

BradyGAMES
STRATEGY GUIDES

TOTALLY UNAUTHORIZED

SILENT HILL™

STRATEGY GUIDE

Detailed Maps!
Complete Strategy!

For PlayStation®

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LEGAL STUFF

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Silent Hill™

Strategy Guide

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terrifying story

a walking nightmare

Introduction

Silent Hill is a truly revolutionary game, not in terms of gameplay but in the way that it uses the video game medium to tell a completely involving and terrifying story.

Right from the beginning you are drawn in, playing the role of a typical man suddenly thrust into a waking nightmare. The setting is a modern small town, incredibly rendered, but ordinary in all other respects. Both of these elements seem strange for the usually fantastic world of video games. Add to this unique setting the ability to explore the entire town, plus a story line worthy of a high caliber suspense novel, and you get a gaming experience that is rare indeed.

The game initially leads you along, but you will quickly find yourself virtually alone in an area covering several blocks, without a clue as to where to go next. That is the reason you are holding this guide. Gameplay consists mostly of exploration, discovering clues, and putting together pieces to solve puzzles. Yet throughout the game, impending danger looms over you. Some clues are obvious, others can be a bit cryptic, and some are downright stupefying. Just about every part of town contains something that wants to eat you, fantastic creatures the likes of which you might find only in a children's fairytale, but more about that later. This guide is designed to lead you by the hand through the entire ordeal, seeing you through to the best ending in the game. At the end of the walkthrough, you can read about how to achieve the other three endings, as well as what secret bonuses there are. Before getting really deep into the game, it's suggested that you go over the General Tips. The baddies in the game can take you out pretty quickly if you are unprepared, and the character you play isn't exactly Rambo—the guy trips off of porches, for goodness sake.



Characters

Characters

Harry Mason

Harry is a 32-year-old writer who is on his way to Silent Hill for a vacation with his only daughter, Cheryl. His wife recently died after a long bout with a serious illness, and his connection with his daughter is the only thing he has left. On the outskirts of town, he runs his jeep off the road to miss hitting a mysterious girl in a blue dress. When Harry awakes from the impact in a ditch, his car is a complete wreck, and he will notice that Cheryl is gone.



Harry is the only character you control throughout the entire game, but he's someone that just about anybody can identify with. His reason for continuing on regardless of the danger is something that any parent can relate to. He has no special powers or training to help him through the unavoidable nightmare ahead, just his wits to see him through in order to find his daughter. Little does he know that she has everything to do with the insanity in Silent Hill.

Harry is a 32-year-old writer who is on his way to Silent Hill for a vacation with his only daughter, Cheryl. His wife recently died after a long bout with a serious illness, and his connection with his daughter is the only thing he has left. On the outskirts of town, he runs his jeep off the road to miss hitting a mysterious girl in a blue dress. When Harry awakes from the impact in a ditch, his car is a complete wreck, and he will notice that Cheryl is gone.

Your name is... Harry Mason

You're not a hero... yet

Cheryl is Harry's seven-year-old daughter. She's a very sweet natured girl who insisted on making this sleepy resort community the vacation destination for both her and her father. She enjoys coloring, and on her trip to Silent Hill she has brought the coloring book she received from her father on her recent birthday. What destiny lies ahead for this innocent little girl? Can her father save her this time?

Cheryl Mason

missings daughter

Cheryl Mason

Cheryl is Harry's seven-year-old daughter. She's a very sweet natured girl who insisted on making this sleepy resort community the vacation destination for both her and her father. She enjoys coloring, and on her trip to Silent Hill she has brought the coloring book she received from her father on her recent birthday.

What destiny lies ahead for this innocent, little girl? Can her father save her in time?



Cybil Bennet

police officer

Cybil is an attractive 28-year-old police officer from Brahms, the next town over. She's a smart cop who has come to Silent Hill to investigate the cease of all communications coming from the town. Once in Silent Hill, she realizes there is something much more serious going on than downed telephone wires. She finds all the power out and not a soul in town until she runs into Harry. After giving him a gun, she becomes his only ally within this surreal world. But after their initial encounter she will head off on her own to try to find some help.

She comes back much later, but does she come back to save Harry, or will he have to save her? You will have to play to find out.



Dahlia Gillespi

Dahlia is the town loony, an old woman who appears to be some sort of psychic or spiritualist. She will appear for Harry throughout the game, giving him clues as to where he should go next. She will always speak in symbolic gibberish. Most conversations will leave Harry scratching his head



in complete confusion. She does seem to know what is going on, however, and may even be the key to finding Cheryl.

Dr. Kaufmann

Dr Kaufmann will first meet Harry in the Hospital, and they hardly start off on the right foot, since he mistakes Harry for a monster and takes a shot at him. In the conversation that follows and in every encounter thereafter, he is shifty-eyed and evasive, not to mention downright rude. Dr. Kaufmann is definitely not to be trusted, even though he acts as clueless as Harry does about their strange predicament. All he seems to want to do is leave town, and you can't blame him under the circumstances, but there may be something else going on; a possible connection with a mysterious local drug ring.



Dahlia is the town loony, an old woman who appears to be some sort of psychic or spiritualist. She will appear for Harry throughout the game, giving him clues as to where he should go next. She will always speak in symbolic gibberish. Most conversations will leave Harry scratching his head in complete confusion. She does seem to know what is going on, however, and may even be the key to finding Cheryl.

complete confusion

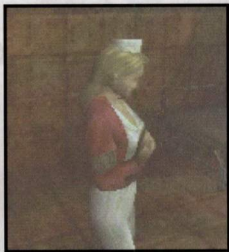
Dahlia Gillespi

not to be trusted

Dr. Kaufmann

Lisa Garland

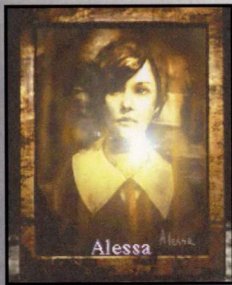
Lisa is a nurse, about Harry's age, who runs into Harry in the nightmare version of the hospital. She is justifiably terrified. She is very attractive but appears somewhat haggard, obviously due to her recent experiences. She feels strangely connected to the hospital and refuses to leave, even when Harry offers to protect her if she comes with him. What is her connection in all of this? She doesn't remember much about why she is there, but things will slowly come back to her.



Alessa

Who is Alessa? She will mysteriously show herself to Harry throughout the game, mostly as a ghostly apparition. She is, unbeknownst to Harry, the one who drives him off the road at the beginning

of the game. She seems to be the key, if not the entire cause, of the state of Silent Hill. But what exactly is her role, and what does she have to do with Cheryl?



She doesn't remember much

Lisa Garland

Alessa

Who is Alessa?



Itc

STLH



Items

Items



Item: Handgun

Where Found: Café; given to Harry by Cybil

Intended Use: Shoot anything that moves



Item: Flashlight

Where Found: Café

Intended Use: To aid vision in the dark



Item: Health Drink

Where Found: All over town, off and on the path through the game

Intended Use: Replenishes a portion of your health



Item: Kitchen Knife

Where Found: Café

Intended Use: A fairly ineffective weapon, but it's better than nothing

	<p>Item: Radio</p> <p>Where Found: Café</p> <p>Intended Use: It mysteriously produces white noise when a baddie is near</p>
	<p>Item: "To School" Page</p> <p>Where Found: At the end of an alley that Cheryl ran down</p> <p>Intended Use: Leads you to the school</p>
	<p>Item: Handgun bullets</p> <p>Where Found: All over town</p> <p>Intended Use: Replenishes your handgun bullet supply by 15</p>
	<p>Item: First Aid</p> <p>Where Found: All over town, but not as plentiful as Health Drinks</p> <p>Intended Use: Replenishes all of your health</p>
	<p>Item: "Levin Street Doghouse" Page</p> <p>Where Found: At end of Matheson Street</p> <p>Intended Use: Leads you to house on Levin Street with doghouse in front</p>



Item: Levin Street Doghouse Key

Where Found: Taped to roof of doghouse

Intended Use: Lets you inside Levin Street house



Item: Key of Lion

Where Found: Back of police car at the end of Bachman Road

Intended Use: One of three keys needed to open back door of Levin Street house



Item: Key of Woodman

Where Found: Under basket in basketball court, down alley behind Café

Intended Use: One of three keys needed to open back door of Levin Street house



Item: Key of Scarecrow

Where Found: In mailbox across the wooden plank, at the end of Ellroy Street

Intended Use: One of three keys needed to open back door of Levin Street house



Item: Channeling Stone

Where Found: Convenience Store near Harry's wrecked jeep

Intended Use: Unknown

	<p>Item: Steel Pipe</p> <p>Where Found: Under freeway overpass at the end of Midwich Street</p> <p>Intended Use: Smashing heads and perhaps other things</p>
	<p>Item: Bottle of Hydrochloric Acid</p> <p>Where Found: Lab Equipment Room, Midwich Elementary School A</p> <p>Intended Use: Used to get medallion of "A Golden Sun"</p>
	<p>Item: Medallion of "A Golden Sun"</p> <p>Where Found: Laboratory, Midwich Elementary School A</p> <p>Intended Use: One of two medallions needed to open the Clock Tower doors</p>
	<p>Item: Medallion of "A Silver Moon"</p> <p>Where Found: Piano Room, Midwich Elementary School A</p> <p>Intended Use: One of two medallions needed to open the Clock Tower doors</p>
	<p>Item: Ampoule</p> <p>Where Found: There are only a few of these scattered around the entire game, making them far more rare than First Aid Kits</p> <p>Intended Use: Enables you to feel no pain, the equivalent to using a First Aid Kit, but it will wear off.</p>



Item: Shotgun

Where Found: Boy's Bathroom, first floor, Midwich Elementary School B

Intended Use: A much more serious weapon than the handgun, it can take out baddies in half as many shots, although ammo for it is scarcer.



Item: A Child's Pink Rubber Ball

Where Found: Storage Room, Midwich Elementary School B

Intended Use: Plugging up drainage hole on roof to wash out the stuck key



Item: Rectangular Card with Picture of Key

Where Found: Northwest Classroom, first floor, Midwich Elementary School B

Intended Use: Opens door behind Receipt area



Item: Classroom Key

Where Found: In courtyard drain, after washing it down pipe from the roof






Intended Use: Opens locked classroom doors, Midwich Elementary School B



Item: Library Reserve Key

Where Found: Locker Room

Intended Use: Opens Library Reserve room

	<p>Item: Shotgun Cartridges</p> <p>Where Found: Scattered around most areas of Silent Hill, although not as plentiful as handgun bullets</p> <p>Intended Use: Reloads your shotgun with shells six at a time</p>
	<p>Item: K. Gordon Key</p> <p>Where Found: In Generator Room in basement of Midwich Elementary School after you defeat the lizard boss</p> <p>Intended Use: Opens K. Gordon's house</p>
	<p>Item: Drawbridge Key</p> <p>Where Found: Balkan Church, on the altar</p> <p>Intended Use: Lowers drawbridge to Central Silent Hill</p>
	<p>Item: Flauros Pyramid</p> <p>Where Found: Balkan Church, on the altar</p> <p>Intended Use: Will somehow be used late in the game to stop the "darkness"</p>
	<p>Item: Hospital Basement Key</p> <p>Where Found: Conference Room, Alchemilla Hospital A</p> <p>Intended Use: Opens hospital Basement</p>



Item: Empty Plastic Bottle

Where Found: Kitchen, Alchemilla Hospital A

Intended Use: For holding red liquid you find on floor of the Director's Room, Alchemilla Hospital A



Item: Plate of Turtle

Where Found: Boy's Bathroom, third floor, Alchemilla Hospital B

Intended Use: Piece of Alice in Wonderland Puzzle



Item: Blood Pack

Where Found: Storeroom, third floor, Alchemilla Hospital B

Intended Use: Distracts creature in room 204, Alchemilla Hospital B while you get Plate of Hatter



Item: Plate of Cat

Where Found: Room 306, Alchemilla Hospital B







Intended Use: Piece of Alice in Wonderland Puzzle



Item: Oil Lighter

Where Found: Room 201, Alchemilla Hospital B

Intended Use: Used with alcohol to burn away ivy covering stuck grate in the floor of the Basement, Alchemilla Hospital B

	<p>Item: Plate of Hatter</p> <p>Where Found: Room 204, Alchemilla Hospital B</p> <p>Intended Use: Piece of Alice in Wonderland Puzzle</p>
	<p>Item: Plate of Queen</p> <p>Where Found: Director's Room, Alchemilla Hospital B</p> <p>Intended Use: Piece of Alice in Wonderland Puzzle</p>
	<p>Item: Basement Storage Key</p> <p>Where Found: Operating Room, Alchemilla Hospital B</p> <p>Intended Use: Opens Basement storage</p>
	<p>Item: Disinfecting Alcohol</p> <p>Where Found: Intensive Care, Alchemilla Hospital B</p> <p>Intended Use: Used with lighter to burn away ivy covering stuck grate in the floor of the Basement, Alchemilla Hospital B</p>
	<p>Item: Examination Room Key</p> <p>Where Found: Unmapped area of Basement, Alchemilla Hospital B</p> <p>Intended Use: Opens Examination Room</p>
	<p>Item: Videotape</p> <p>Where Found: Last door on left in unmapped area of Basement, Alchemilla Hospital B</p> <p>Intended Use: You can use the Videotape in the VCR in the AV room in both Alchemilla Hospital B and "Nowhere"</p>



Item: Antique Shop Key

Where Found: On desk in Examination room at the end of Alchemilla Hospital B

Intended Use: Open Antique Shop



Item: Ax

Where Found: Hidden room in Antique Shop

Intended Use: In a pinch, you can use it to fend off baddies, but it can also be used to smash the lock, allowing access to the Water Works



Item: Hunting Rifle

Where Found: Silent Hill Town Center in sandy Larva boss pit

Intended Use: A high-caliber rifle that will take out baddies with only a couple of shots, but you can't move while you're shooting



Item: Rifle Shells

Where Found: A very sparse item, but some can be found in just about every area that you come across after you find the Hunting Rifle.






Intended Use: Reloads six shells at a time into your Hunting Rifle



Item: Sewer Key

Where Found: Sewer Office, inside the sewers

Intended Use: Opens locked doors in the sewer

	<p>Item: Sewer Exit Key</p> <p>Where Found: Found down tunnel opposite the exit</p> <p>Intended Use: Opens exit from sewer</p>
	<p>Item: Motel Key</p> <p>Where Found: Annie's Bar, inside Dr. Kaufmann's dropped wallet</p> <p>Intended Use: Opens Room Three at the Motel</p>
	<p>Item: Store Receipt</p> <p>Where Found: Annie's Bar, inside Dr. Kaufmann's dropped wallet</p> <p>Intended Use: Printed on the Receipt is a lock combination you use to get into the Indian Runner</p>
	<p>Item: Safe Key</p> <p>Where Found: Drawer behind counter in Indian Runner</p> <p>Intended Use: Opens safe</p>
	<p>Item: Magnet</p> <p>Where Found: Norman's room, behind office of Motel</p> <p>Intended Use: To retrieve motorcycle key stuck down crack in Room Three of Motel</p>



Item: Motorcycle Key

Where Found: In crack in Room Three of Motel

Intended Use: Opens motorcycle gas tank



Item: Pliers

Where Found: Operating Room, "Nowhere"

Intended Use: Used on faucet to release Key of Ophiel



Item: Screwdriver

Where Found: Operating Room, "Nowhere"

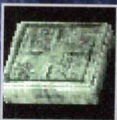
Intended Use: For removing metal plate



Item: Key of Ophiel

Where Found: Retrieved from faucet after using pliers

Intended Use: Opens Door of Ophiel



Item: Stone of Time

Where Found: Astrological Puzzle room, "Nowhere"

Intended Use: Breaks glass in clock in Antique Shop, "Nowhere" to release Key of Hagith



Item: Amulet of Solomon

Where Found: Morgue, "Nowhere"

Intended Use: One of five items you need to open door in child's room



Item: Key of Hagith

Where Found: After you break the clock glass with the Stone of Time in Antique Shop in "Nowhere," it will be released

Intended Use: Opens Door of Hagith



Item: Crest of Mercury

Where Found: Jewelry Shop, "Nowhere"

Intended Use: One of five items you need to open door in child's room



Item: Ring of Contract

Where Found: Jewelry shop, "Nowhere"

Intended Use: Repairs chain on fridge in kitchen in "Nowhere" so you can grab Dagger of Melchior



Item: Camera

Where Found: Behind first door in new area of "Nowhere"

Intended Use: Used on picture in altar room on third floor in "Nowhere" to reveal shapes you enter into the locked doors in the same room



Item: Birdcage Key

Where Found: Behind left door in altar room, third floor, "Nowhere"

Intended Use: Opens Birdcage, releasing Key of Phaleg



Item: Key of Phaleg

Where Found: Inside birdcage on first floor, "Nowhere"

Intended Use: Opens Door of Phaleg



Item: Dagger of Melchior

Where Found: Kitchen, "Nowhere"

Intended Use: One of five items you need to open door in child's room



Item: Key of Bethor

Where Found: Next room over from kitchen, "Nowhere"

Intended Use: Opens Door of Bethor



Item: Ankh

Where Found: Graffiti Room, "Nowhere"

Intended Use: One of five items you need to open door in child's room



Item: Key of Aratron

Where Found: Behind metal plate on first floor, "Nowhere"

Intended Use: Opens Door of Aratron



Item: Disk of Ouroboros

Where Found: Alessa's room, "Nowhere"

Intended Use: One of five items you need to open door in child's room



General Tips

General Tips

These following general tips will help you throughout the game. Danger lurks everywhere, and without some knowledge on how to best get around, you will meet a quick end.

