



Introduction

"Silent Hill 2 - Director's Cut" is an extension of the PlayStation®2 classic, "Silent Hill 2". The following pdf document is an addendum to the Silent Hill 2 Official Strategy Guide. The dark, foreboding mysteries of this game are revealed in full colour throughout 164 pages of the Official Strategy Guide, which features screenshots of the highest quality. But that's not all, it also includes :

- All five story endings - and info on how you can experience them
- A complete step-by-step walkthrough with all the tips and tricks
- Solutions to all the puzzles for all four difficulty levels
- 22 pages of secrets covering hidden video sequences, options, an extra game mode and more...
- Detailed information about all of the characters and monsters
- A comprehensive combat academy
- All 7 area maps and all 76 game items essential to guarantee your survival

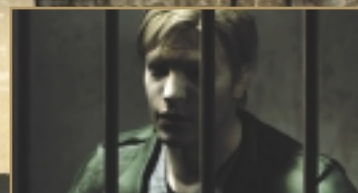
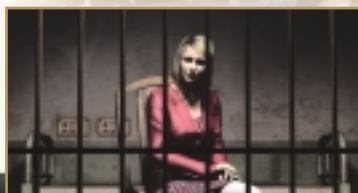
The following pages describe the contents and additional features of "Silent Hill 2 - Director's Cut".

After selecting "New Game" in the main menu, you can choose one of two game scenarios. The main scenario of the game, "Letter from Silent Heaven", coincides with the original "Silent Hill 2" story in which James Sunderland finds himself in the town of Silent Hill, searching for his wife, Mary, who died three years ago (see page 4 of the Official Strategy Guide for more details).

The sub scenario, "Born from a Wish" is completely new. This bonus scenario relates a brief episode in Maria's experience, immediately before she meets up with James.

It is advisable to play the sub scenario only after having first completed the main scenario - advice you would do well to heed, since the scenes contained in the final credits of "Born from a Wish" reveal much of the unusual plot of "Letter from Silent Heaven".

Apart from this bonus scenario, "Silent Hill 2 - Director's Cut" offers an additional story ending to James' adventure. Find out how to experience the so-called "UFO ending", in the Secrets section. All other information : Battle academy, Hints, Walkthrough to the main scenario, Monsters, Secrets and more are revealed in the Official Strategy Guide.



How to play

Controls: the basics

Unless you changed the Control Type and Button Config in the Option menu, Maria and James Sunderland will react to the commands listed below. For your ease of reference we have also included the corresponding PlayStation®2 controller settings (as they appear in the Official Strategy Guide).

PC	PlayStation®2	
↑	↑	Go forward.
↓	↓	Go back.
←	←	Turn to the left.
→	→	Turn to the right.
A	(L1)	Side step to the left while continuing to look in the same direction.
D	(R1)	Side step to the right while continuing to look in the same direction.
S	(L2)	Search View. Hold down this trigger to position the camera behind James or Maria. (This function is not available in all game situations).
F	(R2)	Attack button. Press this trigger to use the selected weapon. (Bear in mind that at the beginning of the main scenario, James won't have any weapons at his disposal).
H	(R3)	Restoring health. If you press H (R3), the health items required to heal James and Maria (when applicable) will automatically be used. During this process the character will remain motionless and no message will appear on screen to confirm the procedure.
P	(SELECT)	Pause
M	(△)	Call up a map
Left Shift	(□)	Run
L	(○)	Switches James' flashlight on/ off
Space	(×)	Confirm action, Examine, take or use items. Hold down the F (R2) simultaneously to attack with a weapon.
I	(START)	Open inventory
ESC	(△) / (□) / (○)	Cancel, Hide map/inventory
E *	-	Next Weapon
Q *	-	Previous Weapon
R	-	Reload
~	-	Un-equip Weapon
F5	-	Quick Save
F9	-	Quick Load

* You also can select your weapons directly by using the number keys on the keyboard.

