alessa. As Dahlia reveals to Harry, the real Alessa was still comatose; a bandaged burn victim propped up in a wheelchair. The person who had taken Alessa's form was actually Cheryl. The girl that Harry raised for seven years realized who she really was on the instant they returned to Silent Hill. Remembering her past and her true powers, she transformed into Alessa and caused the accident. She had been leading Harry across town, hoping to get away from him. She knew that he would search everywhere for her, and that Dahlia knew this as well. She realized that Dahlia intended to follow Harry to Alessa, to regain control of her and her power once again.

THE BIRTH OF GOD

Casting a spell, Dahlia reunited the two Alessas into one being, the Mother of God. The old hag then began the process to force the Mother to conceive the deity worshipped by the Order. However, Dr. Kaufmann felt betrayed by Dahlia, because she would not share these powers with him. He struck the Mother of the God with a ceremonial substance named Aglaophotis. This mixture caused Alessa to eject the god prematurely. In his weakened state, Harry Mason was able to shoot down and kill the god.

As the illusion world created by the god crumbled, Alessa in the Mother of God form reappeared. Taking pity on Harry, she created for him a newborn infant girl, then produced an exit. Harry Mason fled Silent Hill with the infant in his arms. He had at last found Cheryl—a form of her anyhow.

ELEMENTS OF SILENT HILL 3

The characters and events of *Silent Hill 2* have little to do with the ongoing story, except to say that the events of that game occurred sometime during the seventeen-year period between the original *Silent Hill* and *Silent Hill 3*. The story and events of *Silent Hill 2* reinforce the idea that ever since the incident involving Harry Mason, the town has remained abandoned, shrouded in fog, and mysterious. The town attracts persons with guilty secrets, either to find redemption or condemnation in the illusions created by the darkness.

As documented by the detective Douglas Cartwright, Harry moved the Portland area and continued to raise the infant girl as Cheryl for five more years. At that time, Harry became involved in a murder case, and shot a suspect described as an "occult freak" from Silent Hill. The incident was ruled as justifiable self-defense. Harry moved himself and Cheryl to another location, and began living under assumed names. That is how Cheryl Mason became "Heather Morris." One can only assume from this incident that the Order was still very active in Silent Hill, still seeking to force the birth of their god.

HEATHER MORRIS, AKA CHERYL, AKA ALESSA GILLESPIE



Twelve years have passed since the murder incident in Portland, and Harry and Heather have been living in peace at the Daisy Villa Apartments. That is, until Claudia Wolf of the Order hires detective Douglas Cartwright to find Alessa Gillespie. She claims that Harry Mason kidnapped Alessa seventeen years ago. As Douglas begins to investigate the case, he learns many things that do not make sense. According to Heather's records, she is 24 years old. However, in appearance she looks 17. In addition, a newspaper article from Silent Hill states that Alessa Gillespie died in a fire at age seven.

Still, Douglas follows the trail of Harry Mason, eventually tying him to his new identity. He finds out that Harry is living with his daughter, who goes by the name "Heather." In an attempt to find out if Heather is Alessa or knows anything about her, he follows her as she ventures to the mall alone.

THE CULT FINDS HEATHER

Little does Douglas realize that Claudia Wolf followed him as he investigated the case. With her power of "Sight", Claudia knows right away that Heather is in fact Cheryl, created by Alessa. She knows this as soon as Douglas speaks with Heather. Claudia's presence at the mall stirs memories of Alessa buried deep within Heather. The embryonic god slumbering inside Heather arranges a meeting between the two, by sealing off the mall and causing the shoppers to disappear.



However, when Heather and Claudia speak in the hallway behind the bookstore, the girl obviously has no idea what the strange woman is saying. Harry told Heather nothing during all these years about what happened or where she came from. Her first impression is that Claudia somehow filled the mall with monsters. Yet Claudia freely admits that it was not her doing, "It was the hand of God." The mention of the god Heather carries inside causes the evil force to begin to emerge. Heather feels tremendous pain.