Radio

One unique innovation to the game play of Silent Hill is the use of sound. Music changes to create tension as you explore, but even cooler than that is how you will hear enemies before you actually see them. You will find a broken radio in the Café, which for some mysterious reason makes white noise whenever a baddie is near. On top of that, the sound is in stereo, so by rotating in place you can narrow down the direction and number of baddies before you can see them or they see you. Despite the fact that the radio can be switched off, you should always keep it turned on.

Search View

Use L2 to use the search view. This gives you a wider view of the surrounding area and can even be used as you're running. It can be especially helpful in looking around corners without being seen. The search view can also be helpful when fighting a monster, especially when aiming. You will also want to use the search view to get a better look at things on the wall.

Flashlight

The flashlight, even more so than the gun, is your most prized possession. You won't need it in the first part of the game, but once it becomes dark, it will become essential to getting around. In the dark, you will not be able to pick up any items or look at your map when your flashlight is turned off, not to mention that it's very hard to get around. There is a benefit however to turning off your light. While you won't be able to see enemies, for the most part, they also won't be able to see you either. Since you're equipped with a monster-detecting radio, you'll be able to tell where they are and avoid them. If a creature gets near, you can switch off your light and stand motionless as it walks by. The monsters in the game are also attracted by sound, so if you need to move, you can sidestep silently with the L1 and R1 buttons. Shooting your gun in the dark with your light off will hurt your aim, as well make it pretty hard to fight.

The Map

Maps for just about every part of Silent Hill can be found in the game, and the map view is accessed through the Inventory screen or by conveniently pressing the triangle button. The maps are continually referred to in the walkthrough, and they are presented in the text just prior to the portion of the walkthrough in which you would use them. Still, you will want to check your in-game map often, as when you find new areas, new clues, or complete a task, they will be marked on your map. The map can be a very useful puzzle-solving tool.

Weapons

Sometimes you will be in a situation where you have to fight, although you'll never want to take on more than one baddie at once. This is especially true when using any of the non-firing weapons, such as the knife, the steel pipe, and the ax. The steel pipe is the best of the three and can save you some ammo. It does take some time to swing, which is why you can never be successful against two attackers at once. The other two are virtually useless, but in a pinch they may at least make you feel like you're not totally defenseless. Later, you'll need either the ax or the steel pipe for something other than bashing skulls.

A much better choice when you have to fight is one of the three guns you'll find. Cybil will give you a handgun at first, but later you will find a shotgun and a hunting rifle. You will rely on the handgun for most of your defense, and ammo is plentiful on and off the main path, although you still won't want to waste it. Choose your battle carefully. Press R2 to assume the attacking position and Harry will aim at the closest enemy. Since he has had no formal gun training, he will be a pretty bad shot. For this reason, you will have much better luck at close range. The further away you are, the less likely you will hit anything. Also, you will only be able to walk when in the attacking position, and the longer you stay in the attacking position, the greater the damage attacks from monsters will inflict. A good technique for attacking creatures is to back up as you fire. This way you will keep enough space between you and their lunging attacks. To conserve ammo, shoot each baddie two or three times, until it falls to the ground. It will still be alive, but rather than pumping more lead into the creature, just give it a swift kick by coming out of the attack position and pressing the X button over the downed creature. When you no longer hear the radio, you will know the creature is dead.

The shotgun is a much more powerful weapon, but the ammo for it will not be as plentiful. For this reason, save the weapon for the tough creatures and bosses. You will not be able to move when firing the hunting rifle, making it a bit dangerous to

use, but it is a great weapon against bosses. Its ammo is the rarest in the game.

Always check your health and be ready to refill, especially in the middle of being attacked. Often you can use a Health Drink before you lose the last of your health. When you enter a new area, always walk rather than run. This way you can methodically take out the baddies as you encounter them. If you run all the way through a new area, you will end up with up to five or six or baddies on your tail chasing you around.

Running Away

More often than not, you will want to run away when faced with a monster that wants to eat you. If you can avoid a fight, then you should. There is a lot of ammo and health around, but it isn't infinite. There are not even enough bullets in the game to kill everything you come across. You should learn to turn around by pressing L1 + R1. When a baddie is coming straight at you, it is the quickest way to change direction and run away. Most creatures will try chasing you when you flee, and some are faster than you. A good technique for avoiding a baddie lunging from behind is to listen to its position behind you and to turn at a 90-degree angle when it gets close. The enemies in the game apparently can't turn as tightly as you can. Turning a corner is often all it takes to ditch a baddie on your tail, but sometimes you will need to go through a door of some kind to be rid of it. You can get through the game by barely firing a shot if you want to, but sometimes a single enemy can be driven away by firing a shot or two into it. If a baddie does catch up to you and traps you to the ground or grabs you by the throat, you can rapidly press the X button to shake it off. Sometimes using this method will release you from an enemy's grasp before you lose any health.

have suddenly been thrust into
ent Hill. The last thing you
daughter, Cheryl, on your way
eded vacation. It's a deserted
he dark. It's a police motorcy-
very next turn, the bike has

Your name is Harry Mason
something startles you in the dark
Cheryl is missing!

Panicked,
you make your way through a mysterious,
blinding snowstorm...

passenger seat—and Cheryl is
ie car, calling out her name.
ike your way through a myste



Walkthrough

MILL




PART I

YOUR DAUGHTER IS MISSING!

Your name is Harry Mason, and you have suddenly been thrust into the strange and eerie world of Silent Hill. The last thing you remember is driving with your young daughter, Cheryl, on your way to the sleepy coastal town for a needed vacation. On a deserted highway, something startles you in the dark. It is a police motorcycle speeding past you. Around the very next turn, the bike has skidded off the road with no sign of the rider. A figure abruptly appears directly in the path of your vehicle. You swerve to avoid a collision and go spinning out of control...

You awake to find your car smashed against the side rail. Your head is pounding. You look to the passenger seat—and Cheryl is missing! Panicked, you run from the car, calling out her name. Your search for her begins as you make your way through a mysterious, blinding snowstorm.



As the game begins, you will walk away from your car, toward the town. A small figure that seems to be your daughter appears directly ahead of you. You should run after her, up the street and to the left, and then continue to follow her through the alleyway. At the end, pass through a squeaky, wrought iron gate, and then proceed until you pass through a few more of these gates. Things are definitely amiss here. There is a wall that looks to have been doused by a bucket of blood, and detached limbs are strewn about the ground. An overturned wheelchair and a bloodstained hospital gurney complete the scene. Perhaps the most odd thing is the darkness that seems to have descended from nowhere. Going further into the alleyway, you come to a mutilated body pinned at the wrists and ankles to a chain-link fence. At this point, some demonic children brandishing huge knives ambush you. In order to progress further into the game, you should allow them to kill you. After this occurs, you will, strangely enough, wake up to find yourself in an abandoned café.



THE CAFÉ



Once again, you awake in unfamiliar territory, but this time you are not alone. A uniformed police officer is keeping a close eye on you. You've definitely begun to notice a pattern in the stark and barren wasteland that is known as Silent Hill. No one resides here. What at one time must have been quaint shops on a main thoroughfare are now all closed up and deserted. Things are amiss, as well; windows have been blown out, furniture overturned, and the frigid weather is very unusual for this time of the year.

You discover that your wary guardian is Cybil Bennett, a cop from Brahms, the next town over. She has no idea how you survived your previous attack or what kind of cataclysmic event destroyed the town. She warns you that it's not safe to go outside, which only strengthens your resolve to find your missing daughter and bring her to safety. As Cybil heads back to Brahms to round up reinforcements, she leaves you with a gun for your protection...



As soon as Cybil hands you her **gun**, equip it. Next, if you wander around the café, you will notice other items on the counter: a **flashlight**, a **map of the town**, two **health drinks**, and a **kitchen knife**. You will want to acquire all of these. There will also be a radio on the table, but you won't be able to pick it up yet. You will find your first save point in the form of a **notepad** by the pinball game. You should take this opportunity to save your game.



Something will go fluttering by the window as you're picking up items in the cafe. Once you're about to leave, the old radio on the table will start going haywire, and a flying demon creature from outside will come in and attack you. The best way to dispense of the creature is to shoot it three or four times, and then kick it once it's down. You will now be able to pick up the **radio** if you go over to investigate its strange, screeching noise.



It is good to remember, as you now prepare to safely leave the cafe, that you can return as needed to save your game—for now.

THE ALLEYWAY AND LEVIN STREET

As you observe your map of the town, you begin to get a sense of this "Silent Hill." Ordinarily, there would be nothing unusual about it. A small lakeside community, it consists of a school, a church, tourist-friendly shops, and quaint residential neighborhoods. Only there are sideshow freaks lurking everywhere, and



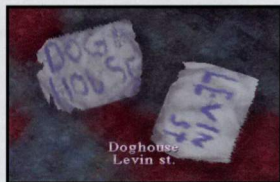
every few blocks, the road dead ends, where the earth simply seems to have fallen away into an unknown abyss.

This puts a damper on a direct route to finding your daughter.

As you leave the cafe, go right on Bachman and then left on Finney Street. You will want to head back toward the alley where you think you last saw your daughter, Cheryl. It will be on your left, about halfway up the street. You'll get clued-in to two fierce dogs lurking nearby once you start hearing some really odd noises. They'll be guarding the gate you passed through once before. You can easily run past them and through the gate. If you continue down the alley, you will dodge another dog, and then find some drawings from your daughter's notebook lying on the ground. You'll see the notebook's cover, which is a picture of you that she drew on her fifth birthday when you gave her the notebook. Leave that picture on the ground and pick up the one that says "to school." This is your indication that you should next try going to the school, Midwich Elementary, marked on the in-game map by a red circle.

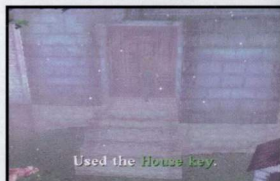


You will discover that the major obstacle on your way to school is that there are no roads leading directly through to Midwich. You'll have to find some other way to get there. You recall that the alley where you found Cheryl's drawings was not a complete dead end. There was a small opening, big enough for a child to climb through, where another street awaited. This seems like the logical option to try. Look for Matheson Street on your map and, once there, find the opposite side of the alley you were just in. From there, continue further down Matheson, about one more block, and you will find more drawings littered on the ground. A winged demon will be hiding there. Don't disturb it. Pick up the "Levin Street Doghouse" page.



You will find that you can successfully reach Levin Street. Look for the doghouse in the front yard of a one-story Victorian home on the west side of the street. When you approach the doghouse, you will need to either avoid or kill two man-eating, skinless

dogs before they kill you. Once that's done, you can take a look inside the doghouse, and you'll find a front door **key** taped to the roof. Grab the key and use it on the front door of the big house. The key will open the door to the house, which is devoid of people, as usual. Look for the two boxes of **handgun bullets** and one **health drink** on the table and counter in the kitchen. Follow the hallway straight back to the rear door, which has three locks and will not open.



THE THREE KEYS

The decor of this peculiar home strikes you as commonplace, and by some stroke of luck it is still intact. Still, its residents have clearly left for an undetermined amount of time. This doesn't help your current situation. You've been able to find several clues to Cheryl's whereabouts, yet still she has alluded you. She seems to have found her way to the elementary school, but you haven't yet come across any way to get there. Levin Street is perpendicular to Midwich. Maybe

this rear door, once unlocked, would offer a direct route to the school...



When you look to the left of the rear door, you will see a bulletin board. The board will read "Keys for Eclipse," and will contain three references to *The Wizard of Oz*. Once you look at your own map, the locations for the **Lion**, **Woodman**, and **Scarecrow** will have already been marked—the three keys. Before leaving to find them, you can save your game using the second notepad save point that is located in the house. You can come back to save at any time.



There are three locks.



When you exit the house, head toward Finney Street to retrieve the **"Key of Lion."** On your way there, stop by your wrecked car on Bachman Road North to get the **health drink**. You'll also want to enter the convenience store across the street, indicated in purple on your map. However, avoid the flying demon hiding out before you get there. Inside the convenience store, grab the three **health drinks**, the **first aid kit**, and the **channeling stone**. You can also **save** your game here. The **key** itself will be inside the trunk of the wrecked police car on the bridge. There will be at least two flying demons guarding it, and you may have to deal with more, depending on whether any saw you as you made your way there. There will also be some **bullets** on the ground to the right of the car.



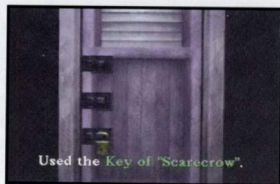
To obtain the **"Key of Woodman,"** find the alley that runs behind the cafe. Once there, head to the middle of the alley and you should see a basketball court through a chain-link fence. Go in, using the action button, but stay away from the demon dog long enough to grab the **key**. It will be sitting in a pool of blood, underneath the basket, near the head of a decapitated dog. Avoid sticking around here, but do grab the **health drink** from the garbage can before you go.



By this point, you won't be far from Matheson Street. Go to the Matheson/Ellroy intersection, turning right onto Ellroy, toward Bloch Street. When you reach the last building on the right, the road will be completely wiped out. This is where the third key, the "**Key of Scarecrow**," will be waiting for you in a mailbox across a ravine. Use the plank of wood to cross the ravine and pick up the key. Grab the **health drink** from the porch. There will be a flying demon guarding the area. Avoid it.



Now that all three keys are in your possession, you can go back to the Levin Street safe-house and open the rear door. As soon as you step outside, you'll be enveloped in unnatural darkness. Somehow, unlocking this door has caused an eclipse of the sun to which the map inside the house referred! Now is a good time to start using your flashlight and to really start worrying. Around the backyard you'll find two **health drinks** to grab.



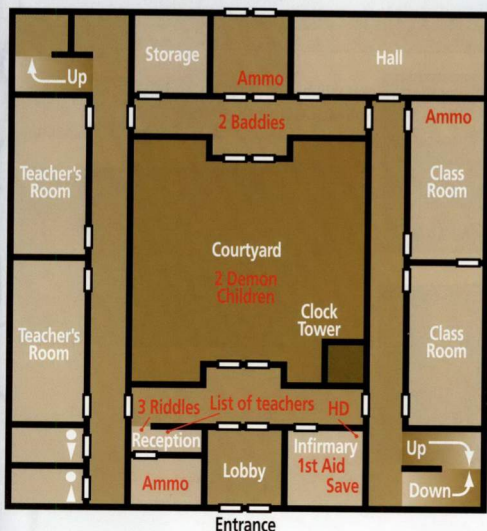
From the backyard, head right, down the alley, past one flying demon, to where Finney and Midwich streets intersect. (If you go the other direction, you'll bump into two evil dogs.) You will see a freeway overpass that has fallen away, and you'll need to keep any eye out for baddies. You should be able to find a **steel pipe**, which can be just as effective a weapon as your handgun at times. Plus, it won't waste any of your ammo. It will also become more important later in the game.



Under the freeway on the far side of the street will be some **bullets** and a **health drink** to pick up. Continue on to Midwich Elementary School, using your map for reference if necessary.

PART 2

MIDWICH ELEMENTARY SCHOOL A



Midwich Elementary School

First Floor A



Midwicht Elementary School A



The road to the school is ominous and foreboding. How could it be that darkness eclipsed the sun by the turn of three keys? And what significance do the names of characters in a children's fairytale hold? As you approach the entrance, you hope beyond hope that these questions can be answered so that you may finally find your daughter and at last bring her to safety.



As you enter the school lobby, there will be a **map of the school** to your left. You will want to take this. Go through the lobby and turn right.



The Infirmary

Now enter the first room on the right, the Infirmary. Here you can save your game. You can also pick up a **first aid kit** and a **health drink**. As you leave this room, go to the other side of the hall, toward the left, and into the reception area. This is where a list of teachers has been left behind; Johnson, Keith, and Gordon to name a few. In addition, there are three poems that are penned in blood. These are pieces to a puzzle that will help you to open the Clock Tower building a little further on. It's a good idea to write them down for future reference.



Go into the adjoining room. On the wall, you'll see an unsettling picture containing a door and some decomposing bodies. This will come up again later. Grab the **handgun bullets** while you're there.



I don't know who drew it,
but it is certainly in bad taste.