Save menu

Additional information about the game stage is displayed in the save menu. You'll also see the total playing time of the current game and which ending sequences have been viewed so far:

L = Leave M = Maria W = In Water R = Rebirth D = DOG U = UFO X = Born from a Wish

Should you experience any software technical problems, kindly contact the Konami Hotline. You will find the telephone number in your game manual.

Walkthrough – Born from a Wish

Intro

At the beginning of the game, you must select one of the four available Action difficulty levels. Unlike in the main scenario, the sub scenario has no separate Riddle Level. The game begins with Maria, in one of the rooms of the 'Heaven's Night' bar in Silent Hill West. She has a Revolver and a few bullets in her inventory.

See pages 24 to 26 of the Official Strategy Guide to find out all you need to know about the three types of monster which inhabit

the sub scenario, "Born from a Wish": the humanoid Lying Figure, the giant, insect-like Creeper and the weird Mannequin.

Attack techniques employed by James also apply to Maria. Though, instead of a Handgun, she makes use of a Revolver (which has practically the same effect). The only other difference is her Chinese cleaver, which in principle, could be equated to James' Wooden plank, but is actually far more effective.

Heaven's Night

There are two packets of **Revolver bullets** lying on the bottom shelf of the corner cabinet. Two **Health drinks** are lying underneath the washbasin across the room. Leave the room through the door. You could go to Maria's right (i.e. from her point of view) and down the stairs, but this will lead you to a dead-end, since the bar's back exit is locked. Turn Maria to the left and walk along the passage. You won't be able to open the next door, which appears on the left, but the door opposite, at the end of the corridor leads to the actual bar. The exit to the bar is across

the room. Make your way over and take the **Chinese cleaver** wedged into the bar counter (Fig. 1) – this will be Maria's weapon



in close combat. In its vicinity, you will also find a **First-aid kit** lying on a barstool.

