

KONAMI



SILENT HILL 4 THE ROOM

THE OFFICIAL GUIDE



302

Two years ago Henry Townshend moved into Room 302 of South Ashfield Heights, an unassuming apartment building in the city of Ashfield. Henry was happy and enjoying his new life.

But five days ago, something strange happened. Henry started to be plagued by a recurring nightmare. Even more disturbingly, he found himself trapped inside Room 302...

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HOW TO PLAY

how to play

In this first chapter you'll learn all you need to know about how to survive in Silent Hill 4: The Room. We'll explain the controls, options, general gameplay and battle system, as well as providing hints and tips to make your life easier. Let's start at the very beginning with the main menu of the game, and all the various choices that you will be presented with.



MAIN MENU

Figure 1

New Game

Select the option New Game to start. You can then choose from three different difficulty levels: Easy, Normal and Hard. The difficulty level that you choose will have no influence on the storyline or the ending of the adventure. The quantity of items that you find during the game will also remain the same on all difficulty levels. There are, however, differences concerning the following topics:

- **Pistol Capacity:**

Your standard firearm uses up to 12 bullets on Easy, 10 on Normal and 8 on Hard.

- **Enemy Life Energy:**

The enemies get much tougher on the harder difficulty setting. It takes just two bullets to down a Sniffer Dog on Easy, for example, yet on Hard you'll need five. You'll also find that more enemies will appear at some locations.

- **Healing:**

The higher the difficulty level, the less potent the healing power of health items. A Nutrition Drink will heal six units on Easy, but only four on Hard.

- **Puzzles:**

In Hard mode you'll get fewer hints on how to solve the puzzles.

Continue

You'll only get this option after losing a life. Selecting Continue enables you to return to the beginning of the area that you last

entered – with all of the equipment you had at that time. Your difficulty level will also decrease slightly (see page 18).

Load

If you've already saved your game, you can load your save game from here. (You'll find more details about saving your data in the game manual).

Options

You can open the Options Menu here, but you don't have to deal with all of the options right now. You can access the Options Menu and make changes at any time during the game.



01

OPTIONS MENU

Figure 2 and 3

You can access the Options menu from the Main menu before starting the game. You can also access it during the game, by pressing Pause and selecting Options from the Pause screen.

Two pages of options are at your disposal. You can scroll between them using the buttons shown at the top of the screen. When you change an option, the corresponding topic will be highlighted in red. You can close this menu by selecting Exit or pressing Cancel. If you've changed an option, you'll be prompted to confirm your amendments. Once confirmed, your changes will be saved. The new options that you've selected will be activated the next time that you load your game.

Brightness

You can change the brightness and contrast of the screen by eight degrees using this option. Adjust the screen so that the colours below the red line fade to black.

Screen Position

Use this option to adjust the display window to fit your monitor screen. Move the window either vertically or horizontally to ensure that you have the best view possible.

Language

All text and subtitles will be displayed in the selected language. You can choose from English, Français, Deutsch, Italiano, Español, Korean and Japanese. Note that any spoken dialogue will always be English.

Subtitles

Toggle the subtitles for the spoken dialogue on and off with this option.

Vibration

If your controller supports Vibration use this option to activate and deactivate this. Once activated, your controller will vibrate whenever Henry gets wounded.

Sound

The standard sound setting is Stereo. If your system doesn't support Stereo, use this option to switch the audio to Monaural.

BGM Volume / SE Volume

Use this option to change the background music and sound effects volume.



02

Button Config

You can change several Button Configurations in this menu:

• Basic Controls:

Change the configuration for the following functions: Use (Use Item/Equip Item), Confirm (Select/ Investigate) and Cancel.

• First Person Movement:

Assign the function for steering movement to the right and left. Rotate is the default setting, but this can be changed to Sideways Movement.

• First Person Camera:

Use this option to change the First Person View Control settings, as well as to adjust the "Normal" view to "Up/Down Reverse".

Default Control

Henry's default speed is Walk, but if you hold down Cancel he will run. You can also select "Run" as the default.

Noise Effect

There is a disturbing barrage of white noise designed to heighten the atmosphere. Use this option to disable it.

Blood Colour

The colours Red (default), Green and Purple are available for selection.

Head Motion

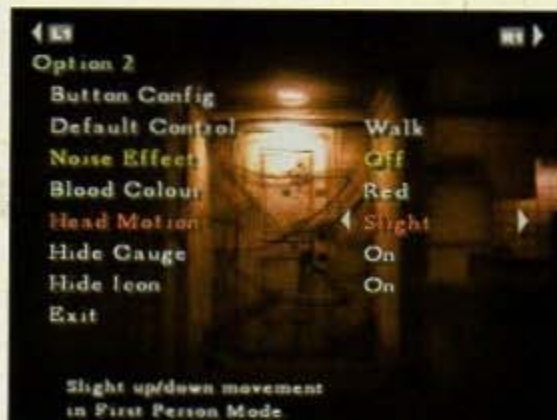
The scenes in room 302 are experienced entirely from Henry's viewpoint. His head (the camera) will move realistically up and down. If you're bothered by this effect you can use this option to tone it down or turn it off completely.

Hide Gauge

In the default setting, Henry's life gauge and power gauge will automatically disappear after several seconds if there are no changes to his power or life energy. Use this option to keep the gauge permanently on screen.

Hide Icon

As with the gauge option, you can specify whether or not you want to keep the items window permanently on screen.



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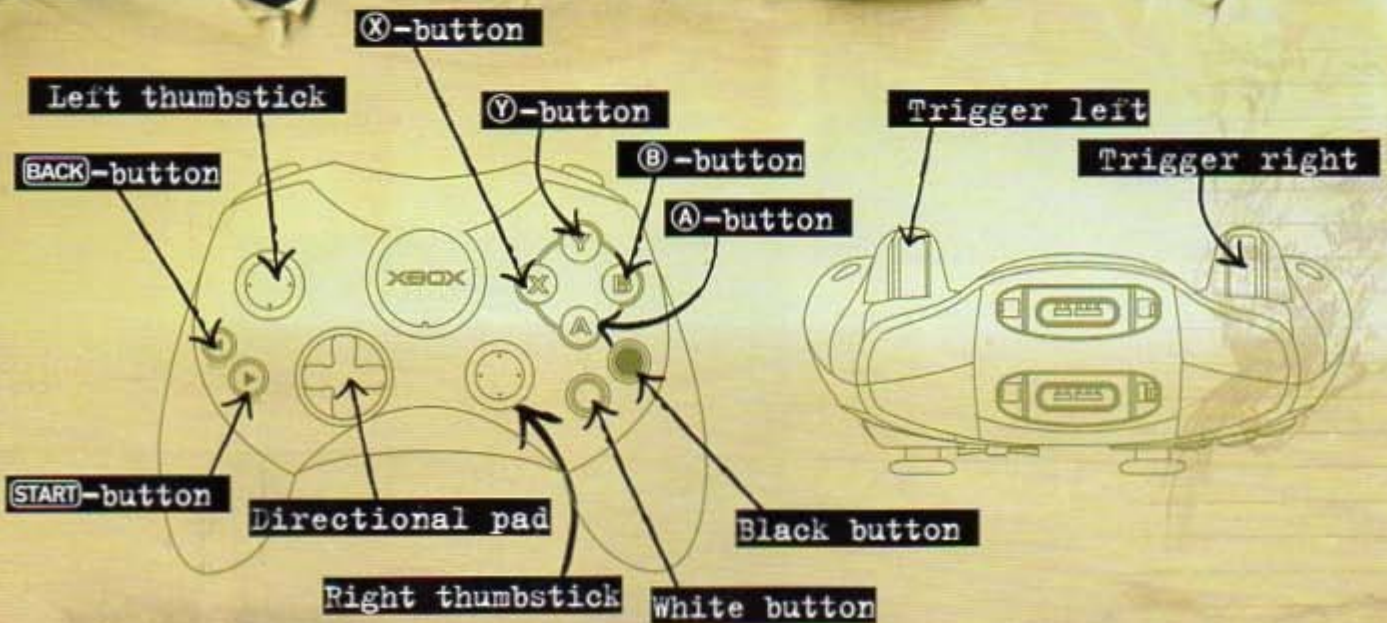
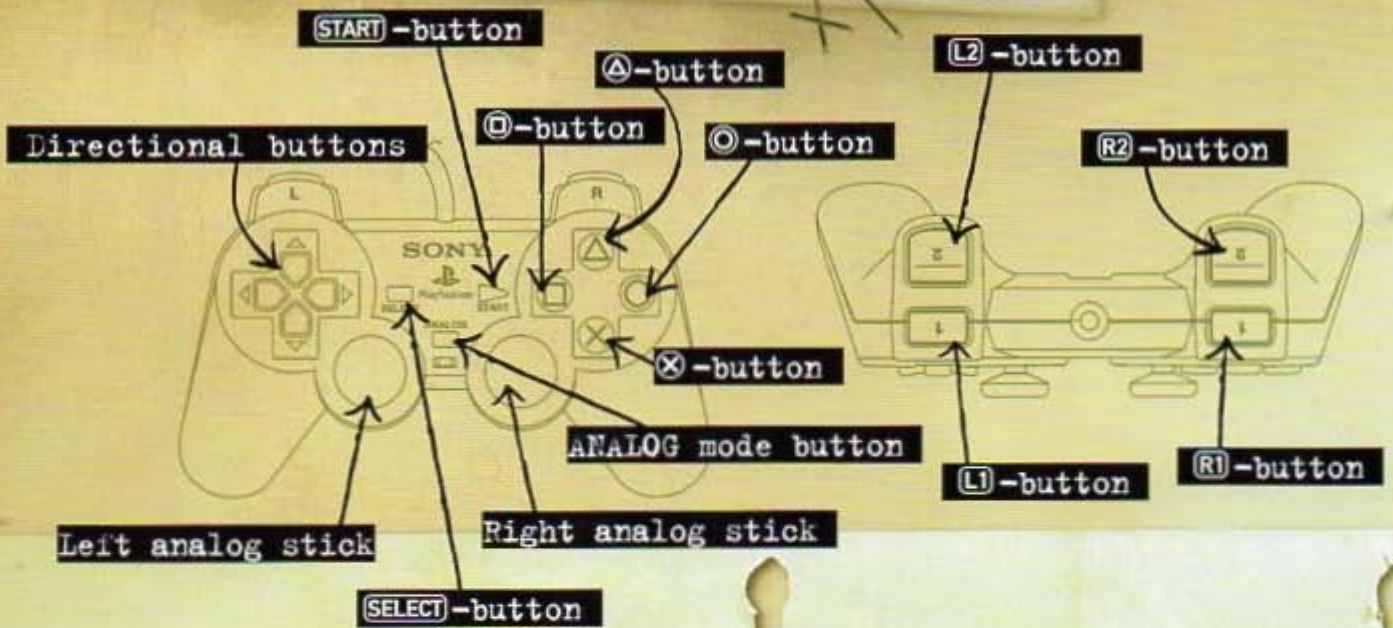
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

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







Company of Ladies





Hints

Name

	Play-Station 2	Xbox	PC	Use
Movement	Left analog stick	Left thumbstick	W - forward S - backward Q - left E - right	Move the character (walk forwards/backwards, turn to the right/ left)
Items	Directional buttons	Directional pad	↑ ↓ ← →	Select items in the inventory
View	Right analog stick	Right thumbstick	J - left L - right I - up K - down	Change the view (look up/down, turn right/left)
Use			Space/ Ctrl (right)	Use the selected item
Scrapbook			U	Open list of documents
Cancel			Esc Shift (left)	Cancel the selection, walk faster (when held down)
Confirm			Enter Space	Confirm selection, take/ examine objects
Strafe (left)			A	Move sideways (left)
Strafe (right)			D	Move sideways (right)
Attack		Right trigger	B	Show life gauge
Inventory			T	Open inventory
Pause			Esc	Pause the game, cancel cut scenes

Generally speaking...

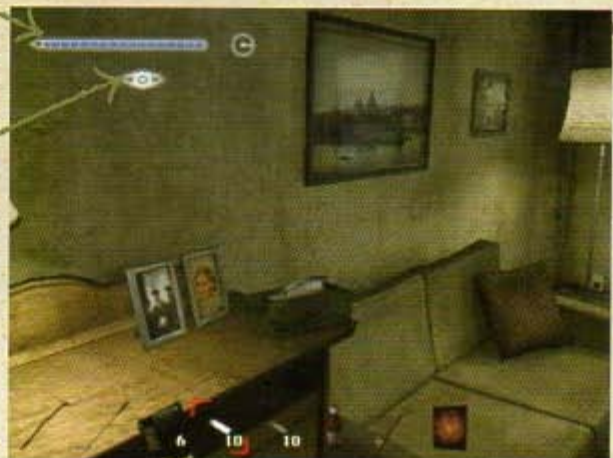
... for PlayStation 2: confirm your selection with the  Button and cancel with  . To return to the title screen (soft reset), press  +  +  +  +  +  at the same time.

... for X-Box: confirm your selection with the  Button, and cancel with  . For a soft reset press  +  for 2 seconds.

The Game Screen

When in Room 302 you will see the following information on the screen (Fig. 4)

- 1 Eye: take or examine an object
- 2 Life Gauge (the circle has no function here)
- 3 Inventory items



Movement and View

In Room 302 you'll see everything through the eyes of Henry Townshend. Use the stick, buttons or pad to move him around. You can walk forwards, backwards or sideways. You can change the view with the view-stick, button or pad independently of your movement, so you can look up and down or turn on the spot.

Using the buttons for moving sideways, you can sidestep to the left or right without changing your viewpoint.

Opening Doors

If you want to open one of the doors in Room 302, stand in front of it and press Confirm. You'll automatically end up on the other side – unless the door can't be opened, of course!

Examining Objects

- To examine an object, stand close to it. The item that you're interested in should be in the middle of the screen. If it is possible for you to examine the object, the eye symbol will appear in the upper left-hand corner of the screen. Press Confirm to examine the object. A description will then appear on screen. Press Confirm or Cancel to clear the text.

Occasionally, adjusting your viewpoint when looking at a specific object will have unexpected results. At the beginning of the game, focus on the centre of your window, the viewpoint will shift and you will find yourself looking outside the window. If you look at the upper or lower frame, Henry will try to open the window. The same holds true for the front door. If you glance at the middle you will automatically look through the peephole (Fig. 5). Peer further down to read the message on the door, and even further again to examine the chains. At the foot of the door you will find letters and documents (Fig. 6).

You can also use some objects. For example, you can turn on the stereo after first examining it. You can also open the refrigerator door. Incidentally, just press the Cancel button to "return" to your room after looking out the window or through the peephole.



Taking Items

If you want to pick up something, you must first examine it. The object in question should be situated in the middle of the screen. Press Confirm after the eye icon appears. If it's an item that you can take, you'll be asked if you want to take it. If you confirm that you do, you'll see a description of the item and it will automatically be placed in your inventory.

One example of how this works is when you open the fridge in your apartment. You'll find the Wine Bottle and the Chocolate Milk (Fig. 7). You can then examine them and pick them up. If you pick up a text document, such as the First Letter from under your front door it will then be automatically filed in the scrapbook.



Inventory

Any items and weapons that Henry carries around with him will appear in the Inventory. Access it by pressing the Inventory button. You can then read a description of each item. Switch from one item to the next by pressing the item buttons. The capacity of the inventory is limited to a maximum of 10 items.

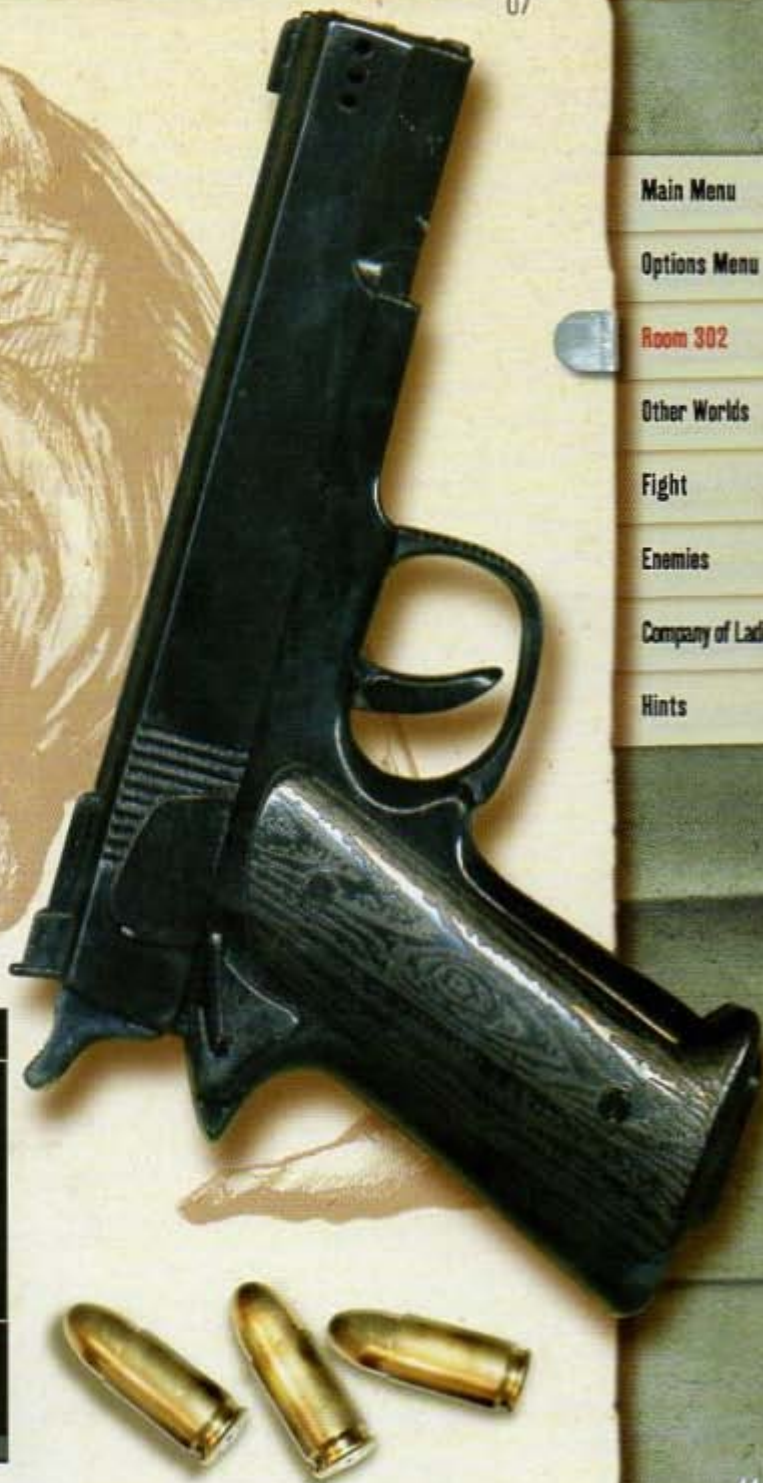
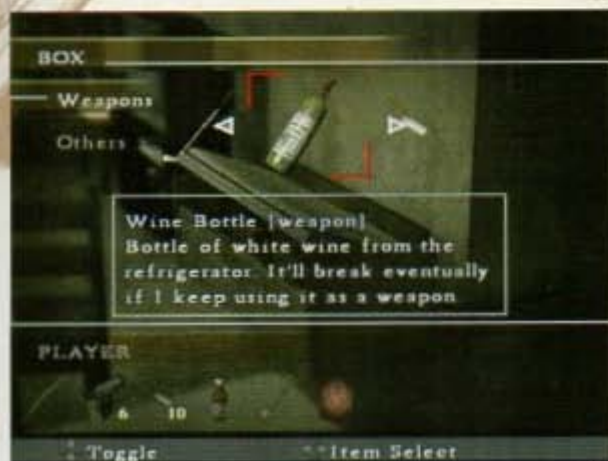
Putting Down Items

Unfortunately you can't just dump items from your inventory. Items can only be used or set down in specifically designated places. This can be frustrating if your inventory is full!

The Box

Items are stored in the chest next to the television. When you examine the chest, a window will appear at the bottom of the screen, next to the word "Player". You can then view all of the items that you are carrying. Use the Item button to select an item and put it in the box. Confirm your selection and the item appears at the top of the list. Depending on what kind of object it is, you'll either find it filed under "Weapons" or "Others".

If you want to take something out of the box, press "up". You can then highlight the item that you require, for example the Wine Bottle from the list of Weapons (Fig. 8). Add the item to your inventory by pressing Confirm. Press "up" again to access an object in the "Others" category or to switch between Weapons and Others. Press "down" to return to the Player list. Press Cancel to close the box.



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When you press the Use button, a list of all the items Henry is carrying will appear on the bottom of the screen. Press the button again to use the highlighted item. As a general rule, the item that you picked up last will be highlighted. You can switch between items in your inventory with the buttons. The items will be highlighted with two different colours: weapons and ammunition in red; all other items in green.

When and how you can use an item will depend on its type. You can't use weapons in Room 302, and ammunition can only be used there in loading a weapon.

The only things you can use (or rather, consume) anywhere and anytime are health items such as Nutrition Drinks.

Scrapbook

If you press the Scrapbook button at the beginning of the game, you'll be informed that "You still haven't got anything". Certain documents are automatically in the Scrapbook, where you can study the texts at your leisure. The background picture will show where you found the note. Not all of the texts you read during the course of the game will end up in the Scrapbook because some of them, such as inscriptions on stones are impossible to carry with you.

You can always add documents to your Scrapbook, even if your inventory is full. There is, however, one exception to this. If you want to pick up an envelope with an item inside as well as a letter, you will only be able to pick it up if you have a spare slot in your inventory for the item.



09

How to Save Your Game

Use the red notebook in your living room (Fig. 9) to save your game. This is the only place in the whole game where you can save. Examine the book to access the Save Menu. You'll see a list of several possible save locations. (You will need a memory card with enough space for saving. You'll find more information on this topic in the game manual.) You can use a new block or save over old game data. You'll be prompted to confirm if you really want to overwrite (and lose) your old data. You can also delete save data by pressing the Inventory button. You'll have to confirm this action in order to prevent accidental erasure of save files.

If you have a long list of game saves, use the Items buttons to navigate faster. Using either left or right, you can scroll ten entries up or down. Exit the save menu by pressing Cancel.

Each game save data provides several important pieces of information, such as which area of the game you visited last (the same location title will also be used in the Walkthrough). On the right you'll be able to see how long you played (in hours and minutes). In the window at the bottom you can read which level of difficulty was selected and how often you've saved your game. You can only load games from the main menu. If you want to abandon your game and start again, you should opt for a soft reset (see also page 9).

Life Gauge

Press Attack to make your life gauge appear in the upper left-hand corner of the screen. The circle on the right of the gauge is not used in Room 302.

Pause / Options Menu

You can stop the game by pressing Pause. To continue, press Pause again. When the game is paused you can access the Options Menu by pressing the button or key as shown on the screen. (Note that the clock stops when the game is paused.)

Cut Scenes

The game features many dramatic cut scenes. During these scenes, the screen switches to wide format with a black bar at the top and bottom (Fig. 10). You can skip the cut scenes (apart from the end sequence) by pressing Pause. (When playing the game for the first time, it's recommended that you watch all of the cut scenes, to avoid missing out on important plot points.) These interludes will not count towards your final gameplay time statistics.



10















The Hole in the Wall

You can use the hole in the wall in your apartment to reach mysterious parallel worlds. You'll find similar holes in these other worlds, which you can use to return to Room 302.

THE OTHER WORLDS

Controller diagrams can be found on page 8.

Button Configuration

Name	Play-Station 2	Xbox	PC	Use
Movement	Left analog stick	Left thumbstick	W - forward S - backward Q - left E - right	Move character
Item	Directional buttons	Directional pad	↑ ↓ ← →	Select items in the inventory
Perspective	Right analog stick	Right thumbstick	J - left L - right I - up K - down	Change the camera view (not always possible)
Use			Ctrl (right) Space	Use a selected item, select weapon
Scrapbook			U (Documents) M (Map)	Open list of documents / map
Cancel			Esc Shift (left)	Cancel selection, run (keep pressed)
Confirm			Enter Space	Confirm selection, examine / take objects
Camera		Left trigger	Tab	Position camera behind Henry (not always possible)
Attack		Right trigger	B	Assume fighting position, show life gauge
Inventory			Ctrl (right)	Open inventory
Pause			Esc	Pause the game, cancel cut scenes

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The Game Screen

Outside room 302 Henry Townsend will be seen from the third person perspective (Fig. 11). The following information will be displayed on the screen at relevant points in the gameplay.

- 1 Life Gauge
- 2 Power Gauge
- 3 Inventory items

Walk and Run

Henry always moves in the direction in which you press the stick. If you simultaneously press the Cancel button, he'll run (unless you've changed the Default Control in the Options menu).

Henry's normal speed is about two meters per second. When he runs, he'll speed up to four meters per second. On an upward incline he'll slow down to three meters per second. When brandishing a weapon his speed will slow down even more, to only 1.5 meters per second.

View

The way in which the camera moves depends largely on the environment. The camera usually stays close to Henry. If you turn around and walk directly towards it, the camera will be positioned in front of Henry (Fig.12). But if you walk diagonally past it, the camera will pan towards Henry and follow him (Fig. 13). In situations like these, you can press the Camera button to centre the camera directly behind Henry. However, this option will not always be available.



12



13



14

Sometimes you can adjust the camera view with the View stick (or button). In other situations the camera view will be fixed, for example in smaller rooms (Fig.14).



11

Open Doors

If you want to open a door, stand in front of it and examine it. Many doors won't open first time around. The on screen text will inform you whether or not you can open that door later on in the game:

- "It's locked": you need to find the key. If you already have the right key it will be used automatically.
- "The door is locked from the other side": You must take another path to reach the door and unlock it from there.
- "The door is shut tight. It won't open at all" or "The lock is broken. I can't open the door": There is no possibility of ever opening this door, so try another way!

Examining Things

The eye icon only appears in your own apartment, not in any of the other worlds. Whenever you're in the world outside your apartment, just press Confirm to examine an item or object that attracts your interest. Most of the time nothing happens, but occasionally you'll get to read an interesting fact or two (Fig. 15). If there's something important close by that requires your attention, Henry's head will tilt in that direction.



15

Head Movements

If there's something interesting in Henry's immediate vicinity, he'll move his head to the left or right (Fig. 16). This may indicate an object to examine, an item to pick up or even a hostile creature.

Henry will notice opponents within a radius of up to four meters, if he is equipped with a battering weapon. If he is equipped with a firearm, this distance will double. Should an opponent be directly behind Henry, he'll notice him up to a distance of three meters.



16

Taking Items

To pick up an item, move close to it and press Confirm (Fig. 17). If you already have ten items in your inventory, you won't be able to pick anything new up. (If you want to put something down, you must go back to room 302 and place it in the box.)

Sometimes you'll have to examine items (or places) twice in order to pick up an item. For example: you discover a mannequin. On first inspection Henry will notice that the mannequin is holding something. On closer view, he'll concentrate his full attention on that object – and then finally take it.



17

How to Use Items

If you want to use or consume something from the inventory, press the Use button and select an item. Press Use again. How you use the item will depend on what sort of item it is:

- You can consume health items anywhere and everywhere, even if Henry is in full health, although that might seem like a waste of a good health drink!

Weapons: If you press Use, Henry will hold his weapon. An E will appear above the weapon icon in the inventory. If you select a weapon that Henry is already carrying, he'll reload it (but only if there is additional ammunition available).

- Ammunition:** The magazine of the respective firearm will be reloaded.

Women's weapons: some weapons (and weapon-like objects) can only be used by Henry's female companion (see also pages 22 and 116)

- Artefacts:** Holy Candles and Saint Medallions have special protective powers against ghosts and apparitions (see also page 21)

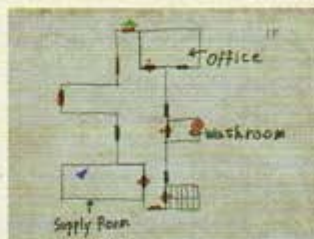
Various objects can only be used in certain places, so you must be standing on the correct spot for them to work.

Scrapbook and Map

The Scrapbook button has a second function outside of room 302; you can use it to switch between the document and map pages. (Not applicable to the PC version of the game.) Press Cancel to return to the game.

As you explore an area, all important details about your surroundings will automatically be added to the map (Fig. 18). Henry will appear on the map as a blue triangle. The tip of the triangle will point in the direction that Henry is facing. Doors which you have yet to examine will be shown as a thick black line. Locked doors will be marked in red. Doors that you have already opened are marked with a double-headed arrow. A hole in the wall is shown as a red circle with a red dot in the middle.

If you are at a location with several different floors you'll find the name or number of the floor on the top right-hand side of the map. Press up or down to scroll through the pages of the map.



18

Fighting Stance

Press the Attack button to activate Henry's life gauge. Henry will then adopt an attacking stance. On the following pages you'll learn all there is to know about fighting in this game.

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Button Configuration

Name	Play-Station 2	Xbox	PC	Use
Movement	Left analog stick	Left thumbstick	W - forward S - backward Q - left E - right	Move the character
Items	Directional buttons	Directional pad	↑ ↓ ← →	Select items in the inventory
View	Right analog stick	Right thumbstick	J - left L - right I - up K - down	Change the camera view (not always possible)
Use	Ⓞ	ⓧ	Ctrl (right)	Use a selected item, select weapon
Scrapbook	Ⓐ	Ⓨ	U (Documents) M (Map)	Open list of documents / map
Camera	L2	Left trigger	Tab	Position camera behind Henry (not always possible)
Inventory	SELECT	BACK	T	Open inventory
Pause	START	START	Esc	Pause the game
Attack	R2	Right trigger	B	Assume fighting position, show life gauge

Hold the attack button down and press:

Cancel	Ⓞ	ⓑ	Caps Lock	Jump back, dodge
Confirm	ⓧ	Ⓐ	Space	Use weapon (hit or shoot)
Strafe (left)	L1		A	Sidestep to the left
Strafe (right)	R1		D	Sidestep to the right

Controller diagrams can be found on page 8.

If you want Henry to fight, hold down the Attack button. He'll assume the fighting position and with the selected weapon in his hand he'll automatically aim at his nearest opponent (Fig. 19). Press Confirm to use the weapon. You'll find that Henry's moves change when he is in attack mode. (It's not possible to use items in the fighting position.)

Movement

As long as you're holding down Attack, Henry will keep facing the same direction. When he's moving to the left or right, he will move sideways and keep looking straight ahead. If an opponent is close by, he will align himself to the position of that enemy.

Sidestepping

If you press Cancel while Henry is in the fighting position, he'll jump backwards. If you press left or right at the same time, he'll take a quick jump to the side (Fig. 20).

After dodging or sidestepping an attack Henry will be invulnerable for an instant: 0.5 seconds if he jumps backwards and 0.33 seconds for a side step.

Close Combat Weapons

During the course of his adventure Henry will find many battering weapons. The main difference between the various weapons is their speed and the power of their blows. Some weapons will break after several blows. The golf clubs will be rendered completely useless so the best thing to do is to discard them and free up space in your inventory. (Incidentally: you don't get any reward for collecting a complete set of golf clubs, just hopefully an improved handicap!) The Wine Bottle is the only weapon that becomes more powerful after it breaks.