The Clock Tower

If you try to enter the rest of the school through the hall doors, you will find they are locked. Instead, go out into the courtyard and take a look at the Clock Tower. The door is locked, but you'll want to make sure you inspect both sides of the door. There will be oval-sized indents on each side, and each will have a plaque below it. The plaque on the right reads "A Silver Moon," while the one on the left reads "A Golden Sun." As you might have guessed, you'll be looking for both a silver and a gold medallion to place within these holes to unlock the door. Note that the time on the clock reads 10:00, but don't stay too long since there are two demon children lurking around.



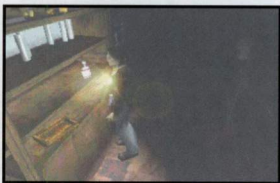
The tower door is locked.

Leave the courtyard from the side opposite where you entered, heading west. Check the back entrance to the school, which will be locked. Grab the **bullets** from the bench and watch out for a couple of very weird, black, baby-like creatures that make yelping noises. Turn left, traveling down the short hallway, and you'll find some double doors you can finally pass through to get inside the school.

Any doors to classrooms will be locked. The boys' bathroom has a demon child living inside. There will be nothing to find, though, until you go up to the second floor.

Once you're up the stairs, enter the first classroom on the right. It has two baddies, so be careful. Grab the **health drink**. The next classroom will be empty, but you should enter it anyway. Exit that classroom and go into the next room on your right, which will be the boys' bathroom. You'll hear someone crying on the other side of the stall. If you check around, you won't find anything. If you check the girls' bathroom next door, there will be two baddies waiting for you, but you'll also be able to pick up some more **bullets**.

Enter the double doors by the stairs, and there will be one baddie to kill. Go into the Lab Equipment room on the left. At the back of one of the shelves you'll find a purple bottle of chemicals. Store this in your inventory for later. Upon closer inspection you'll find it to be concentrated hydrochloric acid. After taking the bottle from the shelf, find the Laboratory, which is the next room over.



The Laboratory

This is where one of the poems from the Infirmary will come into play. The verse is as follows:

10:00

"Alchemy Laboratory"

Gold in an old man's palm.

The future hidden in his fist.

Exchange for sage's salt water.

As soon as you're inside the Lab, you'll notice the "statue of the old man's hand." If you examine it, you'll see that the hand is tightly holding onto an oval-shaped gold medallion with a picture of the clock tower on it. This is the "gold in an old man's palm" referenced in the poem. And since the clock tower's time is currently 10:00, matching the time at the top of the poem, you will have probably already deduced that this is the first puzzle to solve.



Statue of an old man's hand.

Now you need to find some way to release the medallion from the grasp of the hand. Use the hydrochloric acid (or "sage's salt water") from the storeroom, and this will loosen the grip of the hand so that you may grab the medallion. Exit the lab and get past two baddies waiting in the hall. Return to the clock tower and place the medallion on the side of the door that reads "A Golden Sun." Once you have completed this task, the time on the clock face will change to 12:00.



The next thing to do is to refer to the poem in the Infirmary that indicated "12:00," assuming this will lead you to the silver medallion that belongs in the Clock Tower door. This would be the following poem:

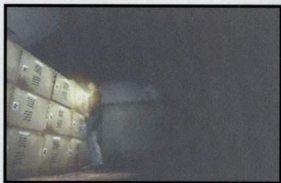
12:00

"A place with songs and sounds"

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

Referring to your school map, you'll want to find out where "A place with songs and sounds" might be. The Piano Room on the second floor would be a good guess. As you enter the second floor hallway, first approach the locker room in the northeast corner.

Once inside, you should see some footlockers, one of which is rattling. When you examine the locker, a trapped cat will come flying out, startling you. Now you can head back over to the Piano Room.



The Piano Room

Inside, not surprisingly, there will be a piano. If you had visited this room before, you would have found that the lid over the keys was locked, but once the first poem was solved, that changed.



There will also be one more poem written on the blackboard, once again in blood:

"A tale of birds without a voice"

**First flew the greedy Pelican
White wings flailing eager for
the reward**

**Then came a silent Dove
Flying beyond the Pelican,**

As far as he could

A Raven flies in,

**Flying higher from the Dove,
Just to show that the he can**

A Swan glides in,

To find a peaceful spot,

Next to another bird

**Finally out comes a Crow,
coming quickly to a stop
yawning and then napping.**

Who will show the way

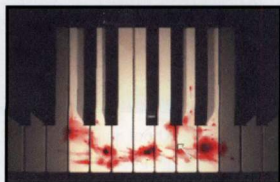
Who will be the key

Who will tend to

the silver reward.



Now that the piano keys are accessible, you will find that some of them aren't functioning properly. These are the keys that need to be pressed in order to retrieve the silver medallion. Which keys and their order are revealed in the poem on the blackboard. If you figure out the formation of the birds, you will notice they are in the same order on the piano keys. But, it is the order in which they are listed in the poem, stanza by stanza, that you will need to follow when pressing the keys. In other words, Pelican, Dove, Raven, Swan, Crow, or 5, 1, 4, 2, 3. Once the keys are pressed, they will release the Silver Medallion engraved with the clock tower. It will appear from behind the surface above the chalkboard. Be warned that once you have solved this puzzle, some baddies will appear in the hall by the Infirmary and possibly elsewhere. Make your way back to the Clock Tower.



Once you reach the tower, place the Silver Medallion in its rightful place on the right side of the tower door. The time will change to 5:00. You might think this is enough to open the door, but you will first need to find some method of generating power to it before it will actually open. This leads you to the words of the third poem in the Registry:

5:00

**"Darkness that brings the
choking heat"**

**Flames render the
silence Awakening the
hungry beast**

**Open time's door to
beckon prey.**

Find the place where darkness brings choking heat on the school map, and that would most logically be the basement Boiler Room. Go back into the school through the same route, and back up to the second floor. From there, go north through the short back hall and through the double doors. You will need to find a stairwell on the far side of the school (northeast from the point where you enter the second floor). From that stairwell, go all the way down to the bottom floor. The room on the right will contain the generator for powering the school. "Flames" that "render the silence" are ignited once you turn on the generator. Do this by pushing the lighted red button. This, in turn, will cause enough

heat to "open time's door." Once you have turned on the generator, everything will fall into place for the Clock Tower door to open.



Head back up the stairs and again enter the courtyard. You will find you can now enter the Clock Tower door. Once inside, the first thing to do is climb down the ladder. When you reach the first level, walk across to the far side of the room and go straight through the door with the "Keep Out" sign on it. Get ready—that sign was put there for a reason. Continue on through the next set of double doors.



MIDWICH ELEMENTARY SCHOOL B

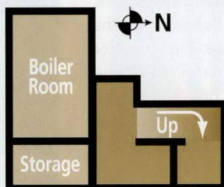


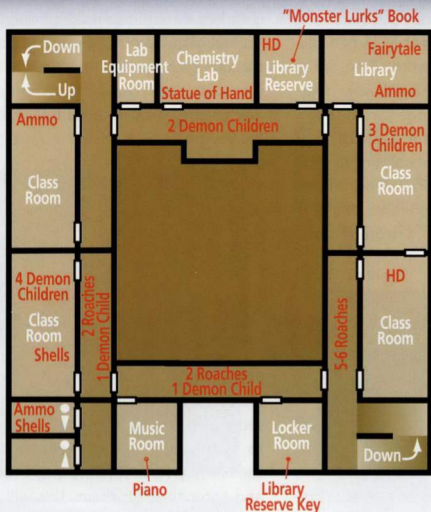
Midwich Elementary School

First Floor B



Basement B





Midwich Elementary School

Second Floor B



Exiting through the doors of the Clock Tower propels you into some terrifying other dimension. Instead of just darkness and deserted school grounds, you have found yourself in a hellish new world where evil permeates the atmosphere even more than before. The bloody, steel-rimmed corridors have the same layout as the school, but they are more like a prison from which no one returns. Pushing past hallways filled with demons, mutilated bodies, and strange religious symbols, you must ignore your fear and continue your search for Cheryl.

As you pass through the west double doors, you'll realize you're looking at a warped version of the school's courtyard. There is a huge, cryptic symbol underneath your feet. What could it mean? Leave the yard through the set of double doors to the west. This will take you to the back school hall on the first floor. Enter the double doors in front of you and grab the **first aid kit** and **ammo**. The next door to your left goes to a storage area. Open it and go inside.



A pink, rubber ball will be one of the first things you see, along with the some hanging bodies and a decapitated doll. Pick up the ball off the table. You can then leave the room, but watch out for the two demon children back out in the hallway. Run through the door to the room listed as "The Hall" in the far north corner of the hospital map. Inside will be several very large cockroaches. Now exit "The Hall" through the door to the right. You will now be in another long hallway. Here you can unlock the double doors on your right which lead back into the hallway you were just in. However, you'll want to enter the room opposite those doors, through the single door to your left. This will be another classroom. You'll see a rectangular card on the table. Pick it up. It has a picture of a key on it, along with some shapes that you recognize from that awful painting

back in the room behind the Reception area. Instead of going out the way you came in, go through the doorway that leads to the adjacent classroom (certain barriers in the new hallway are blocking the entrance to some of the rooms).

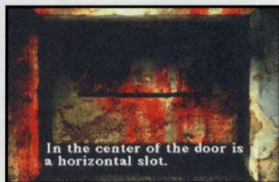


In the next room, you'll see an assortment of metal chairs in disarray. Find the door to the south of the room and weave your way over to it. This door will take you back out into the hallway. Next, find the gray double doors and enter through them. This will lead you back to the short front hall on the first floor. The first door on your left leads to the Infirmary, but once you get inside you'll realize things aren't quite the same as they used to be. You can still use the notepad here to save your game. Also, grab another **health drink** and some **first aid**.



Take a side trip to the next room via a double-doored entryway on your left (this was previously the school's entrance lobby.)

Watch for two baddies inside. Grab the blue **ampoule** from on top of the wheelchair. It's an exquisitely shaped vile containing a liquid that can restore your health to full for a short time when you need it. Go to the Reception area and the room behind it. This area will be greatly transformed from when you saw it last, particularly due to the bloody bodies hanging on the wall. Pick up the handgun **ammo** on the desk. There is a strange-looking door between the bodies. Examine it.



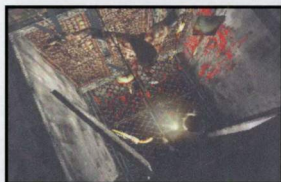
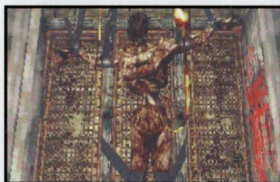
Use the picture card you recently grabbed by sliding it into the slot on the door. This will open the door and give you access to the school's left hall. Enter the girls' bathroom (first door on the left). When you exit again, you will have been mysteriously transported to the second floor—just one of the many odd transformations within this "new" school. In any case, this will allow you to hit the boys' bathroom on the second floor, where you will find a wealth of **ammo** for

your weapons. Return to the girls' bathroom. When you exit this time, you will once again be on the first floor.

Now go into the boys' bathroom on the first floor (second door to your left), and examine the one closed stall. Behind the stall door you'll see a grossly decomposing corpse hanging against the back wall. On the ground beneath it, you'll see a **shotgun**. Pick it up. There is writing on the wall to read, again in blood:

"Leonard Rhine: The Monster
Lurks."

The Monster Lurks? Sounds like it might be a book written by this Rhine character.



Now leave the bathroom and go to the next door down the corridor. The teacher's room you enter will be vacant, but back against the far wall you'll see a second door. Enter through this, into the next teacher's room. Inside will be several blue telephones setting on various tables. If you approach any of them, you will find them all to be broken. There will be nothing else to do in the room (except grab the handgun **bullets**), but as you make your way to the exit, a scene will occur in which one of the dead phones mysteriously rings. You'll answer the phone to hear a voice that sounds like Cheryl's. It cries, "Daddy? Help me, Daddy! Daddy, where are you?"



Go back through the door as you had originally planned and head back to the corridor. Go to the stairwell at the end of the hall and run all the way up to the roof. You'll see a drainage gutter running the entire back perimeter of the rooftop, a stone bench stained in blood, and a water tower. Approach the stone bench. Examine the drain pipe hole next to it. You'll see a key resting in the pipe beyond your reach. Go to the corner of the roof and look for the pipe hole there. Take

out your pink rubber ball and use it to block this pipe hole. Go over to the water tower and turn on the red valve wheel. Water will now flood the gutter since you have plugged up the pipe hole. Turn the red valve off and examine the pipe hole where you saw the key. The key will no longer be there. Try using the channeling stone here.



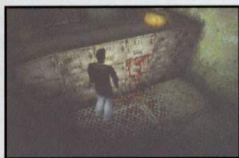
Go back down the stairs to the first floor. Go all the way back to the front hall and out into the courtyard. Look around for the drainage pipe. You will find it in the far corner of the courtyard with the key washed out of it in a puddle on the ground. Grab the classroom key and re-enter the school hall through the closest double doors.



From here, re-enter the locker room where the cat had surprised you earlier. From the hallway you are now in, find the staircase in the southwest corner of the school. Go to the second floor and go through the closest classroom. Head for the east exit and pick up the

handgun **bullets** on the nearby chair. The exit will take you into the next classroom, where you'll find shotgun **shells**. The southern exit will let you out into the left-hand hallway. Exit through the gray double doors, which will let you off in the front hall. From there, approach the far, single door on the other side of the hall. This is the locker room.

Once again, as you enter the room you will hear the unsettling rattle of the locker door. But as you might expect, things have changed. Upon opening the locker door, all you will find is blood oozing out of it—but you don't get away that easily. Once you try to leave, a dead body will suddenly come toppling out of one of the full-sized lockers along the wall. Look at the corpse and you will see a "Library Reserve Key" that you should take with you.



It's reasonable to assume the next place you'll want to investigate is the Library

Reserve room. As you head for the far right-hand door of the back hall on the second floor, look out for lots of new demonic bad-dies that weren't around earlier. After leaving the locker room, weave in and out of classrooms on the south side of the building until you reach the double doors that will take you into the back hall. The Library Reserve will be inside the far door, next to the right-hand double doors. Your Library Reserve Key will unlock the door for you.

Check out the shelf on the wall that has the open book on it. If you examine it, you'll see that the book's title is identical to the message you found on the boys' bathroom wall, *The Monster Lurks*. Keep reading and you will find the following:

Chapter 3: Manifestations of Illusions

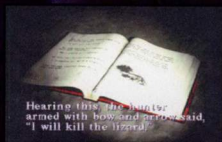
...Poltergeists are among these. Negative emotions, like fear, worry, or stress manifest into external energy with physical effects. Nightmares have, in some cases, been shown to trigger them. However, one such phenomena doesn't appear to happen to just anyone. Although it's not clear why, adolescents, especially girls, are prone to such occurrences.



This might begin to explain the situation you're currently experiencing. Has Cheryl somehow caused this nightmare, perhaps unintentionally? Is this all just some crazy dream of yours? Are all of these demons just evil ghosts lurking around in your own mind? Grab the nearby **health drink** and then enter the Library through the north door. Inside will be another open book. It contains the following:

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

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



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



This is from an old fairy tale. I remember reading it as a kid.

Suddenly you recognize this as a story you know from your childhood. Be sure to remember the brave hunter's attack strategy for later...

Exit the Library into the hall. You need to get to the basement, using the northeast stairs. You won't be able to use the hallway to get there. You can use the Classroom Key on the first door to your right to enter it. There will be three demon children wandering around inside, so avoid them and enter the next classroom. Pick up the **health drink** on the chair and exit. You should find the south set of stairs nearby, so take those down to the first floor. Look out for the five or six gigantic roaches. Watch out for a loitering demon child, and go to the chain-link gate that has a gold handle on it. If you unlock it, you'll now be in the right-hand hallway. If you pass through the gray double doors on your left, you'll be back at the school's front hall. You should find the Infirmary from here, where you can use the notepad to save your progress in the game.

Go back through the gray double doors and through the chain-link gate, back to the stairs. Go down one more flight to the basement. At the bottom of the stairs, enter the door on your left. You'll be in some kind of storage room. Pick up the two boxes of **shotgun cartridges** and the one **ampoule**. Leave that room and enter the Boiler Room, the door on your right.



This room has two valve wheels against opposite sides of the wall. Approach the right valve first. Examine it before rotating it two times to the right. Now examine and perform the same rotation with the left valve. Suddenly, a turnstile barricade protecting the narrow corridor between two chain-link fences will rotate enough for you to move past the spikes that previously blocked your way. Equip your gun and make sure it's fully loaded with ammo before starting down this corridor. Go to the end, and there will be a decaying elevator. You won't have any choice but to board it. You will automatically descend into the dark depths of the unfamiliar area below.