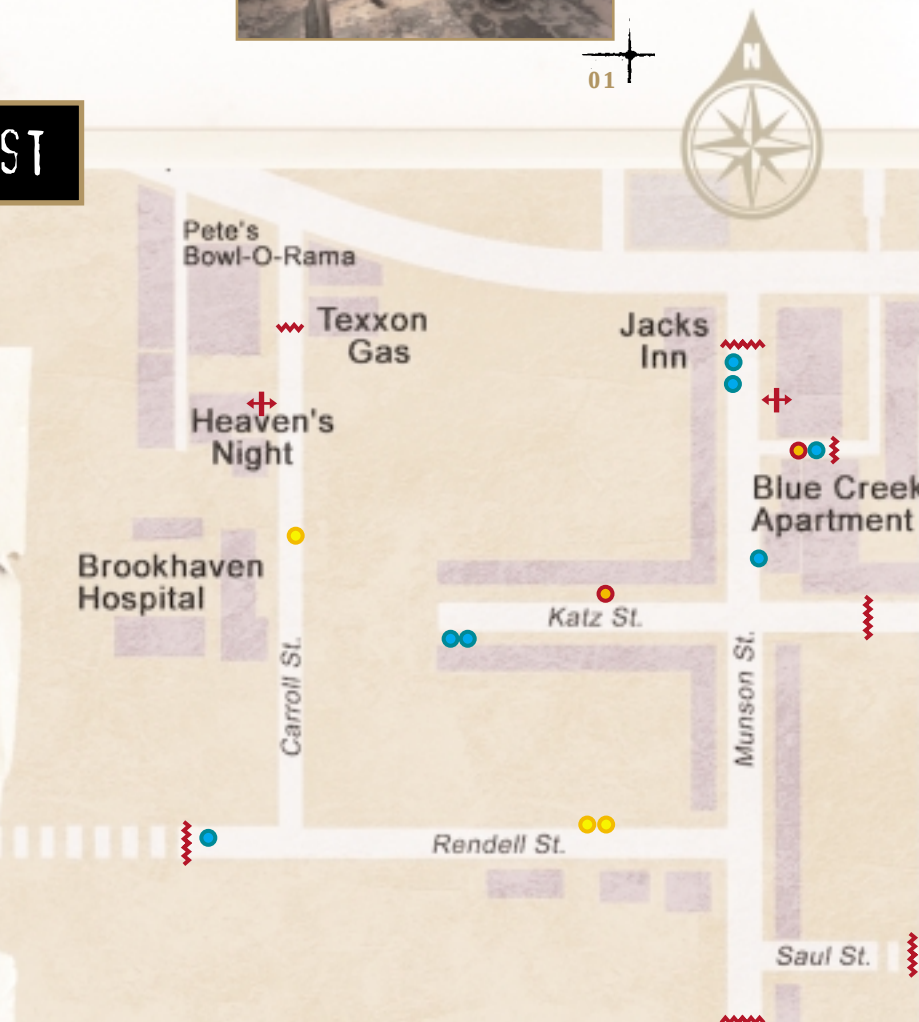
SILENT HILL WEST

Map Symbols

- You cannot continue here
- This door is not locked

Equipment

- Health drink(s)
- First-aid kit
- Revolver bullets



Silent Hill West

From this point on in the game, you can consult the map to orientate yourself. Proceed along Carroll Street in a southerly direction towards Rendell Street. You'll find a **Health drink** at the truck-door (driver's side) parked across the street. Note that in this sub scenario you won't be able to access Brookhaven Hospital (which is further to the south).

If you walk a few metres further to the west in Rendell Street, you'll notice that the street has been blocked off. You'll find a packet of **Revolver bullets** lying on the rear bumper of the car parked in front of the barricade (Fig.2).

Go eastward along Rendell Street. You'll find two **Health drinks** on the ground in front of

the van on the parking lot at the north end of the street (Fig. 3).

When you reach Munson Street, turn left and go northward. Your objective is to reach the north end of the street (which has been blocked off), directly in front of Jack's Inn.



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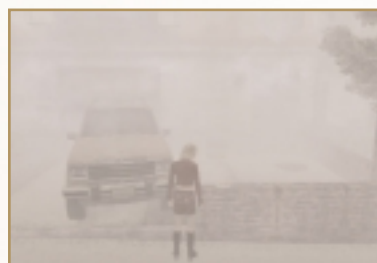
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Katz & Munson Street

In the north end of Katz Street, you'll find a **First-aid kit** on the small wall, to the right of the vehicle (Fig. 4). There are also two packets of **Revolver bullets** lying on the ground in the fenced-in enclosure at the far, southwest end of Katz Street.

Near the left, front wheel of the car parked in Munson Street (north of Katz Street), you'll find a packet of **Revolver bullets**. You'll also make a lucky find in the back of a pickup truck, parked in the

narrow lane above the Blue Creek Apartment building (Fig. 5), uncovering a **First-aid kit** and a packet of **Revolver bullets**. Finally, you'll also find two packets of **Revolver bullets** near the signpost in front of Jack's Inn. Diagonally opposite is a doorway in the wall, leading to the Baldwin House (Fig. 6). In the front garden, you'll find nothing of great interest, other than a couple of monsters. Enter the mansion through the main door on the veranda.



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05



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BALDWIN HOUSE

Map Symbols

- ⚡ This door cannot be opened
- ⚡ This door is not locked
- 🔑 This door can only be opened with the correct object
- 🔒 This door must first be unlocked from the other side

Equipment

- 🟡 Health drink(s)
- 🔴 First-aid kit
- 🟢 Revolver bullets

Items

- 1 White board
- 2 Red board
- 3 Black board
- 4 Acacia key
- 5 Matches

Documents

- 1 Tombstone, Inner Garden
- 2 Plant Encyclopaedia: Acacia
- 3 "Lost Memories"