An attack can only be executed once you've released the Confirm Button. You can charge the attack power of most of the battering weapons by holding the Confirm button down for a longer period of time. The round power gauge next to the life gauge will gradually turn yellow and start flashing. Release Confirm at this point, and Henry will execute a powerful attack (Fig. 21). Be warned that it will then take a little longer to charge up the next attack.



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Power of Close Combat Weapons

Weapon	Power	Charging Time	Charged Attack
Steel Pipe	12.0	1.75 sec.	26.0
Paper-Cutting Knife	6.0	0.42 sec.	9.0
Aluminium Bat	20.0	4.00 sec.	60.0
Wine Bottle	9.0	-	-
Broken Wine Bottle	13.0		
Spade	20.0	2.40 sec.	40.0
Rusty Axe	20.0	3.00 sec.	45.0
Bug Spray ¹	5.00	-	-
Pickaxe of Despair	60.0	6.00 sec.	130.0
Stun Gun ²	5.0	-	-
Torch	10.0		
Driver	30.0	2.80 sec.	47.0
3-Wood	28.5	2.60 sec.	46.0
3-Iron	27.0	2.45 sec.	46.0
4-Iron	26.0	2.30 sec.	45.5
5-Iron	25.0	2.15 sec.	45.0
6-Iron	24.0	2.00 sec.	44.5
7-Iron	23.0	1.85 sec.	44.0
8-Iron	22.0	1.70 sec.	43.5
9-Iron	21.5	1.55 sec.	43.0
Pitching Wedge	21.0	1.40 sec.	42.0
Sand Wedge	21.5	1.25 sec.	41.0
Putter	21.0	1.10 sec.	40.0

¹ Damage per second. Multiple hits: 12.5/sec.

² Some opponents will be rendered instantly unconscious by the Stun Gun!

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Firearms

Firearms vary according to strength of attack, firing rate and magazine capacity. Depending on the selected difficulty level, the pistol magazine will hold 12 bullets (Easy), 10 (Normal) or 8 (Hard). You can fire relatively quickly with the pistol. If the magazine is empty and you press Confirm again, Henry will reload his weapon (Fig. 22) provided that there is enough ammunition in the inventory. Reloading takes a little time, so try not to do it when monsters are lurking close by.

The revolver only holds six bullets, regardless of the difficulty level, but each shot is more effective than a normal pistol shot, and can down Victims in one go. The rate of fire is lower as the revolver takes a lot more time to reload.

Power of Firearms

Weapon	Power	Charging Time	Charged Attack
Pistol	19.0	-	-
Richard's Revolver	59.0	-	-



Take Aim

Henry usually aims automatically, but his range of fire is limited, covering approximately ten meters. This means that there's a danger of pressing Attack when Henry is not aiming at the enemy. It doesn't help to manually aim in the approximate direction. You'll have to get closer if you want to hit the target.

The Final Kick

After receiving several blows with a battering weapon, or several shots from a firearm, your opponents will eventually hit the ground. But unfortunately that's not always the end of the story. You can only defeat an enemy completely by literally kicking them to death. When a monster hits the ground for the first time, rush to it and press Confirm. Henry will finish off the monster with a hearty kick (Fig. 23). There are, however, several tenacious enemies that can't be eliminated with this method, namely Ghosts and Victims. These fiends will always get up again, unless you use one of the special tools designed to pin them to the floor (see also page 21).



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Life Energy

You should always keep an eye on Henry's health. If he is wounded by a monster, you'll see the effect on the life gauge in the upper left-hand corner of the screen. When Henry is hit, you'll also notice that he winces. You won't be able to move him during this period, but he'll be immune to a follow-up attack for up to 0.6 seconds. He'll be invulnerable for 1 second on the Easy difficulty setting.

If Henry's life energy drops below a certain level, the gauge turns red. Nutrition Drinks, Portable Med Kits and Ampoules all help to maintain his health. In the beginning these health items will be rare, so don't forget you can always cure Henry by heading back to room 302. His life energy will be replenished whenever he returns home, until a certain point in the game when this miraculous healing power suddenly stops.

If all else fails and you see the dreaded "Game Over" message appear on screen you can select Continue from the main menu and restart the section that you just played – or you can always load one of your save games, of course. If you use the Continue method, the game will get gradually easier as Henry gets stronger with each Continue used. His maximum strength level will be reached after ten Continues. On Normal, Henry will be twice as strong as at the beginning. This means that his attacks will do twice as much damage as before and hostile attacks only inflict half the damage. On Easy he'll become three times stronger and the impact of hostile attacks will be reduced by 1/3. On Hard the maximum is 1.5 times stronger and attacks only inflict 2/3 of the damage. Bear in mind, that this effect is not permanent. After a certain length of time Henry's strength will return to normal.



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ENEMIES

Basics

There are two different kinds of enemies out for Henry's blood. There are all the "normal" (so to speak) monsters, which can be dealt with in the usual way. And then there are the levitating ghosts, the Victims. These creatures have already been murdered once, so you can't kill them again by conventional means. However, if the HP of a Victim drops to 0, it will stay down for a short time.

You'll find the following information in the Monster overview:

HP: Hit Points, the "life energy" of the monster

Stamina: When a monster's stamina drops to 0, the monster will fall

Attack: The strength of the monster's attacks

Speed: The speed at which the monster can move (meters per second)

Level: Level of difficulty-Easy/Normal/Hard

Your attacks will reduce both the HP and Stamina of monsters. How much damage is dealt depends on what kind of weapon you use. If an opponent has no stamina left, it will hit the ground and usually stay there for three to ten seconds. (After attacks that throw the opponent to the ground, some monsters will immediately get back up again.) As soon as a monster revives, some of its HP will be healed and the Stamina will regenerate completely. The HP of enemies will automatically regenerate from 1 to 5 points per second.



Victim

Info: There are many different kinds of Victim. The weakest is the old woman with the hat; the strongest is the ghost with the bottle.

Level	HP	Stamina	Attack	Speed
Easy	80-250	40-80	7.5-9	0.5-1
Normal	150-500	55-120	10-12	1.5-1.25
Hard	250-700	70-150	15-18	0.8-1.5



Sniffer Dog

Info: Later on you'll meet different coloured hyenas. These females are more aggressive, but have the same parameters.

Level	HP	Stamina	Attack	Speed
Easy	100	30	7.5	0.5-8
Normal	120	40	10	0.5-8
Hard	170	60	12.5	0.5-8



Wall Man

Info: Another version of the Wall Man haunts the picture frames. These are equal in strength, but can take approximately twice as much damage.

Level	HP	Stamina	Attack	Speed
Easy	75	25	10	-
Normal	100	30	10	-
Hard	120	40	10	-

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Greedy Worm

Info: This slimy creature is indestructible, so don't bother wasting bullets on it. It can't harm you either, so live and let live.

Level	HP	Stamina	Attack	Speed
Easy	-	-	-	-
Normal	-	-	-	-
Hard	-	-	-	-



Rubber Face

Info: One species of Rubber Face uses weapons as well as sheer brute strength. It has 50% more HP, but a little less stamina. The attacks cause twice as much damage.

Level	HP	Stamina	Attack	Speed
Easy	100	1	10	0.5-3
Normal	200	1	10	0.5-3
Hard	300	1	10	0.5-3



Mothbat

Info: The longer a moth is able to attack and suck, the more life energy it will drain from you.

Level	HP	Stamina	Attack	Speed
Easy	80	1	1-4	5
Normal	100	1	2-6	6
Hard	150	1	3-10	7.5



Wheelchair

Info: The Wheelchairs emanate a toxic aura, which inflicts instant damage in a similar way to Victims.

Level	HP	Stamina	Attack	Speed
Easy	65-150	65-150	7	2.5
Normal	80-300	80-300	10	3
Hard	100-450	100-450	14	3.5



Tremor

Info: There's no difference between the different colours. There's a 90% probability that defeated larvae will respawn.

Level	HP	Stamina	Attack	Speed
Easy	40	1	1.5-2.5	<1
Normal	50	1	3-5	<1
Hard	100	1	7-10	<1



Nurse

Info: This monster swings a short battering weapon. Especially dangerous when attacking en masse.

Level	HP	Stamina	Attack	Speed
Easy	250	60	10	0.5-3
Normal	400	80	10	0.5-3
Hard	600	120	10	0.5-3



Tentacle

Info: There's no difference between the different colours. After 1 to 5 minutes defeated Tentacles will respawn.

Level	HP	Stamina	Attack	Speed
Easy	1	1	3	-
Normal	1	1	4	-
Hard	1	1	7	-



Doublehead-Mutant

Info: Attacks in a similar pattern to the standard Doublehead, but has significantly more HP and stamina.

Level	HP	Stamina	Attack	Speed
Easy	250	120	10-15	1-5
Normal	350	150	10-15	1-5
Hard	500	200	10-15	1-5



Doublehead

Info: Brutal jump attack causes significantly more damage than a swipe of its long arms.

Level	HP	Stamina	Attack	Speed
Easy	150	75	10-15	1-5
Normal	200	90	10-15	1-5
Hard	300	120	10-15	1-5

Ghosts

Ghosts and Victims are extremely hazardous to your health, wellbeing and sanity. Their mere presence will suck your life energy at an alarming rate. You'll know instantly that one is lurking nearby if the life gauge appears on screen when you haven't been hit or shot (Fig. 24). No reason to panic, but it's a good idea to move away from the vicinity as quickly as possible – or make use of holy amulets or any other sacred items that you might have acquired.

This added chill factor will become more of a problem once room 302 is haunted by ghosts and apparitions (Fig. 25). Whether it be the hands of the clock in the living



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room spinning out of control, the kitchen sink tap spouting blood or monsters crawling out of the walls, get too close and you'll soon start to suffer the effects. Should you find yourself trapped by a Victim, jiggle the analog sticks vigorously. This will shorten the attack by up to 50%.



Saint Medallion

In addition to wielding a weapon, you can equip a Saint Medallion as a protective charm when you're fighting ghosts. (It's not enough to simply have a Saint Medallion in your inventory, Henry must have it equipped in order for it to be effective.)

The power of an amulet is limited. The icon will vibrate when ghosts are near. Eventually the amulet will start to crack before finally breaking apart. It will last for quite a time in the outside world, but under the influence of the apparitions in room 302 it will soon shatter.



Holy Candle

The Holy Candle has a similar effect to the Saint Medallion. Place it on the floor to nullify the effects of the hauntings for up to 100 seconds. This will not be much help against Victims as it takes nearly a minute to defeat a Victim in this way. Think of the candles more as an exorcist's tool to deal with apparitions in apartments. Use them sparingly in the other worlds.



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You must get really close to the occult phenomenon in the apartment and place the Holy Candle directly in front of it. Look downwards and Use the candle (Fig. 26). As soon as Henry has placed a Holy Candle on the floor (or chair) retreat to a safe distance and wait ten seconds until the candle starts to work and the demonic phenomenon fades away.



Silver Bullets

Silver Bullets are a rare type of ammunition for the Pistol. Use the bullet in the inventory to load the pistol. A single Silver Bullet is enough to instantly floor a Victim. You should reserve these bullets for special occasions.



Sword of Obedience

A Sword of Obedience is a mighty artefact because you can stop ghosts 'dead' in their tracks with it. To use it, you must first knock the monster to the floor and then quickly use the Sword of Obedience before it can escape. When a ghost has lost 50% of its HP, you can stake it with a Sword of Obedience.

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IN THE COMPANY OF LADIES

During a significant portion of the game Henry will be accompanied by a lady – and we're not talking about the short interlude with foxy Cynthia at the beginning of Subway World. Your task is to accompany your acquaintance to the exit. The condition of your companion will worsen if she's attacked by monsters, if Henry hits her accidentally or if she's left alone for too long. It's easy to see exactly how bad she feels, because her skin will darken with red and blue stains. She'll also get slower and won't be able to defend herself as well. It's not essential that you take special care of her, because your companion actually can't "die": in theory you could leave her for hours in the middle of a pack of evil monsters – but doing so could have unfortunate consequences for you later in the game. (You'll find more information on this topic in the Secrets chapter on page 138). You can heal your acquaintance by placing a Holy Candle in front of her. It's also a good idea to leave a candle with her if you can't avoid leaving her on her own.

If you accidentally hit her in the heat of battle, it's not a catastrophe. You'll find that there are times when you simply can't avoid leaving her behind, but that's also nothing much to worry about. Her location will be marked on the map with a red triangle, so you'll always be able to find her again.

Some weapons, which can only be used by Henry's acquaintance. These weapons range from a basic handbag to a less-than-lady-like iron chain. Henry carries these weapons around in his inventory. If the woman in question is standing next to him you can use the appropriate weapon and the woman will then carry it. The next time an enemy approaches, she'll lash out violently (Fig. 27), inflicting significant amount of damage. There is a down side to this woman's aggressive tendencies, however. Henry's acquaintance is not one to shy away from a fight, and therefore she'll attack even those opponents that you want to discreetly sneak past. Another disadvantage is that you can't store her weapons in the box in room 302 if she's still holding them. Furthermore, you can only unequip her weapon when she's standing next to you.



HINTS

Keep your ears open, otherwise you might miss vital aural clues, such as the ringing of a doorbell, or the grunting of a monster hiding nearby in the shadows.

- Choose the right weapon for the right opponent. Firearms are usually more convenient, but since ammunition is limited and also uses up a lot of space in the inventory, it's advisable to use them sparingly.

- If you've only got a single opponent, the use of a firearm shouldn't be necessary. If you are attacked by several monsters at the same time, and if these creatures come from different directions you may have to succumb to wasting a few bullets.

- Usually it's a waste of ammunition to shoot moths. But there are, however, situations in which a well-aimed shot can save lots of time and (life) energy.

- The Stun Gun is a very effective weapon when used against mutant apes or Nurse-Monsters.

- Only use the Revolver in dire emergencies. When a pack of rabid Nurse monsters are shuffling towards you with murderous intent, the Revolver may end up being your best option to avoid their "tender" ministrations.

When an opponent is lying on the ground, give it a well-aimed kick. That is the best method to get rid of creatures and save ammunition.

There's no shame in running away! Quite the contrary. No need to pick a fight with every monster that crosses your path, especially those dreaded Victims. However, when faced with a swarm of Mothbats, it's best to stand your ground and take them all out before they can strike back.

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Use health items sparingly. Use the healing power of room 302 as often as possible. Don't heal with items more than is strictly necessary. An Ampoule, for example, is a very rare thing indeed. It won't heal you more than a Portable Med Kit at first, but after using it the healing will have a sustained effect.

Keep an eye on how many bullets are left in Henry's gun. There's nothing more annoying than having to stop and reload just as a monster is about to pounce.

Use the maps in the Walkthrough. They will show you where to find items and monsters. Normal monsters will never leave their "room", but like most things in the game, this rule doesn't apply to Victims. The ghosts will also haunt neighbouring rooms.

In the course of the game you'll find numerous documents. Bear in mind that several documents in room 302 will disappear by themselves. So you should check the places where you will find them (you'll read about that topic in the Walkthrough and in the Items chapter) at the right time, if you want to complete your Scrapbook.

In other worlds beyond room 302 you'll find several holes that you can crawl through to get back home. When you next leave your apartment via the hole, you'll always return to the hole that you used last.

If you regularly examine the pictures on the walls of room 302, you'll notice that the descriptions of the pictures will change over time.

Don't carry too much around with you. It's always a good idea to be careful and cautious, but it's easy to get carried away. If you fill your inventory to the brim with ammunition, health items and all kinds of weaponry, you won't be able to pick up any important items that you might subsequently find. Of course you can always down a Nutrition Drink to get a free slot in the inventory, but it's a shame to waste any of the precious healing fluid.

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If you urgently need to clear a free slot in your inventory, a single shot could be the solution. You might possibly have only one bullet left in your gun, and still have another magazine with you. In this case it would make sense to fire the bullet and reload the weapon. Wasting a bullet is a minor disadvantage compared to not being able to pick up an item, or having to traipse around looking for a hole in the wall.

If you take an empty weapon and some ammunition out of the box in room 302, the weapon will load automatically. Select the magazine and press Use. This way, the magazine won't take up an additional slot.

Items, such as keys, that only have one function in the game will disappear after you've used them.

When text appears on screen, the game will pause – as will any nearby monsters. If you want to change weapons while being attacked by monsters, for example, try and keep away from them whilst doing so. Open the inventory using the Inventory button and select the desired item. Now close the inventory again and press the Use button quickly so that you can use the selected item immediately.

Pay careful attention to noises and sounds. Some sounds betray the presence of enemies. But then again, don't be too distracted by what you hear. Sometimes you will hear a scream or a strange sound at certain places in the game – with the sole purpose of distracting and unsettling you.

After the credits have rolled at the very end of the game, do yourself a favour and save. This way you'll be able to start the game again with quite a few interesting additional extras. You can read all there is to know about this topic in the Secrets chapter on pages 133-135. (But only after you've finished the game, to avoid revealing too many plot secrets.)



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WALKTHROUGH

walkthrough

For five days Henry Townshend has been tormented by horrible nightmares. He's been trapped inside his apartment, with the door inexplicably sealed and barred with heavy chains and locks. The only means by which he can escape this claustrophobic hell is through a strange hole in his bathroom wall. When he manages to escape "outside", via this sinister portal, he finds himself in a world quite unlike anything he's ever known before.

This Walkthrough will show you the best possible path through the adventure, ensuring that you don't waste precious time and energy searching aimlessly through the perilous and disturbing environments. You can read all about the elements of this chapter on pages 28 and 29, what kind of information you'll find on the maps and how you can gain quick access to the information using the guide's convenient system.



I Locations

The adventure is divided into different sections. You start in Room 302, and travel to different worlds through the hole in your bathroom wall. All the captions in this book will use the titles and terms found in the game, so there should be no chance of any confusion.

II Characters

Important characters will be introduced with a short text. Secrets will be carefully guarded, and are only revealed in the Secrets Chapter.



III Maps

A new section always starts with the complete maps of the surroundings. You'll find all relevant information on the maps. The maps have the same alignment as those in the game, so North is always at the top.

Items and documents are numbered following a sequence by which they first appear in the game. A red symbol indicates where you can find something; a blue symbol shows where to use something. Some objects only appear after a certain action or event. You'll find more information about all of the objects in the Items Chapter starting on page 112.

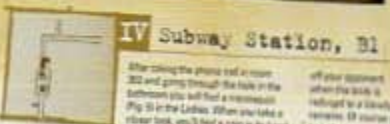
Monster locations are shown by a mauve pentagon containing a capital letter. Some opponents appear in the respective area at a later stage (these are shown by a green pentagon).

Important locations are represented through roman numerals, which will help you to find the relevant information in the Walkthrough as quickly and effortlessly as possible.



EILEEN GALVIN

"When do I have access to his empty quarters, who leads to Lynch Street? I thought for weeks before they moved in. They can't give you the office, but don't usually have access to go to work when Lynch Street is closed with a large protest some opposition party is promoting. Why is there a hole in Room 302, through which others can see in her in her bedroom? And just what does a beautiful girl like Eileen have in common with the latest mysterious occurrences?"



IV Subway Station, B1

After taking the photo red in room 302 and going through the hole in the bathroom you will find a newspaper (Pg. 5) in the Lobby. When you take a silver lock, you'll find a pipe in its hand. Take the Lynch Street Line Card. Note the notes: If you haven't already bought the dig, they will still be waiting for you in front of the door. With a few days left you'll be over them down, in most cases, what a monster hit the ground you will still have to give a couple of heavy locks to ensure that it does not. Stand over the structure and press Control to prevent a free run again. You can tell that you've completely finished.

off your apartment when the back is reduced to a literally side and there can walk right through the ceiling. If course you don't have to fight if you don't want to, you can also try to avoid the boss. But it might be a good idea to get a little practice in with these relatively easy opponents to prepare for the much greater parts that lie ahead. When you leave the coffee section and the game loads the hours won't be long.



V


At the turnstile leading to the subway platform another Sniffer Bag is on guard. Finish it off so that you can have a good look around the area afterwards. You should also head for the southeast corner, where you will find a box of Postal Bullets, as well as two more traps and an obviously watching

girl who (Pg. 6). The watch won't harm you, and you can't kill it, so you might as well leave it alone.

IV Symbols and Titles

- Save point
 - ▶ Starting point in the world
 - 📍 Where to find items
 - 👤 Where to use items
 - 📄 Where to find documents
 - 👉 Where to find equipment, for example
 - 🍷 Nutrition Drink or
 - 🩹 First Aid Kit
 - 👾 Monsters, for example Victim
-
- ⚡ This place / door can't be passed
 - ⚡ This place / door can only be opened with the matching key or after a certain event
 - ⚡ This door has to be unlocked from the marked side
 - ⚡ Freely passable door
 - 🏠 Hole to return to Room 302
 - 👉 This icon shows the connection between maps. The text represents the name of the map the exit leads to.

V Secrets

You'll find numerous references to events that happened in the first three instalments of the series in Silent Hill 4 - The Room. Since we don't want to give away too much in the Walkthrough, we'll use this Icon  Page 126 and refer to a page in the Secrets Chapter where you can find more detailed information if that's what you want. Be warned, it could tell you way too much about the story and spoil all the surprises that await you inside and outside of The Room!

VI Texts

This Walkthrough will show you the ideal path through Silent Hill 4: The Room – as fast and as safely as possible. Everything that is necessary for the completion of the game is described in detail. There are also plenty of hints on where to find items. We have consciously taken care not to spoil any major surprises by telling you too much of the storyline in advance.

Items which you can pick up are marked in red in the text. Items which you must use are marked in blue in the text.

To help you find your way immediately, the titles refer directly to the locations where the storyline takes place. The current location is marked in red on the mini maps. You can match them with the maps in the game. The roman numerals are designed to enable you to orientate yourself in the game: all important actions are in logical order. You'll also see these numerals on the maps at the beginning of each section. You can either search for the particular information you need to continue the game at a specific point, or you could tick off one important topic at a time – depending on how you want to use this Walkthrough.

VII Monsters

When a new monster appears for the first time in the game, it will be introduced with an illustration in the guide. You'll also find more information about the monster in the Walkthrough text.

VIII Screenshots

Numerous screenshots document the course of the game and will make it easier for you to orientate yourself. The numerals under the pictures refer to the relevant text passages and vice versa. The numbering starts at 1 at each new game section.

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Subway Station, B2

Here you'll meet a new kind of monster: the Victim. This first is much more dangerous than the earlier Drip – not just because it has more health and can run faster, but also because it can attack you from behind. The rest of these creatures, the rest of the enemies, are much more predictable. They usually attack from the front. The rest of the enemies, the rest of the enemies, are much more predictable. They usually attack from the front.

VII

Victim

VIII

Subway Station, B3

To face Cynthia, you must first go to the left to get to the train and enter the subway station. Please be sure to enter the subway station. Please be sure to enter the subway station. Please be sure to enter the subway station.

ROOM 302



Room 302

Documents:

- 1 Book Scrap
- 2 First Letter

Items:

- 1 Chocolate Milk
- 2 Wine Bottle
- 3 Steel Pipe



Is This Really My Room?

The game starts in the bedroom of a dilapidated apartment. You see everything from the character's viewpoint. Notice that you can change your angle of vision to look up or down. You'll find everything you want to know about the controls in the How to Play chapter on pages 8-11. If you think that the picture is too dark, push the Pause button or key. From the Pause screen go to the Options menu and adjust the Brightness. You can also refer to the How to Play chapter to find out more about this topic.

Take time to walk around and look at the furniture. As soon as you make your first step you'll hear a bloodcurdling scream... don't worry, you haven't done anything wrong. This will happen no matter what you do. An eye symbol will appear in the top left corner of the screen, indicating when you can have a closer look at an object. The first five commentaries that appear on screen describe the condition the room is in. After reading these, feel free to inspect certain pieces of furniture more closely.

When you are ready, open the bedroom door and go through. The bathroom door is directly in front of you,

but it's firmly locked. The living room is to your right. Here you'll find the source of the loud noise, namely the TV, which you unfortunately can't turn off. There are several other interesting things to look at in this room, such as an old picture book which is lying on the low table in front of the TV (Fig. 1). You will find out what this text means, and why it concerns you, much later in your adventure.



01



I There is just one more thing you need to do when you are ready for the game to move on from this point, and that is to check the disturbing stain on the wall to the left of the sofa (Fig. 2).

II After Henry examines the stain on the wall, try to leave the living room. As you approach the hallway that leads to the bedroom a cut scene will kick in which ends with Henry waking up in the bedroom. Has everything been just a dream?



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Just a Dream?

You'll start the game again in the bedroom of room 302. This time the apartment looks quite normal – apart from the fact that you still can't leave because the door is secured by several sturdy chains and locks, and you don't have a key for any of them. As soon as you start to move Henry will check the phone next to the bed and find that it's still not working. Only seconds later the phone will ring. Strange. You can now take some time to look around the bedroom, taking particular note of the interesting pictures on the wall **73 Page 148**. When you approach the window, Henry will automatically look outside. A young woman can be seen heading down the steps to the subway station. Press Cancel to end the scene, then take another look through the window. To the left, you'll see an advertisement hoarding for Bar Satisfied, complete with a telephone number (Fig. 3). Press Cancel to return to the room. Now try dialling the number (555-3750) on the phone next to the bed and see what happens.

16 1110
24 2.80
Enter the living room and go towards the front door. Another cut scene will kick in, explaining Henry's situation. If he looks through his peephole Henry can see his neighbour Eileen. Press Cancel to stop watching. Pick up the piece of paper that has been shoved under the door. Look at it and press Confirm to take the **First Letter**. Important documents such as this will be automatically filed in the Scrapbook, which you can access by pressing the relevant key or button (see pages 9 and 12).

You'll find another piece of paper, the **Book Scrap**, behind the bookshelf next to the window. If you feel like it, switch on the radio **76 Page 148**, which is also on the shelf. Most of the time you'll just hear white noise, but occasionally you'll hear news and adverts, none of which influence the outcome of the game (Fig. 4). The red notepad that lies on the table between the armchair and the sofa is vitally important, so you should check it out. This is the one location in the whole game where you can save your progress.

The first time you walk past the box next to the TV Henry will automatically look inside. You can store everything you find in the course of the game in this box. You'll find your first items in the refrigerator: a bottle of **Chocolate Milk** and a **Wine Bottle**. The Wine Bottle can be used as a weapon. Put the milk in the box, as it will take up valuable space in your inventory. Henry can only carry ten items at the same time so bear this in mind when deciding what to take along.

III So, you've looked through the window, examined the front door, opened the box, and so far nothing particularly disturbing has happened. Are you starting to think that maybe this game is not so scary after all? What was that clatter in the bathroom?

IV Follow the noise and you'll discover a huge hole in the bathroom wall (Fig. 5). Examine the hole and pull the **Steel Pipe** out. Examine the hole again and climb in. Crawl forward until you reach the light at the end of the tunnel. Welcome to Subway World.



03



04



05



SUBWAY WORLD

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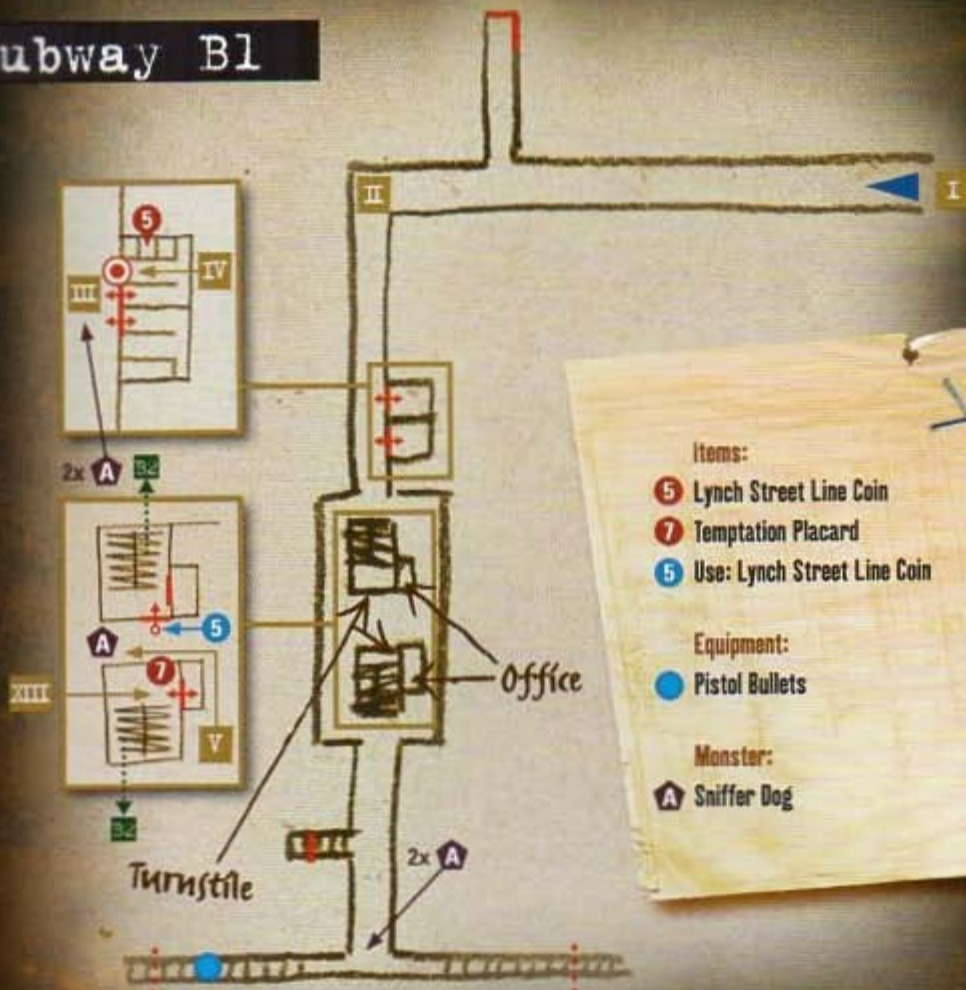
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Subway B1



Items:

- 5 Lynch Street Line Coin
- 7 Temptation Placard
- 5 Use: Lynch Street Line Coin

Equipment:

- Pistol Bullets

Monster:

- ▲ Sniffer Dog

Documents:

3 Red Diary - April 8

Items:

6 9-iron

4 Pistol

Equipment:

● Pistol Bullets

● Nutrition Drink

Monsters:

A Sniffer Dog

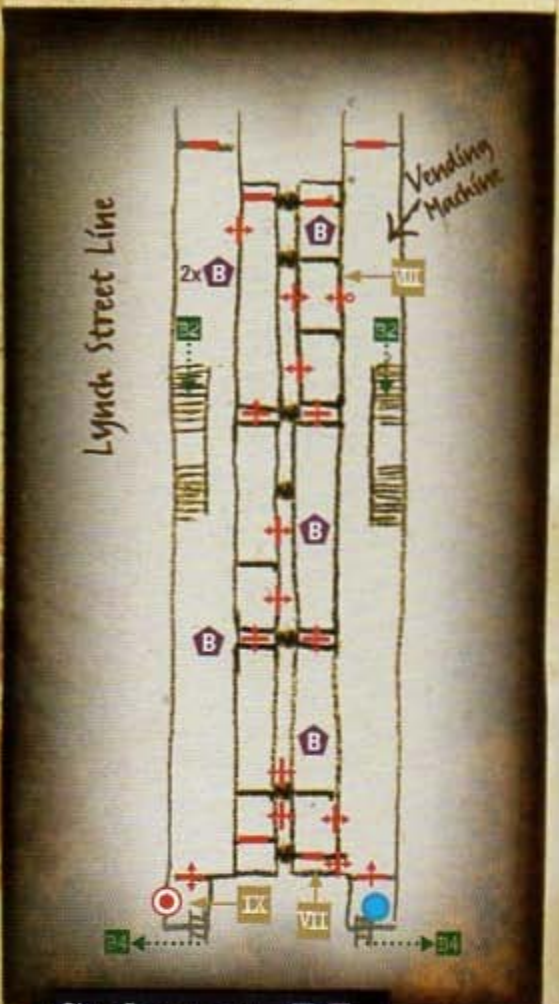
B Victim

C Wall Man

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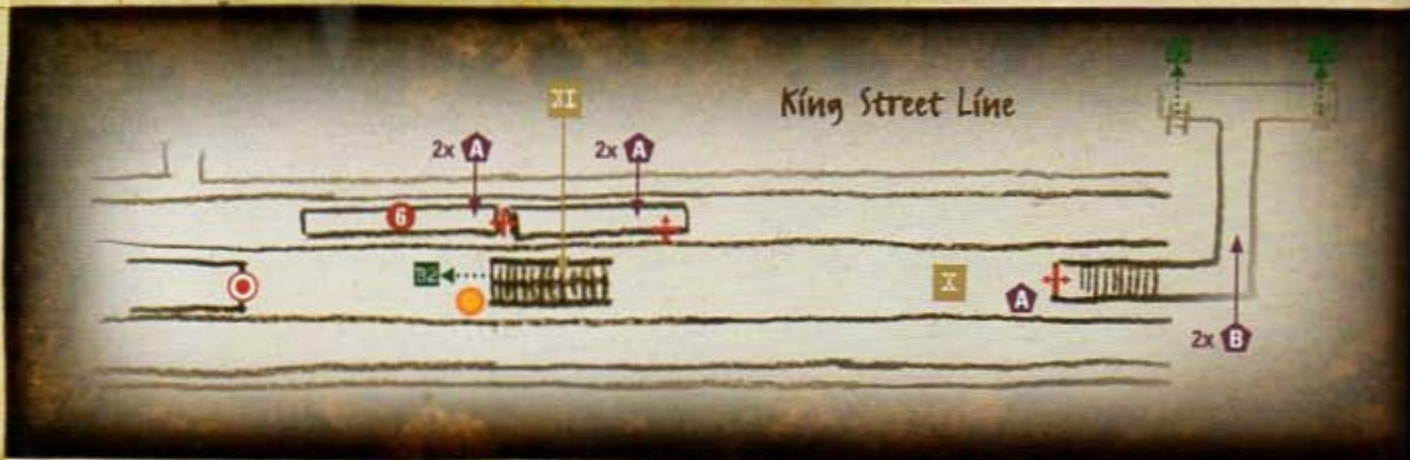


Lynch Street Line



Subway B3

King Street Line



Subway B4

Room 302



Subway

I Subway Station, B1

When you leave room 302 your viewpoint will switch from first-person to third-person. You might want to take a few moments to get used to the new control system. When you're

ready to continue, you'll find that you are now able to access a map of the surroundings; all of the places you have already discovered will be automatically inserted on the map. Even though there is no immediate danger you should equip yourself with a weapon. Press Use to access the items list. Select the Wine Bottle or the Steel Pipe and press Use again. Henry will start to wield the weapon, which will now be marked with a small "E" in the items list. To attack, hold the Attack button down and press Confirm at the same time. The life gauge will appear on the screen (Fig. 1). You'll find more details in the How to Play chapter on page 14. You'll notice that Henry moves differently when attacking. During a fight all his moves are aligned to the position of his opponent.