The very first thing you'll want to do before engaging in combat with the reptile is to leave yourself some room behind you so there's enough space to move back as you fire. First, aim for the lizard's head, and then start shooting. Back up or run away only when the monster is close to reaching you. Don't stop shooting. At your next opportunity, run to a different spot in the room to allow yourself the same kind of space around you. Aim again at the head, and keep firing until you've emptied three to four rounds. The lizard should pause for a moment. The next scene will indicate he's starting to split his mouth wide open. During this time, take out your shotgun. Plus, get in good position—far from the monster, but close enough to get a clear shot at his head. He'll lunge at you a couple times first, but once the mouth is open, fire directly into it. Keep moving backward as you fire. Be ready to run away and reposition yourself. If you miss the target, resume the strategy of shooting until you run out of room, and then running to a new area for more maneuvering space. Eventually, with one or two shotgun shots into the monster's mouth, you will defeat him.



The Giant Lizard

Nobody said it would be easy when you step off the elevator. Surprise, surprise! What's waiting for you down there is none other than the manifestations of your worst nightmares—the big, scary lizard from the fairy-tale you read upstairs.

PART 3

BALKAN CHURCH



As soon as the monster has been beaten, you suddenly witness an apparition of a mysterious young woman in blue passing swiftly across the room and then vanishing into nothingness. You have seen her before! And what's this? A shimmering silver key in her place. You grasp it in your hand and tell yourself this couldn't possibly be all in your imagination. Still, with each new clue you find you are getting further and further away from reality. Far in the distance you hear church bells ringing, echoing in the stark of the gray sky. Strangely it has again become light outside, which hastens your journey to now find the town church. From the sound of it, you're not the only one in the town anymore...

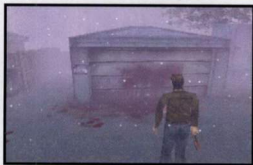
After the woman in blue disappears, grab the silver "K. Gordon Key" from the floor and leave the basement. Pick up any extra health drinks before exiting. Find your way back upstairs to the front hall and the reception desk. You'll see the paper on the counter, and you should examine it. You'll read that K. Gordon was one of the teachers at Midwich Elementary. The new key you have in your possession is one that will open his home. It also happens to be the only way to get to the church. Look at the town map to find the location of K. Gordon's house.



From the school, go right. When you see an abandoned bus, climb aboard and grab the two health drinks. This is also a **save point**. From there, go up Bradbury Street.



Take the alley on your left, off Bradbury, between Midwich and Levin Streets. You'll pass by a garage door covered in blood. Enter the narrow path leading through a side yard next to the house. When you come to the side gate, open it. You are now in K. Gordon's backyard. Unlock his back door and go inside his house. Save your game at the **notepad**. Pick up two packs of **bullets**. Leave through the front door and go right on Levin Street, back down to Bradbury. Now head left.



Take the next alleyway, going toward Bloch Street. Follow Bloch to the right, toward Bachman Road. You should see Balkan Church at the corner. Go inside.



An old woman will be waiting for you inside the church. She says she was "expecting you" and "knows of a girl." She says that she "sees everything." Seeming more like a gypsy than any member of the clergy, she

prophetically urges you to make your way to the hospital in order to help "the girl." Her message is cryptic, telling you of an "encroaching darkness" that surely harbors more terrifying secrets, and to "follow the path of the hermit concealed by Flauros." You're not sure what any of her enigmatic words mean. She makes the Flauros sound like some kind of weapon. Perhaps it is something you could use later on to clear away all the darkness?



As she leaves the altar and disappears, she'll leave behind a **drawbridge key** and a **Flauros pyramid**. Pick these up, as well as the one **health drink** to the left of the altar. The **notepad** at the church's entrance will allow you to save your game thus far.



You can now leave the church and head right on Bloch Street. If you stay on this road, you will come to a raised drawbridge at the end. On your way there, stop in at the gas station. There'll be yet another **save point** that you'll probably be able to use later, and some more **bullets** to pick up.

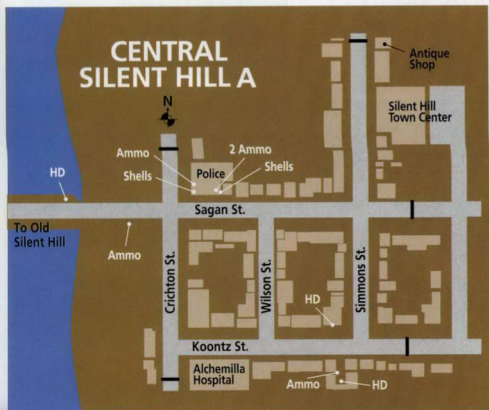
Once at the drawbridge, go to the Drawbridge Control Tower on the right-hand side. Climb up to the second level and enter

the control room inside the tower. Go to the chair and add the **Shopping District Map** to your inventory. Examine the control panel in front of the window. You'll see a keyhole on the panel that your drawbridge key will fit into. Once you turn the key, the control panel will become activated. You can then trip the switch that will cause the bridge to lower. Grab the **health drink** and save your game.



Go back down to the first floor of the tower. Take a peek inside. You'll see the rock drill, but as of right now, you'll have no gasoline to make it work so you can't take it.

Now go outside. Along the bridge on either side will be steps leading downward. They don't go anywhere, but they do yield some **pick-up items**. After pocketing those, cross the bridge. You have now entered "Silent Hill Central." On your left, look for a **health drink** on top of a barrel. On your right, look for a set of steps similar to those on the other side of the bridge. You should find some more **bullets** there.



Continue to your right. Follow Crichton Street to Koontz Street a little ways down. At the intersection, you'll be approaching the ugly, corroded gates of Alchemilla Hospital. Continue on into the hospital. There will be a new breed of "ape baddies" out there, so watch out.

PART 4

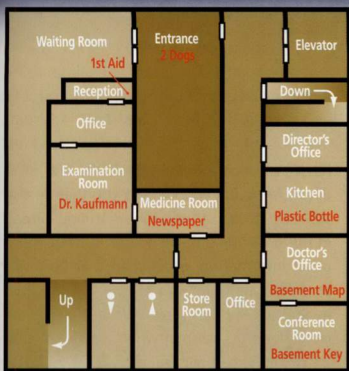
ALCHEMILLA HOSPITAL A

It's more of the same in good ol' Silent Hill Central. You've finally discovered a separate landmass linked to this isolated town, but the decimation has already spread. Despite a shopping center and police station, there doesn't seem to be any hope of finding anything on this side of the drawbridge that isn't deserted, corroded, or demonic. But as the town grows, perhaps the chance of finding your daughter alive does, too. The old lady did say that if you hurried, you might be able to find the girl.



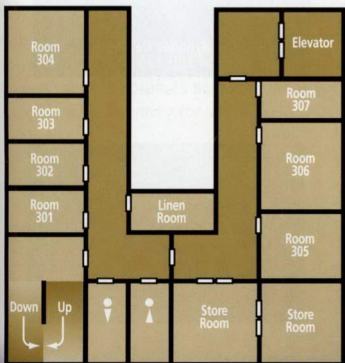
When you approach the hospital, beware of two demon dogs that will try to ambush you. Enter the building through the two double doors and go right. This is the reception area. Lo and behold, there is a **Hospital Map** here! You'll find it pinned to the wall. There will also be a **save notepad** on top of the reception counter.





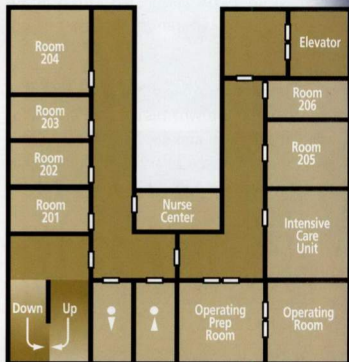
Alchemilla Hospital

Second Floor A



Alchemilla Hospital

First Floor A



Alchemilla Hospital

Third Floor A



Dr. Kaufmann

From where you're standing at the counter-top, you should be able to see a bend in the corridor, which you'll want to follow. The only open door you'll be able to find from there will lead you to the Examination Room. Once inside, you'll have one of those rare encounters with another human being, Dr. Kaufmann.

The Doctor seems a bit shifty, but who could fault that in this town? His eyes are bloodshot from lack of sleep and he's carting around his own supply of field artillery, suggesting he has been holed up here for awhile. He appears to

have just shot a demon creature, and after almost shooting you, he tells you that he also woke up from a strange dream to find himself in this environment. He doesn't provide much other information, other than that he works at the hospital and that he is just as surprised as you are by the surroundings and all the creatures. You ask him where your daughter is. He asks you where your wife is, after which you explain she died four years ago. He tells you he doesn't hold out much hope of your daughter being alive. Then, claiming there's no point in sticking around, he bolts away in a huff to supposedly look for an escape route.



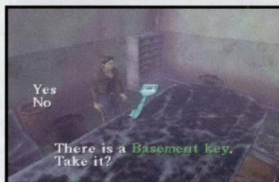
After he leaves, go through the door on your left that takes you to the office in back of the reception area. Enter the reception area and grab the **first aid kit**. Go back to the Examination Room. Go through the door on your right and then pass through the medicine room. Inside, you'll find a newspaper and, curiously, an article has gone missing. Go out the far door in order to get into the east wing of the hospital.



You should find an unlocked door in the right-hand corner; it's a doctor's office. When you look inside, you'll see another **map**. This time, it's for the hospital's Basement. Keep it stored in your inventory for later use.



Go through the wooden door to the south, and you'll arrive in a conference room. On the marble table there, you'll see the **Basement Key**. Acquire it and then go back out to the hallway. Make a right into the hall and enter the closest double doors that lead to the kitchen. Inside the kitchen, grab the **plastic bottle** off the counter. Surely it will be good for something later on.



After leaving the kitchen, check out the next room on your right. In the Director's Room, you'll find a pile of items dumped behind the desk. Within the pile is a **broken glass vial** that has spilled out onto the carpet. It appears as though some sort of scene or argument happened here, since the vial seems to have been purposely broken. In fact, it's possible that this odd altercation

might have involved the only living person you've met so far in this hospital. You don't completely trust this Dr. Kaufmann, after all.

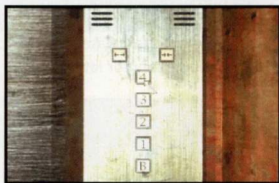


Use the empty plastic bottle you just found to scoop up whatever liquid still remains on the ground. Leave the Director's Room. You'll probably end up noticing at this point that the power to the elevators is dead. The next door down to your right will be locked and will require the Basement Key to open it. Once opened, the door will lead down a flight of stairs to the Basement. Take the stairs, being careful to avoid three giant roaches waiting at the bottom. Duck into the very first room on your left as soon as you reach the Basement.

If you turn your flashlight on at this point, you'll discover you're in yet another Generator Room. There's a panel that's open on the generator, and if you peek inside and turn it on, it should reactivate the elevator. Now leave the room and head all the way down to your right, to the end of the hallway. Your goal is to get to the first floor, but you can either choose the stairwell or the elevator. When you get there, go back to the reception desk and save your game. Now go back to the elevator in the east wing and try to reach floors two and three.



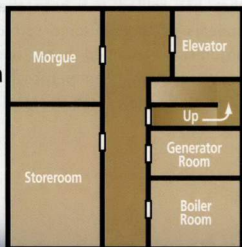
After you've discovered that you're unable to get onto either floor, inspect the elevator panel closely. A mysterious fourth floor button will have suddenly materialized! What could it mean? You'll only find out if you press the button and take the ride upward.



Alchemilla Hospital

Basement A

N



ALCHEMILLA HOSPITAL B

Feeling a bit of déjà vu? As you journey upward to this unknown nightmare plane, the feeling in your gut is all too familiar. Your flashlight will serve you much better than your memory, because in this twilight zone there's no telling which floors and doorways have fallen away to make room for new ones in different places. And just as that feeling of confusion is really about to take over, you see another apparition, this time of a girl in a blue dress going into an antique shop! You find that the zombie-like doctors and nurses on this floor that corner you with kitchen knives at every turn don't seem to be helping matters. Especially since they have blocked off every feasible escape route. Time to find immediate refuge, and then figure out who this "girl in blue" is!



NOTE: Please refer to page 124 of the Map Reference section for maps to Alchemilla Hospital B.

When you exit the elevator on the fourth floor, you see a flash of the girl in blue entering the antique shop. You'll see a set of double doors, but you have no map for this mysterious area of the hospital. Go through the other side of the doors and you will be in another hall with low light and low visibility. The double doors lock behind you. Go to the far end of this hall and through the double doors ahead. Once you've gone this far, visibility will be zero, and like the last hall, all doors will be locked. Make sure you have turned on your flashlight, and take the stairs you'll find at the far end of the hall. Now go back down to the third floor.



Go through the double doors at the bottom of the first flight of stairs. Shoot down the psycho nurse, and then take an immediate right into the bathroom door. When you're inside, you'll see something else in blue. The "Plate of the Turtle." Take it from the windowsill and then leave. As you are going, you will hear something break.



As you reach room 301, head inside to take a look. There is a birdcage, but by the looks of things, the bird flew the coop awhile ago. Other than that, there's nothing else of interest in this room, so go back outside and find the second door to the left. This is the room 302, the AV room. You can save your game with the **notepad** in here. Inside there is also a TV with a VCR, but you have no tape to play in it. Exit, and enter room 304 further down the hall. Kill the nurse and grab the **health drink**. Notice the metal plate on the wall.



Back in the hall, there is one door directly across from the double doors through which you came from the stairwell. Enter through this single door, and you will realize you're in a linen room. Keep going, through the far door in the room, and this will take you into the east wing of the hospital again. Dispose of the two nurses that are waiting to attack you there, then find the double doors and enter the storeroom behind them. There will be another nurse inside to shoot down. After you do that, go toward the back of the room and grab the **Blood Pack** off the shelf. You never know when an extra pint of blood might come in handy! Also take the **handgun** ammo and **first aid kit**.



Go back out into the hall and to your right until you find the unlocked door to room 306 on the right-hand side. Look for the **"Plate of Cat"** along the back wall and acquire it. Once that's done, find your way back to the double doors by the linen room, and re-enter the west wing to get to the south staircase again. You can try the elevator, but the doors are still locked on the other floors, barring your exit. Descend one flight to the second floor. Pass through the double doors on your right. Do what you must to get past the two evil nurses, and then go through the first door on your left from the corridor, room 201. Blast the one nurse inside in order to get to the cot in the room. Take the **"Oil Lighter"** that's there, and then leave.

will make him happy, and he will back off long enough to allow you to snatch the plate off the wall. Exit. You should now check out the black plate at one end of the hall, and the **"Grim Reaper's list"** on the other end.



Go all the way down the hall to the final door on the left-hand side. After you enter, you'll find an odd entity fused into the back wall, wiggling its tentacles at you. He's guarding the **"Plate of Hatter,"** which is something you want, so get out your blood pack and feed it to the octopus monster. This

Go to the only door back down the hall on the left and see what's inside. It's the Nurses' Center.

Alice in Wonderland

Right off the bat, you'll probably notice the multi-lock door that has eight square depressions on it. Also, there's some paper pinned to the wall with more informative prose on it. Give it a once-over, and you'll find it offers clues to opening the door by using the various "plates" you've been carrying around with you. The clues follow:

**"The clouds flowing over the hill
sky on the sunny day
tangerines that are bitter
lucky four-leaf clover
violets in the garden
dandelions along a path
Unavoidable sleeping time
Liquid flowing from a slashed wrist"**



Four plates already sit in their places inside the indentations on the door. But you'll need to find the remaining plates you don't have yet, and then decipher where they should go on the locked door.

Once more, find your way to the hallway, then to the stairs, and then down to the first floor. Take out the doctor at the foot of the stairs. Go right and through the double doors.



This is the east wing again, so it should be pretty familiar to you by now. Go down the hall, following it to the left. You'll have to kill some messed-up doctors, and then you'll want to go through the third door on the right. This should be the Director's Office next to the kitchen. Inside, you can save via the **notepad**, and you'll also see the "**Plate of Queen**" this time. Pick it up. As you're doing so, you'll hear a noise out in the hallway, like a door shutting. Make your way back upstairs to the second floor Nurses' Center with all the other doorplates. Get three **health drinks** out of the vending machine as you pass by.



Examine the door. You'll notice that the four plates already assembled properly are clockwise in the following order by color: white, orange, purple, and black. You should be able to decipher from the imagery in the poem on the piece of paper what color each line connotes. For example, "the lucky four-leaf clover" should incite the color of green

in your mind. Once you've done that, you should come up with the following list of colors in this order:



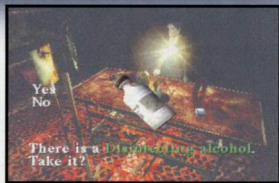
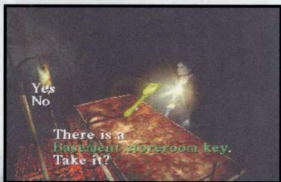
Now look at the plates still in your inventory. The plates of Queen, Turtle, Hatter and Cat will coincide with four of the colors just mentioned: red, blue, green, and yellow. Now arrange them clockwise in the door in the order as they appear in the poem: blue, then green, then yellow, and then red. The door will now open.