HEATHER EXPERIENCES TRANSFORMATIONS



A few moments later, the god within Heather transformed the mall into a corroded and corrupted shadow of its former shape. At Claudia's suggestion, the god generated this alternate world to show Heather who she really is, and what purpose she is intended to serve. Searching carefully in the mall, you will find hospital gurneys and wheelchairs, the kind of things that do not ordinarily appear in a shopping center. The god is trying to show Heather that she is Alessa, the girl that was burned alive and kept in a hospital basement for seven years.

THE REVENGE OF GOD

For the rest of the game, the god within seals off one area after another and generates clues in each location to show Heather that she is really Alessa. Claudia, feeling god's will with her "Sight", exploits the opportunity and runs ahead of Heather to her apartment home. She employs the monster called the Missionary to murder Harry Mason.

The tragedy forces old memories to the surface of Heather's mind. After reading a memoir from her adoptive father, Heather accepts that she is the child created at the end of the original *Silent Hill* by Alessa after Dahlia's botched attempt to force the birth of a God. Now all that Heather wants is vengeance. She wants to find Claudia and kill her. Little does she know that this hatred is exactly what Claudia wanted. If Heather is to give birth to the god worshipped by the Order, she must nurture the fetus with hatred.

Douglas feels rather bad that all of this tragedy took place because he located Heather, and offers to drive her to Silent Hill to hunt for Claudia. Through the course of the next several stages, Heather learns who the cult members are, and why they manipulated circumstances to make her return to Silent Hill.



CLAUDIA'S DESIGNS

The pain that Heather feels in the corridor behind the bookstore comes right after Claudia mentions "God." This suggestion triggers the reaction in Heather. It is the first sign that the power within Heather is starting to rise again. After this point, Heather repeatedly falls into an evil world of darkness and decay. Many of the horrific images that Heather sees are created by the evil within her, including the transformations of environments from relatively normal to dank and corroded.



The power within Heather is triggered by the presence of Claudia. As Vincent later indicates, Claudia bears some powers similar to Alessa's, though obviously not as deep. In the taped conversation with a parishioner, Vincent mentions that Claudia possesses a "Sight." This power is how she knows that Alessa is still alive in some form, and how she knows when Douglas has found her.

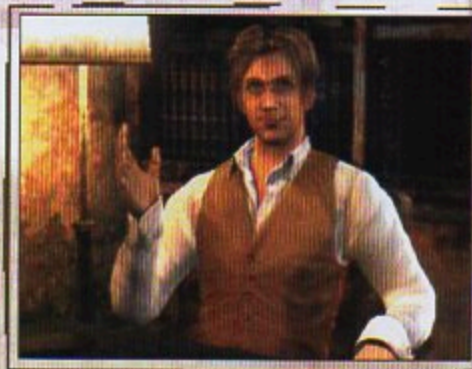
As revealed late in the game, Claudia and Alessa were childhood friends. The two shared the pain of abuse and cruelty inflicted on them by their insane parents, who were all members of the cult. There are many instances when Heather expresses in her thoughts that Alessa was once a pious young girl devoted to the theology of the Order and to carrying out her purpose in existing. This is the impression of Alessa that Claudia gained as well, when the two were children. However, at some point Alessa's thoughts must have secretly turned against the cult. Only she did not share this change of heart with Claudia. Therefore, Claudia still believes that Alessa wanted to conceive and give birth to god, and that Harry Mason was wrong to stop her from doing so.

All these years, Claudia held onto the hope that Alessa would give birth to a god that would destroy the world, purify it by fire and kill everyone, washing away all pain and sadness. This is Claudia's twisted idea of erasing the board and starting with a fresh clean slate, whatever the means or circumstances. The pain and suffering she endured as a child is simply too much for her to bear alone. Her only escape from herself is death, elimination by apocalypse. Claudia is therefore a somewhat suicidal person. She escapes from her inner demons by seeking Alessa.

Claudia believes that by reminding Heather that she is really Alessa, she can convince the "old" form to take over the new body, and give birth to the destructive god she still carries within. This is why she sets off the events of the game. Her purpose in murdering Harry is twofold. The murder serves not only as revenge for what Harry did to the god seventeen years ago, the action also causes resentment and violence to rise in Heather's heart, nurturing the evil fetus she carries. All of Claudia's actions pave the path for Heather to remember her true self, and the purpose she is supposed to serve.