You'll find everything you need to know about the game controls from page 17 onwards and you can also read more about fighting on page 16.



01

Henry is a young man in his late twenties, who has been living in Room 302 in South Ashfield Heights for about two years. He visited Silent Hill some time ago – and has several photographs of his trip in his apartment. Lately, strange things have been happening in Room 302. Is this just his imagination playing tricks, a nightmare, or something more sinister?

HENRY TOWNSHEND

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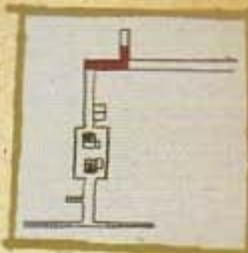
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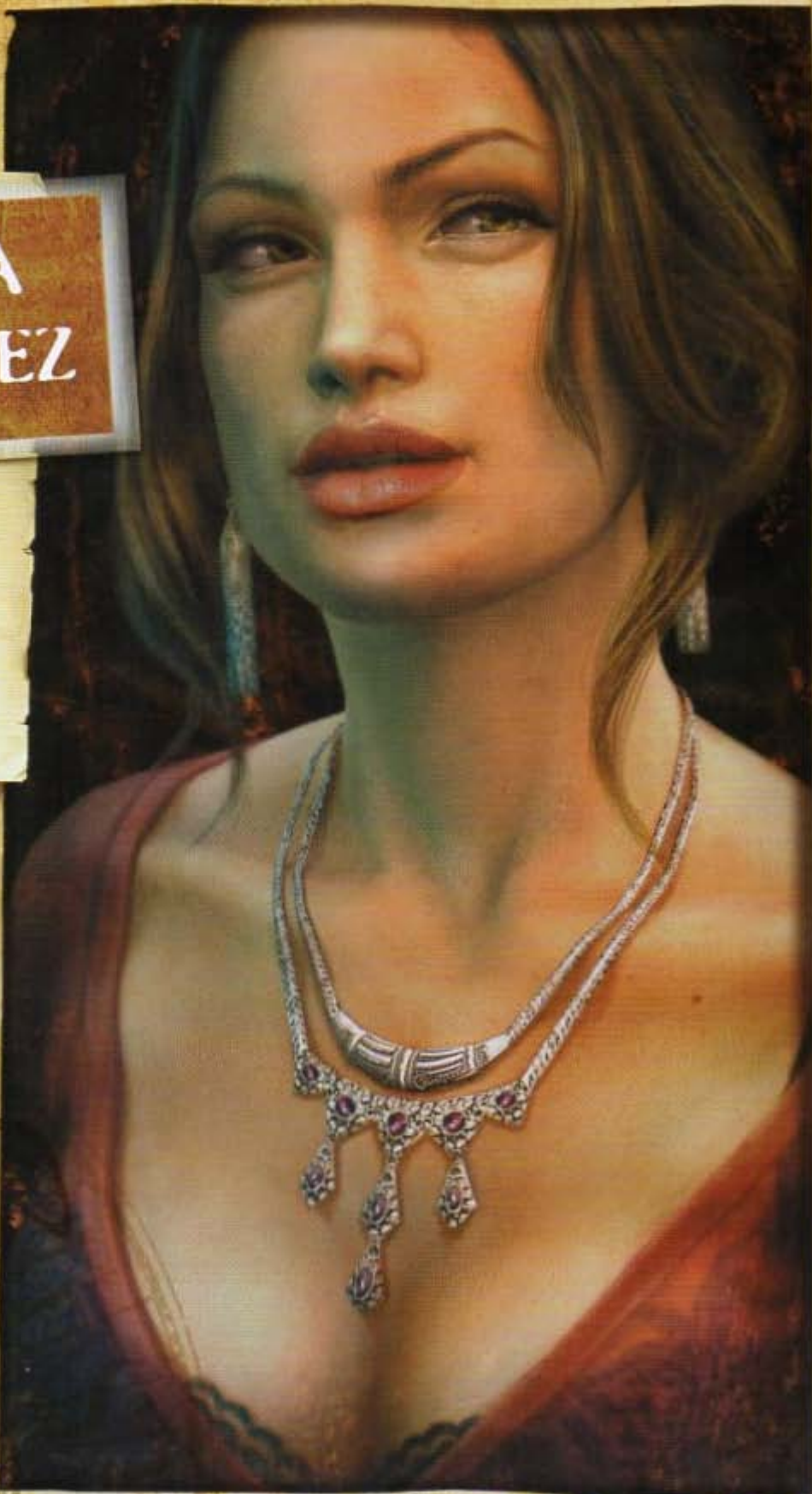


II At the end of the long passageway you'll see the young woman that you previously watched through your apartment window. Be a gentleman

and introduce yourself to Cynthia. She'll be accompanying you for a while. You could also have a look down the corridor on the right, although you won't be able to open either of the doors. Go left, around the corner and down the passage.

CYNTHIA VELASQUEZ

Cynthia thinks the bizarre subway station is part of her very own, personal dreamscape. Maybe it is. The time that she spends with Henry is short, but eventful...



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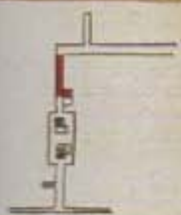
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III Upon reaching the toilets your companion will have an unpleasant turn and head into the Ladies. After the cut scene two drooling Sniffer Dogs will appear. The dogs are preoccupied with a carcass

so you should have no problem sneaking past them and following Cynthia into the Ladies. Walk over to the opposite side of the corridor and go through the door on the left (Fig. 2). Cynthia appears to have vanished into thin air, and there's a mysterious hole in the wall next to the toilet stalls, surrounded by some strange symbols. Examine the hole and return to your room.



02

Sniffer Dog

Room 302

Returning to Room 302 will enable you to save your game data in the notepad in the living room. If you have been wounded by the Sniffer Dogs you'll soon discover that your

life energy regenerates in this safe haven.

When you pass the desk next to the sofa you'll notice that it is out of position (Fig. 3). While trying to move it back you'll discover an inscription, a **Pistol** and a hole in the wall. Take a closer look at the damaged part of the wall. You can watch your neighbour Eileen through the peephole!

As soon as you stop watching Eileen, the phone will ring in the bedroom. Walk through (Fig. 4) and answer it. Cynthia will beg you to help her, adding "if you need a token, there is one here." Now make your way back to the Ladies toilet in the subway station through the hole in the bathroom wall. Provided that you haven't finished an area, the portal will always lead to the passage you used last time. Don't forget to take the **Pistol** when you go. The magazine will hold twelve bullets (ten on Normal and eight on Hard). Once you've used them all you'll have to search for new ammunition.



03

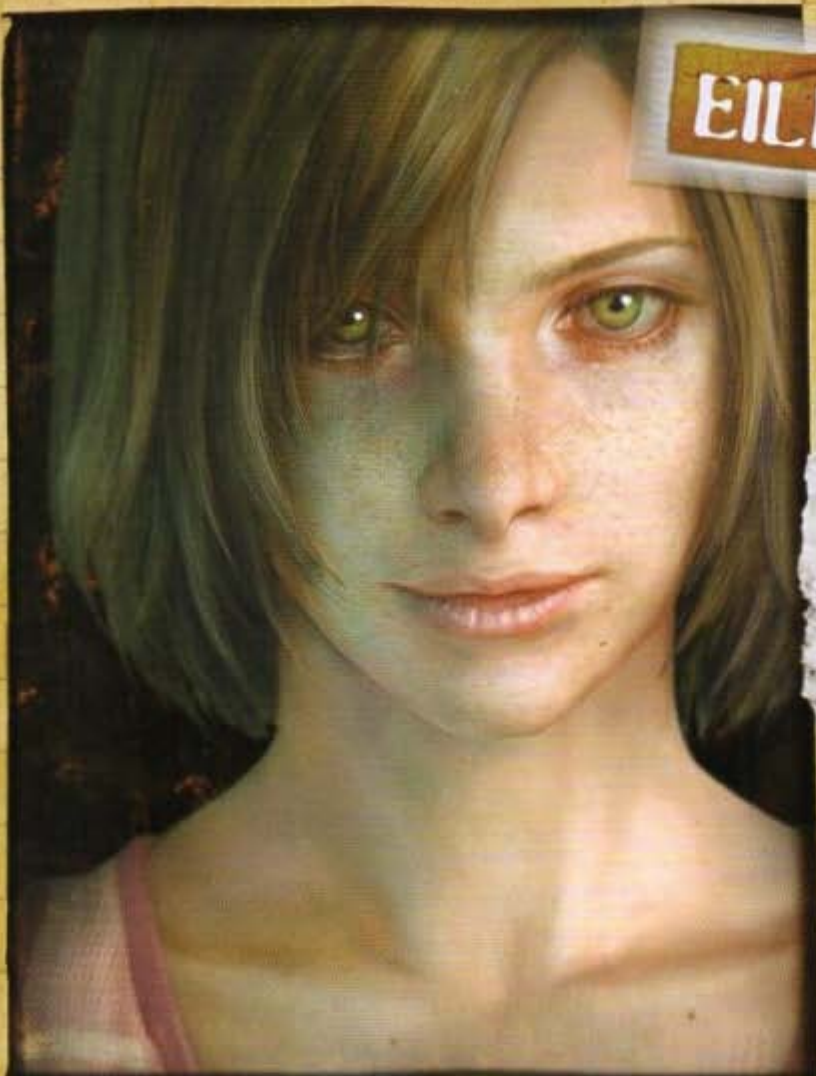


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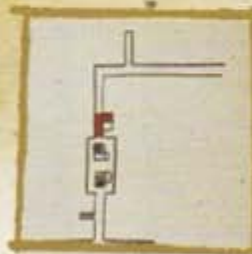
EILEEN GALVIN

Eileen is a young woman in her early twenties, who lived in South Ashfield Heights for some time before Henry moved in. They've often met, but don't usually have much to say to each other. Henry's relationship with Eileen poses more questions than it answers. Why is there a hole in Room 302, through which Henry can spy on her in her bedroom? And just what does a cheerful girl like Eileen have to do with the recent mysterious occurrences?

Eileen



IV Subway Station, Bl

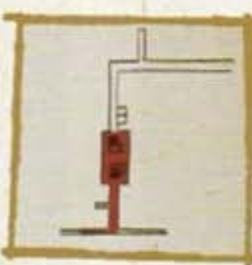


After taking the phone call in room 302 and going through the hole in the bathroom you will find a mannequin (Fig. 5) in the Ladies. When you take a closer look, you'll find a coin in its hand. Take the **Lynch Street Line Coin**. Now

leave the toilet. If you haven't already fought the dogs, they will be waiting for you in front of the door. Quieten them down with a few well-placed blows from a blunt instrument. In most cases, when a monster hits the ground you will still have to give it a couple of kicks to ensure that it stays down. Stand over the creature and press Confirm. You can tell that you've completely finished-off your

opponent when the body is reduced to a bloody pulp and you can walk right through the remains. Of course you don't have to fight if you don't want to, you can also try to avoid the beasts. But it might be a good idea to get a little practice in with these relatively easy opponents to prepare for the much greater perils ahead. When you leave the current section and the game, the hounds won't follow you.

05



V At the turnstiles leading to the subway platforms another Sniffer Dog is on guard. Finish it off so that you can have a good look around the area without the risk of being savaged. You should also head for the southern corner, where you will find a box of **Pistol Bullets**, as well as two more dogs and an obscenely

undulating giant worm (Fig. 6). The worm won't harm you, and you can't kill it, so you might as well leave it alone.



06

The entrance to the Lynch Street Line (Fig. 7) is on the northern side of the turnstiles, next to the Information office. Stand in front of it, select the **Lynch Street Line Coin** and press Use. (If you didn't pick up or use anything after you found the token, it will automatically be selected. You just have to press Use twice). Walk through the turnstile and head down to B2. If you want to leave this section you'll have to insert the token at the other turnstile, which is marked Exit. Usually this shouldn't be necessary, so you can store the Lynch Street Line Coin in the box the next time you return to room 302.



07

VI Subway Station, B2

Here you'll meet a new kind of monster: the Victim. This fiend is much more dangerous than the Sniffer Dog – and not just because it takes more bullets or hits to stop one of these creatures. The real

problem is that you can never completely finish a Victim off. When a Victim lurches towards you, the screen blinks red, Henry staggers, and your controller vibrates (unless you have deactivated this function). The mere presence of a Victim is enough to drain Henry's life energy. In the earlier stages of the game a Victim's dark aura will only inflict a small amount of damage, but this will increase as the game goes on. As there isn't anything left to find on this floor, you should avoid a fight and make a run for the stairs that lead down to B3 (Fig. 8). There you'll see Cynthia, who is trapped inside the subway train.



08



Victim

VII Subway Station, B3

To free Cynthia, you must run to the left to get to the front end of the train (Fig. 9). Once there, open the door and enter the driver's cabin. Press the red button to open the door for Cynthia. Then get out of the driver's cab. The area is haunted by several Victims, making your progress along the platform

even more tortuous. From now on, Cynthia will accompany you. Your goal is to reach one of the ladders that leads down to B4. Unfortunately the nearest door is locked from the other side, so you must head all the way over to the small room at the end of the opposite platform.



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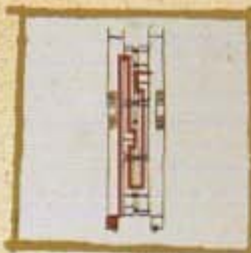
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VIII

To get to the ladder in the southwest corner of this level, you must go back to the rear end of the train. Enter the carriage through the open doors near the vending machine. Since your path is often blocked by wreckage, you will have to leave through the open doors and walk part of the way between the trains (Fig. 10). (You can't open the toy box lying on one of the seats for the moment.) The way ahead is fraught with danger and frustration as the Victims that haunt the abandoned

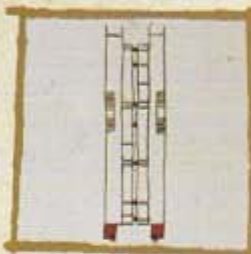
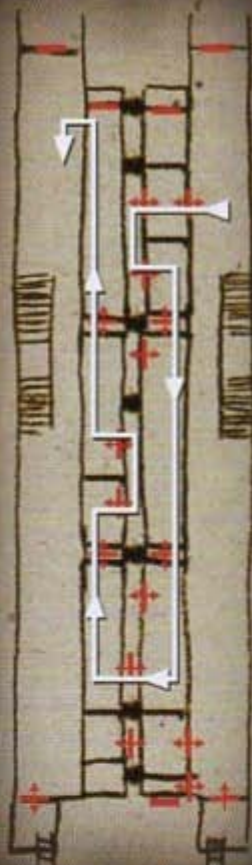
carriages pursue you relentlessly. For a bunch of dead people they sure take their haunting duties seriously. From the front wagon you can cross over to the other train one more time and make your way to the exit. The correct route is highlighted on the map on this page with a white arrow. Now run along the platform and enter the small room in the south of B3. Close by you can find another box of **Pistol Bullets**, as indicated on the map on page 34. To reach it take the stairway on the platform up to B2.



10



11

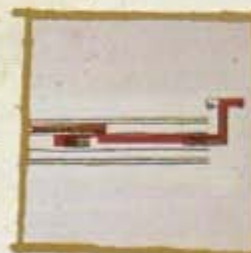


IX

On entering the small room you'll witness a short cut scene that indicates that Cynthia has come to the end of her journey. There's nothing you can do to help her. Use the hole in the wall (Fig. 11) to return to your room, save your game and replenish your energy. Go down the ladder to B4. Climb up the ladder on the other side of the passageway to reach a small room in B3 where you will find a box of **Pistol Bullets**. Make sure that you unlock the exit here. To do this, simply examine the door. This

action might seem unnecessary at this point in time, but later on it will prove really useful. Now climb down the ladder to B4 again.

Wall Man



X

Subway Station, B4

After climbing down the ladder, go down the passageway on the left that leads to the King Street Line platform. There (Fig. 12) you'll hear a message from Cynthia who has reached the exit and is now waiting for you at the turnstile. You can get to the meeting point by using the escalator. Before you do that, collect a **Nutrition Drink**. You should keep this one for later.

If you are in dire need of healing, use the hole on the western end of the platform to return to your room. You'll find a **9-Iron** in the train on the far side of the platform.



XI

On the right and left sides of the escalator Wall Men will burst out of the woodwork and attempt to hurl you back down the moving stairway (Fig. 13). They are "blessed" with a long reach and otherworldly strength, so this could quickly turn into the escalator ride from hell as you drag yourself up only to be thrown back down. Three hits with the **Steel Pipe** are enough to temporarily stun them provided you get the timing right. The heat turns up a notch when two Wall Men attack together, because Henry is forced to

turn his back on the second monster while bashing away at the first. This episode is made even more insane by the fact that the escalator seems never-ending, but you will eventually make it to the top, we promise. You may have chewed your fingernails down to stumps, but that's a small price to pay...



12



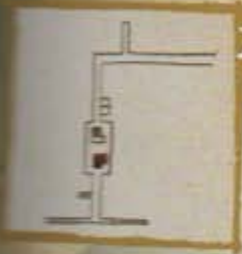
13



XII Subway Station, B2

The long escalator will finally take you up to the southern area of B2. Run down the passageway to the left if you want to get hold of another pack of **Pistol Bullets**.

Now head up to B1. Try and keep at least one free slot in your inventory. You'll find more information about the inventory in the How to Play chapter on page 11.



XIII Subway Station, B1

You are now behind the turnstiles of the King Street Line. It's a dead-end, but if you look closer and examine the office

door (Fig. 14), you'll discover the **Temptation Placard**. Take the placard and enter the office. Here you'll witness a shocking scene.



Room 302

Back in room 302 you'll hear the sounds of ambulance men carrying a body out of the subway station. If you look out of the window you can watch them leave. Look at the pictures in your room and other objects regularly,

also find that the **Red Diary -- April 8** document has been slipped under the front door (Fig. 15).

Before you crawl down the hole in the bathroom again (did you notice it is now much bigger?) put the placard and the coin in the box. You won't need them any time soon. Now you should have weapons and ammunition in your inventory and three or four free slots. Make sure that you take the **Chocolate Milk** with you this time.

because their descriptions change over time. The most important things to check are the peepholes in the front door and the one looking into Eileen's apartment. You'll



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FOREST WORLD



Documents:

- 4 Jasper's Memo Pad
- 5 Holy Scripture Scrap

Equipment:

- Pistol Bullets
- Portable Medical Kit
- Nutrition Drink

Items:

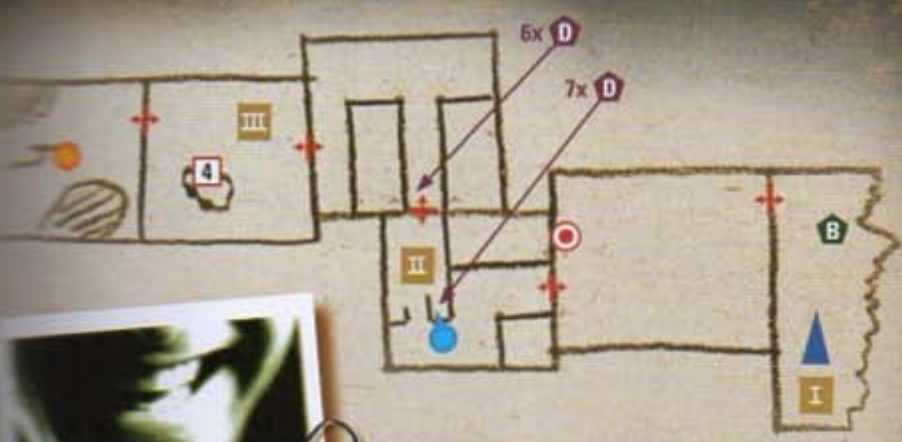
- 8 Blood-inscribed Spade
- 9 Rusted Bloody Key
- 10 G-Iron
- 11 Source Placard
- 1 Use: Chocolate Milk
- 8 Use: Blood-inscribed Spade
- 9 Use: Rusted Bloody Key

Monsters:

- D Mothbat
- A Sniffer Dog
- B Victim



Forest



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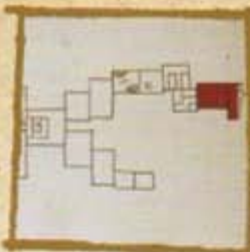
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I The Way to the Graveyard

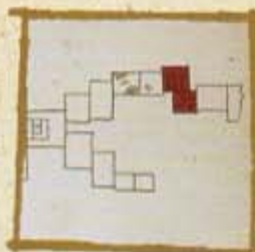


This time the opening in the bathroom wall will take you to Silent Hill forest. You emerge in the northeast section of the map. Your first destination is the graveyard over in the southwest corner. Just follow the pathway to get there. Close to your starting point you'll discover a well and several stones with unreadable inscriptions (Fig. 1).

Don't worry too much about them for now, you can't solve these puzzles at this point in the game.



01



II When you enter the large industrial looking building a swarm of giant Mothbats will attack you (Fig. 2).

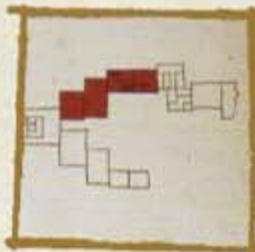
Take them out one by one with simple direct hits. Avoid using the gun unless it's a real emergency so that you don't waste any of your precious ammunition. Stamp on the Mothbats to finish them off for good. You will find some **Pistol Bullets** beside the barrels.



02



Mothbat

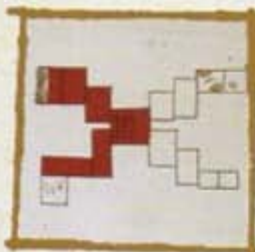


III When you emerge from this building you'll find a car parked in the middle of a forest clearing (Fig. 3). Approach the open driver's door and search the car to find a scrap of paper and **Jasper's Memo Pad**. Behind the next gate you'll meet Jasper Gein, the car's owner. When you stand close to Jasper, he'll tell you something about this area – but don't let him distract you from getting the **Nutrition Drink** behind the candlelit fence opposite.

Continue on your way. Walk around the trap in the middle of the path in the next area, whilst also avoiding the dogs, and you will eventually reach the orphanage courtyard.



03



IV The entrance to Wish House is well and truly locked. **Page 147** The path to the graveyard in the southwest leads through the gate to the left behind the house. If you're interested in getting the **Portable Medical Kit** from the Toluca Lake area, it would be a good idea to head there now, before you set out for the graveyard. This is mainly because at this point, the pathway to the northwest of Wish House is only guarded by three Mothbats, but if you wait to go there until after you've visited the

graveyard, there will be three Sniffer Dogs to contend with (Fig. 4).



04



V You'll meet a little boy in the graveyard (Fig. 5). Jasper appears as if from nowhere and stammers something about a "Third Revelation". After this strange meeting you can go directly back to the orphanage. Of course you are free to have a look around the graveyard and examine the gravestones, but you won't find much of any importance here. You can only read the following inscriptions: "Best Wishes for Wish

House", "Tread there and thy home shall be made like unto Hell by the power of the Lord" and "Tread there and you will tremble in fear for the Descent of the Holy Mother". The grave with the open coffin on which the numbers "11121" are written seems very suspicious indeed...



/ 05



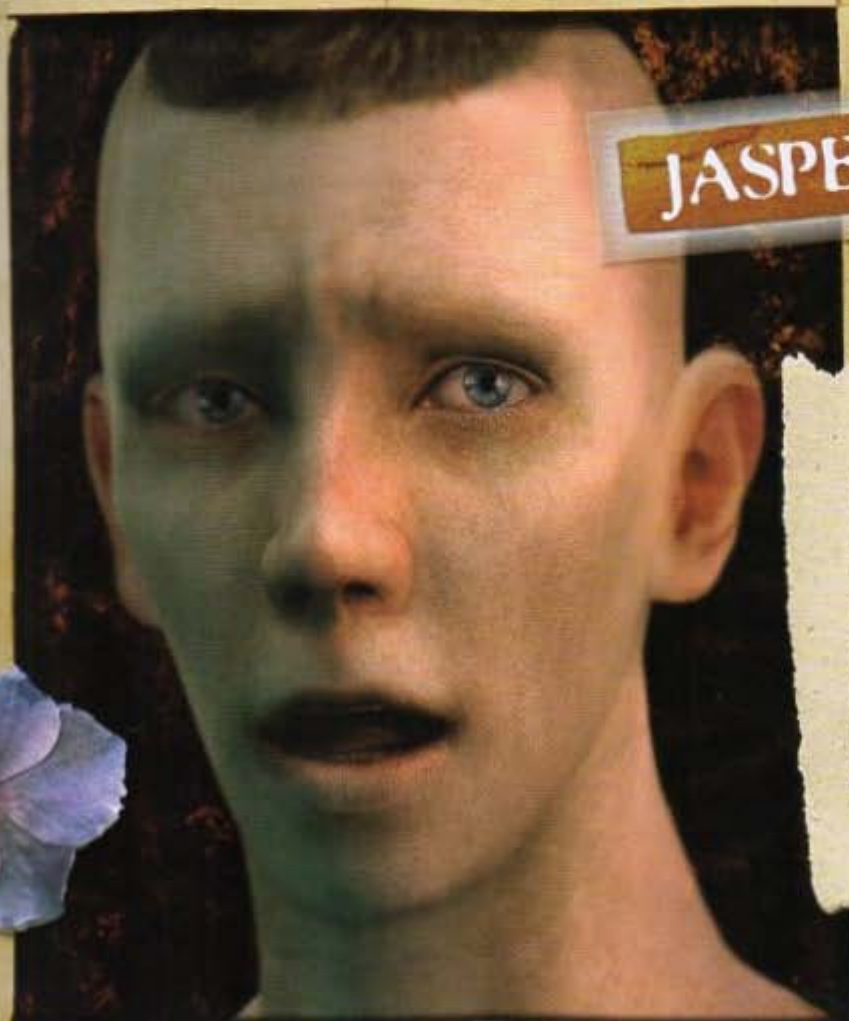
VI The Key to the Orphanage

After the encounter in the graveyard, Jasper Gein will wait for you by the Wish House front door. He's got something that will help you but first he needs to quench his thirst.

Hand him the **Chocolate Milk**, which you found in the refrigerator in room 302 (just use it when standing close to him). If you don't have the milk with you, take a trip back to room 302 via the hole in the fence and take it from the box. Jasper will throw a **Blood-Inscribed**

Spade to the ground as a sign of his gratitude. Ignore his obvious lack of manners and pick it up. There is something written in blood on the garden tool, a clue where best to use it.

"Opposite where the lake and house meet": That means southeast from the orphanage, a fact confirmed by the text in Jasper's Memo Pad. "Inside the hand holding onto the ground". These cryptic words will make sense when you reach the right spot.



JASPER GEIN

Jasper Gein is obsessed by the Occult. He seems confused and troubled, always rambling about a mysterious cult, that once struck terror in the hearts of the townsfolk of Silent Hill. Is he just a confused cult-groupie, or was he once part of it? And who is this "nosy guy" he met here some time ago?