You will now be on the east wing of the second floor. Get past the three meandering nurses however you can, and then pass through the closest double doors, into the Operating Prep Room. Whoops! There's a huge black void in the center of the floor. Better skirt around the nurses in here and cut out through the double doors to your left, leading to the Operating Room.



Inside, you'll want to take down the nurse and then pick up the **Basement Storage** key that's lying on the gurney. Find the east wing hallway once more. You should see some double doors to your right that you'll want to pass through into Intensive Care. Inside will be another gurney with an **item** on it. Before you get to it, however, you'll have to shoot another nurse. Grab the **Disinfecting Alcohol** and go back to the hall. Stop in room 306 for the **first aid kit**. Then unlock and go through the double doors to your right, leading back to the elevator. Head down in the elevator toward the Basement, but before you do that, you should stop back by the Director's room to save your game.

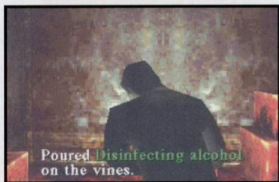
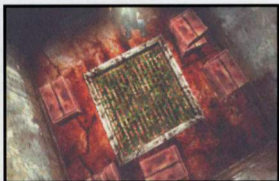


As soon as you step off the elevator on the bottom floor, duck into the double doors on your left to avoid the two nurses. Inside, you'll find a **health drink**, another **ampoule**, and two more nasty nurses. Use your **Basement Storage** key to get into the next room to the left. Once you're there, find the back cabinet and take a good look at it. On the left-hand side there are skid marks from the cabinet being moved. Step into the space to the right of the cabinet and between the wall. Examine the area. You'll want to select "yes" when asked if you want to push the cabinet. This will uncover a secret wooden door in the wall.



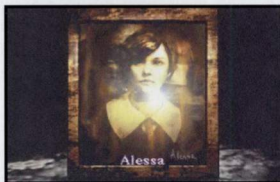
The True Basement

Enter through the secret door, and you'll immediately see an overgrowth of wiry ivy on a lattice. It looks like there is a hallway under the grate, but you can't move it because of the overgrown vines. There's no way to get by it, so you'll have to burn it. Take out your Disinfecting Alcohol to use on the lattice. Next, take your oil lighter and start the fire. This will clear away a large enough space for you to see that there's some sort of an underground tunnel leading further below. However, there won't be any map for where you're going.



Go through the tunnel and approach the sturdy iron door ahead. Pass through and immediately enter another iron door on your left—before the gang of three nurse zombies gets you. You'll then have to outrun two more nurses all the way down the hall. Sneak away into the last left-hand door.

Someone has recently visited this area. On the machine near the cot, you will discover a picture of "Alessa," who appears to be the girl in blue, or maybe a young woman, with whom you keep crossing paths! Upon closer examination, just as you had suspected, she *does* bear a striking resemblance to Cheryl. What could this mean?



There's a key to the "Examination Room" on the machine. Pick this up and return to the hallway.

Make a right in the hall, careful to stay out of the nurses' reach. Go back to the opposite end of the hallway, to the last door on the left. Take down the nurse inside. Take the **videotape** that is there on the cot. There's nothing in the room across from here, but you will hear a breaking glass sound. Leave the secret basement, going back the way you came, and emerge through the wooden door, back in the "pseudo" basement. Find the closest stairs or elevator and reenter the third floor.



Make your way back to the AV room, where presumably the videotape recorder will still be located, even if you hadn't noticed it the first time through. Take your newfound tape and put it in the recorder. Both the tape and the machine seem quite warped, unfortunately, and you'll only be able to pull a few comprehensible bits from the footage.



This provokes more questions, as usual. Initially this sounds like it could be a description of much of the current hospital staff you've encountered, but who was responsible for charting their symptoms down on this videotape? Doesn't much matter now, since the videoplayer has decided to break down on you altogether.

Since you've done what you came to do in the AV room, head back down to the first floor via the stairs. Enter the room to the north that leads from the double doors of the stairwell. Evade the doctor lurking there and pull out your Examination Room key to open the locked door in the room. If you visited here earlier, you would have heard something on the other side of the door. You'll once again be inside the Examination Room where you met the elusive Doctor, except there's somebody else in here.

Lisa

Scrambling out from underneath a table, you are startled to bump into nurse Lisa Garland. As she clutches onto you desperately, realizing that you must be another normal person like her, you confront her with the same question you've asked everyone else that you've met; "Have you seen my little girl?"



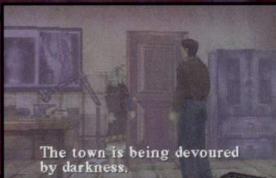
Lisa tells you that she doesn't know what is happening, obviously, and that she hasn't seen any little girls. She woke up and things were like this—a nightmare. She also tells you she doesn't know anything about the basement because she was never allowed access to it, nor were any of the other hospital staff back when things were routine. Suddenly, your conversation is interrupted by a severe shot of pain to your head that causes you to black out. When you wake up, you are still in the Consultation Room, but you're in the "A" Hospital, where it's daylight out. Lisa has disappeared, and it all seems like one big, bizarre dream again. Except for one thing: the weird old woman from the church, Lady Gillespie, is in there with you.

Dahlia "Old Lady" Gillespie

Lady Gillespie will spout off more gibberish, telling you, "You're too late. The 'devoured by darkness day' would come. Believe the evidence of eyes. Only you can stop it now!" She urges you this time to find the "other church" of Silent Hill, and then she conspicuously drops a key to the Antique Shop on the desk by the door. Huh? You get the feeling that even though the old lady likes to drop you hints about one thing, she often means quite another. Still, it's something. Grab the **Antique Key** from the desk. Also check the payphones, and copy the location of the antique shop to your map. Take your leave of the hospital, saving your game on your way out via the **notepad** in the reception area.



Yes. Dahlia Gillespie.



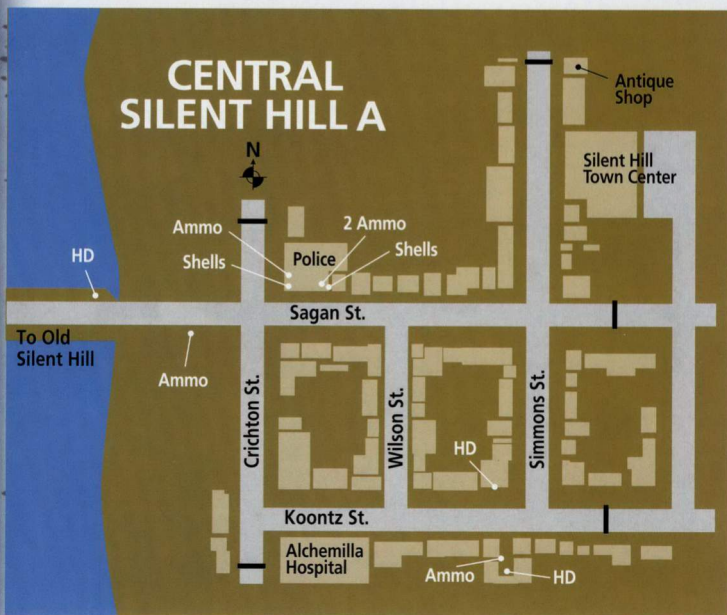
The town is being devoured by darkness.

Before she leaves, the old lady also speaks of "The Mark of Samael." Various roads in town have borne the mark of concentric red circles that you merely passed over before. Mrs. Gillespie claims that these are remnants left from a satanic cult that worshipped the fallen angel, Samael, and that serious evil is to come of it, unless you can stop what they have set in motion. You can't let the Mark of Samael be completed.

Apparently, you don't have much time, and you're the *only* one who can do anything about this problem.

PART 5

CENTRAL SILENT HILL



Outside the hospital, take Koonts Street until you reach Simmons. Go Left. Keep going up Simmons until you pass the shopping mall, Silent Hill Town Center. You should see the Antique Shop just past that.



Green Lion Antique Shop

Use your Antique Shop key to get inside. It will be dark once you're there, so turn on your flashlight. You'll see a **notepad** on the dresser for saving your game. Wander around the rest of the shop until you get to the cabinet at the back wall. If you look at the floor there, there will be marks from something scraping against it. Try to push the cabinet, and it will give way to reveal another secret entrance. Go inside, and you will find another inauspicious altar. Is this what Dahlia meant by the "other church?"

Approach the altar and retrieve the **ax** from the back wall once it is revealed to you.



For the umpteenth time, you will suddenly awake from another queer dream, this time realizing that your next destination should be the Town Lake. It occurs to you that Lisa, if she is still over at the hospital, might know of another way to get there since all the roads are out.



Save your game at the notepad on the dresser. Notice the Mark of Samael on the floor. Now return to the hospital.



Upon leaving the Green Lion, the encroaching darkness will have taken over again. The number of baddies will also have increased, and they aren't so easy to suppress anymore. In fact, they're blocking your normal route to the hospital; so take a left from the Green Lion, up Simmons street, and you will eventually come to a hole in the fence in front of the Silent Hill Town Center. You shouldn't miss it if you catch the camera angle change as you are approaching it. Climb through.



Find the escalator and attempt to climb it. The huge display of video screens on your right will immediately come on. After a series of both familiar and disturbing images, the screens will display what you'll probably assume are symbols of an underground cult. Stay on course up the escalator and follow the left path. Notice your radio is going wild. Keep heading in the same direction, and the game's perspective will switch to an over-head view. You'll be startled to see the floor beneath you collapse and you will end up falling softly into a large pit of sand.



You'll probably realize you're in trouble when you see there's no way out of this room. Plus, a **Hunting Rifle** is hanging up on the wall, conveniently waiting for you to grab it. The other bad news is that the rifle has only one bullet in it. Equip your shotgun instead and prepare for an attack.



Giant Larva

A giant larva of some kind will at some point lash out at you from underneath the sand. The first attack will most likely be directly below wherever you are standing, and there won't be much you can do about it. Your objective is to shoot a clean shot to its head with your shotgun, but it will disappear quickly back under the sand after its first attack. If you have time to back into a corner, do so, but be careful of the red stream of liquid the larva will secrete toward you if it can't reach you with its head.



It might take a lot of tries to get a good shot or two to the larva's head before it goes down for good. Otherwise, you might have to just pump as many shells into it as you can, and it'll eventually tire, but not before you lose a great deal of health. Either way, when you've beaten it, it will curl up into a ball and exit by busting through a window. Thankfully, this means you are no longer trapped in the sandpit.



Escape through the broken window. You will be on a street along the backside of the mall. Take a right on Sagan Street, heading west. When you see the police station, you can **save** your game inside. You'll also be able to grab some **ammunition** for your hunting rifle. When you exit the police station, you'll want to take a right onto Chrichton until you reach the hospital. Go inside again and first save your game, then enter the Examination Room.



After your encounter in the Examination Room, save your game once again and then leave the hospital. Once out on the street, the roads will have changed. Your only option will be to follow the direct path leading to the post office across the street. You'll inevitably notice your radio is blaring at you. This is because the giant larva has made a new habitat for himself on the roof of building, and you'll have to see to it that he doesn't stay for long.



Giant Moth

Take the stairs up to the roof and be prepared to face the larva in its new incarnation as a gigantic moth of some kind. He apparently metamorphosed in the short time that you two had been separated since your fight, and he doesn't seem too happy about it. Once again, be careful of the red liquid he is still spewing. Don't stray too far from the upper level of the stairs because it's a good area from which to shoot using your rifle or shotgun. If you get too close to this boss, its tale can wipe you out. If you need to recuperate at any time before you take it down, you can use the cover of the water tower. It shouldn't take you more than five or six shots to beat the moth. If you see its purple blood then you'll know you're getting some direct hits.

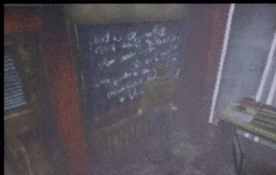


You'll definitely know when the moth is gone for good because the sun will come out again. Climb back down and take Chrichton Street to the north. You can access more ammo and another save of your game by stopping in at the police station the second time through. You'll also encounter some useful info about an ongoing drug trafficking investigation. It will be in the form of a memo sitting on top of the desk:



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

You'll see some new writing on the blackboard, as well:



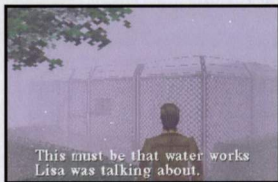
**Product only available in
select areas of Silent Hill
Raw material is White Claudia,
a plant peculiar to the region.
Manufactured here?
Dealer = Manufacturer?**

This is all very unusual evidence in your own investigation of the town. Was this Officer Gucci murdered, only to have Coroner Seals cover it up? Would that really be all that surprising, judging by what you have already witnessed at the hospital? Is this White Claudia plant somehow responsible for driving people mad in Silent Hill? What's the connection?

As you exit the police station, you're still intent on getting to the lake, so follow the road back over the drawbridge to "Old Silent Hill." As soon as you reach the end of the

bridge, you will conveniently be standing in front of the Water Works access by the elementary school. You should have already been made aware by this point that the Water Works, or sewage system, is the easiest chance you have of reaching the lake.

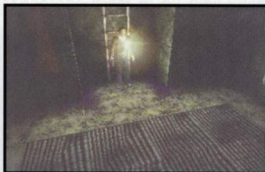
Water Works



Approach the gate entrance, which will be locked when you try to open it. But the locks themselves are somewhat decayed and don't appear too hard to break. Take the out ax that you found at the other church and hack away two or three times. The steel pipe you're carrying is also effective, but won't do the job as quickly.

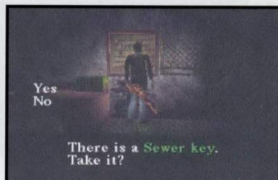
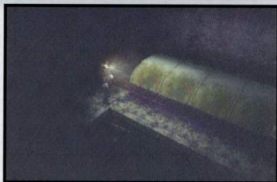


Once inside the gate, there will be an opening on the ground leading down to the sewers. Its grate covering has been pulled aside by someone (or something) else, allowing you free and easy access to the tunnels below. Once you get down there, head in the only direction you are able to. Soon, you will notice the tunnels are divided into two sides. One side goes further than the other does, and two nasty baddies are waiting for you in either one. These are some different types of baddies than you've seen thus far, obviously permanent residents of the sewers who don't take too kindly to visitors.

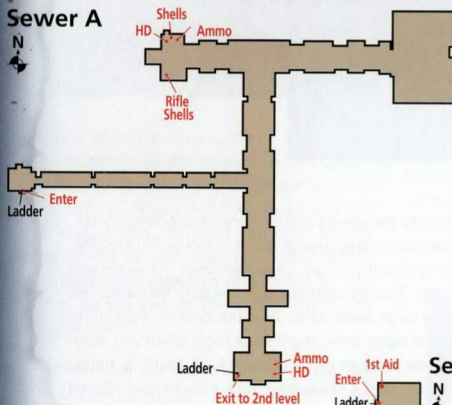


Since you know there has got to be a map to the sewers around here somewhere, try taking the path to your left. As you round the corner, stay to your left. As soon as you are able, cross over the water and make the first right that you can. Cross back over the water and stay on the left side until you reach the gate. Pass through and take the path that leads left around a corner and around the side of a large water tank. Take the path on your right. Then go over the steps and around the next water tank. You'll see a room when you reach the end of this path. Enter and it will appear to be an office of some kind. You'll be happy to find that **sewer map** you were looking for, plus a **Sewer Key**. Take both items and then retrace your steps all the way back to the outlet of the first tunnel through which you ran. There will be some sewer creatures on the roof that will have it out for you on your way. They conceal themselves well, so rely on that lovely sound coming out of your radio.

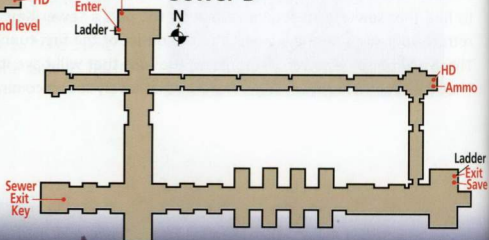
Keep going past that first tunnel, heading south, until you reach the locked gate. Use your Sewer Key to get through it. From there, cross over the water. Walk on the blue grating that's there, staying to your left, to make it safely across. Keep heading straight until you are able to cross back over the water to get to the right side of the tunnel. You should see a ladder at the end of tunnel. Climb up to reach another section of the sewer.