Maps

- 🗺 Map of Baldwin House

Save points

- 1 Mansion, Living Room
- 2 Mansion, Hallway



Baldwin House

Go straight through the Entrance Hall into the Living Room. You can save your game here and also take the **Map of Baldwin House** from one of the sideboards. You will find two packets of **Revolver bullets** and a **First-aid kit** on the coffee table in the middle of the room. Go through the north door into the stairwell and climb up the stairs. On a small table in the corner of the first half-landing, you'll find two packets of **Revolver bullets**. On the next floor, examine the Lounge door. After your conversation with Ernest Baldwin, who remains on the other side of the door throughout, open the south door. There is a Mannequin lurking in the passageway. It is guarding a **Health drink** on the table in the corner. Go through the door on the right, and you will find yourself in the Entrance Hall gallery (Fig. 7). You'll find a **White board** lying

on the floor at the end of the hallway. Take it and go back downstairs into the Living Room, where it appears that someone has removed the screen, which was in front of the fireplace. Climb up the ladder on the inside of the chimney. You'll reach the so-called "Inner Garden". Here, near the tombstone, in the south-west corner, you will find a **Red board** and a **Black board** lying on the ground (Fig.8).



The Riddle of the Boards

Upon examining the tombstone, you'll notice a square impression on its surface. You must place the three metal plaques: (i.e. **White board**, **Red board** and **Black board**) into the groove, so that they overlap each other and such that the original, blue background (despite showing through the square holes on two of the boards) is completely covered.

Insert the white and black boards "as is", and turn the red board 90 degrees to the left and then insert it (Fig. 9). In doing so, the **Acacia key** will be released from the face of the tombstone. The inscription on the tombstone will be saved as a note, "Tombstone. Inner Garden".



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Amy's Gift

You can unlock the door on the second floor with the **Acacia key**. This leads to the passage between the south gallery of the Entrance Hall and the hallway in front of the Piano Room (Fig.10). Go into the Kid's Room. Take the **Matches** from the nightstand. Then go further along the passage and through the door at the northwest end. Here the stairs lead up to the attic. Using the **Matches**, light the candle at the top of the stairs. Look underneath the armchair in the corner of the room (Fig. 11) where you will find a **Birthday card**. Bring this to Ernest Baldwin. On your way back, you'll run into a Mannequin in the hallway in front of the Piano Room. If

you're playing at a high difficulty level, you'll encounter the Mannequin in resurrected state, in the hallway east of the Entrance Hall. You'll also be surprised by a Lying Figure in front of the Lounge.



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Searching for Ernest

When you return to the Lounge with the **Birthday card**, you'll realise that Ernest has left. You'll find two **Health drinks** in the cupboard next to the door and a **First-aid kit** on the table next to the windows. You can page through the book lying on the table in the middle of the room (Fig. 12). The book's contents will be marked under the note entitled "Plant Encyclopaedia: Acacia". Go through the north door into the S-shaped hallway and enter the north stairwell through the east door. At higher Action difficulty levels, you'll come across a monster at the foot of the stairs in front of the Pantry. The door to the right of the staircase takes you to the long passage in the eastern section of the property. A few metres further along this passage, you'll find

a packet of **Revolver bullets** lying on the floor (Fig.13). In the Service Room, you'll find **Revolver bullets** as well as two **Health drinks**. A red square on the wall in the hallway behind this room beckons you to save your game. The door in front of the stairway can't be opened for the moment. Move on towards the Study and be wary of the danger lurking in the hallway.



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Your Task

In the Study, you'll find a green book containing "Lost Memories", which will be saved as a note of the same name. When you examine the Bedroom door, Ernest will ask Maria to do something for him. Later, you'll be able to open the door near the last save point (if you examine the bedroom door a second time, you'll hear another dialogue). Go down the stairs near the save point (Fig. 14). Downstairs, turn Maria to the right and then go through the door on the left (the other two doors are locked).