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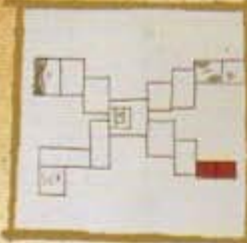
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VII

If you have already examined this immediate area, you may have noticed a tree root in the southeast, which looks like an arm (Fig. 6). Go there and dig with the **Blood-Inscribed Spade** to discover the **Rusted Bloody Key**. You'll find another inscription on the key: "The holder of this key will wander for eternity". You'll find out what this means on your way back

to the orphanage. The first thing you'll notice is the strange fog in the next area: Ahead you'll find a cruel puzzle designed to cause maximum frustration. Treat it with the contempt it deserves by ignoring the northwest gate and instead heading through the gate on the opposite side. Climb through the hole in the southeast and return to the room. Before you go, add to your golfing equipment collection by taking the **6-Iron** that is lying close to the hole.



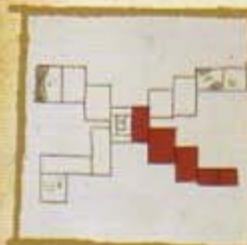
06



Room 302

The doorbell will be ringing in your room. If you look through the front door peephole you can see Eileen and Richard Braintree from apartment 207. Both seem seriously concerned about your fate. Unfortunately you can't make yourself heard, however hard you try. Follow the advice from Jasper's

Memo Pad: Leave the Rusted Bloody Key in the box in the living room and return to the Forest World.



VIII

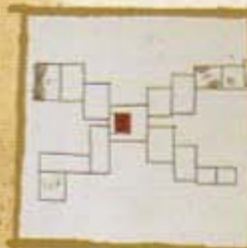
Return to the Orphanage

After temporarily ditching the Rusted Bloody Key you can return to the Wish House. Use the hole in the fence (Fig. 7) to reclaim the key from room 302 once you've passed through the trick gate. Now you can open the entrance to the Wish House

with the **Rusted Bloody Key**. (Just examine the door - if you have the right key, it will always be used automatically.)



07



IX

Wish House

The most important thing to look for when you first enter this building is the **Holy Scripture Scrap** lying on the floor to the left (Fig. 8). While you examine this piece of paper, Jasper Gein, who followed you into the building, will open a door close

by. Follow him into the back room. While opening the door you will notice the **Source Placard**, which you should also take with you. If you have anything else left to do in Forest World, you should do it now. As soon as you enter the room, you'll see another terrifying sight: a human body with the number 17121 carved into the skin. After that you'll wake up in your bedroom, where you'll hear a news report about the death you just witnessed.

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08



Room 302

Once again someone is ringing your doorbell. This time it's superintendent Sunderland, who is unable to open the front door. Put the placard in the box and go wherever the hole in the bathroom leads you. Incidentally, wasn't there

something in the news about the incident in the forest concerning a Walter Sullivan? Could it be mere coincidence that there's something written by a Walter on the door ... (Fig. 9)?



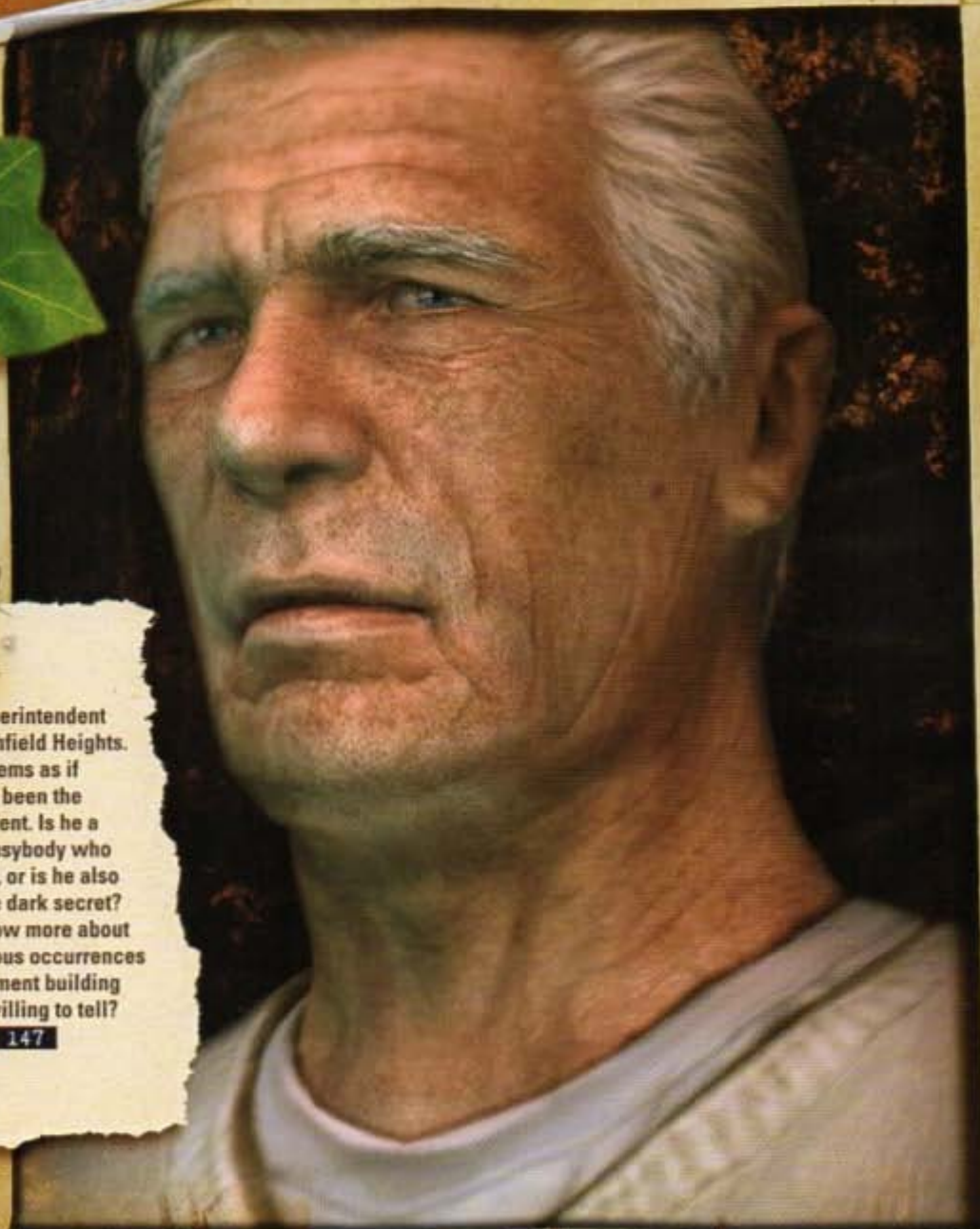
09

SUNDERLAND



He's the superintendent of South Ashfield Heights. In fact, it seems as if he's always been the superintendent. Is he a harmless busybody who means well, or is he also hiding some dark secret? Does he know more about the mysterious occurrences in the apartment building than he is willing to tell?

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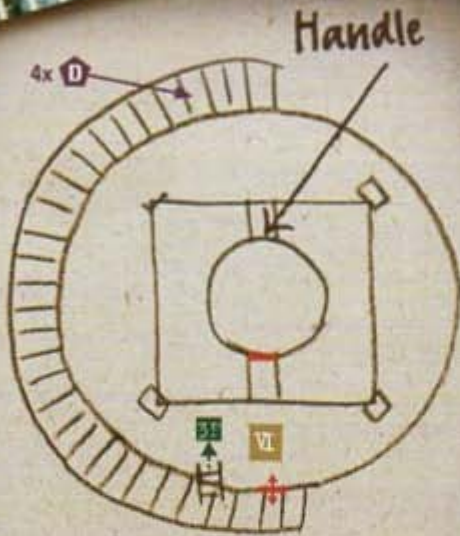
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Water Prison

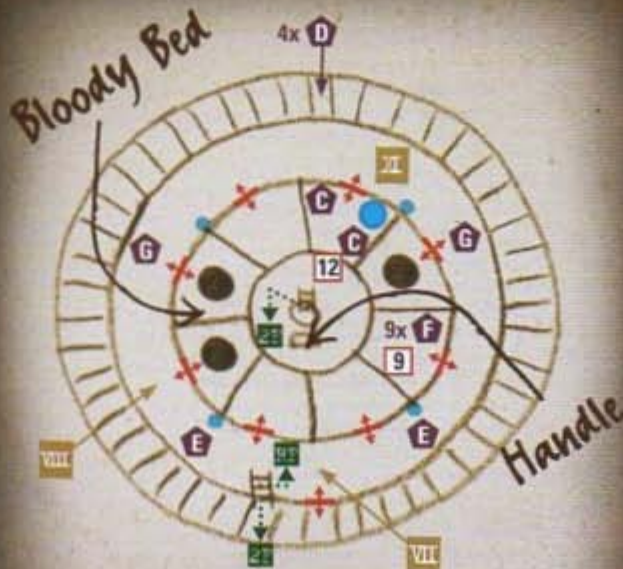
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WATER PRISON WORLD



Prison RE



Prison 3F

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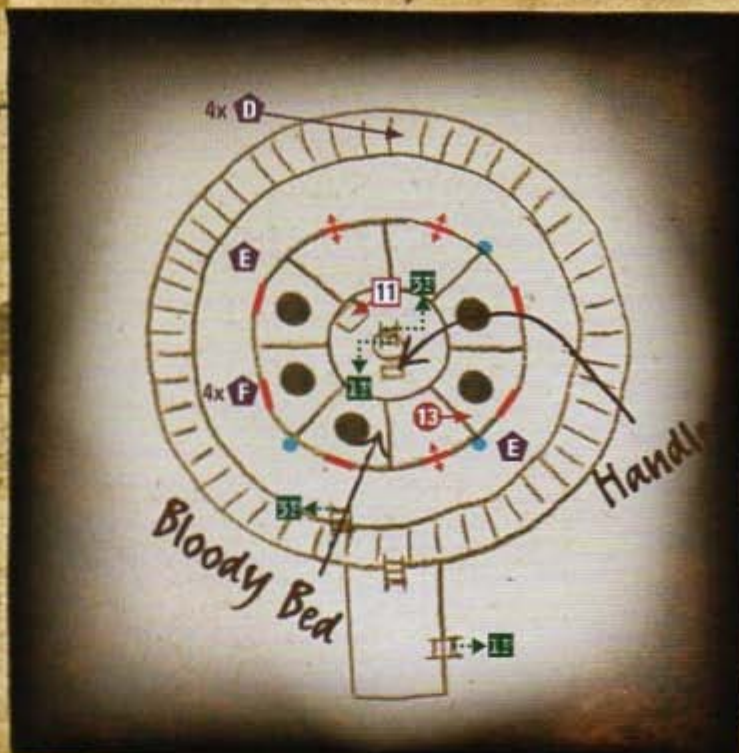
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Prison 2F

Documents:

- 6 Exploration Memo
- 7 Guard's Diary
- 9 Prison Diary
- 10 1F Surveillance Room Report
- 11 2F Surveillance Room Report
- 12 Secret Number Memo

Items:

- 13 Stun Gun
- 12 Use: Water Prison Exit Key

Equipment:

- Pistol Bullets

Monsters:

- 6 Doublehead
- E Tremor
- D Mothbat
- F Tentacles
- C Wall Man



Prison 1F



Documents:

- 8 Waterwheel Room Plate Message
- 13 Red Diary – April 4
- 14 Red Diary – July 23

Items:

- 12 Water Prison Exit Key
- 14 Watchfulness Placard

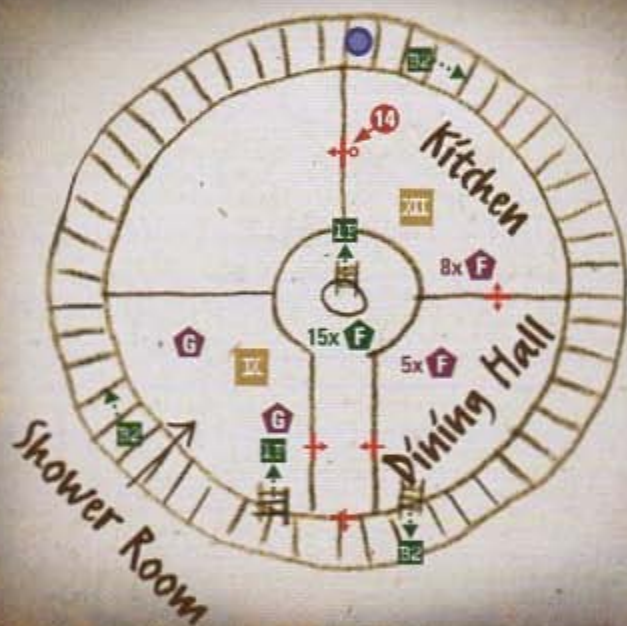
Equipment:

- Saint Medallion

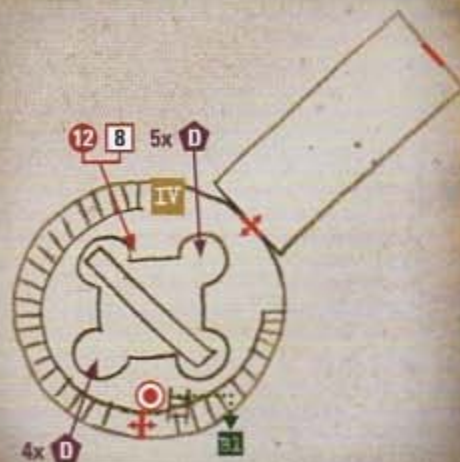
Monsters:

- G Doublehead
- D Mothbat
- F Tentacles

Prison B1



Prison B2



Room 302



I Water Prison, 1F



Henry wakes up on the cold stone floor of a strange passageway. Screams for help ("Get me out of here") echo down the corridor. Just follow your instincts and get going as fast as you can. When

you open the second door on the right-hand side, you'll find some **Pistol Bullets** in the cell. They'll come in handy soon. On the floor in front of the third door you'll find the **Exploration Memo**. Only a few steps further on and you'll discover the source of the disembodied voice. You'll see him poking his head out of one of the cells, babbling that a certain Walter is going to kill him.

Walter – again? There is no doubt that this name popping up everywhere you go has to be more than a coincidence. Open the large door on the other side of the outer wall and go through (Fig. 1).



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II You'll find yourself in a square room with another of those mysterious holes set into the back wall. On the right-hand side next to it you'll find the **Guard's Diary** hanging on the wall.

The situation is as follows:

According to the documents you've found so far there is a death chamber on floor B1. Entrance to this is only possible with the right code numbers, and in order to enter the numbers you'll need a light source – which is only available on the third floor. There are surveillance rooms in the middle of the tower that can be reached via corpse disposal chutes inside the cells on the third floor. Make this your next destination.

When you turn around, or return from saving in apartment 302, you will see three doors (Fig. 2). The large door in the middle leads back to the cells. The door on the right leads upwards, but you can't go through it for now. Your best bet is to go through the door to the left, which leads downwards.



02

III Down to the Cellar



You find yourself at the top of the passageway. There is a red ladder to the right. Climb down the ladder to take a shortcut and avoid the clutches of the numerous Wall Men that are

lying in wait on the upper level.

On B1, at the lower end of the ladder, you'll find a large door that is locked from the other side. On the right side of the door you'll find another ladder leading to B2. This time it's better to ignore the ladder and follow the passageway round to the left and downwards. You can relax for a few moments as there will be no monsters attacking you on this floor. All the ominous noises you hear originate from the floor above. You'll find a **Saint Medallion** on the floor under one of the lamps (Fig. 3) halfway down towards B2. This pendant guard against the harmful side effects of the Victim monsters. However, the Water Prison is mercifully

free of these particular fiends, so you can safely store the medallion in the box in your room next time you return.



03



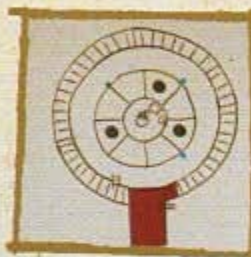
IV Water Prison, B2

At the lower end of the passageway you'll reach an area with a huge waterwheel. On the signpost next to the lantern you'll discover the **Water Prison Exit Key** (Fig. 4). You can also read the **Waterwheel Room Plate Message**. This tells you what has to be done in this hideous building.

To activate the light on the third floor, you must first open the sluice gate on the roof. The sentence "the water must flow in the direction of the waterwheel" indicates that all of the water pipes must be aligned in order to connect the roof and the waterwheel. Go back to the door on 1F (at point II), and use the key to open it. Go via the ladders, it's faster.



04



V Up to the Roof

After opening the door in the anteroom with the **Water Prison Exit Key** you'll find yourself outside (Fig. 5). If you enjoy foggy vistas and getting pestered by giant Mothbats, carry on straight ahead and take the ramp. If you prefer a shorter and safer route, climb the ladders. Either way, your ultimate destination is behind the large door at the top of the tower.



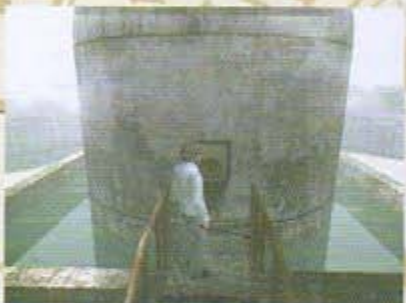
05



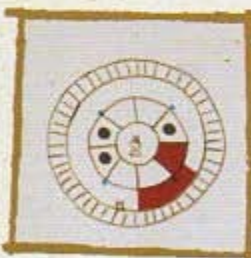
VI Water Prison, RF

Directly in front of you there will be another door with one of those mystic symbols. It is locked from the other side and you can't open it. Go to the other side of the dome, then turn the handle (Fig. 6) to open the sluices and set the waterwheel in the cellar in motion. Once you've completed this task, go back outside again, climb down

one floor and enter the cell section at 3F.



06



VII Water Prison, 3F

Expect to find lots of Tremers crawling on the walls, floor and ceiling. These slimy creatures aren't particularly aggressive, but if you're unlucky enough to have one of them drop on your head, your health will decrease somewhat. You can crush Tremers on the floor quite easily by pressing Confirm (Fig. 7). If you run

straight into one you'll definitely kill it, but will also lose a small amount of life energy at the same time.

If you want to add another document to your Scrapbook, walk to the right. You'll find the **Prison Diary** behind the second door. That's not the only thing in this cell: there are strange Tentacles growing out of the floor. After a hit or a touch they'll disappear. Physical contact with the Tentacles will cost you some life energy, so take care of them from a safe distance with a battering weapon (Fig. 8).



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Tentacles



Tremer



VIII

Your next destination is the second cell on the left, as seen from the entrance. Go slowly in order to avoid being ambushed by the Doublehead that is lurking just around the corner (Fig. 9). A second Doublehead awaits on the other side. If you get too close, they'll take a sudden run at you, and lash out with their strong arms. Their movements are dangerously unpredictable, so keep your distance.



09

Examine the hole in the floor of the cell and jump down. Do the same thing in 2F and then 1F. You should eventually end up in the B1 shower room. Now hurry and get out of there fast...



Doublehead

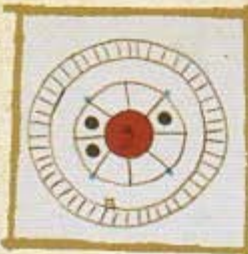
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IX Shower Room

After jumping down into the shower room you'll find yourself in the unpleasant company of two more Doubleheads. Run fast diagonally to the left to reach the exit. It's locked

from this side, so you'll have to examine the door twice to open it. Now head left, down the passageway and up the ladder, straight to the Surveillance Rooms in the middle of the tower.



X Surveillance Rooms

On the desks on the first and second floor you'll find the 1F and 2F Surveillance Room Reports.

These documents explain how the tower works. In 3F you will find the Secret Number Memo hanging on

the wall, which will tell you the entry code for the door in the kitchen: 0302. In 2F and 3F you will find two pedestals, which enable you to turn the tower using the handles.

the 3rd door, and grab the Stun Gun. Jump into the hole, and go back to the Surveillance Rooms.

Turn the handle in 3F twice to the right. After the first turn you'll see a cut scene; the wailing man in 1F is finally released from his prison cell. Don't let this distract you. Just leave him to his fate and continue with the task at hand. You won't change the course of events; the man is already doomed.

Your next task is to align the holes in the floors of the prisoners' cells from the third floor all the way down to the kitchen in the northeast of B1. The four separate water pipes will form one big pipe that connects the roof with the cellar. The waterwheel will then start to turn and the light in 3F will shine all the way down to the kitchen. (On the map these water pipes are shown as small circles in the cell sections.) Some of the pipes will be broken, but that doesn't matter as long as at least one connection is intact.

Should you get confused by all the twisting and turning, just make sure that the three bloody beds are aligned accordingly. Fig. 11 and Fig. 12 show you on the maps which way the holes in the respective floors of 3F and 2F should face in the end. When you are finally ready, climb down to B1, where you'll meet Andrew DeSalvo and the mysterious little boy. After this encounter you'll discover more tentacles. Now take the familiar route up to 3F.

In the 1F Surveillance Room Report you will have read the helpful tip that there is a bloody bed on each floor which must be aligned with a similar bed in each of the three cellblocks. (This tip will only appear on difficulty levels Easy and Normal.) You can see the bed on 1F when you look through the peephole on the left of the desk (Fig. 10). If you



10

want to get a good overview and complete the ingame map, you should look through each and every one of the eight peepholes on the three floors (and you can change the view accordingly). Or,

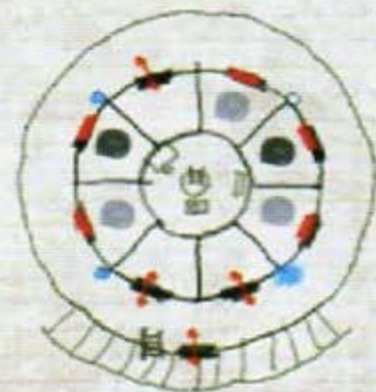
you could simply read on to find out what to do next...

Turn the handle in 2F four times to the right (or left - whichever you prefer). If you are interested in getting your hands on a close combat weapon, keep on reading; if you are in a hurry, skip the next paragraph and continue turning the handle in 3F.

The Stun Gun can be found in a locked cell in 2F. After turning the handle, the room will now be located in the northwest. You can reach it by jumping through the hole in the cell directly above in 3F. To get there, climb down to B1, go out to the passageway, turn left, climb the ladder and take the now familiar route up to 3F. Run to the left, enter



11



12

ANDREW
DESALVO

The prisoner from the cell on the first floor used to work in the orphanage some time ago. He'll tell you the name of the little boy that you met in the Water Prison. He also babbles on about a cult and a ritual called "Descent of the Holy Mother". Haven't you read something about that in various documents and inscriptions...?



desalvo



XI Water Prison, 3F

Run to the left and enter the fifth door (or to the right and enter the fourth door). If you turned the handles the right way in the Surveillance Room, you should find a bloody bed in this cell

and also a big hole in the floor (Fig. 13). Jump down the

hole. The cell in 2F should look exactly the same, as should the one in 1F. Keep jumping down until you finally reach the kitchen in B1.



13



XII Kitchen, B1

The door to the death chamber is on the right side behind you (Fig. 14). Theoretically you could have turned the tower in a different direction, e.g. you could have aligned the holes so that

you jumped down from the third floor to the dining hall. This way, you still would have landed in the kitchen, but without the light you wouldn't have been able to enter the code.

Take the **Watchfulness Placard** from the door. Examine the door again and you'll see a number pad. Move the cursor and enter the numbers 0, 3, 0, 2. Confirm each number in the usual way. When the door opens, you will say goodbye to Mister DeSalvo and awaken in room 302, having witnessed another horrific murder.



14

Room 302

The **Red Diary - April 4** has been pushed under your front door. You may already have found it there if you previously returned from the Water Prison World to Room 302. Following Andrew

DeSalvo's untimely death the **Red Diary - July 23** scrap will also be lying there. Put the **Watchfulness Placard** in the chest. Do you get the nagging feeling that you've

forgotten something? Right, the water in the shower is still running. You can definitely hear it. But who could have turned it on? A quick trip to the bathroom proves that it certainly wasn't the cleaning lady. The tub is full of blood. There's going to be hell to pay with the landlord! Escape this sticky problem by crawling through the hole in the wall. Out of the frying pan, into the fire?

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BUILDING WORLD

Building B1



Items:

- 15 Ghost's Key
- 16 Aluminium Bat
- 17 5-Iron
- 18 Albert's Sports Key
- 19 Spade
- 20 Pitching Wedge
- 15 Use: Ghost's Key
- 18 Use: Albert's Sports Key

Equipment:

- Pistol Bullets
- Nutrition Drink
- Sword of Obedience

Monsters:

- ⬠ Tremer
- ⬠ Rubber Face
- ⬠ Mothbat
- ⬠ Sniffer Dog
- ⬠ Tentacles
- ⬠ Victim

Building B2



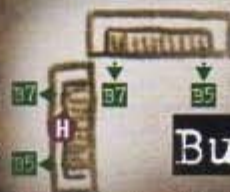
Building B5



Building B3



Building B4



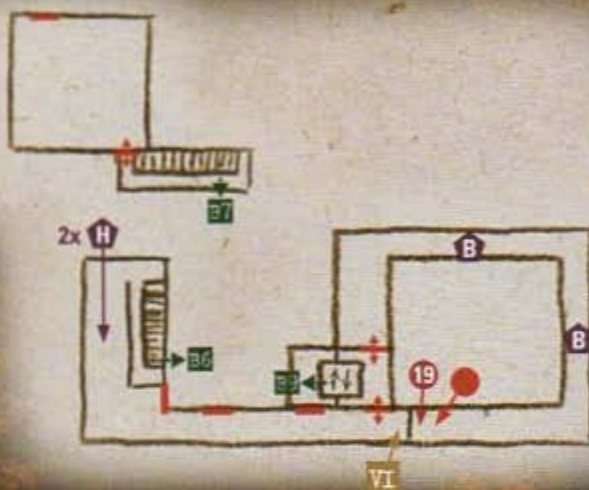
Building B6

Albert's Sports

Building B7



Building B8



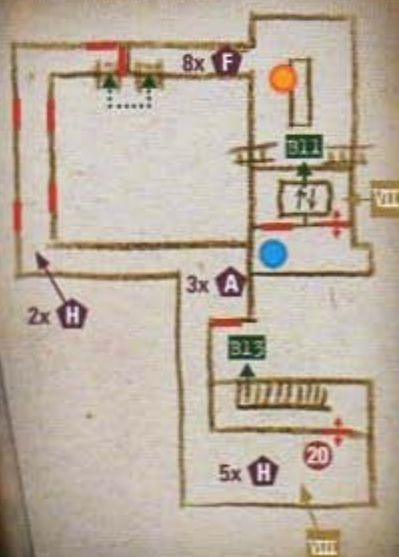
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Building B10



Building B11



Building B12



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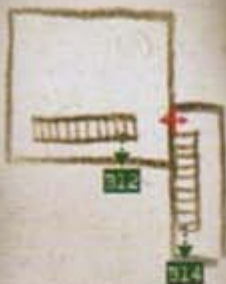
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Building B13



Building B14



Building B15



Documents:

- 15 Superintendent's Memo
- 16 Bartender's Memo

Items:

- 21 Rusty Axe
- 22 Chaos Placard

Monsters:

- E Tremer
- B Victim

Building B4



Room 302



I Building, B1

You'll start your sojourn in Building World at the very end of a rather long cul-de-sac in B1. Your ultimate destination is behind the locked back door of the bar in B15. The first opportunity to return to your room presents itself at the starting point behind Henry. At

first it would appear that this location holds few horrors – unless you suffer from a phobia of parked cars! However, you'll meet the first member of the local terror tribe one floor down: a Rubber Face (Fig. 1). These mutated apes are strong and solid, but they waste a lot of

time and energy cavorting around and gibbering: Blunt their enthusiasm with some fully charged-up hits.



01

Rubber Face



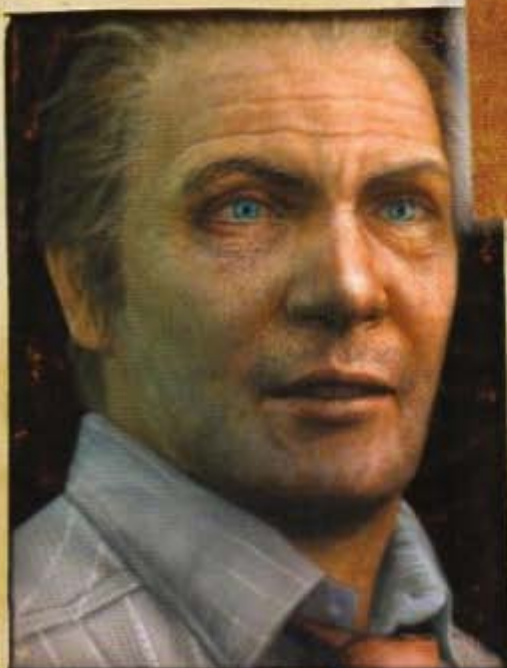
II Building, B3

An unexpected meeting! Henry's neighbour, Richard Braintree drops by. Your conversation is rudely interrupted by several rampaging Rubber Faces. This leaves you with little time to admire the neon sign of the South Ashfield Hotel. That doesn't matter, because you can

see something quite similar when looking out of the windows of your room. Two of the apes are standing in front of the door that you want to go through (Fig. 2). You should be able to get past them without a fight.



02

RICHARD
BRAINTREE

Richard Braintree is one of your neighbours from South Ashfield Heights. He lives in 207, which means that you can look directly into his apartment from your window. He tells you about the journalist who used to live in apartment 302. Apparently the poor guy went crazy. Under normal circumstances you would be rather happy to meet an acquaintance in such a bizarre world, especially one so well armed. But as you will learn later on, dear Richard has a dark side...

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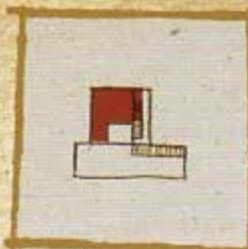
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III Some birthday party! Unpleasant gurgling sounds indicate that a slice of cake is still stuck in the throat of one unfortunate guest. Looking closer, you'll discern a Victim nailed to the ground with a sort of wooden sword or cross. Examine the body and take the **Ghost's Key** out of its hand. Examine

the monster for a second time, to get the **Sword of Obedience**. That will have the unfortunate disadvantage of releasing the ghost, so rush to the door on the right and open it with the **Ghost Key** to escape.

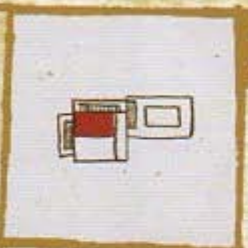
Your next destination should be the Sports Shop in B5. By the way, the **Sword of Obedience** is a different type of weapon to

any of the others that you've been wielding up to this point in the game. Only when you've shot or beaten a Victim with another weapon and left it stunned on the ground can you then use this item to temporarily tether your opponent (Fig. 3). Don't forget to take the sword with you if you intend to use it again. Be warned, as soon as you withdraw it, the Victim will be free to menace you once more.



03

IV Albert's Sports, B5



You'll get your hands on a new weapon in the Sporting Goods Shop: the **Aluminium Bat** (Fig. 4). It's packed with a lot more pummel power than the **Steel Pipe** for example, and it's not

as brittle and fragile as the **5-Iron**, which you can also pick up here. Unfortunately it takes longer to charge up a strong hit. The door on the left is locked, so exit via the other one. Take the stairs outside and go down two floors to the Pet Shop.