Sewer A



Sewer B

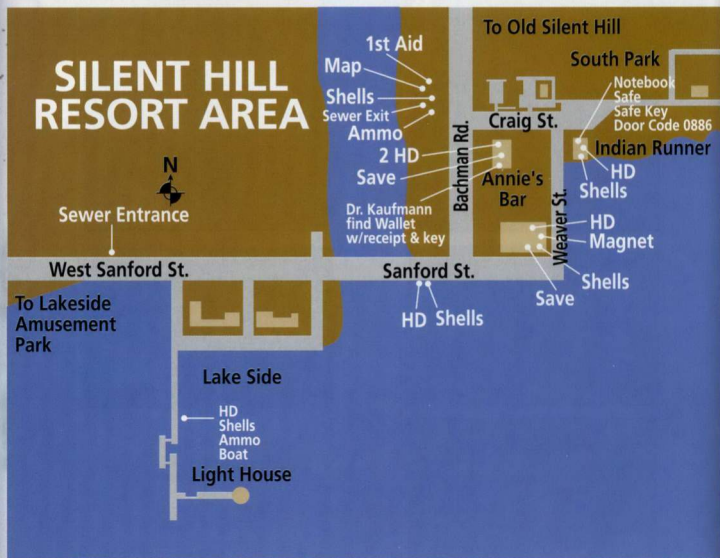


When you reach the top of the ladder, run to your left to pick up some **first aid**. Keep going south from that point. You will want to shoot some baddies that are milling around on the ceiling. After that, head to your left and take the tunnel going east that isn't blocked. As you reach the corner, turn right. Beware of some roaches and some baddies above you. When you hit the next intersection, go right, since the ladder to the left is inaccessible at the moment. Heading west down the tunnel, go through the unlocked gate with the words "Keep Out" on it. Use the blue grating once again to walk over the water on the left side of the tunnel. Keep walking until you reach a dead end. There will be some blood on the ground and also in the water. If you examine it, you'll discover a **Sewer Exit Key** in the water. Be very careful once you take it, because three underwater baddies will come screaming up from beneath the surface. Make like a runner and get out of there, backtracking all the way to the locked gate that was blocking the ladder. Open the gate with the Sewer Exit Key. You'll find a **notepad** with which to save your game there. Once you've taken care of that, climb up the ladder to escape the sewer and get back above ground.



PART 6

THE LAKE RESORT

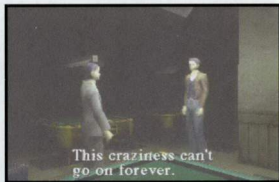


So you've dredged through the sewers and have found your way to a third section of Silent Hill, which you have yet to explore. You've heard that a little girl might be near here, but where should you start searching? Already it feels like you've covered every cubic inch of this town, and you can only pray that you will discover Cheryl here—and with enough time to escape before the permanent darkness arrives.

Once you are back up on the surface above the sewers, go into the dilapidated building that you'll see on your left. Take the **map** that is up on the wall entitled "Resort Area of Silent Hill." There will be some **ammo** for your handgun and your rifle, as well as a **first aid kit**. Leave the building, heading south on Bachman. After the Craig Street intersection, you'll see Annie's Bar up on the left. Go inside.

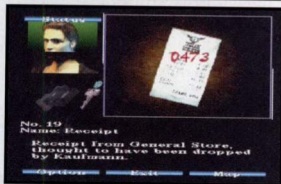


After a brief interlude, you will see a **wallet** on the ground between two pool tables. Dr. Kaufmann left it behind. You'll find a **motel key** inside for a Room Three. You'll also find a **store receipt** with what looks to be a combination of some kind noted on it. After pocketing the wallet, take the two **health drinks** from the bar and go back outside.



The next few objectives can be completed in any order, but to avoid having to backtrack, the following method is best:

Go to the Indian Runner, either via Craig Street or through the park outside of Annie's Bar and to the right. Watch out for the two demon apes. When you see the front doors of the Indian Runner, you'll notice the combination lock. Take the numbers off the receipt you saved, 0473, and set the lock to match them. Once that's done, go inside. You will find that everything in the room is upturned, as if somebody had come through here looking for something. Take the rifle shells and approach the counter. If you go behind it, you'll see a safe at one end, as well as a **health drink**, and a date book. Observe the date book and you will find the following diary:



August 20

**He came by. I handed over
the package that the woman
left here.**

September 12

**He showed up at Norman's too
Don't want to be involved with
the likes of them
anymore, but...**

**I'm getting creeped out
even more than before.
Thought of leaving town, but
I'm afraid of what will
happen if I do.**

If you look behind where you're standing at this point, you should see a shopping list on the wall that lists:

3 loaves of bread
3 cartons of milk
2 dozen eggs
4 lbs. of ground beef
1 lb. of cheddar cheese
3 loaves of bread
3 cartons of milk
2 dozen eggs

**3 loaves of bread
3 cartons of milk
2 dozen eggs.**

**Deliver to back door
daily 8 a.m.**

Rear entrance code 0886

Norman Young

There's a picture of the Motel's Grand Opening pinned next to the list. It says Norman Young owns it.



Lastly, look inside the cabinet drawer that is behind the counter to find the **safe key**. Go back to the safe and open it. To add to your anxiety, you find some drugs packed away in baggies. You decide to leave those where you found them.



So, assuming this is the doctor's secret hideout, it's safe to assume he is the owner of the date book and at the very least, he's some kind of middleman in this drug trafficking operation. You're not sure who else is involved, "the woman" that's mentioned

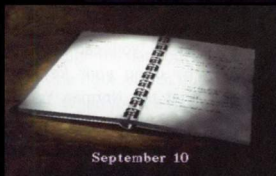
could be Old Lady Gillespie, but then again, it could be Lisa, Alessa, or someone you haven't even met! The only way to discover more answers is by going over to the motel and sneaking in through the back door. Once you're there, you can also inspect Room Three by using your key to gain access. Hope that this Norman Young guy doesn't get in your way.

The Motel

After you leave Kaufmann's hideout, take Weaver Street going south. As you pass by the park, you should see the motel's rear door on your right. Avoid the dogs, apes, and birds as you make your way there. After examining the code box on the door, enter the numbers from the shopping list, 0886. Select ENTER when the number pad appears. You'll emerge in what appears to be a living space. Your guess is that it's Norman Young's room.



There's another notebook here on the desk.
Take a moment to read it:



September 10
Took package.
Told to sit on it a while.
Don't want to get involved but
can't disobey...
He's probably linked to the
death of the mayor and others.

Take the **magnet** you see there and then examine the coffee table in the room. You'll see a newspaper, and you remember that its issue date is identical to the paper with the article missing that you saw back at the hospital. Here, the whole paper seems to be intact. Read it to find out what you couldn't read back at the hospital:



INVESTIGATION STALLED

"PTV" Dealers Still at Large

Suspicious deaths continue. Like the anti-drug mayor, a narcotics officer dies of a sudden heart failure of unknown origin.

The article must be talking about officer Gucci, and it reinforces your hunch that he was murdered. The notes from Norman's notebook suggest that he, like the doctor, was coerced into moving this illegal cargo, this PTV, out of fear. Could the members of the underground cult be responsible for all this terrorism? Could it be that this drug gives them the power to kill anyone or anything that gets in their way? Did they have designs on Cheryl becoming their next extortionist as soon as they noticed you and her driving toward town? The more paranoid your thoughts get, the more plausible they seem.

Leave Norman's room through the door to the right of the one through which you entered. You will be inside a garage housing a motorcycle. The entire room is covered in dust as if it's been left alone for years. Take the **health drink** and **ammo**, and then examine the motorcycle. The gas tank has been wiped clean of any dust. Curious.



Go back into Norman's room, and then into the room with the Registration Desk through the open door. You can save your game here with the **notepad** on the counter. Leave via the motel's front entrance and you will find yourself in the parking lot. You'll be able to spot Room Three from here. Go to the room and open it with your Room Three key. Look at the dresser against the wall. You'll see some blood next to it. Walk around to the side of the dresser so you can push it aside. Once you have done this, you'll find a small crack on the ground. Look closely and you will see that a small **key** has been dropped down inside there. Using the magnet you just got from Norman's room, force the key out. It just happens to be a motorcycle key.



Enter the bathroom before you leave and take the **health drink** in there. Now go back to the garage. Open the motorcycle gas cap with the key you just found. Oddly, what you will find inside is a bottle of red liquid. The bottle looks just like the broken one you saw back at the hospital.



A small glass vial, wrapped in a plastic bag.

Next, you'll want to leave the motel, unfortunately empty-handed. Moving onward, you don't have much doubt in your mind that this mysterious red liquid is some sort of derivative of the PTV drug, but what exactly does it do? It seems as if you'll never really know. Dr. Kaufmann sure isn't going to provide you with anymore details.

You'll want to walk down Sandford Street in the direction of the lighthouse. Suddenly the light will start to change into a fearful state of darkness again. You worry that this is a sign of the permanent blackness arriving, the evil that you had set out to stop. Things don't look good; the route you just followed has fallen away. There's no way to get back to the motel. You have no choice but to go forward toward the lighthouse.

Look for two warehouses on the left. There will be a pier just past them leading to the lighthouse, but a locked gate is blocking your access to it. However, you can go to your left and down a ramp that leads to a houseboat.

When you reach the houseboat, go inside through its double doors and down through the next door that leads to the cabin. Once inside, you'll be relieved to see Cybil. She seems supportive enough of your kooky proclamations about the world ending and evil town monsters with designs on killing everybody. Once Dahlia shows up, she confirms this anyway, telling you, "...the demon is awakening. Soon the dead will walk and the martyrs will burn. Everyone will die. You must stop the demon from taking the child's form before the girl is sacrificed." She says you must use the Flauros to stop it.



It sounds like Cheryl is in some major trouble, and it's up to you and Cybil to stop the completion of the Mark of Samael in two different locations, as Dahlia prophesied. Cybil volunteers to go the amusement park while you will continue on to the lighthouse. Take the **rifle shells**, **handgun bullets** and **health drink** from the houseboat. Save your game at the **notepad** there, too. Then

quickly make your way to the helm of the boat. Exit the houseboat through the double doors at the helm, and you will have made your way to the pier on the opposite side of the locked gate. Go up the stairs.



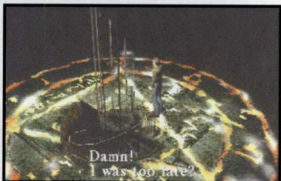
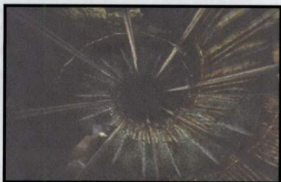
of stairs going up. Take these to the top and go east again until you reach the lighthouse. Try to avert the four guard dogs.



The Lighthouse

The way to the lighthouse has many twists and turns, and by the time you get there, you'll probably have at least five or six bad-dies on your tail. Head down the pier toward the end, and you'll come to some steep stairs leading downward. Descend those and then walk over the green plank. Continue in the same direction over the barges. Cross another plank heading left and then back right, through a gate, and then eventually up another batch of stairs leading in the opposite direction. From the top stair walk forward and then go left, and you'll see another set of stairs. Go down those, and then go east on the small path until you reach another flight

First off, use the **save point** and then walk up the flight of stairs. You'll get a flash of Alessa once again, and you'll see on the floor another brightly glowing occult symbol. If you have a channeling stone, you can try to use it here. Go back downstairs and save your game again. Keep going down some stairs and along the pier until you reach the houseboat again. You'll find it takes you a lot less time than it took to get to the lighthouse.



The Lakeside Amusement Park

You'll see that Cybil has not returned to the boat, so you'll want to follow in her footsteps and go the Amusement Park yourself. Nothing of significance happened at the symbol in the lighthouse when you tried to use your channeling stone, so you can only assume that Alessa got there first and completed the second to last Mark of Samael. It seems awfully strange that Old Lady Gillespie knows so much but couldn't warn you with enough time to spare to reach the lighthouse. Besides, if she's involved in the drug trafficking, she may just be trying to throw you off track. If that's the case, things couldn't possibly be very good for Cybil right now, or for Cheryl for that matter.

Save your game once more at the boat and exit through the aft double doors you originally entered when you first saw Cybil and Dahlia. This should put you outside near West Sanford Street. Head in that direction, since there is no direct route to the Lakeside Amusement Park. When you reach the street, look across it and leftward and head over to the open gate that's there. You'll see that a manhole cover has been removed that leads back down to a different area of the sewers. You deduce that

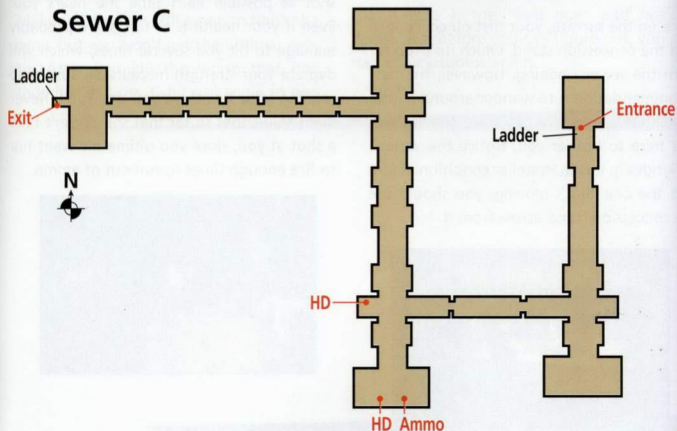
Cybil probably went looking for a way to the Amusement Park in there, so you follow.



Upon entering the sewer, you'll have a vision of Cybil going before you—suddenly she is attacked from behind. You don't know what has happened to her and whether or not she is okay. Another symbol is on the ground here, and on the left wall there is a **map** of the tunnels with a route to the Amusement Park.



Sewer C



The creepies in these tunnels are the most viscous yet. Be especially wary of the orange-ish ones with the big claws. From the sewer ladder go straight ahead. Once you leave this area, it will become blocked off so you can't come back the way you came at any point. When you reach the next tunnel, turn right and grab the various **items** there. Go right again, down the next tunnel, and at the following tunnel make a left. Go all the way to the end of the tunnel and you'll see the ladder that leads up to the Amusement Park. Climb the ladder.



Once on the surface, your first objective is to find the concession stand, which isn't too far from the sewer opening. However, the best recommendation is to wander around a little bit to get your bearings. There are no bad-dies here to bother you. Notice the various park rides in less than stellar condition. If you find the one that's moving, you should see the concession stand across from it.



Save your game at the stand, then go straight. Go left at the ride that you cannot enter on your left. Pretty soon you'll come to a carousel. Take the stairs up to the entrance.



As soon as you enter the carousel, you'll see Cybil collapsed in a wheelchair. Her eyes look possessed. She's obviously not herself, because she'll start shooting at you. Avoid her shots and try to get off some shots of your own at her. Using your handgun, shoot her five or six times. The strategy is to keep running away from her, then get as clean a shot as possible each time she nears you. Even if your health is at full, she'll probably manage to hit you several times, which will deplete your strength measurably. Just keep refilling your health as you go. You'll never want to wander so far that she doesn't take a shot at you, since you ultimately want her to fire enough times to run out of ammo.



Eventually, she will stop and look at her gun, puzzled that it's not firing. Since she's run out of bullets she will come at you with both hands, trying to grab you around the neck. Let her grab you, and then take out some of the red liquid you've been harboring in your inventory. An enlarged, fiendish parasite will work its way out of her. You'll want to step on it to make sure it's dead.



It's important to note here that the above action puts you on the path to only one of Silent Hill's game endings. If you shoot Cybil dead, you can still go on to finish the game, but you won't get the optimal ending. After you kill the worm that had made her its host, Cybil will come to and

wonder aloud why "they" took your daughter. This is where you at last discover the unknown fact that Cheryl was adopted. You found her abandoned on the highway back when your wife was alive, but she was sickly. The two of you decided to adopt Cheryl while you could still have a child together, so for all you really know, she could have been born in this town.

It's at this point that the Flauros finally gets used. Alessa will appear from out of nowhere as usual. The Flauros will develop a mind of its own and attack her from behind a force field she's put up around herself. When she collapses, you'll ask to have Cheryl back. Suddenly, Dahlia will enter and yell at Alessa that her little game is over. She'll tell you that the girl still has one last thing to do and whisks both Alessa and herself away. After witnessing this exchange, you are pretty sure that Dahlia is the "bad guy" and not Alessa. But before you can figure out, you lose consciousness again.

PART 7

NOWHERE

Amazingly, you have been transported back to an area that resembles the hospital in some places, but in others is completely unidentifiable. You dub this place "Nowhere," and there is no hope of finding a map of any place called Nowhere. After a brief conversation with Lisa, you realize she may be about to crack. She thinks there is something wrong with her but she just can't put her finger on it. You hope that she isn't possessed like Cybil was. She hasn't shown any signs of it, but still, something is amiss.



As Lisa leaves you alone in the Director's Room, you hear an odd noise from down in the basement. Leave through the door to the right side of the desk and take a path that leads to an elevator. As you enter the elevator, you get the strange feeling that you're being summoned. Allow the elevator to direct itself, and then exit. Go to the first room that is on your right. The birdcage from the hospital is back, still empty, but you can definitely hear the sound of flapping wings somewhere nearby. Locked inside the cage is a key.