VINCENT'S INTERFERENCE

Heather meets a slimy and somewhat repulsive character in the transformed Hilltop Center building that introduces himself as Vincent. This man in his early 20's expresses a sincere dislike for Claudia and her methods. He also mentions that Dahlia Gillespie's actions 17 and 24 years ago were not sanctioned by the cult of Silent Hill. He would certainly know, since he is an ordained minister of the cult.



"Father" Vincent is devout in his studies of the beliefs of the Order. However, he and most of the followers are not actually interested in acting upon those beliefs. According to his philosophy, Dahlia and Claudia are extremists, exploiting the religion to further their own personal agendas. Throughout the game, Vincent is a sounding board for the more rational side of the religious cult known as "The Order."

Yet, Vincent also has some personal motives in wanting to help Heather stop Claudia. Claudia's devotion is unmatched in the church. According to the taped conversation found in the Church stage, other cult members are afraid of Claudia's extremist ideals and devotion. She obviously stirs unrest among the parishioners. Vincent would prefer to keep things peaceful in the Order, especially since he is misappropriating church funds. If he were to be the savior who rescued the church from Claudia's machinations, the entire embezzlement scandal might be swept under the rug. The Order would then be wholly under his control.

Nevertheless, Vincent cannot excommunicate Claudia just because she is preachy. That is why Vincent is desperately trying to align himself with Heather, and turn her actions to his advantage. He intends to use Heather to kill Claudia, and thus remove all unrest from his church.

Vincent believes that Heather needs the Seal of Metatron to be able to block Claudia's power. But Vincent's folly is that he believes the talisman itself is the source of the power. He obviously gained this belief from Leonard Wolf, Claudia's father, who guards the Seal with insane jealousy. However, as several documents prove, Leonard is psychotic and prone to delusion. The object itself is useless, as proven when Heather brandishes it against Claudia near the end of the game.

THE APPEARANCE OF ALESSA

As described above, Heather has had many "selves." As the story progresses, she continues to remember more about her past, and her former selves. While exploring the familiar environments of Silent Hill, especially within the Church, Heather reminisces about being Alessa and living in Silent Hill with such a cruel mother.

The memories stem from the part of Heather buried deep within, a part that is still Alessa. As Heather draws nearer to her final destination, Alessa rises up from inside Heather's psyche, and manifests in a form to try and stop Heather from proceeding.