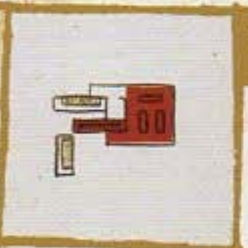


04



05

V Pet Shop, B7



In the Pet Shop, hungry dogs and buzzing Mothbats are ready to pounce on their prey, which just happens to be you. Run past them all, grab **Albert's Sports Key** from the shelves in the middle row (Fig. 5), and then hurry back to B5. Ignore the back door of the Pet Shop for now.

Behind it you'll find a fascinating upside down room. Have a look if you're feeling curious, but there's nothing else you can do in there at the moment so don't waste too much time.

Unlock the door in the Sporting Goods Shop (at point **IV**) with **Albert's Sports Key**. Head down to B8 on the western stairway.

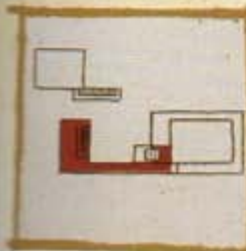
Room 302



You can return to Room 302 through the hole in the Sports Shop wall if you want to replenish your life energy or save your game. It's not essential, but recommended, as there's a high concentration of enemies lurking in

the lower reaches of Building World. You should also take a **Nutrition Drink**, or any other health item, from the box, just to be on the safe side.

Be sure to look through the peephole in Room 302 to see if there's someone standing in front of your door. At some point in the game you'll see Eileen and Mister Sunderland. The superintendent is telling her that your case isn't the first of its kind and he'll also push the **Superintendent's Memo** under the door. This note is unreadable at this point in the game, but you'll find out how to decipher it later on.



VI Building, B8

Go down three floors, then go round to the left, under the sign, until you reach a wall (Fig. 6). Examine the sliding door on the left to enter an elevator, which will

automatically start moving. On your way down you'll see Richard, who is interrogating and threatening little Walter in the other elevator. Your elevator will eventually stop by itself in B12.



06



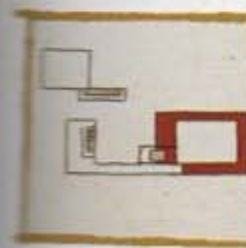
VII Building, B12

After the elevator has reached its destination, Henry will be facing a ladder. Don't go down there just yet. Open the elevator door behind him. You'll enter a small backyard

where you'll find some **Pistol Bullets**. On the other side of the fence several monsters will be waiting for you. You'll have to get past them eventually anyway, so it's a good idea to deal with them now from your relatively safe position (Fig. 7). If you use a gun, be warned that you'll need a lot of ammunition to finish the creatures off without stamping on them. It makes more sense to use a battering weapon through the fence and save the bullets for when you really need them. When you're finished, head back the way you came. You can't call the elevator on the left from this floor, so use the one on the right.



07



Elevator, B8

Examine the buttons in the right-hand corner of the elevator. You are currently on the lowest floor, B12. The middle button will take you up to B10, but you can't open any

doors there. The top button will take you back to B8, where you can exit the elevator through the other door. You'll find a **Sword of Obedience** (Fig. 8) and a **Spade** at the end of a long passageway. The garden tool is powerful, but awkward to wield. Don't waste too much time admiring it, as two Victims are about to ambush you. Head quickly back to the elevator and take it down to floor B12.



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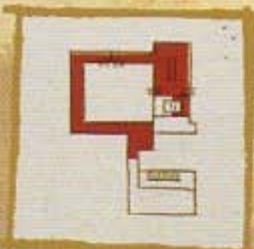
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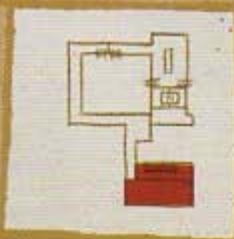
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Building, B12

Climb down the ladder next to the elevator (Fig. 9). (You'll still be on floor B12 afterwards.) Pick up the **Nutrition Drink** in the cellar and clear the Tentacles out of your way. The ladder at the end of the cellar will

take you up to a small alley, which is actually the other side of the fence you were stuck behind earlier. If you previously took care of the creatures, you will have a much easier time getting through this section.



VIII There's another Rubber Face party going on in front of the door. One of the creatures swings a **Steel Pipe**, another one threatens you with a **Pitching Wedge** (Fig. 10). You may already have acquired a **Steel Pipe**, but if you want to collect a complete set of golf clubs you'll have no choice but to fight.

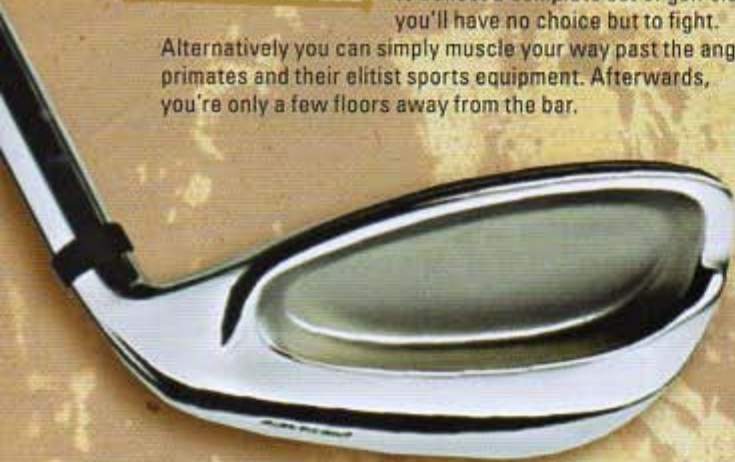
Alternatively you can simply muscle your way past the angry primates and their elitist sports equipment. Afterwards, you're only a few floors away from the bar.



09



10



IX Bar S.A., B15

You'll find another weapon in the bar, the **Rusty Axe**. The **Bartender's Memo** lying on the bar next to it reveals the numbers for the code-locked door in this room. It's the last four digits of the bar's telephone

number – which you can see clearly when looking out of the window of your own room. Enter the following

numbers into the number pad: 3, 7, 5, 0: Open, sesame!

From the backyard you'll have a long walk to reach the top of the stairs that lead to B4. Several victims will pursue you to the top. Take the **Chaos Placard** from the door and enter. After the cut scene you'll find yourself back in Room 302.



Room 302

When you look out of your window after your last trip back from Building World, you'll see a man in Richard Braintree's apartment pointing across to Eileen's apartment. In your living room you

can hear a radio broadcasting news about the latest victim in the Walter Sullivan case. Looking through the peephole

in your front door or spying on your charming neighbour won't give you any new information. Put the **Chaos Placard** in the box and stock up on weapons. Select your favourite battering weapon (**Aluminium Bat**, **Axe** or **Spade**), a **Saint Medallion** and a **Sword of Obedience**. You can leave the rest in the box. As soon as you are equipped and ready for action, head for the bathroom, where you'll find that the hole just got a little bigger...

APARTMENT WORLD

Documents:

21 Superintendent's Diary (Umbilical Cord)

Items:

27 Apartment Keys

28 Red Paper

29 Torn Red Paper

30 Torn Red Paper

26 Use: Locker Key #106

24 Use: Superintendent's Key

27 Use: Apartment Keys

Monsters:

E Tremor

D Mothbat

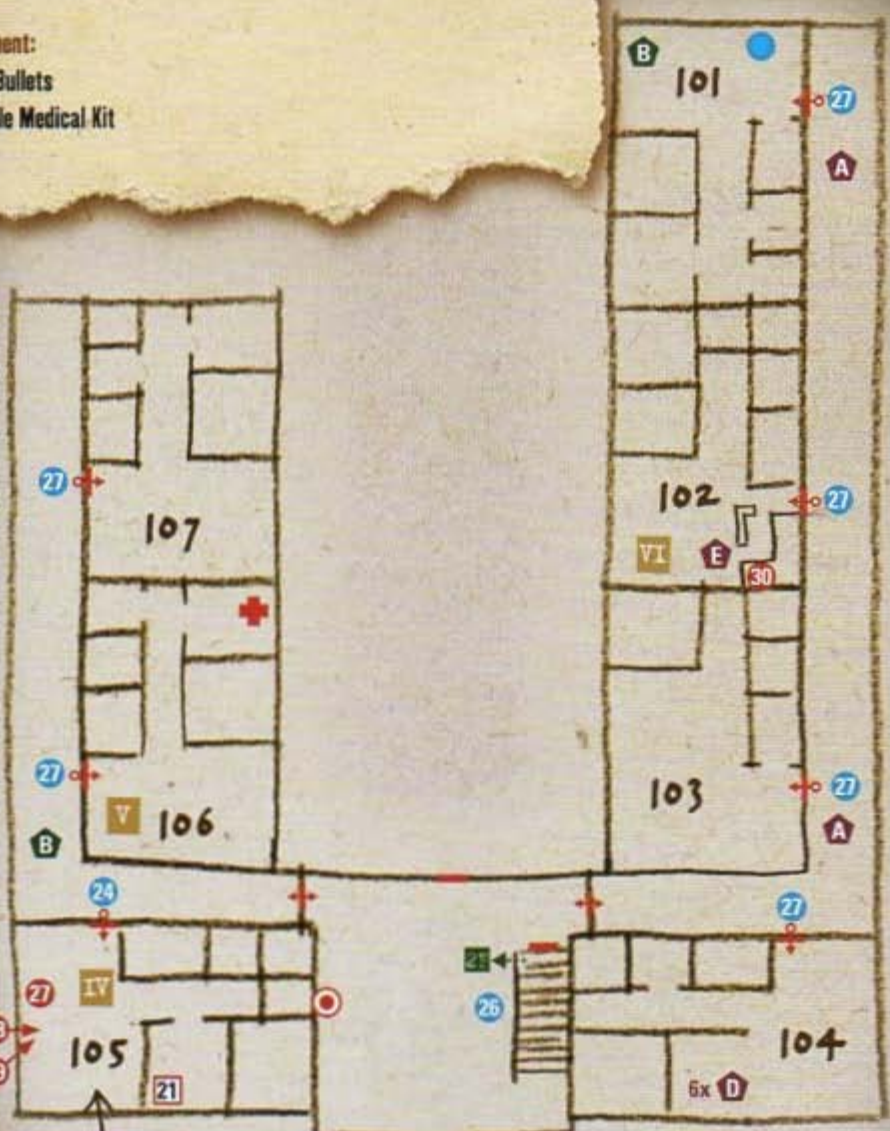
A Sniffer Dog

B Victim

Equipment:

● Pistol Bullets

✚ Portable Medical Kit



Superintendent's Room

Apartment (1F)

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Documents:

- 17 Mike's Diary
- 18 Joseph's Article
- 19 Red Diary - May 2
- 20 Red Diary - May 14
- 22 Red Diary - May 20
- 23 Red Diary Scrap
- 24 Mike's Love Letter
- 25 Red Diary Scrap (cont.)

- 33 Bug Spray
- 34 Torn Red Paper
- 35 "Skinned Mike" Cassette
- 36 Doll Key
- 23 28 Use: Red Paper
- 27 Use: Apartment Keys
- 29 30 34 Use: Torn Red Paper
- 35 Use: "Skinned Mike" Cassette
- 36 Use: Doll Key

Items:

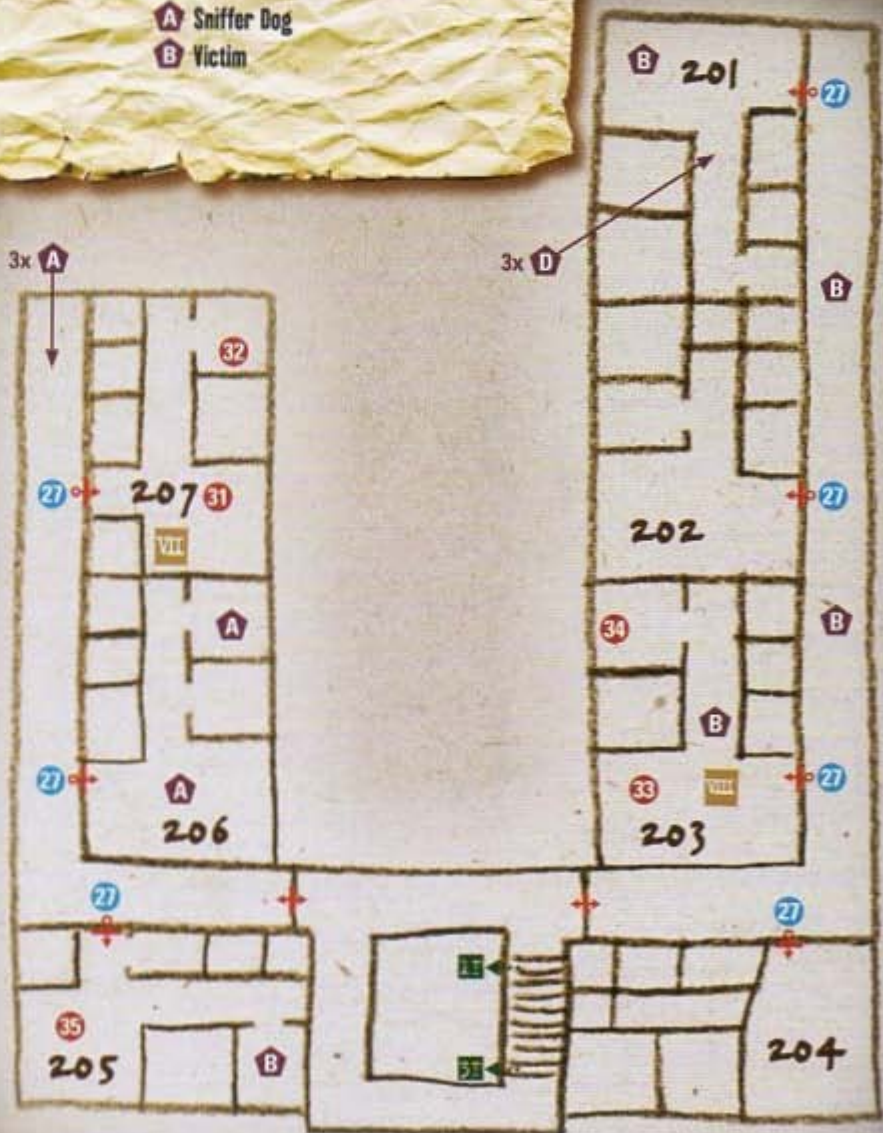
- 23 Red Paper
- 24 Superintendent's Key
- 25 Locker Key #106
- 26 Shabby Doll
- 31 Richard's Revolver
- 32 Putter

Equipment:

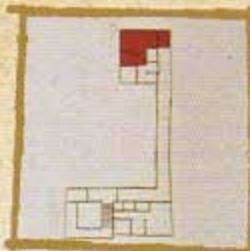
- Pistol Bullets
- ⊕ Portable Medical Kit

Monsters:

- ⬢ Sniffer Dog
- ⬢ Victim



Apartment (2F)



I Apartment, 3F

Should you be in a hurry for some reason, it's possible to solve the main tasks of Apartment World in about five minutes. You can read all about the basics for this "runthrough" (as opposed to the slower walkthrough)

under said topic on page 69. But South Ashfield Heights has much more to offer, including plenty of information and hints. Get ready for the grand tour around the building.

Start your sightseeing in the northeast area of the top floor. On the right side you'll see apartment 301. A guy called Mike used to live here, he was a great collector of, how to put it, gentlemen's magazines. You'll also find **Mike's Diary**, a **Red Paper** in the living room and **Joseph's Article** [?? page 147](#) in the smaller room. Examine two red pictures on the wall (Fig. 1). Examine both pictures twice to get the **Superintendent's Key** from the left one and the **Locker Key #106** from the right one. After that, the main room will be haunted by a Victim, so it's a good time for you to make a swift exit. The hole in the wall enables you to return next door – if Room 302 really is next door.

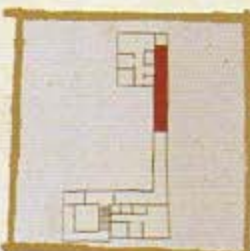
Since you'll frequently be passing through this room, it's advisable to nail the Victim with a **Sword of Obedience** (Fig. 2). Retrieve it when you have completed this part of the game.



01



02



II Red Paper Recycling

When you get closer to the front door of 302, you'll see the young Walter standing in front of it. But the shy kid vanishes into thin air before you can reach him. You can't open the door, but you can see that some

red documents have been shoved underneath. Use the **Red Paper** from 301 and push it under the door as well (Fig. 3). You can find two pieces of **Red Paper** and three pieces of **Torn Red Paper** in this building. None of them make any sense. Only when you return through the hole to Room 302 and retrieve the documents from under the door will they become legible enough to form part of the **Red Diary**. The same applies for the document already under the door.



03



Room 302

When you first return to room 302 from Apartment World you'll hear some clattering noises from the storage room. The tumble-drier has leaked blood... don't you just hate it when that happens. Under your front

door you'll find the **Red Diary – May 2**. This text will tell you

what the numbers on the victims' bodies mean. What other documents you may find here will depend entirely on what you've pushed under the door. For example, the **Red Paper** from 301 is transformed into the **Red Diary – May 14**. When you look through the peephole you'll see a man in front of your door. Who could that be?

III Staircase

You can't open any apartment other than 301 on this floor. All the other apartments are locked. But luckily you've got the key to the Superintendent's Room, where all the other keys

are kept. On your way downstairs you'll meet a suspicious looking man on the staircase (Fig. 4). Haven't you seen him somewhere before? Examine this guy and he'll start talking. When he's finished he'll put a **Shabby Doll** on the stairs next to him which you should pick up.



04

In the entrance hall on the ground floor you can get rid of yet another useless item. Unlock the letterbox with the **Locker Key #106**, and some love letters from Mike to Rachael will come tumbling out. None of the letters are of any importance. (The key will not be used automatically. You have to select it from the inventory and use it manually.)



05

IV Superintendent's Room 105

Take the **Superintendent's Key** that you found in apartment 301 and open the door to the Superintendent's Room in 105. Superintendent Sunderland is apparently not at home,

but you'll find keys to every apartment in the building hanging on the wall (Fig. 5) in his living room. Well, almost all of them, because the key to 303 is missing from the **Apartment Keys**. Directly next to it you'll

find the **Red Paper** and **Torn Red Paper**, which you can recycle into **Red Diary - May 20** and a **Red Diary Scrap**. You can't take the small red box that smells so abysmal with you, or the note about nurse Rachael.

While searching the superintendent's apartment you'll also discover the **Superintendent's Diary (Umbilical Cord)**, which was obviously written by superintendent Sunderland.

V Rachael's Telephone

On your way through the apartment building you'll need the **Apartment Keys** to open the doors of the other apartments. Nurse Rachael apparently lives (or lived?) in 106. A **Portable**

Medical Kit seems to indicate that the hard-working nurse took home some work sometimes... Next to the telephone you'll see that she wrote down the phone number of her sweetheart. As soon as you dial the number you'll hear a phone ringing throughout the building. It can get pretty annoying, so don't dial the number if you're easily irritated!

Nurse Rachael, Mike's letters, the phone, the red documents... everything seems to indicate that you've hit on something important. The main purpose of your discoveries appears to be to send you on a treasure hunt all over the building. If you dialled the phone number and hoped to be able to turn the annoying ring off at Mike's in 301, you're barking up the wrong tree. Rachael's sweetheart lives in 202, so it's there that you must go to finally put a stop to the ringing. (You'll find more information about the master plan that's behind all this under the topic "An Honourable House", or you can simply continue following our instructions to learn more.)

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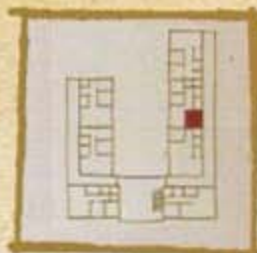
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VI Apartment 102

A colony of Tremers is thriving in front of the fridge. Not without reason. Just look inside the refrigerator. You'll probably have to crush the Tremers so you can open the door. There's a dead cat inside, wrapped in a pair of trousers (Fig. 6). Be brave and examine the gooey mess a second time to fish the **Torn Red Paper** out – this is the vital document that tells you where to find the key.

to apartment 303.



06



VII Apartment 207

The apartment of the deceased Richard Braintree is also worth a visit (Fig. 7). You'll see the man from the staircase standing at the window – but like young Walter in front of 302 he is just an illusion. Looking out of the window yourself, you can see Eileen Galvin in 303.

Richard's Revolver is resting in the easy chair. This handgun is noticeably more powerful than the normal pistol. But its rate of fire is very low, and the magazine only holds six bullets. You can't use the normal pistol ammunition, and the special revolver bullets are rare. Passionate golfers should be sure to collect the **Putter** in the backroom.



07



VIII Apartment 203

You can grab several useful things in the apartment of this heavy carouser (Fig. 8). Among countless empty bottles you'll also find some **Bug Spray**. This weapon is especially useful against those pesky Mothbats, but it can also kill Tremers and Tentacles. An inspection of the bloody clothes in the next room will reveal the third **Torn Red Paper**. (If you push this Torn Red Paper under the

door of 302 you can read **Mike's Love Letter** in your apartment.)



08

An Honourable House

Searching through all the rooms in this apartment building, you'll find two boxes of **Pistol Bullets** (See maps on pages 53-55) among other things. You'll also get to learn more about the inhabitants. The portraits in the painter's apartment in 202 are quite intriguing. This is also the room where the phone is ringing, should you have dialled the number in apartment 106 (Fig. 9). When you pick it up, there's no one there. But then why would there be? You dialled the number yourself some time ago. But at least you can finally silence the infernal ringing.



09

In apartment 205 the "**Skinned Mike**" tape is waiting for a new listener. You can play the tape on the stereo in your room. When you've collected every piece of evidence, you'll see that there really was a mysterious connection running through the apartment building. And it works like this: In the Superintendent's room you'll find out that you need to look for a piece of paper with the details of where the missing key was found. Mike tore this piece of paper apart. Mike wrote in his diary that "He took it along with my clothes". The torn jeans in the hallway of apartment 207 indicate that "He" must be Richard Braintree (Fig. 10). The pair of trousers is full of animal hair – a hint that points to the dead cat in apartment 102 and the note in the fridge. The recordings that you find in the bookshelf of the gun enthusiast from 101 prove this, and the portraits in 202 (Fig. 11) help you to put together the final pieces of the jigsaw. You'll get to 202 inevitably, when you are searching for the ringing phone that you activated at Rachael's – her name is often mentioned alongside Mike's. Finally there is the "Skinned Mike" tape. Among others you can hear the babbling voice of the heavy drinker, who wants to keep something for himself – the blood stained shirt, which also hides another piece of paper.



10



11

Apartment, 3F

As already mentioned, you can push all the red notes under your own door, if you want to finally decipher their contents. Just make sure that you place the **Torn**

Red Paper from the fridge in apartment 102 in front of your own door (at point **1**). Leave Apartment World after this through the hole in the wall of 301.

IX Room 302

Pick up the **Red Diary Scrap (cont.)** at the front door. This diary entry tell you to search for the missing key next to the bed in 302. Isn't it quite a pleasant coincidence that you

just happened to be in the vicinity? So why don't you go and have a look in the bedroom (Fig. 12)? Between the window and bed you'll find the **Doll Key** with the number 303 engraved into it. Rest assured, it wasn't there before.



12



X Apartment, 3F

After finding the missing key in the "normal" world at long last, you'll visit Apartment World for the last time. Don't forget to take that precious **Sword**

of Obedience in apartment 301 with you. Go to Eileen Galvin's door. You'll hear a loud scream from inside. Use the **Doll Key** to unlock apartment 303. You've reached your destination.

Runthrough

If you're in a hurry, you can solve the most important tasks in Apartment World in about five minutes. Here's how:

Enter room 301. You'll find the Superintendent's Key on the reverse side of a red poster. Use it to unlock apartment 105 on the first floor, where you'll find the Apartment Keys in the living room. Open

apartment 102 with the keys and find the Torn Red Paper in the refrigerator. Push it under the door of room 302. Crawl through the hole in 301. Back home in 302 again, pick up the Red Diary Scrap (cont.) at the front door. After that you'll find the Doll Key next to your bed. Unlock apartment 303 in the Apartment World with the Doll Key, and you're halfway towards finishing the game.

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ROOM 302

Room 302



Documents:

26 Red Diary – July 13

Items:

- 37 Succubus Talisman
- 37 Use: Succubus Talisman
- 7 Use: Temptation Placard
- 11 Use: Source Placard
- 13 Use: Watchfulness Placard
- 22 Use: Chaos Placard



Room 302

For some reason when you return to room 302 you find that the hole in the bathroom is closed. Now you really are trapped. Leave everything that you don't need anymore in the box in the living room, for example the

Apartment Keys, Cassette and Shabby Doll.

If you look out of your window you'll see an ambulance driving off. There's nothing to see in Eileen's room, but you can hear two policemen talking about the case. They mention that the ambulance took her to St. Jerome Hospital. Next to the peephole and above the cupboard you'll see a rather unpleasant stain on the wall. (Fig.1)

I

If you walk into the storage room you'll see some kind of stain in the middle of the back wall that looks like an evil demon. You'll also find a **Succubus Talisman** under your door. It has a picture of a demon on it, reminiscent of the stain on the storage room wall. The **Red Diary – July 13**, which is also under your door, mentions something about the back of the storage room, confirming your suspicions.

II

Stand directly in front of the demonic stain in the storage room and use the **Succubus Talisman**. An inscription will appear, as well as four depressions, inscribed with the words **Temptation**, **Chaos**, **Source** and **Watchfulness**. Take the placards out of the box. Read the inscriptions, then insert the placards. The order is not important. The **Watchfulness Placard** goes on top, the **Source Placard** goes to the right, the **Temptation Placard**



01



02

goes to the left, leaving the last space to the **Chaos Placard** (Fig. 2). The end result of all this placard shuffling is the appearance of a brand new hole for you to crawl through. If you have some Bug Spray stored in the box, take it with you as it will make life a lot easier in the next world. You can leave your Swords of Obedience in the box for now.

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Room 302

Reception
Washroom
Doctor's Lounge

Hospital 1F

Documents:

- (M) Nurse's Memo
- (M) Red Diary - July 20
- (M) Red Diary - June 11
- (M) Red Diary - ???
- (M) Red Diary - June 14

Items:

- (M) Eileen's Bag
- (M) Paper-Cutting Knife
- (M) Hospital Room Key
- (M) 4-iron
- (M) Small Key
- (M) Use: Hospital Room Key
- (M) Use: Small Key

Equipment:

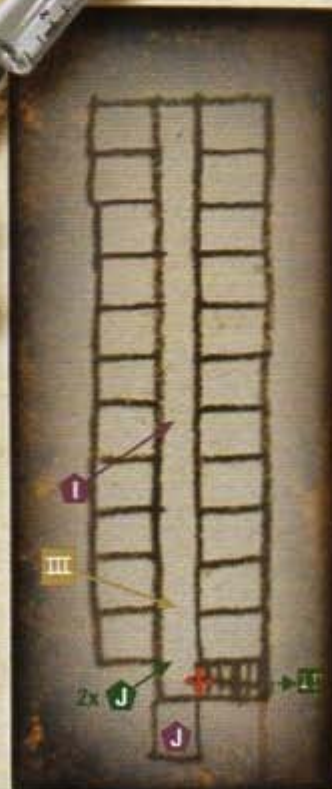
- (M) Ampoule
- (M) Holy Candle
- (M) Nutrition Drink
- (M) Pistol Bullets
- (M) Revolver Bullets
- (M) Saint Medallion

Monsters:

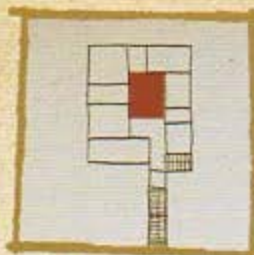
- (M) D Mothbat
- (M) J Nurse
- (M) K Wheelchair
- (M) F Tentacles

The location of the items will be determined randomly with every new game

Hospital 2F



hospital



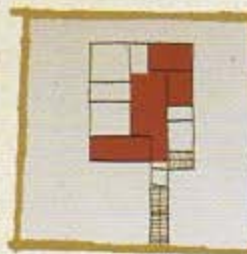
I Hospital, 1F

Henry wakes up in a hospital after a brief cut scene. He will then run out of the room and be attacked by a swarm of Mothbats. Use the Bug Spray before stamping on them to finish them off.

Turn on your heels and head back to the Emergency Room. You'll find neither George Clooney nor the man you've seen in the hospital intro-sequence there, only a Nurse monster (Fig. 1). These freakish angels of no-mercy know only one pattern of attack: they approach slowly and deliberately, their sole intention being to hit Henry as hard as they can with their blunt weapons. As they get closer, they will hit harder and faster, making them very difficult to stop. The situation will become even more dangerous if several Nurse monsters attack Henry at the same time. The only way to stop the onslaught is to hit first and ask questions later. Richard's Revolver works a treat on these fiends, as one shot will floor them instantly. After firing from a short distance, stamp on the Nurse to finish it off in the usual fashion.



01



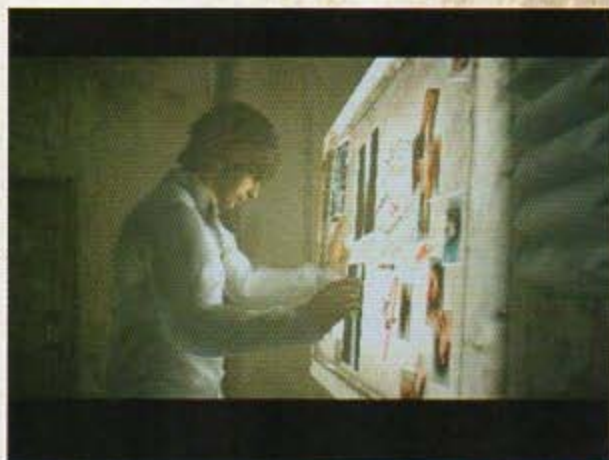
At the lower end of the hallway you'll find **Eileen's Bag** (Fig. 2). Later on, Henry's neighbour can use it as a weapon. It's almost time to head up to the next floor, but not before you've done a little exploring downstairs and picked up some useful items.



02

You'll find an **Ampoule** stored in the supply room. This is a rare and extremely potent remedy. Although it's guarded by two Nurse monsters, you don't have to fight them. Simply open the door, run to the shelf, take the Ampoule and run back outside – if you're fast, the monsters won't even notice you.


The **Nurse's Memo** in the reception reveals that the key to Eileen's hospital room has been lost. Henry looks at the x-ray screen and gets distracted by thoughts of Eileen (Fig. 3). (If you have already found Eileen, you won't see this cut scene.) Finally, you'll find a **Paper-Cutting Knife** next door in the office. This neat weapon isn't exactly powerful, but it's very fast.



03



Nurse



III Hospital, 2F

The long passageway seems eerily silent – apart from the incessant creaking of the empty wheelchairs, rolling sickeningly up and down. You should avoid touching them

at all costs, although you can slow them down with several hits and may even be able to stop some of them in their tracks. Stopping them will also nullify their dark aura, which is identical to that emitted by Victims. If Henry doesn't zoom towards it when you press Attack, the wheelchair has been deactivated (Fig. 4). The next time that you enter the hallway, the wheelchairs will be rolling again, but they'll be slower. Furthermore, the number of wheelchairs will increase with time.