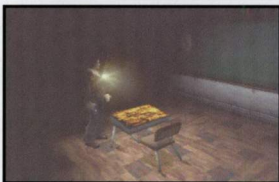
Leave the room and go into the room across the hall. You'll find a faucet that has a key hanging down from it, but you can't seem to pry it loose. Leave this room and continue to walk down the hall until you see an apparition of Cheryl running into a room on the right. Follow her. The door she entered will be locked but there is a strange word etched into the face of it. It says "Phaleg." Your intention is to get through this door before you do anything else, so go through the next door up on the right, which is open. Oddly, you'll be back in the Antique Shop. Save your game at the **notepad**.



as you go down the hall. One will have the word "Ophiel" on it, but it will be locked. The last door on the right will be open, though, so take the stairs down after you enter and go through the door at the bottom. Now you're back in a schoolroom. There's one desk in the middle of the room. Go over to it and read the writing:

"Go home thief. Drop dead."

Could these words be meant for you?



Find the clock in the room and examine it. In its center is a square hole instead of a round one. One of the arms on the clock isn't an arm at all, but another key. Since you can't break the glass protecting it, snag the **first aid** and **ammo** in the room and then take your leave. Back in the hallway will be two nurses. Kill them. Keep examining the doors

Continue on to the back of the room and pass through the door. You'll see a gurney with some **tools** on it. Store them on your person. Return upstairs, back to the hallway, and find the room that had the faucet with the key. Take out your pliers and use them on

the faucet. This will loosen the **Key of Ophiel**. Now go back to the Ophiel door and unlock it with your key.

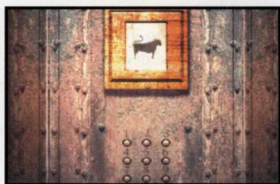


Now you will have entered yet another hallway, seemingly back in the hospital. Find the only open door in the hall and enter it. As you go inside, you'll immediately notice the astrological signs. There will be four pictures placed on either side of the room, each with images that represent one of the twelve astrological signs. Each picture will also have a number underneath it.



In the center of the room will be a large pillar that is holding up the Stone of Time. In order to retrieve it, you must use the numbers on the four signs on the wall to change the numbers of all the astrological signs in the room. The trick to the puzzle is to use the changed month of the year on the four pictures of other astrological signs on the wall as a guide when assigning a number to the three signs on the pillar. Enter three under the Capricorn on the left. Under Taurus in the

center, press seven. Under Scorpio on the right, press one. This should release the **Stone of Time**. Take it.



Exit the room again and watch out for the nurse. If you go to the double doors at the end, you'll notice there's a keypad to the right that could unlock them. But first you must go all the way to the opposite end of the hall for clues. Read the engraved plate on the wall:



Names engraved on a lithograph.

The Grim Reaper's list.

Yes the headcount is set young and old lined up in order of age.

Then the pathway opens awaiting them the frenzied uproar, the feast of death!

Keep this information fresh in your mind and return to the locked doors.
Now, read the list that's hanging to the right of the door.



The Grim Reaper's List

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

As the engraving indicated, you'll want to place the names in order from youngest to oldest. Once you do that, look at the anagram made by the first letter of each first name: ALERT. This is the code word you will want to enter into the keypad. Once the doors are unlocked, pass through the empty first room, into the next room through the double doors. Now you will be in the morgue. While you're here, take the **Amulet of Solomon** off the wall. Attempt to leave, and Lisa will interrupt you. She's discovered she's a demon of some kind, and begs for your help, but it is too late.



After watching Lisa start to hemorrhage to her sorrowful death, you'll run away in a panic. When you come back, all that's left of Lisa is her diary on the floor. Read it:



Ask doctor to let me quit being in charge of that patient.
It's too weird.
Still alive, but with wounds that won't heal.
Told the doctor I quit.
Won't work at that hospital anymore
The room is filled with insects.
Even with doors and windows shut, they get in to spite me.
To the hospital...
Feeling bad.
Need to throw up.
But nothing comes out.
Vomiting only bile.
Blood and pus flow from the bathroom faucet
I try to stop it, but it won't turn off.
Need drug.
Help me...

Lisa's slow realization that she was transforming into something was never enough to save her. Again, there are more confusing references to the drug. Was it something that helped rid her of her petrifying hallucinations? Is it still possible that what you could be experiencing is all an illusion? Is there any way this drug could put things back to normal?

Leave the room where you found the diary and go back out into the hall, just past the empty room. Go back through the second door on the right, and you will be in the first hallway. Take out the nurse in there, then find the door to the Antique Store again. Save your game again in here, and then approach the clock. Take out the Stone of Time and use it on the clock. This will miraculously make the glass face explode and you can take the key from inside. This is the **Key of Hagith**, which you can then take with you back into the hall. Go right from the Antique Shop to the end of the hall and use the Key of Hagith on the two locked doors. Once open, you will find an elevator. Use it to get to the second floor. Enter the hall on the second floor and go to the third door on the left. If you go inside here, you'll recognize it as the jewelry store from the town shopping center. Two items will be available here for you to take, the **Crest of Mercury** and the **Ring of Contract**. Once you get those, leave the jewelry store, go through the doors at the end of the hall, and you'll be in a new area.

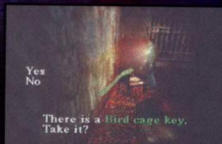


Walk over to the first door on your right and go inside. Here you will find a **camera**, plus some **handgun bullets**. After taking these, leave the room and go back into the hallway, turning right. Go all the way to the last room on your left. When you enter, you'll find some kind of plate screwed into the wall, which is a great excuse for you to use your newfound screwdriver. Unscrew the plate and take it off the wall. Hiding behind it will be another key, but apparently it is booby-trapped with electrical wires. You'll have to cut the power in order to retrieve it safely.



Leave the room and go back through the previously locked double doors on the right-hand side of the hallway. This will transport you back to the first floor when you really want to get to the third floor. When you figure out where the elevator is, take it up there.

When exiting onto the third floor, you'll find another altar waiting for you, with doors on either side. There are pictures to the right and left of the altar. Take a good look at them. One reads, "The light illuminating darkness." The other reads, "The light to the future." Take out your camera and flash it onto each of the pictures. This will reveal some secret symbols that will allow you to open each of the side doors. Enter the symbols from the left picture into the left door, and enter the symbols from the right picture into the right door. When you enter the left door, you will be able to retrieve the **birdcage key**. Through the right-hand door will be a **health drink** and a shelf with a book on top of it. The book has been marked to a page that contains the following text:



White Claudia

Perennial herb found near water.

Reaches height of 10 to 15 inches.

Oblong leaves, white blossoms.

Seeds contain hallucinogen.

Ancient records show it was used for religious ceremonies.

The hallucinogenic effect was key.

At last, a more in-depth explanation of White Claudia, but exactly what types of hallucinations it generates is still very unclear. Go back to the elevator and re-emerge on the first floor. Go back to the birdcage room and use your key to unlock the cage. You'll now see that this is the **Key of Phaleg**. Return to the door with Phaleg engraved on it and unlock it. Go inside.

Now you will be in a short hall with three rooms. Enter the first right-hand room and you'll see that this is a kitchen. A dagger has been stabbed into the refrigerator door. You discover that it is the **Dagger of Melchior**. If you attempt to pull it out, a monster will lunge at you immediately from inside the fridge and you will die. To avoid this, try using the Ring of Contract you picked up a while ago. You can place it where a missing link is on a chain that is keeping the fridge door locked. This will secure the broken chain so nothing can jump out of the refrigerator when you pull on the dagger. Leave the room.

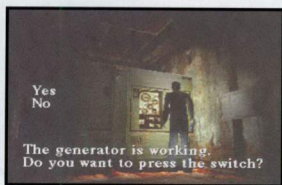


still here, so if you try to view your tape again, you'll get a much clearer picture of what you tried to watch before. The tape gives a deeper explanation of what Lisa was so scared of. She was in charge of a young patient whose wounds simply wouldn't heal. Any normal person with such wounds would have died but this patient just kept going. Go back through the first room into the small hall. Take the second door on the left, and inside, the ghostlike Cheryl will once again flicker for a moment before disappearing. You'll see an **Ankh** next to the table up on the wall amongst lots of graffiti. Take the Ankh with you when you leave.



Enter the next room on the right and take all the **items**, including the **Key of Bethor**. There will be another door at the back of this room to try. Enter through the door and you'll be in the AV Room from the hospital. The VCR is

Now re-enter the hallway, and go back to the first left-hand door off the entrance of the hallway. Open it with the Key of Bethor. A generator will be waiting inside. This is where you will want to cut the power to retrieve the key behind the plate on the wall. Go to the generator, turn off the power, then exit the room. Since the elevators will be shut down, take the following route to the second floor: Enter the Phaleg door from the hallway off the generator room. From the short hallway, take the second door on the right-hand side. When you enter through this door, you'll be up on the second floor. Be very careful of the demon children, since the two of them will be very hard to spot. Retrace your steps back to the room with the plate you unscrewed, and safely retrieve the **Key of Aratron**. Get back down to floor one, out through the door of Phaleg, and into the longer hallway. Take the third door down on the right, marked "Aratron." When you go inside, some of your favorite friends will be there, although this appears to be a flashback of some kind—but not one of yours:



Four people, one of them Dahlia, are gathered around someone in a bed. The four are discussing their plans to call forth a demon, but in order to do so, they must split a soul in half. They believe it will bring them power, and the person in the bed is the obvious victim. She must be kept alive, though unconscious, as the split half of her soul wanders elsewhere.

You immediately deduce that the poor girl in the bed must be Alessa, but could this event have been something that actually happened to her a long time ago? Is there really a second half of her soul that exists in another body somewhere? Was that the catalyst for the demon world that surfaced in Silent Hill? And all these strange occurrences you've experienced, were they coming from the dream world in which Alessa's been trapped? You must find out.

Note that there's a picture of Alessa in the room. Then grab the one other item in the room, the **Disk of Ouroboros**. Exit and then go in through the door directly across from you in the hall. Inside will be what looks like a child's room. You'll see books, including fairytales, some drawings, and a dress on a hangar. There will also be a **notepad**, where you can save your game.

Check the back end of the room and examine the door. It is locked, and there is some writing, along with five empty spaces. The writing says the following:



thou possess them
to guard thy spirit
evoke five rite
unveil thy fate

You will need five items to open the door in front of you, and they should all be in your possession: the Amulet of Solomon, the Crest of Mercury, the Ankh, the Dagger of Melchior, and the Disk of Ouroboros. Place all five of these in their corresponding positions on the door, and it will open for you. Once you enter, you will have been transferred into what appears to be the home of Dahlia Gillespie. After another flashback, presumably one from Alessa's memory, you are ready to confront Dahlia.






THE FINAL CHAPTER

The puzzle pieces have slowly come together. Dahlia, along with the other cult members, is hungry for the power of incomprehensible evil. When Alessa exhibited a magical way about her, Dahlia became insanely jealous and tortured her, even burned her alive, for the sake of splitting her soul. The end result? Cheryl, who you (Harry) and your wife happened to intersect along the highway at just the wrong time. You have been the cause of the cult's woes this long seven years. Dahlia's intentions were always to take the baby and extract its magical powers for her own selfish uses. Since then, Dahlia has grown even madder, forcing Dr. Kaufmann to produce the drug Aglaophogis in order to split the souls of others...

You'll find yourself in a large room with Dahlia, Alessa, and an unrecognizable figure slumped in a wheelchair. Cybil is also there but has been incapacitated temporarily by Dahlia. Dr. Kaufmann is also present. After he shoots Dahlia, the body in the wheelchair and the girl you thought was Alessa begin to rise up together in a bright light. But if the burned body is that of Alessa, then the other girl must have been only an image of Alessa—and really Cheryl! No doubt Dahlia could have deceived you before this with her tricks of imagery. Only one entity will form out of the light, that of a beautiful, angelic girl.

Dr. Kaufmann, playing his one trump card against Dahlia, will throw a bottle of the same red liquid that saved Cybil onto the angel, causing a giant winged demon to come ripping out of her back. Dahlia is clearly upset that the Doctor has foiled her plans, but he gets the last laugh as the demon beast shoots a ray of energy that hits Dahlia, enveloping her in flames.



The Giant Demon Boss

You'll have to take down the final boss with either your shotgun or hunting rifle. The easiest strategy is to just continually fire away until he is destroyed. His electric rays will no doubt hit you in the process, but the amount of damage those hits inflict shouldn't be enough to deplete your entire supply of first aid. Simply put, walk back and forth, firing 30 or 40 rounds, and you should be triumphant.



The demon will vanish as soon as it's down, and Alessa will have taken its place. She will pass up to you an infant she is holding in her arms and show you a light up ahead, where you can escape from the impending chaos. Cybil follows you. As Dr. Kaufmann tries to escape, he is tackled from underneath the floorboards by the demonic alter ego of Nurse Lisa Garland. As fire, sparks, and falling beams blur the scene, Alessa is swallowed up by a rush of flames.

As you and Cybil safely reach the surface and run fast away from town, you both look in loving awe at this beautiful new baby that blossomed from the dregs of Silent Hill. (Hint: don't leave during the closing credits!)



The End



Secret

SILENT



Secrets

Secrets

As with most good games, you aren't completely finished until you have found all the secrets, and Silent Hill definitely has its share. After you've beaten the game, watched the final cinema and the bloopers at the end, you will come to a Game Completion screen. It will detail the number of times you've completed the game, which ending you got, the amount of times you saved, the amount of time you played the game, the total distance you ran and walked, how many of the 199 items you picked up, your hit percentage with your guns and blunt weapons, and your rating in the game. There are four possible endings to achieve, and the walkthrough provided in this guide reveals the best one.



However, seeing the others is a pretty easy task once you know what you have to do. You will also notice some items in the background, which you can now pick up the next time you play through. After the Game Completion screen, you will be asked to save, which you should do. Your new save will say Next Fear and will be gold. When you start a new game from the save, you can now grab the bonus items.

Getting All The Endings

As mentioned above, the walkthrough in this guide will get you the best ending in the game, but you will definitely want to see the rest of them. There are two different flag points in the game that determine the ending. The first is whether or not you meet up with Dr. Kaufmann in the small garage containing the motorcycle, where he grabbed the drugs in the bottle from you. The second is how you deal with the possessed Cybil

when she attacks you at the amusement park. You can kill her rather than saving her. Both of these flag points (meeting up with Kaufmann and saving Cybil) were addressed in the walkthrough to get you the best ending. We will explain how to access the other three endings, but rather than describing what happens in them, you will have to earn them to see them. Some of the game has to be left as a surprise.

To get the second best ending, you must never go to the motel to use the motorcycle key on the motorcycle, which causes the interaction with Kaufmann. In other words, you must avoid the meeting with Kaufmann. Also, when you meet up with Cybil at the amusement park, you must save her by using the drugs in the plastic bottle when she grabs you.

To get the third best ending, meet up with Dr. Kaufmann in the garage with the motorcycle and have him take the bottle of drugs you

found away from you. This time, when you meet up with Cybil in the Amusement park, you will want to *avoid* using the drug on her to purge the parasite. Instead, just keep pumping lead into her. She will eventually die.

To get the worst ending, neither of the two flag points should be met. That means you don't want to meet up with Dr. Kaufmann in the garage and you will want to kill Cybil in the amusement park.

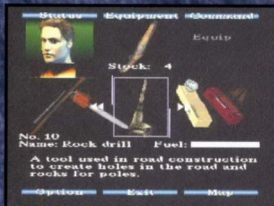
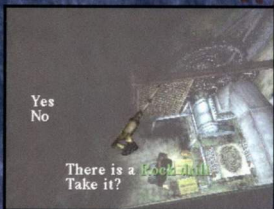
Hidden Weapons

There are two hidden weapons to be found the second time you play through the game. Both are inspired by B-movie horror flicks and are found after you get through the school. They are extremely effective against most the baddies in the game, making them real ammo savers, although they will only run on gasoline. To pick either of them up, grab the gasoline can from the gas station garage down the street from the church. You should find the red container on the shelf.

Once you have the gas, head up Bloch Street past the church and you will find a chainsaw store on your left. The front display window is broken and a chainsaw will be lying there. Examine it and then pick it up. The chainsaw will take out those ape demons with just a swipe or two but will be ineffective against the flying variety.