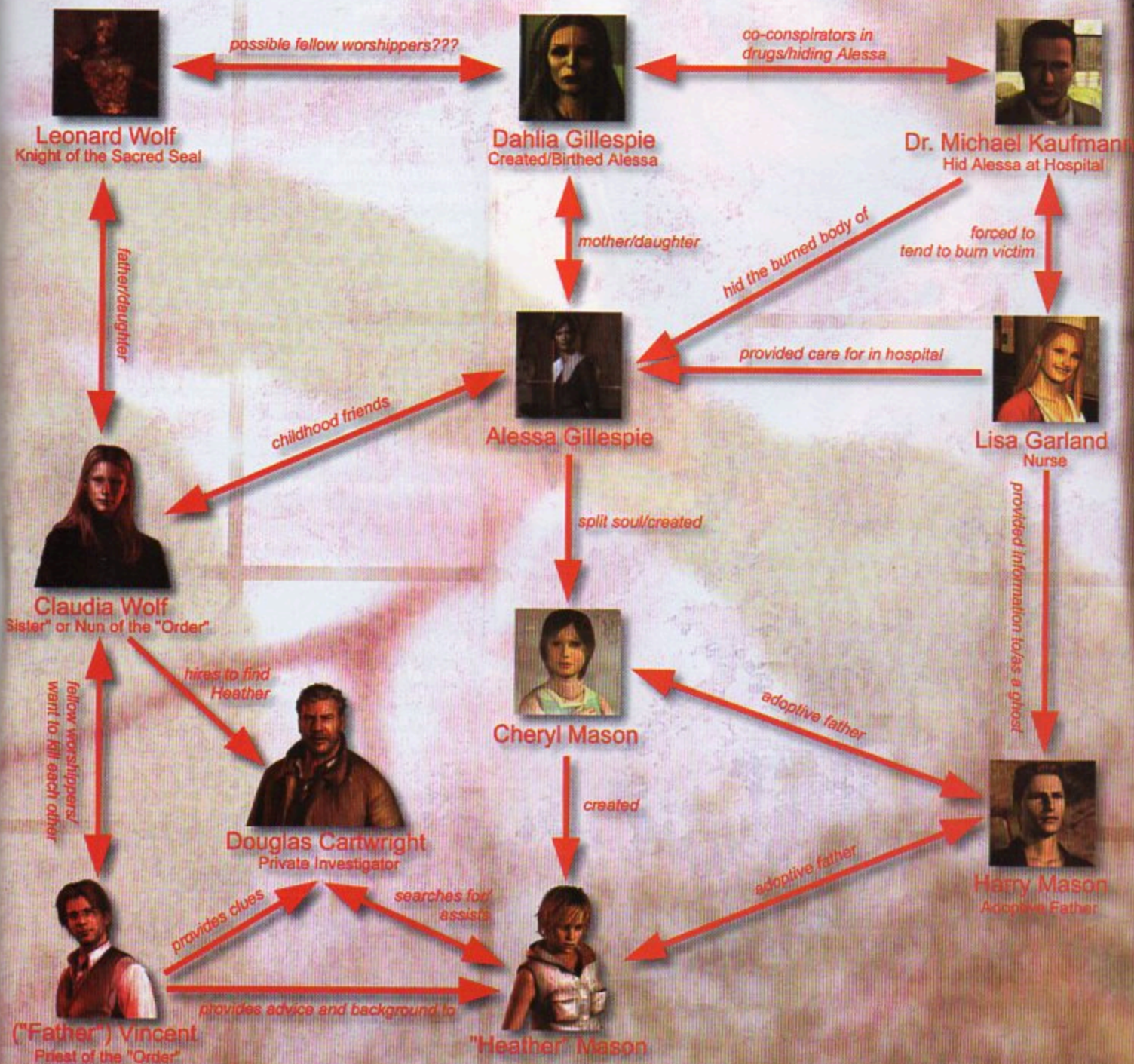


If Heather successfully suppresses the Memory of Alessa boss, then her former self leaves a note on the carousel floor. This note expresses why Alessa attacked Heather. Believing that the best course of action would be for Heather to die, thus preventing the birth of god, the part of Heather that was once Alessa cannot understand why Heather would resist. Surely, the death of Heather would be better than to see a demonic god born to destroy the world? But as Heather responds in her thoughts, she is a survivalist and is not interested in giving up. She wants stop Claudia's machinations and preventing the rebirth of Paradise, despoiled by Harry Mason, by some means that do not involve her own demise.

BRING IT ALL TOGETHER

You now have at your disposal all the important clues and analyses required viewing the ending of the game with a complete understanding of what is happening. If some aspects of the plot remain unclear, you may need to read the above sections more than once.

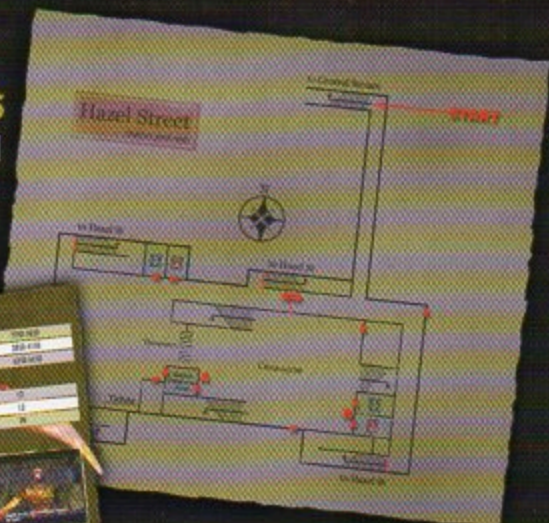
CHARACTER RELATION CHART



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