04

On the next floor of the hospital the order of the rooms will be determined randomly with each new game. Therefore, it is only possible for us to tell you what kind of rooms you will find there, rather than their exact location. One thing is certain, there are two rooms that you must find in order to progress further in the game. Before you start running around and opening every door in sight, you should first go to the elevator next to the staircase (Fig. 5). Press the button on the right side to call the elevator. That's all you need to do for now. Don't bother going inside, unless you fancy cosying up to a Nurse. It's really important that you take this step to ensure that the elevator is no longer waiting on the first floor.



05

Eileen's room is the only locked door on 2F. If you've found the door but not yet found the key, you should have a look at the ingame map so that you can get your bearings. The **Hospital Room Key** can be found dangling from the mouth of a snake statue (Fig. 6) in one of the other rooms. When you take it, a cage will crash down, locking you inside. Use the **Hospital Room Key** to escape (you'll have to manually select it from the inventory). The cage door will open, and the key will remain in the inventory so that you can use it to open Eileen's hospital room.



06

You'll find one of the following items in eight of the remaining twenty rooms: a **4-Iron**, some **Revolver Bullets** (for Richard's Revolver), a **Saint Medallion**, two **Nutrition Drink** bottles, two **Pistol Bullets** boxes and one **Holy Candle**. You can use the candle to ward off ghost hauntings. For the time being it's probably best to put it in the chest back home. Be warned, not everything you find will be a pleasant surprise. A Nurse awaits you in one room, and you'll meet two more in another room. And then there are yet more **Mothbats** and **Tentacles** to contend with. As you won't find anything useful in occupied rooms, you can always just turn around and run away. The remaining seven rooms contain some strange and disgusting displays.

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Come on Eileen

After having found the right hospital room and opened it with the Hospital Room Key, you should talk to Eileen. She will then decide to accompany Henry (Fig. 7). If she's standing close to a door that Henry opens, she'll go into the next room with him. As a result of her injuries your hapless neighbour is unable to move very fast. If the distance

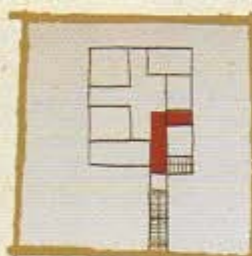


07

between the two characters gets too great, Eileen will hang back. This is not too much of a problem, as even if you leave her in the company of several monsters they will be unable

to kill her, although they'll certainly give her a good beating and frighten the life out of her. However, it's important to note that Eileen's condition has an influence on which ending of the game you unlock. **?? Page 131** Basically you can still move Henry around as freely as you wish, but you must always ensure that if you leave an area, Eileen is alongside you. Otherwise you'll see the warning message, "I just can't leave Eileen all alone".

Eileen's location will appear on the map as a red triangle. If she's standing beside you and you have Eileen's Bag with you, equip it. As soon as an opponent approaches, Eileen will then use her bag to hit the evil monster over the head. To find out more about the teamwork between Henry and Eileen, please refer to the information in the How to Play chapter on page 22.



IV Hospital, 1F

The next destination for Henry and Eileen is the hole in the washroom, back down on the first floor (Fig. 8). On leaving the hospital room you'll notice that the wheelchairs in the passageway have disappeared. But two Nurse monsters have spawned close to the elevator.

Another pair can also be found patrolling the corridors



08

on the first floor. Examine the hole in the wall while accompanied by Eileen and return to Room 302.



V Room 302

Henry wakes up in his bedroom again – with Eileen nowhere to be seen. Something clatters in the living room, but she isn't there, either. The noise was the result of the ceiling fan crashing to the

floor. If Henry was injured in the hospital you'll notice a disturbing new development: room 302 no longer has any healing properties. You must therefore take extra special care of his health from now onwards and try to collect as many health items as possible when outside the apartment.

The **Red Diary – July 20** will be lying under your front door. The envelope also contains a **Small Key**. After picking it up, go to the shelf closest to the window. Three new diary pages can be found here: **Red Diary – June 11**,



Red Diary – ???? and **Red Diary – June 14**. Return to the hospital through the hole in the storage room, taking the new key with you. You can leave the Bug Spray behind in the box. Note that you can only put weapons for Eileen in the box when she isn't using them, and you can only unequip Eileen's items when she is close to you.



VI Hospital, 1F

As Eileen can't see the holes in the wall, let alone use them, you must find another route. Head for the empty elevator shaft (Fig. 9). If the elevator is still there, you'll have to take

the staircase to 2F, call the elevator up and return via the stairway to the first floor. Open the door on the other side of the elevator shaft on the first floor with the **Small Key**, and head into the basement. Three Nurses will greet you on the basement stairs. Open the next door to emerge on a spiral walkway, which leads further down into the fog (Fig. 10).

The in-game map is disabled in this area. There's a hole leading to Room 302 only a few steps away from the exit. Through the exit door you'll find South Ashfield Station.



09



10



Home, Sweet Home

Until now Room 302 has been a safe haven. Once you leave the hospital, it will cease to be your sanctuary. From now on your home will be haunted. Get ready to experience a wide array of sinister happenings. Your windows may clatter, the handles of the clock may spin out of control, your shoes may walk to the kitchen without the aid of feet. Okay, so shoes walking in the kitchen might not seem that spine-chilling in itself, but all these ghostly effects have an unpleasant consequence, namely that Henry loses life energy when he's close to them. It's an effect similar to when he's in the presence of a Victim. However, in room 302 this effect is even more potent. There are several ways to deal with this problem: carefully avoid the haunted zones, wear a **Saint Medallion** for protection or exorcise the ghosts with a **Holy Candle** (Fig. 11). The amount of occult phenomenon that manifests in the room will depend on Eileen's condition. The exorcising of the phenomenon will also have a direct influence on which ending of the game you

will see. You can read everything there is to know on the topic of Ghost Hauntings and the different endings in the Secrets chapter. **?? Page 131 and 136-137**



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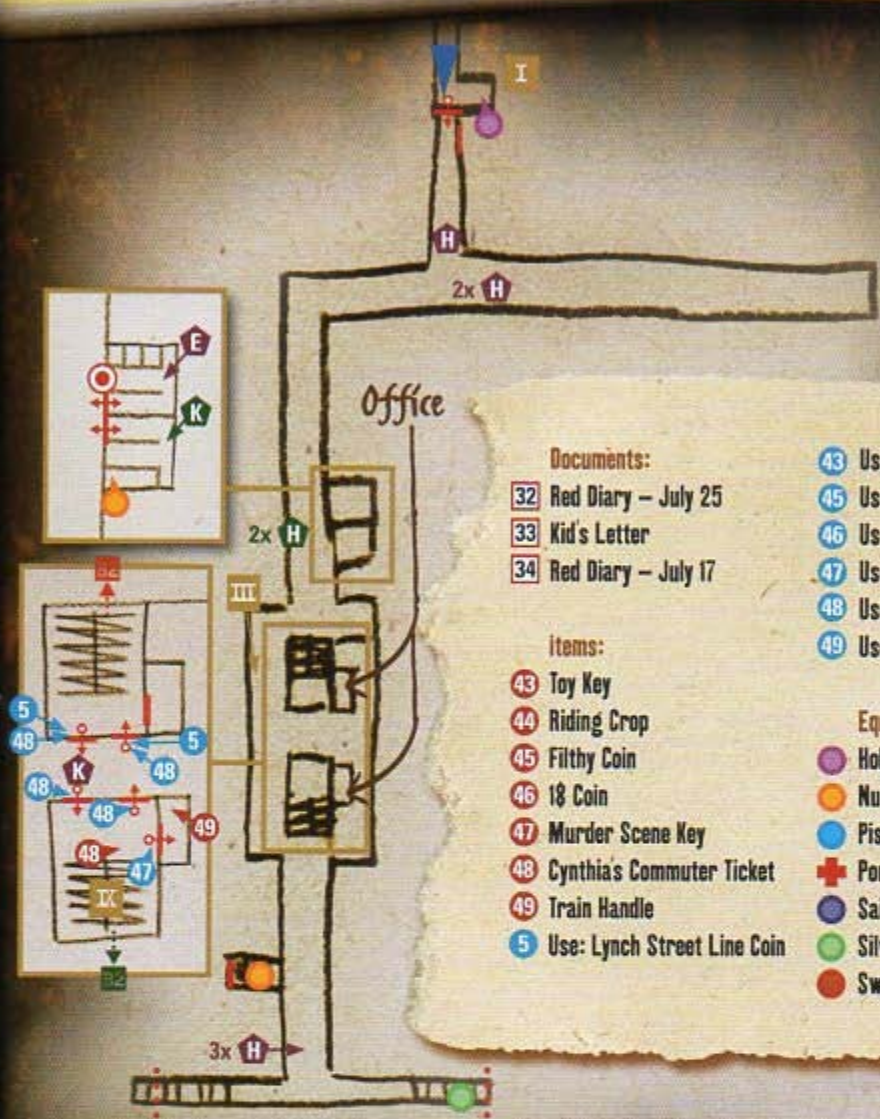
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SUBWAY WORLD-2ND TIME



Documents:

- 32 Red Diary - July 25
- 33 Kid's Letter
- 34 Red Diary - July 17

Items:

- 43 Toy Key
- 44 Riding Crop
- 45 Filthy Coin
- 46 18 Coin
- 47 Murder Scene Key
- 48 Cynthia's Commuter Ticket
- 49 Train Handle
- 5 Use: Lynch Street Line Coin

Use:

- 43 Use: Toy Key
- 45 Use: Filthy Coin
- 46 Use: 18 Coin
- 47 Use: Murder Scene Key
- 48 Use: Cynthia's Commuter Ticket
- 49 Use: Train Handle

Equipment:

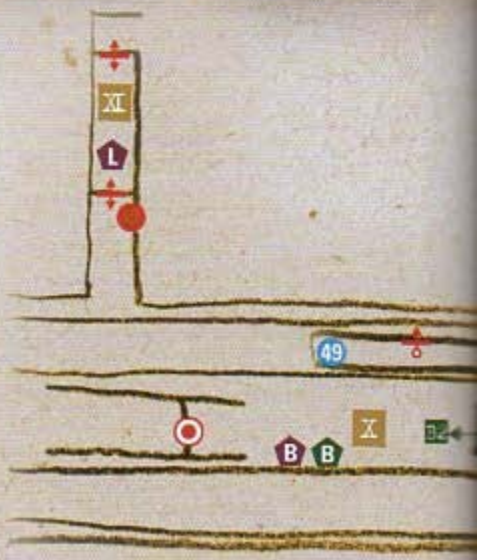
- Holy Candle
- Nutrition Drink
- Pistol Bullets
- Portable Medical Kit
- Saint Medallion
- Silver Bullets
- Sword of Obedience

Monsters:

- E Tremer
- H Rubber Face
- A Sniffer Dog
- B Victim
- C Wall Man
- K Ghost-Cynthia
- L Man with the Coat

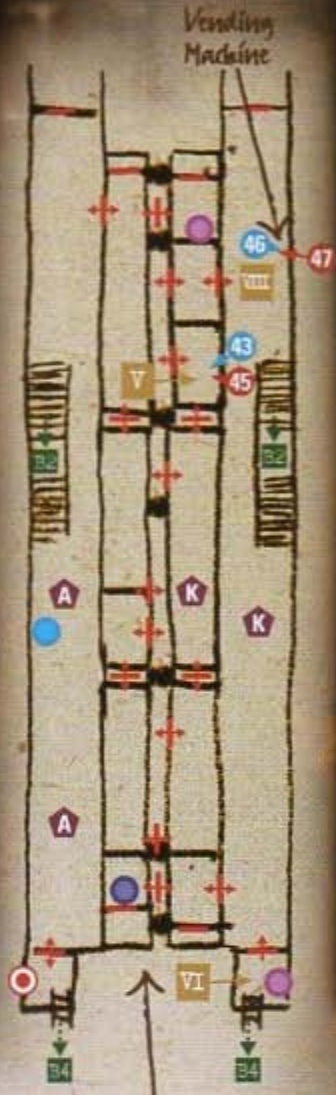
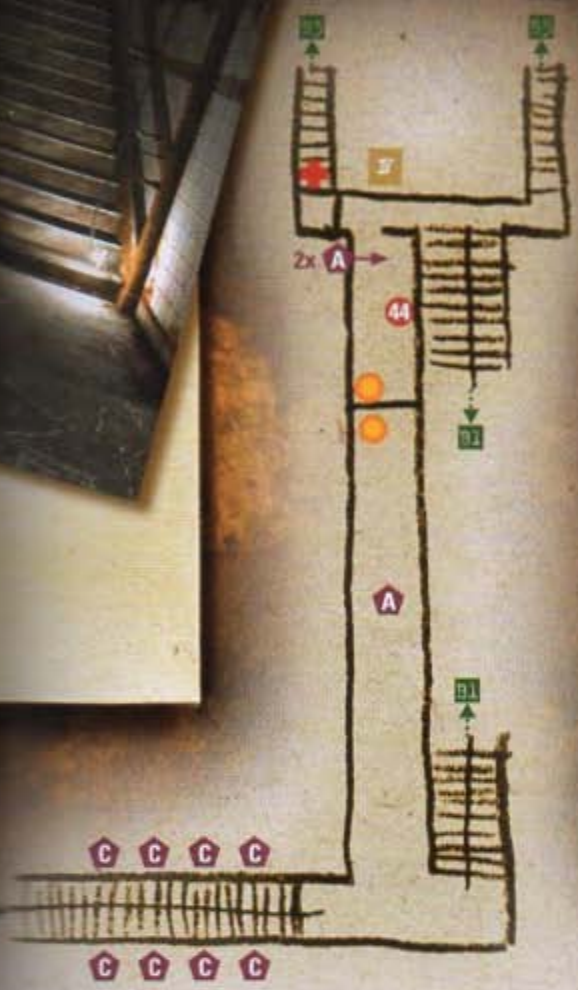
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Room 302



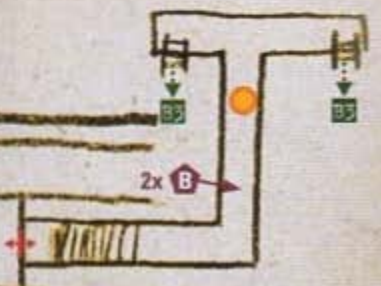
Subway B3

Subway B2



Lynch Street Line

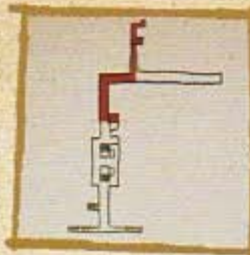
King Street Line



Subway B4

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I Subway, B1

You're now entering the subway area behind the closed door in the northeast. Take the **Holy Candle** you find there. Some Rubber Faces will be lurking in the next hallway (Fig. 1). Go past the spot where you first met

Cynthia and head for the Ladies. Crush the Tremers in the corner so that you can enter the hole in the wall.



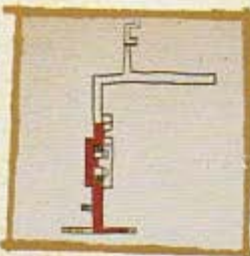
01



II Room 302

From this point in the game, whenever you return to your apartment your room may well be haunted (also see pages 136-137). The man who lived there before you wrote his insights on this topic in the **Red Diary** - July 25,

which you'll find pushed under the door, in the usual manner. There's also a **Kid's Letter**, with a **Toy Key** inside the envelope. Take the key with you and get the **Lynch Street Line Coin** from the storage box. If you have a **Saint Medallion** and a **Sword of Obedience** in your box, you should take them with you as well.



III Subway, B1

Use the **Lynch Street Line Coin** in the same way that you did on your first visit and pass through the northern turnstile. There's someone lying in wait here who wants to stop you dead in your tracks. Cynthia

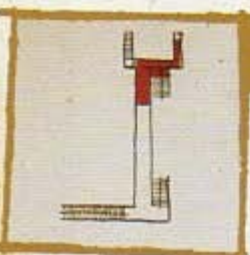
has sadly now become a Victim (Fig. 2). And quite an annoying one, at that. If you don't silence Ghost Cynthia, she's likely to pursue you all over the subway station and also at other locations. Fight Ghost Cynthia, and as soon as she hits the ground, stake her with the **Sword of Obedience**. You may have to try to impale her several times, as Ghost Cynthia has a creepy way of wriggling free whenever you try to trap her.

You'll find an extremely effective tool to use against Cynthia and other ghosts on the stairs to the southeast of this area: a **Silver Bullet**. This pistol bullet enables you to floor a ghost with just one shot. But don't forget that you'll still have to stake the ghost with a **Sword of Obedience** to permanently disable it. The bullet is

guarded by several angry Rubber Faces. **Silver Bullets** are as rare as **Swords of Obedience**, so save them for the really important battles.



02



IV Subway, B2

On level B2, in a side passageway, you'll find a **Riding Crop**. This is a very effective weapon for Eileen to wield, so equip it as soon as possible. As you will already have noticed in the Hospital, you'll find a lot more health items

scattered around now. It's a good idea to take time to look at the maps when you first enter a location and make sure you get all available items in a particular area. Also bear in mind that any items left behind from your first trip down to the subway will still be here (also see maps on pages 33-34).



V Subway, B3

Examine the toy box that you saw when you previously explored the subway carriages (Fig. 3). Use the **Toy Key** to open it, and take the **Filthy Coin**. (If you don't already have

the key, you'll find it in an envelope in Room 302. See page 78.) You'll have to clean the Filthy Coin at home, so head for one of the holes in the wall – preferably in the southwest of this floor (Fig. 4). You could always return via the hole in the Ladies, but then you'd have

to have the Lynch Street Line Coin, which would take up an extra slot in the inventory.



03



04



Hopefully you took the time to open the door in the small room in the southeast of the platform on your first visit to subway world. If you did, you can walk straight through to reach the hole in the wall on platform B4 (at point VI). Otherwise you'll

face a tedious trek through the subway train (see map on page 40).

You'll hit a serious snag as soon as you try to go down one of the ladders to B4; Eileen can't follow you because her arm is in a sling (Fig. 5). This means that you'll have to leave her in one of the small rooms

upstairs. Read more on pages 22 and 138 about how this will affect your game.



05



VII Room 302

Joseph's typewriter seems to be in overdrive. You'll find yet another document pushed under your front door, the **Red Diary – July 17**. Go to the

kitchen sink and use the **Filthy Coin** in order to clean it and reveal the **18 Coin**. The symbol should remind you of the strange vending machine in the subway. Leave anything that you no longer require in the box, such as Eileen's Bag and the Lynch Street Line Coin.



VIII Subway, B3

Go to the northeast of the platform and use the **18 Coin** on the strange vending machine (Fig. 6) to get the **Murder Scene Key**. The

"murder scene" is of course the place where Cynthia died. No prizes for guessing your next destination. Just like on your first visit to Subway World, you'll have to get to a ladder, go down to Level B4 and run to the platform of the King Street Line. You must then once again battle your way up the long escalator, past all the Wall Men, towards Level B2. Take the stairs up to B1.



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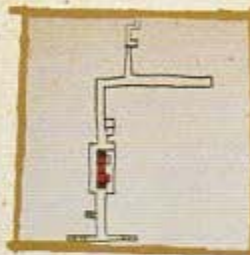
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07



IX Subway, B1

You'll find **Cynthia's Commuter Ticket** amongst all the debris on the floor that must have spilled out of her handbag during the murder (Fig. 7). Now you can pass through both turnstiles. Open the office door with the **Murder Scene Key**. You'll find the **Train Handle** inside, which can be used to move the King Street Line train. Before you do that you should go back and collect Eileen. Now that you have **Cynthia's Commuter Ticket** you can walk through both turnstiles and quickly reach the Lynch Street Line on B3.

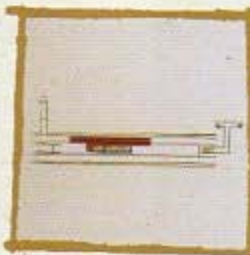
If you've left Eileen alone for an extended period of time, you'll notice that her skin is rather discoloured. It looks extremely unhealthy, and that can't be good news. (You'll find more information on this topic on pages 22 and 138.) But for now you're happy just to be together again, heading in the direction of the King Street Line train on Level B4. First you must pass through the turnstiles on B1. Use **Cynthia's Commuter Ticket** to enter the King Street Line area, then head down the stairs towards the southern section of Level B2. Now the only thing left to do is run down the long escalator, past all the grasping Wall Men, fortunately for the last time (Fig.8).



08



09



X Subway, B4

Feel free to leave Eileen standing alone on the platform if you want to go back home for a while and save the game. Just don't leave her too long! (You can also put the commuter ticket in the box now). Enter the subway train through the door on the right, then run through the carriage right up to

the driver's cabin (Fig. 9) at the front. Use the **Train Handle** to make the train move. It will stop after only one wagon's length, but that should be enough. Head through the open door on the driver's side into the passageway leading north and downwards. In front of this door you'll find a rare **Sword of Obedience**. On opening the door you'll see a short cut scene and meet a rather unpleasant apparition: the Man with the Coat.

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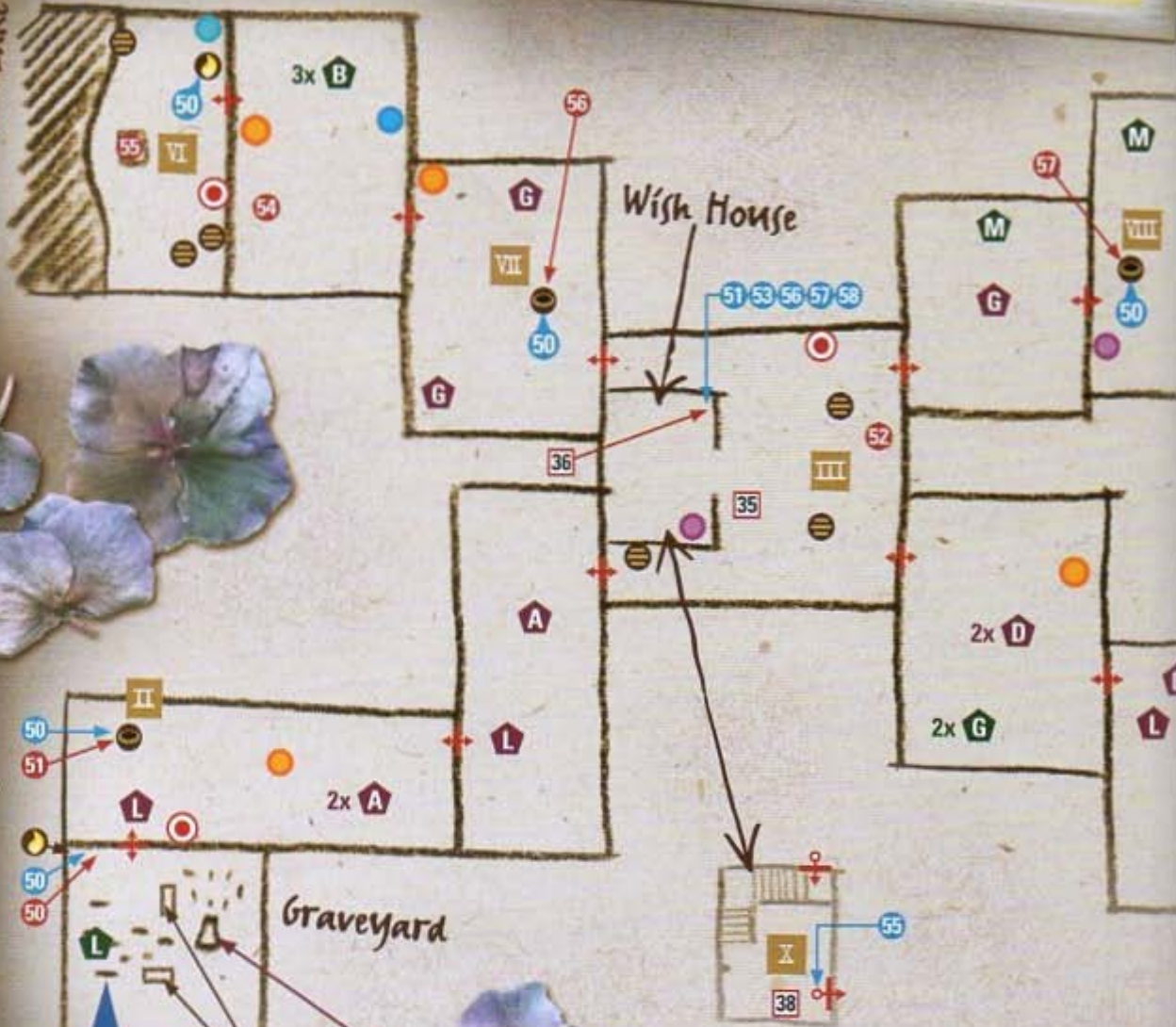
XI At the end of this cut scene you'll have to react fast – especially if Henry's life gauge is low. There's a door straight ahead, just a few feet away. The Man in the Coat is hot on your heels (Fig. 10). It's possible to fight him, but it doesn't make much sense, because you can't kill



him. Instead, just make a run for the door and open it. Enjoy the relative safety of the second spiral walkway leading downwards through the fog. Just as before, you'll find a passage that takes you back to Room 302. And at the very end of the walkway you'll find a door that leads outside to the graveyard in the forest of Silent Hill.

FOREST WORLD-2ND TIME

Tolmca Lake



Under the Wish House



Room 302

Forest



Documents:

- 35 Jasper's Burned Memo
- 36 Wheelchair Doll Text
- 37 Red Diary - July 18
- 38 Descent of the Holy Mother - The 21 Sacraments

Equipment:

- Holy Candle
- Nutrition Drink
- Pistol Bullets
- Silver Bullets
- Revolver Bullets
- Saint Medallion

Items:

- 50 Torch
- 51 Doll's Head
- 52 Chain
- 53 Doll's Left Leg
- 54 Pickaxe of Despair
- 55 Crested Medallion
- 56 Doll's Right Leg
- 57 Doll's Left Arm
- 58 Doll's Right Arm
- 50 Use: (burning) Torch
- 51 Use: Doll's Head
- 53 Use: Doll's Left Leg
- 55 Use: Crested Medallion
- 56 Use: Doll's Right Leg
- 57 Use: Doll's Left Arm
- 58 Use: Doll's Right Arm

Monsters:

- G Doublehead
- H Rubber Face
- D Mothbat
- A Sniffer Dog
- B Victim
- M Ghost-Jasper
- L Man with the Coat

- Inscription
- Well
- Holy Flame

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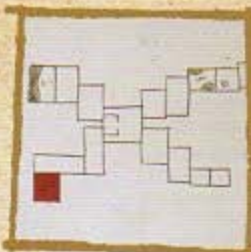
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I Graveyard

Do you remember the inscriptions in the forest that you couldn't read on your first visit (Fig. 1)? Well, fortunately Eileen can read these. She'll start to read out loud when you're standing together in front of

the mysterious writings – but only if you've already taken out all of the monsters in the area. For example, you'll have to kill all the Mothbats that are buzzing around the open grave before she'll deign to say anything.

The texts appear to form some kind of diary. There are 16 of them to be found throughout the area. Check the survey map to pinpoint their locations. You can, of course, go and read them all with Eileen, or you could do it the easy way and read the complete texts in the Secrets chapter. **Page 140-141** It's not necessary to read them all in order to complete the game.

It is, however, absolutely necessary for you to examine the burning torch in the corner on the left of the graveyard exit. According to the inscription, this is a Holy Flame. On further investigation you'll find a normal Torch right next to it, which you can take with you. It actually seems to be just another battering weapon, but this blunt instrument has another function. Use it to light your way through the darkness. You will have to be quick, as the flame will only burn for a short time. Once you find some oil to soak it with you can make it burn a little longer.

Equip the Torch and examine the Holy Flame to ignite the Torch (Fig. 2). When lighting the Torch you'll realise that the Man with the Coat is trying to shoot you in the back. The best thing you can do for now is to run to the right, go through the gate, and leave him behind in the graveyard. Examine the well in the next area (you'll find more information on this at point **01**).



01



02

The Man with the Coat

The Man with the Coat is armed with a pistol and a steel pipe (Fig. 3). If you don't watch out, you'll notice his presence only when his bullets hit you. The click of the pistol warns you that he's getting ready to fire. You can challenge him if you like, but you can't finish him off. After getting hit several times he'll fall to the ground, but sadly he is merely stunned. If you leave an area and re-enter, he'll be up and running again. Be warned, he might even follow you if you try to escape.

The Man with the Coat haunts the three sectors in the southwest of Wish House and one sector in the southeast. Listen closely for clues to his current location. You'll hear the gates open and close when he enters an area.



03

II The Well in the Southwest



You'll certainly have noticed the wells on your first walk through the forest. There are five in total, all of which are swathed in darkness, making it impossible to see down the shaft. If you examine each well with a burning Torch, you'll find one of five body parts: for example a **Doll's Head** in the well in front of the gate leading to the graveyard.

The crucial thing here is to ignite the Torch at the Holy Flame in the graveyard and to run to the well before the flame extinguishes (Fig. 4). Don't equip a different weapon on the way, or the flame will blow out and you'll have to try again. Above all, don't get distracted by the Man with the Coat.

Pick up the **Nutrition Drink** under the lantern before moving on to Wish House. Although your pursuer will continue to hound you, you'll be safe at the orphanage.



04

III At the Wish House



"At the smouldering ruins of the former Wish House" would be a more apt description of the situation. You'll find a **Chain** hanging on the red climbing frame close to the eastern wall.

Eileen can use it as a weapon; the rattle of the chain will let you know when Eileen is close by.

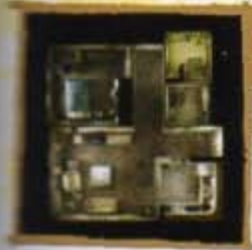
You'll find **Jasper's Burned Memo** in front of the former entrance of what used to be the orphanage. You'll also discover the **Wheelchair Doll Text** when you examine the charred doll's body in the wheelchair (Fig. 5). Both texts indicate that you should search the wells and use the **Doll's Head** on the doll in the wheelchair.

Take the **Holy Candle** with you before heading back to Room 302.



05

IV Room 302



Basically, you must be on your guard every time you return to Room 302, especially if Henry is low on life energy. There is one particular apparition that haunts the closet in the bedroom, and will drain Henry's life energy as soon as he returns. When this happens, leave the room as quickly as possible. It's absolutely imperative to exorcise this haunting by placing a Holy Candle in the right place. Unless of course you're trying to get a certain game ending... **To Page 131**

Pick up the **Red Diary - July 18** from under the front door. Then go to the storage room and climb into the... Wait! Isn't there a tank filled with oil? Have a closer look at the canister at your feet and Use the **Torch** on it (Fig. 6). Soaking the torch in oil will keep it **alight longer** the next time you use it.

After you return to the orphanage you'll have to visit four more wells: one in the southeast, one in the northwest

(in the direction of Toluca Lake) and two in the northeast. The order is not important.