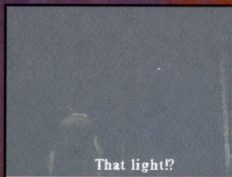
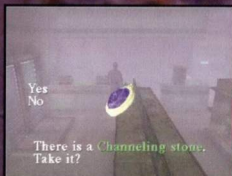


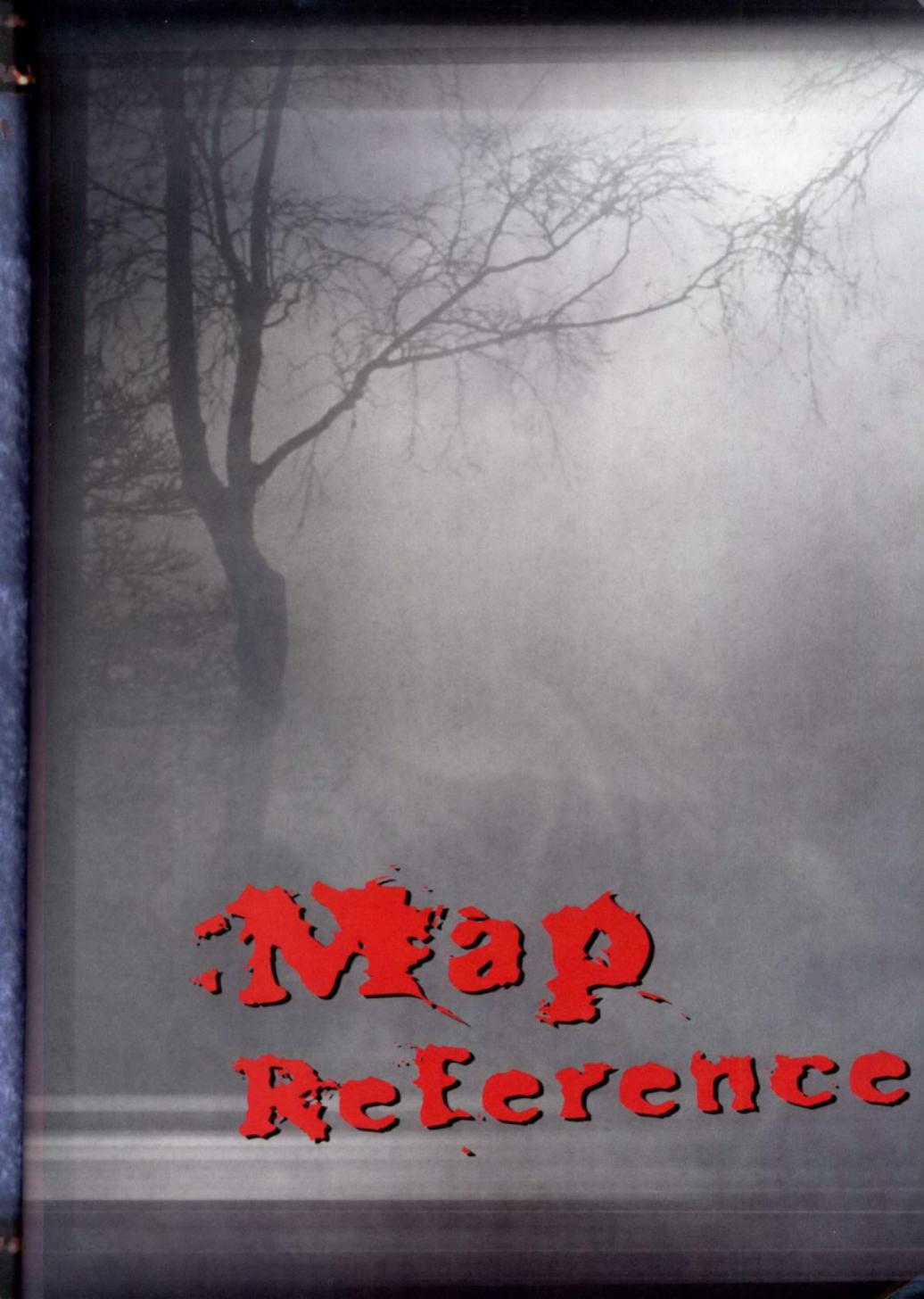
The drill is found back up Bloch Street in the downstairs room of the drawbridge tower. You can't walk around while using this weapon, which is alright, as all you have to do with this weapon is stand there and let enemies walk into you. You can also point the thing up or down, depending on where the creature is that you're attacking. Like all weapons in the game, however, you will find it a bit tough to use against more than one creature at a time.



The Channeling Stone

The Channeling Stone is found at the beginning of the game in the Convenience Store. It is a mystical stone possessing power of some kind. There are only two places that have been found where you can use it, although there may be more. The first is on the roof of the Elementary School B. Here, it will cause you to see a light in the sky. The second place is at the top of the Lighthouse, which will allow you to see several of the same type of lights in the sky. Again, the real purpose of the stone and what those lights mean is still a mystery.

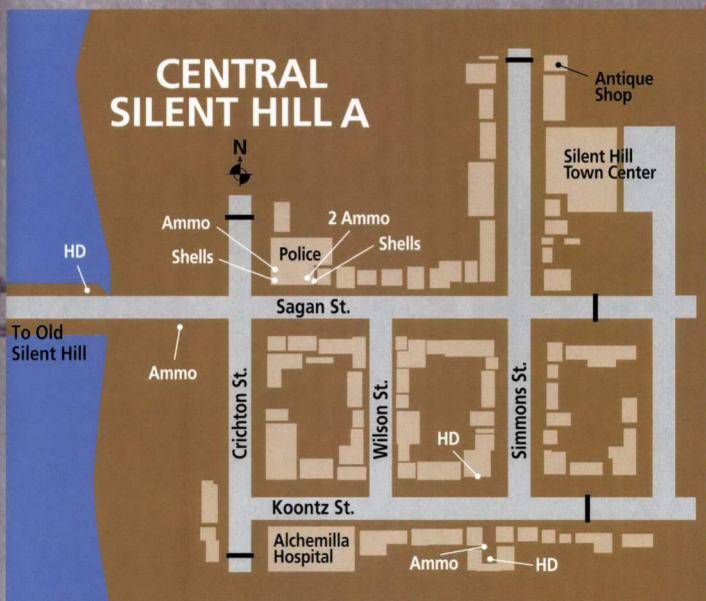




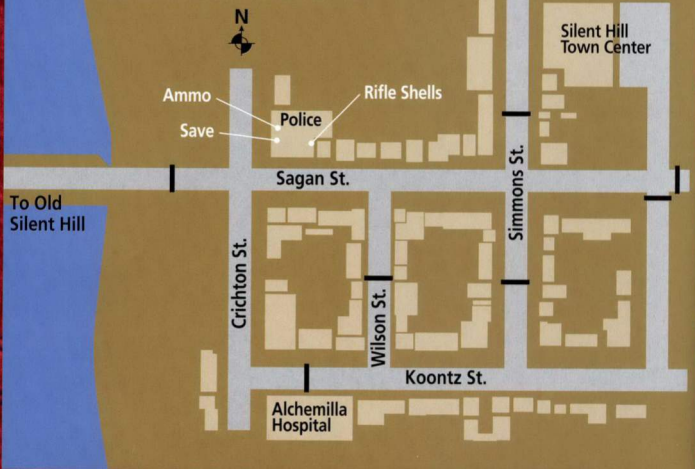
**Map
Reference**

OLD SILENT HILL





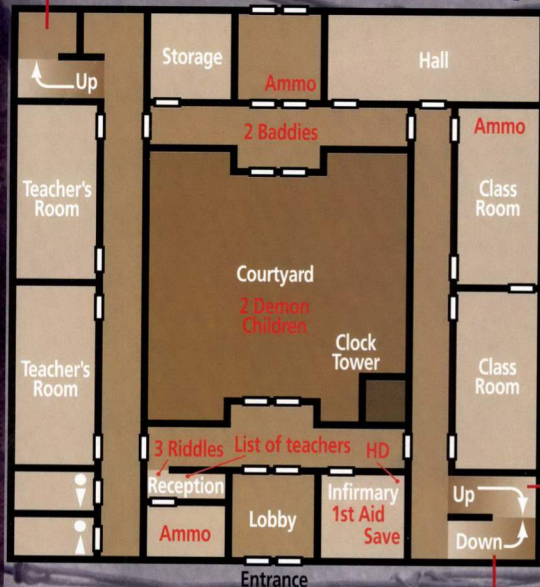
CENTRAL SILENT HILL B



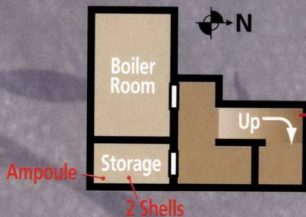


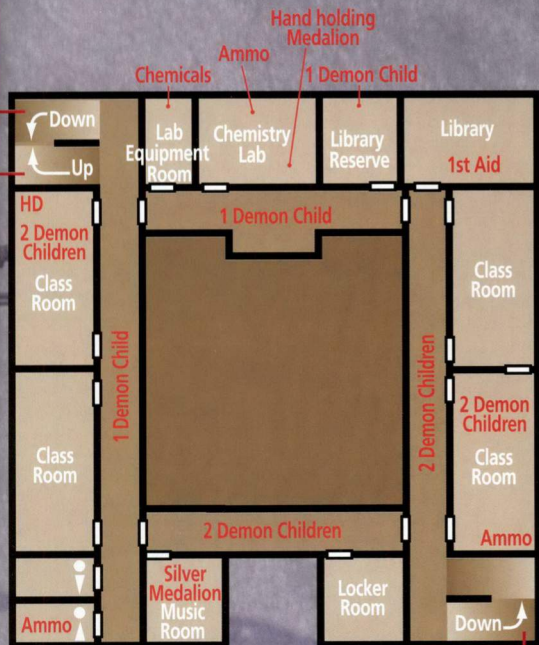
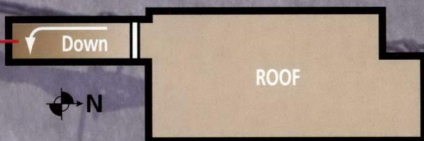
Midwich Elementary School

First Floor A



Basement A





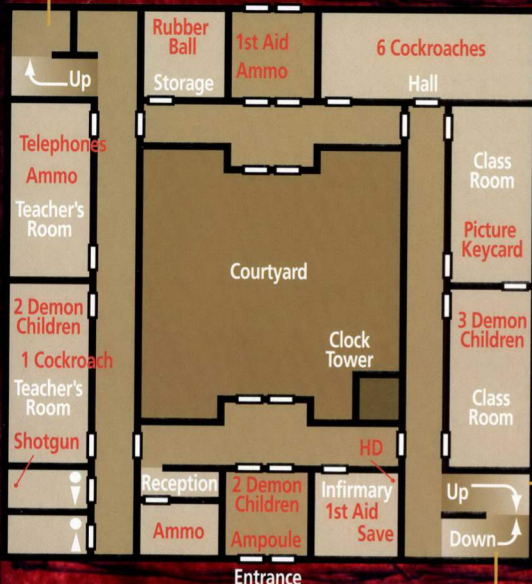
Midwich Elementary School

Second Floor A

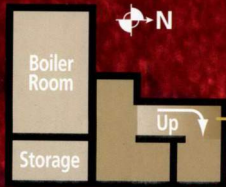


Midwich Elementary School

First Floor B



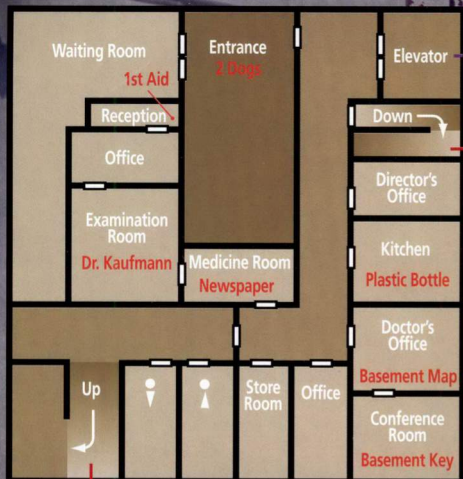
Basement B



Midwich Elementary School

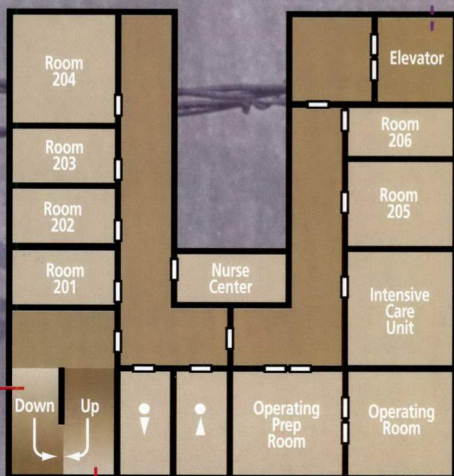
Second Floor B





Alchemilla Hospital

First Floor A



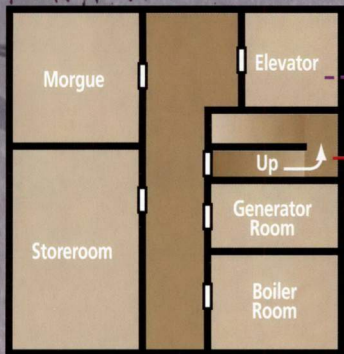
Alchemilla Hospital

Second Floor A



Alchemilla Hospital

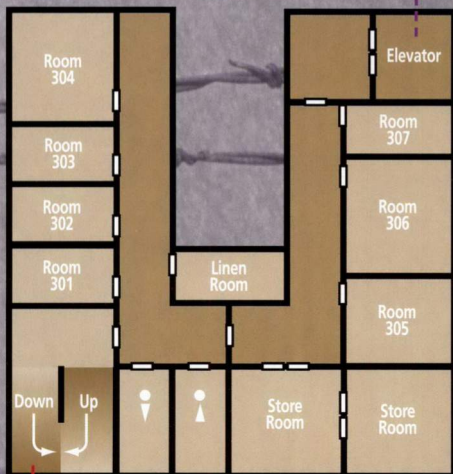
Basement A



KEY	
Elevators	---
Stairs	—

Alchemilla Hospital

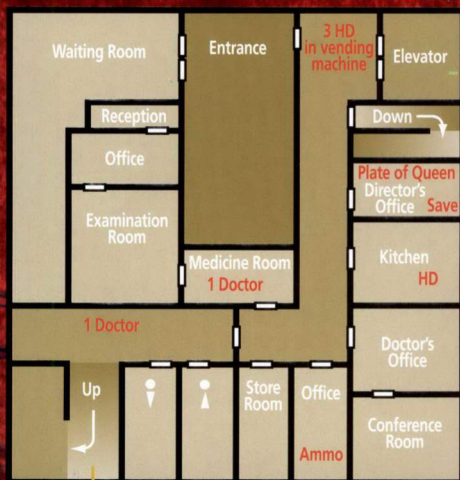
Third Floor A



KEY

Elevators - - -

Stairs - - -



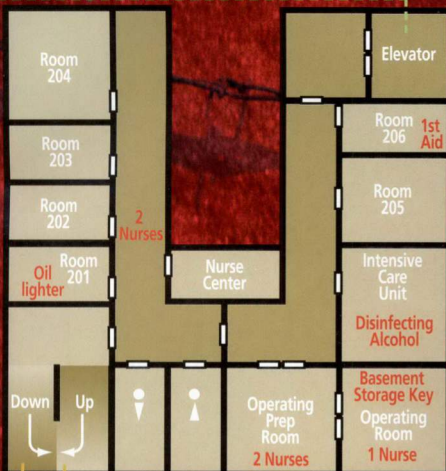
Alchemilla Hospital

First Floor B



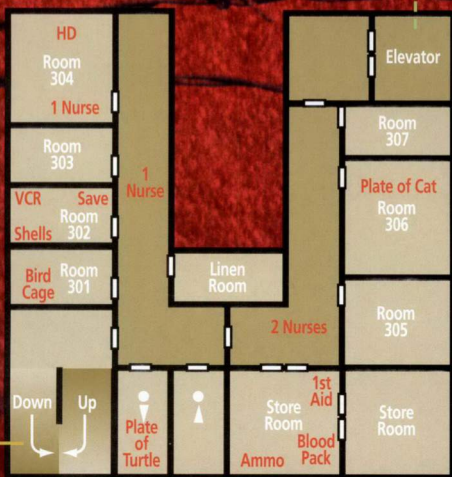
Alchemilla Hospital

Second Floor B

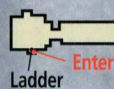
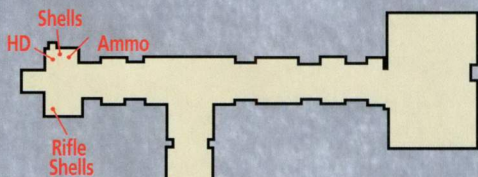


Alchemilla Hospital

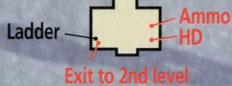
Third Floor B



Sewer A



Sewer C



Sewer B

1st Aid

Enter

Ladder

N

HD

Ammo

Ladder

Exit

Save

Sewer
Exit
Key

Entrance

Ladder

HD

HD Ammo



You want to WIN, don't you?

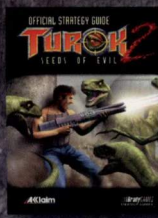
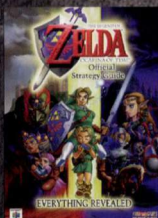
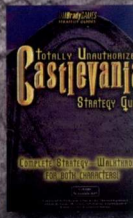
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