In the passage beyond, you'll discover a small plaque on the floor. Beware of the Creepers inhabiting this area. Walk along the passage and climb the stairs at the end of the hallway. Once upstairs, continue until the end of the hallway past two locked doors. You'll then enter a rooftop courtyard (Fig. 15). Look out for the monsters aimlessly roaming about. Enter the Blue Creek Apartment building through the door near the green, rubbish dumpster at the far end of the courtyard (Fig. 16).



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BLUE CREEK APARTMENT



Map Symbols

- ⚡ This door cannot be opened.
- ⚡ This door is not locked.

Equipment

- Health drink
- First-aid kit

Items

- ⑥ White liquid

Map

- ⊞ Map of the apartment building

Save point

- Apartment 1F



Blue Creek Apartment

You'll find the **Map of the apartment building** lying on the ground in the second floor stairway. This is the same place where James found it or rather, will find it... but you don't actually need it. You could enter Apartment 203 or the north stairway, but you won't find anything of significance there. Your sole objective in this building is Apartment 105. In the kitchenette, you'll find a save point and a **Health drink** as well as a **First-aid kit**. However, the small bottle of **White liquid** standing on the table in the Living Room is of paramount importance (Fig.17).

You must bring it to Ernest. Return to the Baldwin House. With the bottle of **White liquid** in your inventory, examine the Bedroom door from the Study and your adventure with Maria will come to an end (Fig. 18).



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Game Over

After the final credits, your performance will be evaluated and Action Level, Saves, Total Time, Walking Distance, Running Distance, Items, Defeated Enemies by Shooting/ Fighting and Total Damage will be displayed. In the sub scenario, in contrast to having played as James,

you do not get a ranking here. Also, the criteria marked in yellow do not denote outstanding results. The items marked in yellow indicate those unchangeable criteria which are irrelevant to Maria's adventure (e.g. Riddle Level, Boat Max Speed and your Rank).

Secrets

The UFO ending

This ending sequence is an exclusive feature of "Silent Hill 2 - Director's Cut". As with the DOG ending sequence, this ending provides a rather light-hearted conclusion to James Sunderland's story.

This ending sequence alludes to a very similar sequence in Silent Hill (1), in which Harry Mason searches for his daughter. This PlayStation® game protagonist also appears in the UFO ending, but as a rather inconspicuous character...

In order to be able to see these credits you must have played at least once through the main scenario, "Letter from Silent Heaven", as well as the sub scenario, "Born from a Wish". You'll begin a new game with James in the same position (namely in the washroom at the parking lot). The **Blue Gem** is lying on the floor, near the toilets (Fig. 19). You'll be able to 'use' this mysterious stone (i.e. with it in your inventory) in three different locations.



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1) 'Alternate' Brookhaven Hospital – Garden

In Brookhaven Hospital, after your conversation with Laura, you'll fight three repulsive, cage monsters (see page 73 of the Official Strategy Guide). Afterwards, the adventure continues in the garden of the "alternate" hospital. It is here, in this small, inner courtyard (Fig. 20) that you'll use the **Blue Gem** for the first time and succeed in making contact with extra terrestrials (Fig. 21).



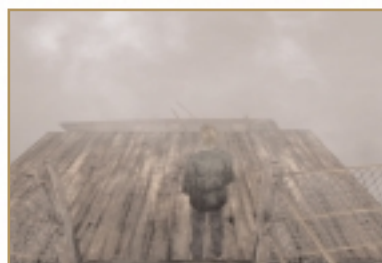
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2) Silent Hill West – Pier (Boat Launch)

After the battle with Eddie, you'll reach the jetty on the south bank of Toluca Lake. Before you climb into the boat, use the **Blue Gem** (Fig. 22). It won't work if you are on the stone surface. You need to be on the wooden part of the pier.



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3) Lakeview Hotel – Room 312

You can use the **Blue Gem** for a third time in room 312 of the hotel. You must be positioned near the window and not directly behind the door (Fig. 23). James makes contact with extra terrestrial beings for a third and final time. The game ends here, with a rather unusual ending sequence..



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