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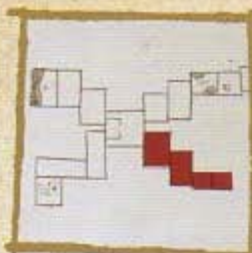
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V Forest - Southeast

When you're hurrying to one of the exits, you can leave Eileen alone in the central area. It is, however, not recommended to leave her alone for an extended period of time. Read more about this on pages 22 and 138.

One of the wells is far away in the southeast. You'll have to get past the Man with the Coat and his chainsaw to reach it. You'll find one of the extremely rare **Silver Bullets** in the area with the peculiar looking root.

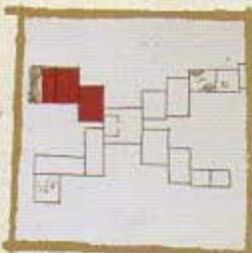
Finally you'll reach the well at point **V** on the map. A Holy Flame is blazing conveniently next to it (Fig. 7). Ignite the **Torch** and look into the well to find the **Doll's Left Leg**. If

Eileen is with you, you can listen to her reading some of the inscriptions.

?? Page 141
Afterwards you should go back to the centre and use the doll's part directly on the doll in the wheelchair to free a slot in your inventory. Even if you already defeated the man with the chainsaw, you'll meet him once again on your way back. Wouldn't you like to get your hands on such a formidable weapon? **?? Page 133**



07



VI At Toluca Lake

The next well is in the area to the northwest of the orphanage, guarded by two Doubleheads. As usual, these will come running, stand still, hit quickly and then retreat. Dodge their attack at the very last moment and fight back.

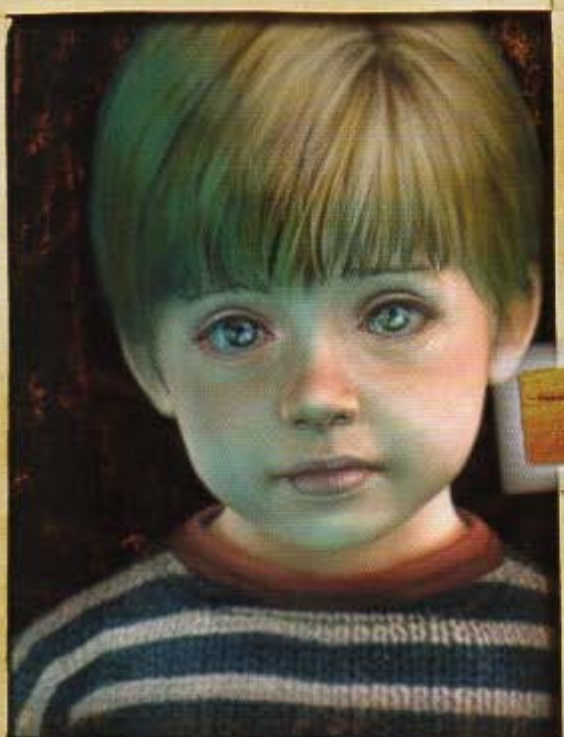
You'll find the next flame in an equally far-flung location at the edge of the lake. Close by, in a cave filled with junk, you'll find the **Pickaxe of Despair**, an extremely unwieldy weapon.

Turn left at the shore of Toluca Lake. At point **VI** you'll meet the mysterious little boy again; his name is Walter Sullivan. In this cut scene you'll also see the **Crested Medallion** (Fig. 8) on a pedestal. Soon you will have this precious object in your own hands. You'll also find some **Revolver Bullets** in a corner. And just in case you didn't take it on your first excursion to the forest, the Portable Medical Kit will be in its original place (the same goes for every other item in Forest World - see map on



08

pages 42-43). Use the hole in the rock to return to Room 302 and store some items in the box if you wish. For example, you won't need the Crested Medallion until you've assembled the doll-parts. If you have yet to dip the Torch in the oil canister in the storage room, you should do so now. Make sure you take a **Sword of Obedience** and a **Saint Medallion** with you if you're about to head for the northeastern area.



THE BOY

Henry Townshend runs across the mysterious little boy in the most improbable places. They haven't spoken a single word since they first met, but now, in the forests of Silent Hill, you will finally learn his name. The part he plays in the mystery has yet to be revealed.

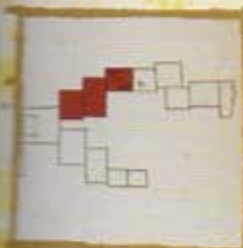


VII You'll need at least one free slot in your inventory in order to collect the next doll's part. Ignite the **Torch** with the Holy Flame at Toluca Lake and rush over to the well at point **729**. Three Victims will hassle you in the cave (Fig. 9). Don't forget that the flame will extinguish if you equip another weapon. If Eileen is with you, unequip her weapon so that she doesn't get involved in a fight with the Victims.

You'll eventually find the **Doll's Right Leg** in the well. Use it on the doll in the wheelchair at Wish House.



09



VIII Forest - Northeast

You'll find another well only two sectors further in the northeast at point **733**. Provided that you've managed to keep your **Torch** burning, you will find the **Doll's Left Arm** in the well. Don't forget the **Holy Candle** that's tucked away on the left side of the door. Should you need a Holy Flame to

light your torch, you'll find one next to the rocks where you previously met Jasper Gein for the first time. What a surprise! He's waiting there to greet you once again.

Jasper will float towards you (Fig. 10) engulfed in flames. He's almost as formidable an opponent as Ghost Cynthia in the subway. You could choose to take the Pistol and use one of the rare Silver Bullets before proceeding to stake him with a Sword of Obedience. Alternatively, you could save the bullet to use it for a worthier purpose later on. Why not use a hefty blunt instrument, under the protection of an equipped Saint Medallion, to bring Jasper to his knees – and use the Sword to impale him. Leave the Sword in place, to ensure that Jasper won't annoy you any longer in this world or in any future world.



10



IX The fifth well is in the furthest reaches of the northeast sector. You'll find a Holy Flame for igniting the **Torch** in the adjoining area after passing through the industrial building. Fish the **Doll's Right Arm** from the well, then take it back to the Wish House as quickly as possible. You can now store the **Torch** in your box when you return to 302. Four Rubber Faces are guarding the last Holy Flame.

X Under the Wish House

You must use the five body parts that you found in the wells on the doll in the wheelchair: **Doll's Head**, **Doll's Left Leg**, **Doll's Right Leg**, **Doll's Left Arm**, **Doll's Right Arm**. The wheelchair will roll away, revealing a stairway that even Eileen can use (Fig. 11). Before descending you should go back to Room 302 and

get the **Crested Medallion**. Read the book **Descent of the Holy Mother – The 21 Sacraments** in the secret chamber downstairs. **Pl. Page 148**. Insert the **Crested Medallion** in the door and continue your descent into the fog under Forest World. Behind the door at the bottom you'll find a circular room (Fig. 12). As soon as you step on the spot in the middle you'll be transported to Water Prison World for the second time.



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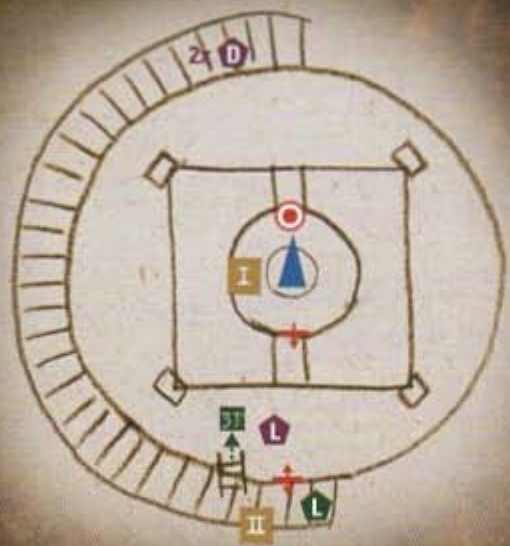
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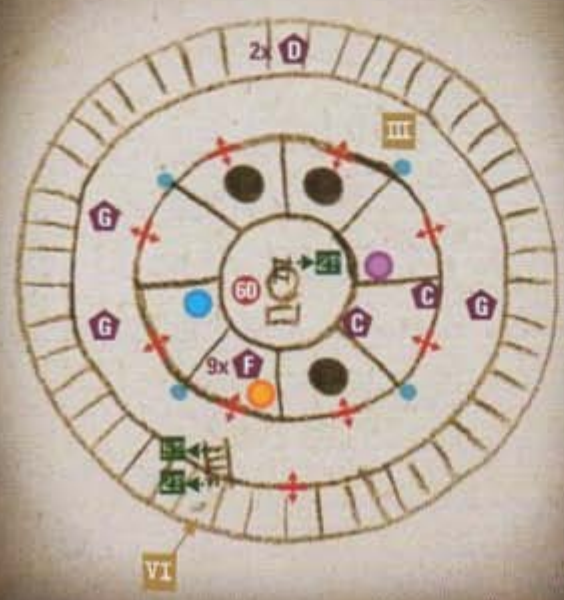
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WATER PRISON WORLD

2nd TIME

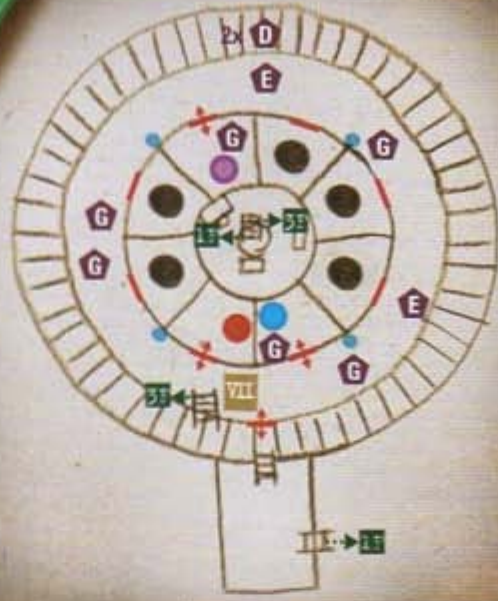


Prison RE



Prison 3F

water



Prison 2F

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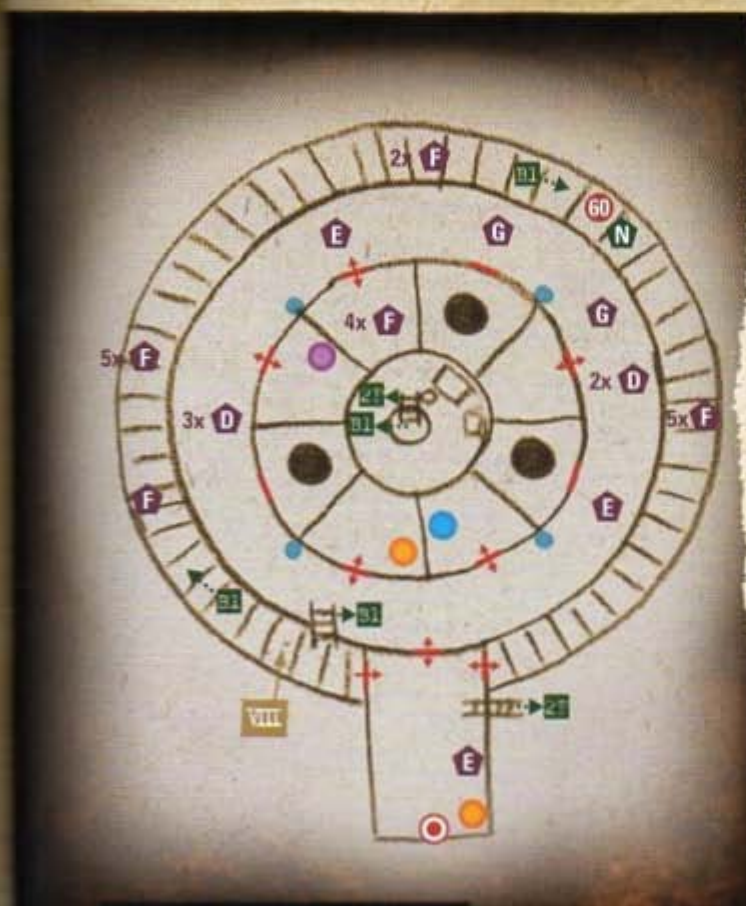
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Prison 1F

Items:

- 60 Nightstick

Equipment:

- Holy Candle
- Nutrition Drink
- Pistol Bullets
- Sword of Obedience

Monsters:

- G Doublehead
- E Tremer
- D Mothbat
- F Tentacles
- C Wall Man
- L Man with the Coat
- N Ghost-Andrew

Prison





Documents:

- 39 Red Diary – July 28
- 40 Note from the Bloody Prisoner's Shirt

Items:

- 59 Prisoner's Shirt
- 61 Water Prison Generator Room Key
- 59 Use: Prisoner's Shirt
- 61 Use: Water Prison Generator Room Key

Equipment:

- Nutrition Drink
- Pistol Bullets
- Portable Medical Kit
- Saint Medallion

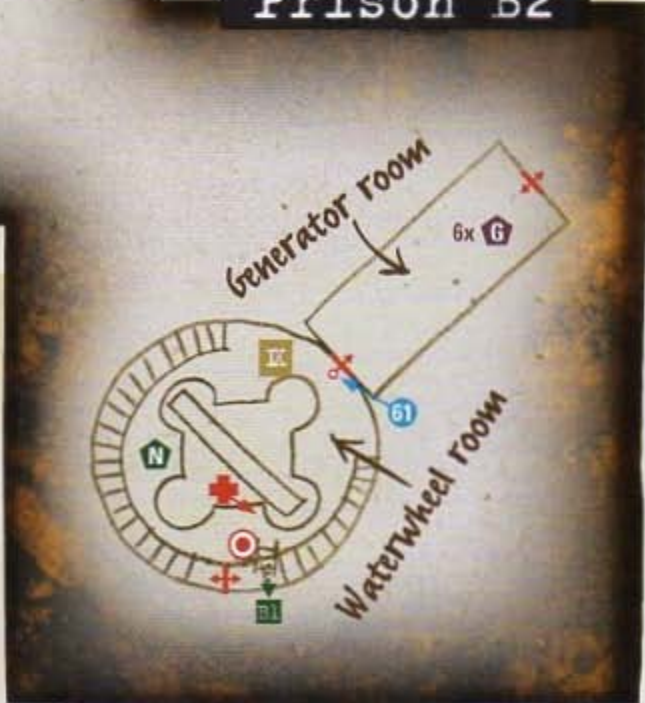
Monsters:

- G Doublehead
- F Tentacles
- N Ghost-Andrew

Prison B1



Prison B2



Room 302





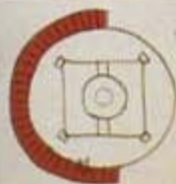
I Water Prison, RE

The elevator will take you all the way up into the dome of the Water Prison. Before you go any further, unequip Eileen's weapon. Unlock the door with the symbol on it and go outside.

The Man with the Coat will be standing directly in front of you (Fig. 1). Don't even think about taking him on, just walk straight past, go through the door, and step onto the walkway.



01



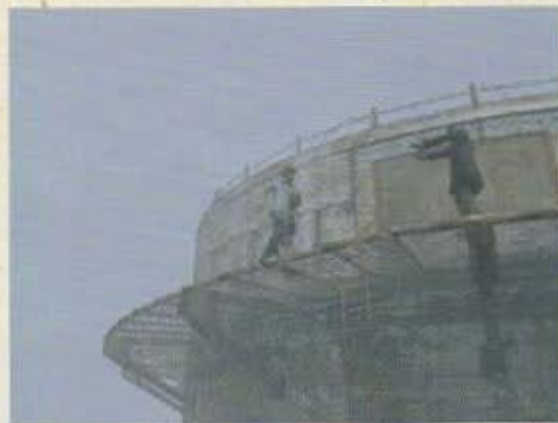
III As Eileen can't climb the ladders, you'll have to go the long way around, using the outside walkway. After taking a few steps you will hear a door closing. That's the sound of The Man with the Coat bearing down hot and heavy on your tail (Fig. 2). He will come after you

whether you fought him just previously or not.

This time the Man with the Coat is toting two pistols and letting rip with both barrels. These twin shooters will seriously damage your health as you try to make your way down to the bottom of the tower. It's up to you whether or not you try to halt your attacker with Richard's Revolver or some other weapon. The sensible option would simply be to run away and conserve precious ammo.

Hurry over to the left side with Eileen and rush down the ramp. Don't run too fast, or you'll leave her behind. It's better if you walk at normal speed, breaking into the occasional sprint and taking care that Eileen keeps up. Whatever you do, don't look back. After about half a turn around the tower you'll see a Mothbat clinging to the wall (Fig. 3). Stick to the outer edge of the walkway to avoid disturbing it. If you did unequip Eileen's weapon then she won't slow you down by attempting to fight the bugs on her own.

If you didn't manage to creep past the Mothbats unnoticed, use the Bug Spray to take them out. Then continue onwards along the walkway. If you've previously left Eileen alone in the subway or the forest she may be a little battered and bruised, and much less mobile. Should this be the case, your journey along the walkway will prove to be long, slow and dangerous.



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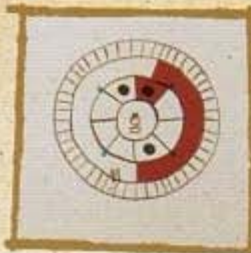
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III Water Prison, 3F

Go through the door on floor 3F to reach the cell block. Head for the fifth cell on the right, where you previously jumped down into the kitchen. This is the only route you can take, mainly because the

door at 1F, which leads from the anteroom into the cellar, is locked from the other side.

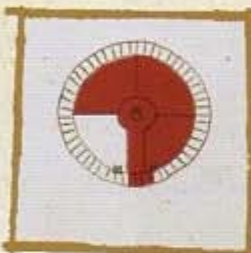
In the passageway you'll face the first Doublehead since your return (Fig. 4). Be sure to give Eileen her weapon so that she can help give the two-headed freak a good beating. Although fragile, she can certainly pack a meaty punch when she wants to (so try not to get on her bad side). Of course you'll have to part ways again when you jump down the hole in the cell – and then down several more holes, until you eventually

drop down into the kitchen. Unequip her weapon once more, so that you can put it back in the box in Room 302.

The Water Prison has been replenished with some much needed health items and equipment since your last visit. Have a look at the maps on pages 88-90 to find out where they have all been left. You should be able to get a **Nutrition Drink**, **Pistol Bullets** and a **Holy Candle** on Floor 3F without having to make a major detour or face any serious danger.



04



IV Water Prison, 1F

Once you're in the kitchen, go straight to the death chamber. Don't worry about the code lock, the door will still be open. Pick up the **Prisoner's Shirt** from the floor. You'll need to find some

coloured liquid to reveal what's written on it. Finally, a use for that unsightly bloodstain in the bathroom in Room 302!

Time to check out the Dining Hall. Take the **Nutrition Drink** hidden there and collect the **Saint Medallion**. It's lying on a bench and can be easily overlooked (Fig. 5). Once outside the Dining Hall, take a short detour to visit the Surveillance Rooms. You'll find a

Nightstick in 3F (Fig. 6). You don't have to take it, but it's an effective weapon for Eileen to wield. Use the ladders outside on the walkway to reach the first floor. Unlock the door to the anteroom. Climb into the hole in the wall and get back to Room 302.



05



06



V Room 302

The **Red Diary – July 28** has been pushed under the front door. Read it, then go into the bathroom and examine the bloody mess (Fig.7). Use the **Prisoner's Shirt** from the death chamber on the bathtub; the blood

will make the **Note from the Bloody Prisoner's Shirt** materialise as if by magic. After you've read the note, the ghost of Andrew DeSalvo will be released to haunt the cellars of the Water Prison. The note also tells you what you have to do with this poor soul: you are supposed to persuade him to give you a key, preferably by staking him with a **Sword of Obedience**. You can pick one up in the Water Prison, so you can leave any spares in the storage box. Make sure that you take the following items with you: a **Saint Medallion**, and a **Silver Bullet** if you have one. The **Nightstick** will suffice as a weapon for Eileen, so you can store all her other weapons in the box.

Now you should hurry back to Eileen. She's probably been driven half crazy since you've been gone. Go through the

door on the right and up the ladders on the outside of the prison to reach 3F and rejoin her in the cell.



07



VI Water Prison, 3F

You have to walk around the outside of the tower again to reach the next level. The relentless Man with the Coat will reappear just in case you were missing him (Fig. 8)! It's

up to you if you want to go past him (in which case you should unequip Eileen's weapon) or if you want to fight. Either way, any peace will be short lived, as your nemesis will continue to harass you whenever you step out onto the walkway. So, as usual, the best tactic is to ignore him and keep running.



08



VII Water Prison, 2F

Time for a short visit to Floor 2F. Enter the cell section and walk into the first cell on the left. Examine the bed (Fig. 9) to pull out the **Sword of Obedience** hidden underneath. (This is the

"sword with the triangle handle" mentioned in the Note from the Bloody Prisoner's Shirt.) Following this, continue your journey to the basement via the outer walkway.



09



VIII Water Prison, B1

When you open the door leading from the anteroom in 1F into the cellar, a short cut scene will herald the arrival of yet another ghost. This will only happen if you've already deciphered

the Note from the Bloody Prisoner's Shirt. The ghost of Andrew DeSalvo will be released to haunt the basement passageway (Fig. 10). If you want an easy life, shoot him with a Silver Bullet, then stake him with a **Sword of Obedience**. You'll then get the **Water Prison Generator Room Key**. If you don't have a Silver Bullet the battle will take much longer. The protective powers of a Saint Medallion will be of some help here.

A **Sword of Obedience** and a **Silver Bullet** will also come in handy at the beginning of the next world. If you don't have a **Sword of Obedience** in your box, don't forget to retrieve the one that you stuck into Andrew. Unfortunately this will mean that he's free to haunt again. He'll follow you to the waterwheel room

and you'll also meet up with him later in the Building World. But that's something you'll have to put up with – especially if it gives you a chance to silence the ghost of Richard Braintree.



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IX Water Prison, B2

Now head for the waterwheel room. Here you'll find that a giant worm has taken up residence in the wheel. Open the door to the generator room with the **Water Prison Generator Room Key**.

You'll be ambushed by a horde of Doubleheads in the passageway (Fig.11). Try to shake them off by running around the generator, or stand and fight your way through the throng of two-headed fiends.

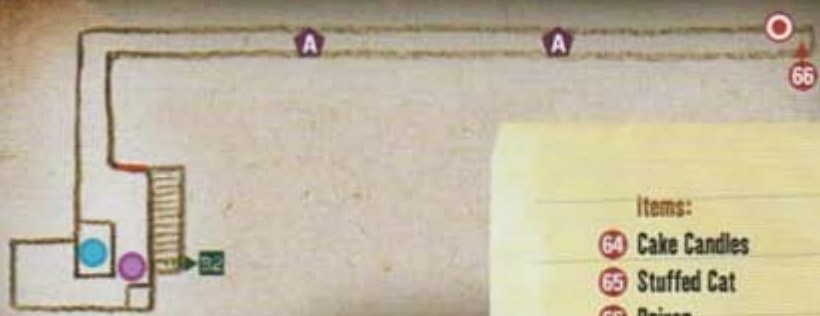
If you're having trouble getting past the Doubleheads and you're looking for more ammunition, go outside to the waterwheel room and crawl back to 302 to get some. You can safely leave Eileen in the waterwheel room while you battle the Doubleheads. Once you've made it through this tricky passage you'll reach the next fog-bound spiral walkway. Building World awaits at the bottom of the stairs.



11

BUILDING WORLD-2nd TIME

Building B1



Building B2



Building B3



Building B4

Building B5



Albert's Sports

- Items:
- 64 Cake Candles
 - 65 Stuffed Cat
 - 66 Driver
 - 67 3-Wood
 - 63 Use: Volleyball
 - 64 Use: Cake Candles

- Equipment:
- Holy Candle
 - Nutrition Drink
 - Revolver Bullets

- Monsters:
- E Tremer
 - A Sniffer Dog
 - B Victim
 - O Ghost-Richard



Building B6

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Building B7



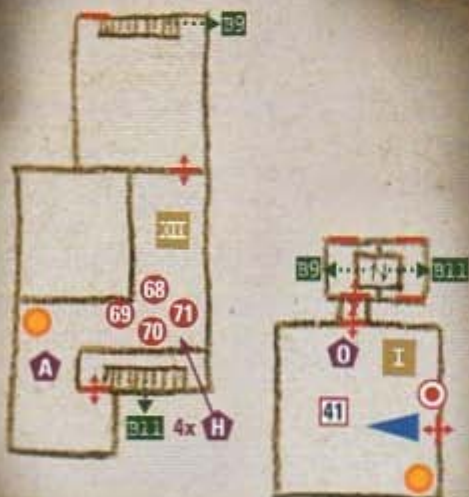
Building B8



Building B9



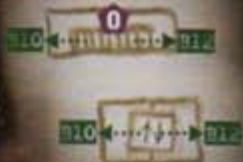
Building B10



Building B12



Building B11



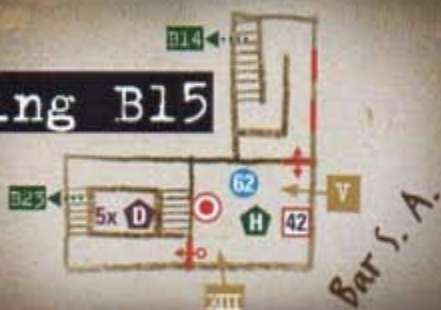
Building B13



Building B14



Building B15



Room 302



43
44

Building B16-22

Building B23

Documents:

- 41 Reminisces
- 42 Later Bartender's Memo
- 43 Red Diary - July 29
- 44 Red Diary - August 7

Items:

- 62 Billiard Ball
- 63 Volleyball
- 68 3-iron
- 69 7-iron
- 70 8-iron
- 71 Sand Wedge
- 62 Use: Billiard Ball
- 65 Use: Stuffed Cat

Equipment:

- Holy Candle
- Nutrition Drink
- Pistol Bullets
- ✚ Portable Medical Kit
- Revolver Bullets
- Saint Medallion

Monsters:

- E Tremor
- H Rubber Face
- D Mothbat
- A Sniffer Dog
- B Victim
- I Wheelchair
- K Ghost-Cynthia
- M Ghost-Jasper
- O Ghost-Richard
- F Tentacles
- P Frame Man



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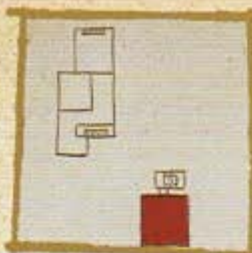
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I Building, B10

On re-entering the Building World you'll see a short cut scene before coming face-to-face with Richard Braintree in his current incarnation, Ghost-Richard (Fig. 1). First he'll try to intimidate you with his jerky movements and then he'll start to hit you. His most

annoying tactic is when he disappears, then reappears behind Henry's back. He will then attack with lightning speed and suck Henry's life energy. But despite all his posturing, Richard is as vulnerable as all the other ghosts and can be quickly dealt with using the tried and trusted Silver Bullet and Sword of Obedience technique.

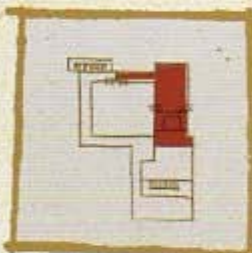


01



02

After dealing with Richard pick up the **Reminiscences** document that is lying on the ground to the left, between the cars (Fig. 2). The text may seem a bit strange on first reading, but it tells you what you need to do in this area: tidy everything up! Enter the elevator and go down.



II Building, B12

Exit the elevator on the same side in which you entered. You'll find another **Holy Candle** in the small backyard (Fig. 3), which is useful if you want to exorcise some of the occult phenomena back in Room 302. Later on you can take the right-hand elevator to get

some Revolver Bullets on level B8, but for now you should only use the left-hand elevator.

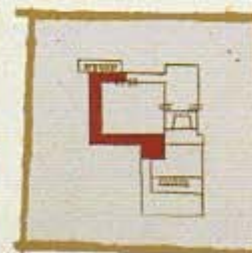
The obvious problem with this world is that Eileen won't be able to follow you down the ladders. Leave her behind in the elevator, while you take the ladder into the basement room with the broken showers. Before you leave the basement via the ladder on the opposite side, you should pick up the white **Billiard Ball**, which is lying in the corner (Fig. 4). Exit the basement and run through the narrow streets to the right.



03



04



III On your way down to the door in the south of this level, you'll witness a conversation between young Walter Sullivan and the Man with the Coat - who'll reveal his name for the very first time. After this cut scene a Victim will appear

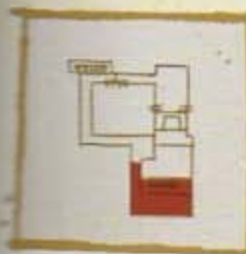
behind you. It will also turn up later, when you return to the elevator after having visited the bar. Under certain circumstances you might meet another ghost at this particular location - tragic Cynthia.



Cynthia's Ghost

If you didn't silence Cynthia's ghost in the subway with a Sword of Obedience, then you'll also meet her here in Building World. And if you decide to let her go without staking her this time around, she'll pester

you again and again, turning up in the Pet Shop or in the Apartment World. You can also meet Ghost-Jasper here.

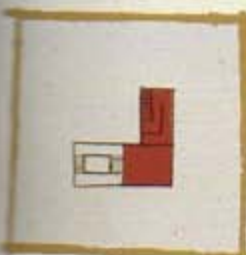


IV You'll find a **Volleyball** amongst all the cardboard boxes (Fig. 5), and a **Saint Medallion** in the corner on the right-hand side. If there's no room in your inventory, you can collect these items on your way back from the bar,

which just happens to be your next destination, provided that you can get past the wheelchairs on Floor B13.



05



V Bar S.A., B15

Use the **Billiard Ball** on the pool table (Fig. 6) to fulfil the first of the four conditions referred to in the Reminisces text.

You'll find the **Later Bartender's Memo** on the bar. Read it and you'll discover that the phone number of the bar has changed, as has the code for the door. Before you can start to think about opening any doors you'll have to go back to the elevator and get Eileen. If you've forgotten where you left her, check the ingame map. Her position will be marked with a red triangle.



06



VI Elevator, B8

Press the top button in the elevator to go down to B8 with Eileen. If you used the elevator on the right, you can exit through the door that leads north and pick up a box of **Revolver Bullets** in a passageway full of Rubber Faces. If you're not interested

in the ammunition, leave the elevator and head south (via the door next to the buttons).

If you previously silenced Ghost-Richard with a Sword of Obedience, feel free to congratulate yourself. If you didn't, you'll face another duel with him now. Your next stop will be the Sporting Goods Shop.

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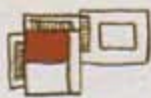
Water Prison

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VII Albert's Sports, B5



If you still haven't silenced Richard, he'll welcome you here in his usual friendly manner. Put the **Volleyball** in the basket, alongside all the other volleyballs (Fig. 7). Then grab the **Cake Candles** from the counter and take them up to the birthday party room on B3.

Sooner or later you should pay a brief visit back to Room 302 to save your game and stock up on supplies.



07

VIII Room 302



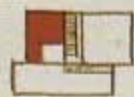
You'll find the **Red Diary - July 29** under your front door after your first return from Building World. When you look out of the window to get the new phone number of the bar, you'll be sorely disappointed. The

billboard still features the old telephone number.

Walk over to your telephone in the bedroom and call the number of the old bar (555-3750). An answerphone message will tell you the new number: 555-4890.



IX Building, B3



A Victim will be floating around in the birthday party room when you arrive. Some people never know when to leave! Put the **Cake Candles** on the cake (Fig. 8). Take the **Stuffed Cat** standing next to the

door. If you want to collect some additional items such as a **golf club** you can explore further upstairs— but this is not essential.

When you've seen enough of the upper levels, return to the sports shop and continue onwards to the Pet Shop.



08

X Pet Shop, B7



Put the **Stuffed Cat** in the cage on the counter of the Pet Shop (Fig. 9). You should now hear a clock strike. You can then leave the Pet Shop through the back door and go down the stairs into the upside-down

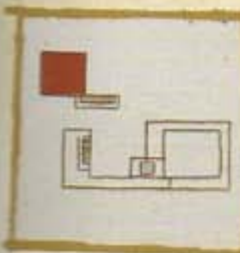
room — accompanied by Eileen, of course.

On leaving the shop you'll see a newspaper lying on the floor. If you read this and return to the shop later on, the shop will have changed in an interesting way. This event doesn't have much importance in terms of the overall game plan, but it does provide an interesting tit-bit of information, namely that the shop owner was an early victim of Walter Sullivan.



09

XI Building, B8



If you've been following this walkthrough to the letter, you will not yet have experienced the strange upside-down room. Take particular note of the clock hanging on the wall in the background (Fig.10). If you've put everything in its correct place (Billiard Ball, Volleyball, Cake Candles and Stuffed Cat), you will have fulfilled the four conditions as outlined in the Reminiscences text. The clock will then strike and you'll be able to open the door behind it.

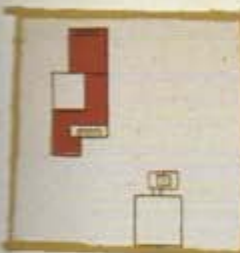


10

Step through the door and enjoy a rare unmolested walk down two floors, provided that you previously staked

Ghost-Cynthia and Ghost-Jasper. If you left them to roam free then they will be dogging your every footstep.

XII Building, B10



Behind the door on Floor B10 you'll discover a veritable menagerie of fiends (Fig.11). It's rather difficult to get Eileen past the over-excited primates, so this encounter will probably end in a fight. What you lose in terms of

life energy you can make up by collecting up to 4 golf clubs here. The downside is that you will have to wrestle them from the claws of the Rubber Face monsters.

At the other end of this area you'll find a staircase leading down to B12. There you can finally unlock the door that leads to a familiar passageway (Fig. 12). At last you can go into the bar with Eileen. However, be aware that new opponents will appear on the stairs on the other side of the wheelchairs and there will also be some monsters lurking in the bar.



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XIII Bar S.A., B15



Watch out! A Rubber Face wants to welcome you as his favourite regular (Fig.13). But all you want to do is get the hell out of that bar in one piece! Enter the new code into the numberpad, the one that you got

when you called the original phone number in Room 302. It's the last four digits of the new phone number- 4, 8, 9, 0.

Your only possible direction from here is "ever downward". The staircase leads to B23 and a swarm of Mothbats.



13

XIV Building, B23



Take the **Portable Medical Kit** before you open the door. Gigantic Wall Men in colossal picture frames are being lowered and raised. The exit is on the opposite side, but you can't open it yet. Notice the inscription,

which paraphrases the secret of this chamber: "To reach the deepest part, you must defeat the One Truth." The "One Truth" is your vital clue: only one of the twelve Wall Men is the real one. You can identify him in the following way: when you hit the correct monster, all the others will flinch (Fig. 14). Once you've ascertained the identity of the "One Truth" simply keep

shooting or hitting it until you see a message confirming that the lock has opened. The position of the real Wall Man will be determined randomly, but there's a high probability that he'll be on the right or left side of the exit. If you don't succeed there, try the one next to the entrance.



14



15

Behind the exit you'll find another fog-bound walkway – the last of it's kind. If you're taking the usual route to Room 302, you'll find the **Red Diary – August 7** has been slipped under the door. This detour isn't strictly necessary

at this point in the game as the new diary page will still be there the next time you return to your room.

At the very end you'll hit solid ground and end up in front of a door. A door with the number 302 on it (Fig. 15). You'll find the **Superintendent's Diary (Man with the Coat)** on the floor. Take a deep breath, and walk through.



APARTMENT WORLD-2ND TIME

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Items:

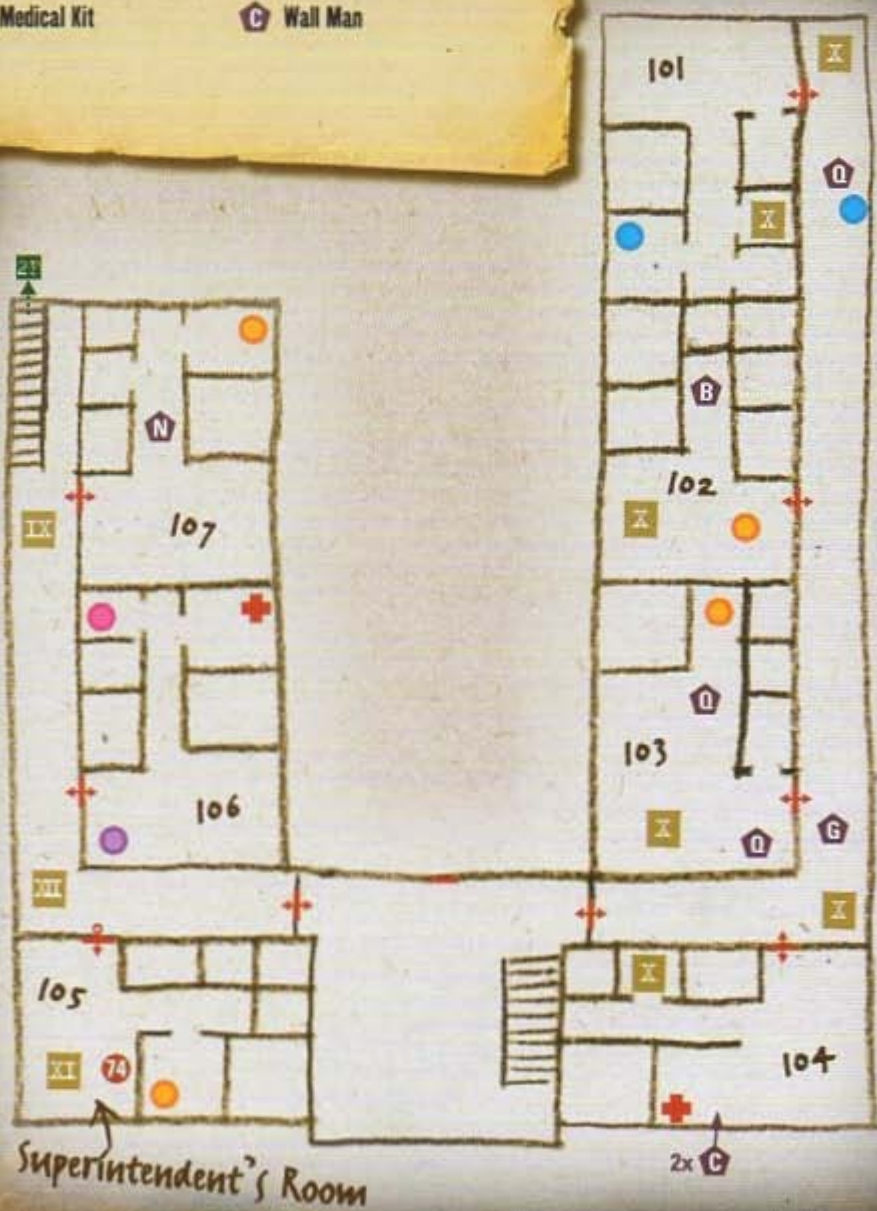
74 Umbilical Cord

Equipment:

- Ampoule
- Holy Candle
- Nutrition Drink
- Pistol Bullets
- ➕ Portable Medical Kit

Monsters:

- Ⓜ Doublehead
- Ⓜ Doublehead-Mutant
- Ⓜ Victim
- Ⓜ Ghost-Andrew
- Ⓜ Wall Man



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Documents:

- 45 Superintendent's Diary (Man with the Coat)
- 46 Old Picture Book
- 47 "Crimson Tome"
- 48 Red Diary - August 2
- 49 Red Diary - August 3
- 50 Red Diary - August 4
- 51 Red Diary - August 5
- 52 Joseph's Letter

Items:

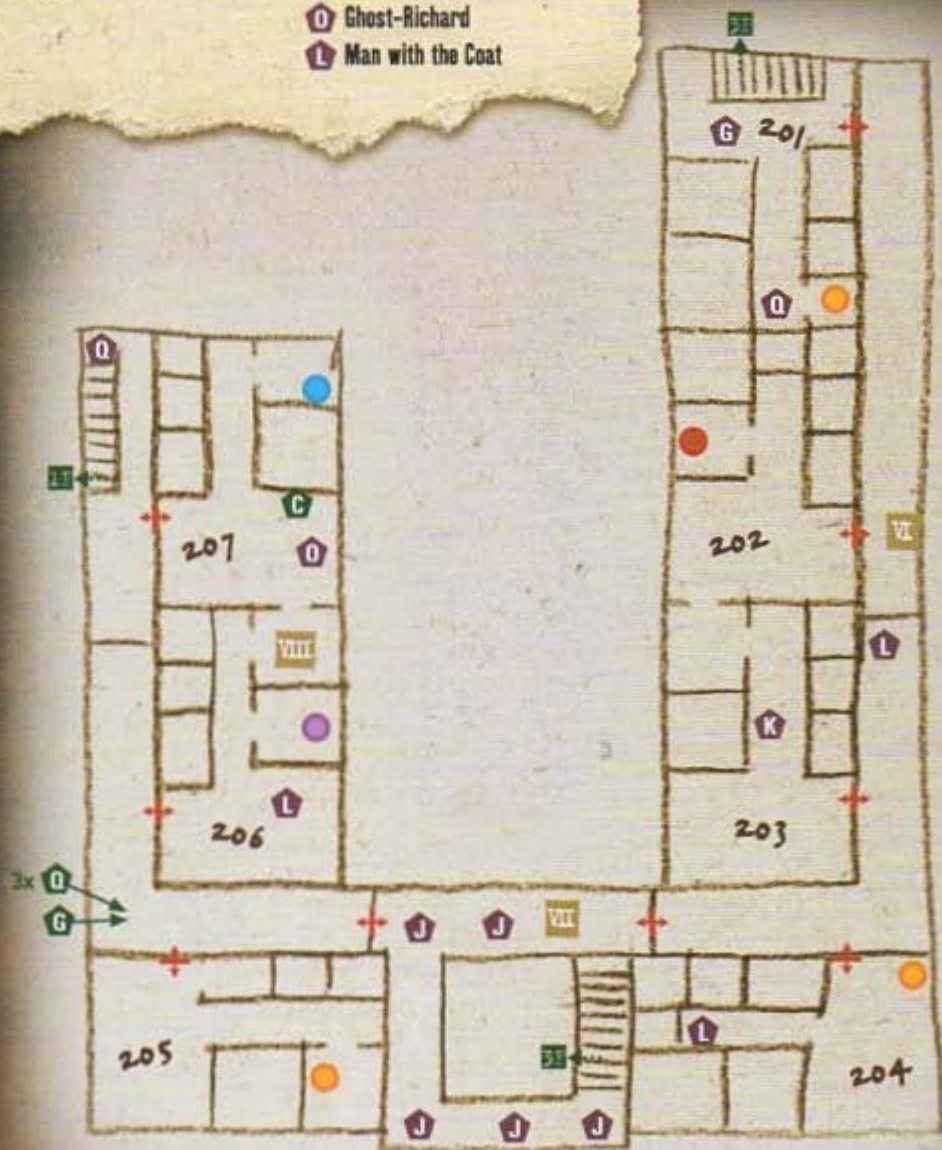
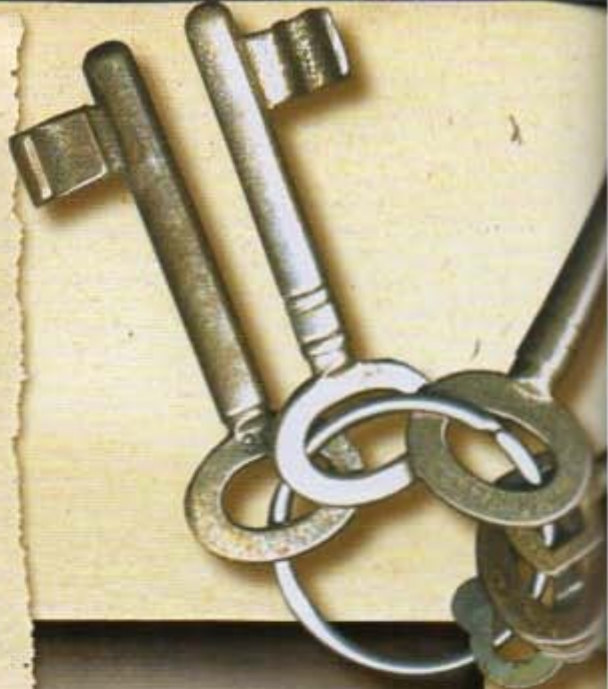
- 72 Pickaxe of Hope
- 73 Keys of Liberation
- 72 Use: Pickaxe of Hope
- 73 Use: Keys of Liberation

Equipment:

- Nutrition Drink
- Pistol Bullets
- Revolver Bullets
- Saint Medallion
- Sword of Obedience
- Holy Candle

Monster:

- Ⓜ Doublehead
- Ⓜ Doublehead-Mutant
- Ⓜ Nurse
- Ⓜ Victim
- Ⓜ Wall Man
- Ⓜ Ghost-Cynthia
- Ⓜ Ghost-Richard
- Ⓜ Man with the Coat



Apartment 2F

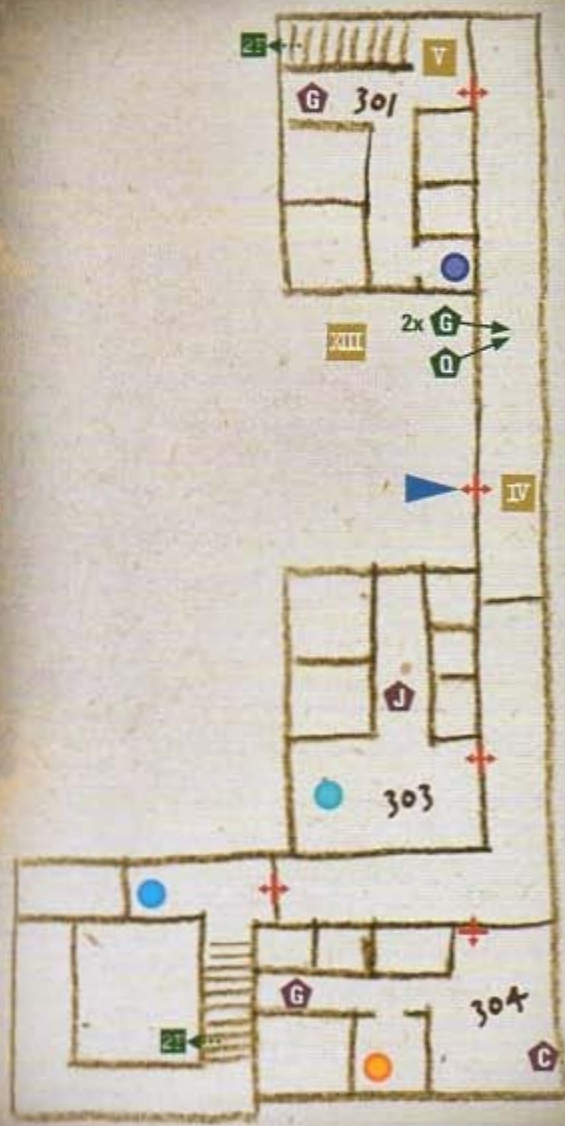
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SILENT HILL 4
THE ROOM

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Room 302 of the Past



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I Room 302 of the Past

Ah, home, sweet home. Well, almost. The interior differs in some respects from Room 302 that you know and loathe. You can get back to "your" 302 through the hole in the bathroom wall if you wish.

(And if you save your game there, the save data states that the newly discovered room exists "in the past".)

You'll find two documents lying on the table in the living room: an **Old Picture Book** and the "**Crimson Tome**". There's a lot for you to read in your bedroom. You'll find four more documents scattered around the red typewriter: **Red Diary - August 2**, **Red Diary - August 3**,

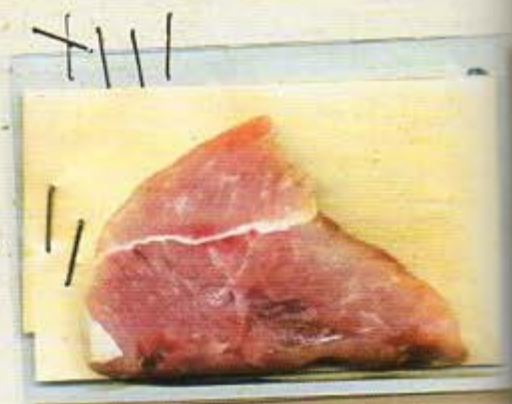
Red Diary - August 4, **Red Diary - August 5** (Fig.1). This seems to be the legacy of the guy who lived in 302 before you. After you've read everything thoroughly, you should go back to the living room. You must have noticed that wet stain on the floor (Fig.2)? Go from there to the left into the living room (don't go via the kitchen). A long, elaborate cut scene will show you what actually caused the stain... **?? Page 145** and tell you a lot more about Walter Sullivan and the 21 Sacraments. After this unsettling sequence, pull the **Pickaxe of Hope** out of the wall between bathroom and bedroom. There's nothing else for you to do here. You must leave Eileen again and crawl through the hole in the bathroom wall.



01



02



II Room 302

Use the **Pickaxe of Hope** on the wall between the bathroom and the bedroom to make a large hole in the wall... (Fig.3)

?? Page 146

We won't go into too much detail here, because we'd like to avoid you stumbling across the solution of the game while browsing through the pages of this book. For now, all you need to know is that you must climb through the opening in the wall and examine the body on the opposite side twice. You'll find the **Keys of Liberation** in the pocket. Go back through the hole in the wall and into your apartment.



03



III

While going through your hallway, you'll hear something clattering in the storage room. A cardboard box on the top shelf has burst open and **Joseph's Letter** has fallen out, containing the very last message from **Joseph Schreiber** (Fig.4). If you haven't previously been home

(after finishing Building World), you'll find the **Red Diary - August 7** pushed under your door (See page 102). Take it now, because it'll disappear otherwise. Now your great moment has finally arrived: use the **Keys of Liberation** to open your front door. Free at last! Well, actually, not quite, because in front of your door another nightmare is waiting.



04


IV Apartment, 3F



Eileen has also somehow made it into this world. She'll follow you everywhere you go from this point on – except Room 302. But that's completely understandable: an unmarried young woman and a single man alone in a room ... well, what would the neighbours think? On the other hand it's a good idea that your neighbour doesn't get to know about the peep-hole in her own bedroom wall.

Check your supplies before heading off with Eileen. If you like using your guns, for example, you should take lots of ammunition with you. You're going to need it.

As the way to the staircase is blocked by iron bars, you'll have to visit your neighbour in 301 again. Maybe you'll find a way to the Superintendent's Room there.



V A Doublehead has taken up residence in apartment 301. But the most important new interior addition is a stairway that leads down to apartment 201 (Fig. 5). Go downstairs and be prepared to encounter lots of other monsters. You'll

also meet a new kind of Doublehead for the first time. You'll see a lot more of this stronger mutation later on.



05

VI Apartment, 2F



Go down the hallway and run for the shelter of apartment 202. The mad Man with the Coat will be standing behind the iron bars, which also block the passageway. He is firing

like a maniac. Some things never change! The fifth **Sword of Obedience** is waiting in the apartment. Moreover, there's a convenient hole in the living room wall leading to apartment 203 (Fig. 6).

You might meet the ghost of Cynthia again in 203. Everything else seems to be fine and you can get to the staircase without any trouble because the Man and his Coat have vanished into thin air. He's actually hiding in apartment 204, but you don't ever have to cross his line of fire (Fig. 7). There's a **Nutrition Drink** to find in the kitchen of 204, but you can grab it without getting near him.



Doublehead-Mutant



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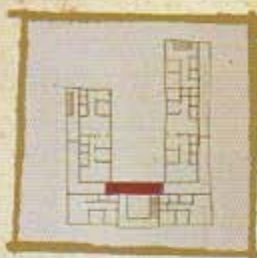
Building

Apartment

Cynthia and Co.

You'll be haunted by several well-known ghosts in South Ashfield Heights unless you previously staked each of them with a Sword of Obedience! Ghost-Cynthia lives in 203, Ghost-Andrew haunts 107, and Ghost-Richard has taken up residence

in his former habitat. You'll have to get past Cynthia and Richard in any case. But only once. On your way back from 105 to 302 you won't see the apparitions again, so it's not really worth engaging in a fight here.



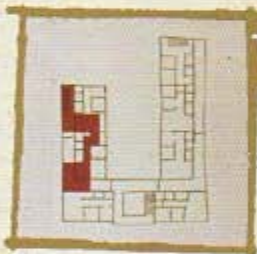
VII Now things are getting serious: five Nurse monsters are guarding the staircase (Fig. 8). The stairway that should lead downwards on the left is completely blocked. The creatures are well spread out at first – so if you want to take a run with Eileen to the door on the opposite side, you should

make a break for it now. If you don't, you'll have to stand your ground and fight the mutant 'angels'.

You don't have to go all the way to the top level this time, because you're not heading for Eileen's apartment. If you're interested in the things you can find up there, then you'll have to fight your way through – or have a short side trip without Eileen.



08



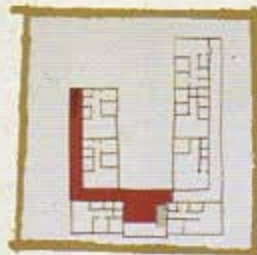
VIII You're forced to go through apartment 206 because of the iron bars in the hallway; you'll find a hole leading to 207 in the back room. First you have to get past the Man with the Coat yet again. He's only got one pistol this time around, so you shouldn't have too much trouble.

Apartment 207 will be empty unless Ghost-Richard is still around. A new stairway in the northwest of Floor 2F finally leads you down to the first floor (Fig. 9). The stairway is guarded by a monster, so take care.



09

IX Apartment, 1F



Now there's nothing between you and the superintendent's apartment 105. Well, apart from the six chains hanging in front of the door, that is. You'll find the solution to this problem in the eastern hallway on this floor.

Eileen will stand rooted to the spot in the staircase, staring at a sketchbook featuring Walter's father. The memories about the father are also responsible for the chains in front of the door. Leave Eileen here and continue alone.

X Inspect the "figure" hanging in the corner of the hallway next to apartment 104 (Fig.10). You'll hear a "memory" about the father of little Walter and the apparition will disappear. (At the same time, one of the chains in front of 105 will disappear.)

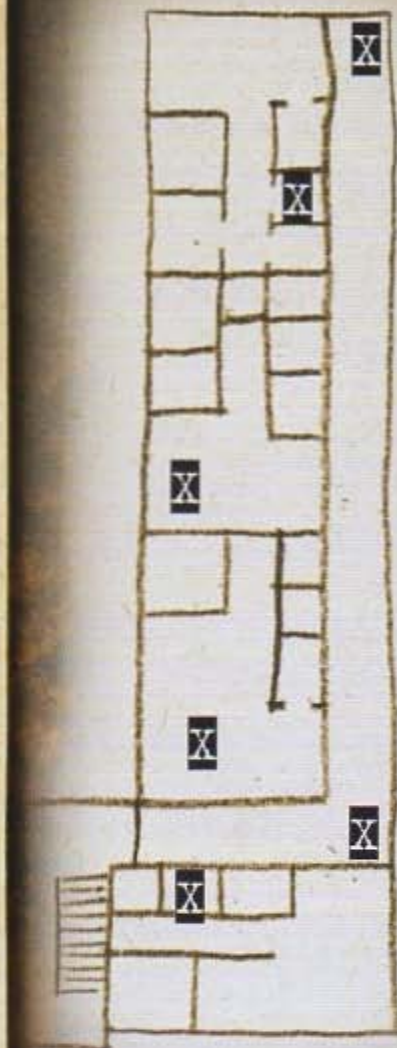
In total there are six memories of Walter's father to find, so you have five more to locate and examine. You can also look them up on the map to the right of this page: they are marked with an **X**.

You can find the second "father" next door in 104, in a round cell. Another one is dangling in the middle of apartment 103, closely guarded by several Doublehead-Mutants. You'll discover one in the living room of 102. There is one more in a round cell in 101, and the final father figure is hanging out at the upper end of the hallway.

By examining the six "father figures" you will break open the chains in front of the superintendent's door. On your way back you'll inevitably have to go through the staircase where you'll pick up Eileen again. After a short cut scene about Eileen having deeper thoughts about Walter you'll continue on together. **Page 139**



10



XI Superintendent's Room 105

Examine the foul smelling red box in Mr. Sunderland's living room (Fig.11). It contains the **Umbilical Cord**—a part of the Conjuror's mother's flesh you've read about previously in the "Crimson Tome" **Page 245**. Take this

precious treasure and go back to 302. You'll have to go alone, though, because Eileen seems to have gone ahead already.

precious treasure and go back to 302. You'll have to go alone, though, because Eileen seems to have gone ahead already.

If you don't have a free slot left in your inventory for Sunderland's weird souvenir, you should use something on the spot, which you can do without, such as a Nutrition Drink. Otherwise, you'll have to go back to 302, get into Sunderland's living room, then traipse back to 302 again...

On leaving the superintendent's home you'll witness the hallways of South Ashfield Heights being invaded by hordes of new monsters. Yet more fiends of the Doublehead variety: you'll find them in front of 205/206 and 301/302. What is more,



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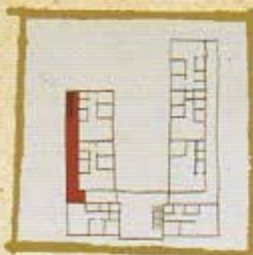
Subway

Forest

Water Prison

Building

Apartment



XII Apartment, 1F

Eileen has dropped the sketchbook on the floor of the superintendent's apartment. The picture has changed in the meantime. This does not bode well.

Go back to Room 302 – take the same route back. If you still have some free slots in your inventory, you should fill it mainly with useful stuff. Go and visit nurse Rachael in 106, because you'll find a very practical **Ampoule** there, among other things.



XIII Room 302

Once you've made it back to 302, it's time to prepare for the final showdown. You should save your game now. You don't have to heal yourself since your life energy will be completely replenished in a

short while anyway. Collect all the equipment you'll need and whatever happens do not forget the **Umbilical Cord**. You won't be needing any **Saint Medallions**, **Holy Candles**, or weapons for Eileen, however. (It could actually work to your advantage if you leave some empty slots in the inventory. Read more about this on the next page.) You'll find more information about the best possible equipment and strategies for the final fight on the different difficulty levels on page 129.

When you're equipped accordingly and feel ready, climb through the hole in the wall to the "back room". The body you've only so recently found there has now disappeared without a trace. But thankfully that doesn't mean you'll have to search the whole building for Eileen again.

Take a closer look at the round impression in the floor in front of the open refrigerator (Fig.12). Inspect the black liquid. You can then climb down into the hole. Henry will find himself standing in a strange, red place. Jump into the gigantic black hole in the ground.

The Finale

After the cut scene the Man with the Coat will approach from the right. This time he's armed with a pistol and a steel pipe. (Of course you've already known the true identity of this Man for some time, but to avoid your stumbling across this intriguing little piece of information unintentionally and spoiling the suspense of the game, we'll stick to the original 'Man with the Coat' epithet.) You will already have seen a giant creature in the cut scene. It's now on your left side. Run towards it, past the stone plates with the red "bodies" with the weird spears. You can't do anything there for now.

Stand directly in front of the giant creature and use the **Umbilical Cord** (Fig.13). You've fulfilled the first command of the "Crimson Tome" and can start pulling the spears out of the "tombstones". Four are on your right side, and four more are on your left side. Run and pull a **Spear of the Holy Mother** out of one of them (Fig.14). Now go back and stand right in front of the giant creature and use the **Spear of the Holy Mother**. Then do this with all eight spears. You could save yourself a lot of time and effort if you'd maintain four empty slots in your inventory. This would enable you to collect all the spears on one side and stick them into the giant monster.



12



13



14

You shouldn't allow yourself to be distracted by the Man with the Coat during this episode—apart from side stepping his attacks. Your attacks on him will be ineffective at this point. Your opponent will collapse once you've pushed in the eight spears. When he gets up after this attack, he will lose his black shadow and you will be able to harm him. Concentrate on the Man with the Coat from this point.

When you're standing at some distance from the Man, he'll lift his pistol slowly and shoot (Fig. 15). He'll only fire one bullet at a time. If you run past him while he's aiming, he won't shoot. He'll use the battering weapon instead, with which he can deal two different types of blows. One is short and fast. For the other, he'll lift his arm very slowly and strike in a wide circular motion. Even if you're standing to his side, he'll be able to hit you with this move. He'll unleash his most annoying attack when you stand too close to him: a swirling attack, which throws Henry to the ground (Fig. 16). Your agile opponent can cover distances in a short sprint. He might also use some kind of teleportation.

If you're using firearms, your opponent will start staggering after being hit three times in a row (if you get hit, you'll have to start all over again), and he'll stop whatever attack he's using at that moment. If you time it just right, you can cause serious damage. The only problem with this tactic is that the revolver is slow, and the pistol doesn't do much damage. All in all you'll eventually have to resort to using a battering weapon (Fig. 17). The plain truth is that you'll never have enough ammunition with you to win this battle on the difficulty levels Normal and Hard (read more about this in the Secrets chapter). **P& Page 129** The golf clubs offer a good combination of speed and strength, although they tend to break after ten hits. So you should bring plenty of these ... If you're using the Aluminium Bat, for example, you'll have to get close to the opponent and continuously watch out for the dangerous swirling attack. The best thing is to provoke the Man to attack with a battering weapon, side step, hit him quickly three times and then side step again. If you can control Henry's side stepping moves, and can get the timing spot on, this will be very effective. Be sure to attack aggressively at first – and make sure that you have plenty of health items with you too.

You've probably been asking yourself what happened to Eileen (Fig. 18)? Her relentless walk into the bloody pool is a countdown for you. If you can win the battle against the Man with the Coat before Eileen takes her dive, you'll see a more positive ending. The speed of Eileen's walk towards her doom depends on her general condition. You'll find all the details under the topic Ending in the Secrets chapter. There you'll also find all information on your rating at the end of the credits. If you've faithfully followed the advice of this Walkthrough and Eileen is still in good health at the end of the game, you may even get two different endings on your last save data. **P& Page 131**



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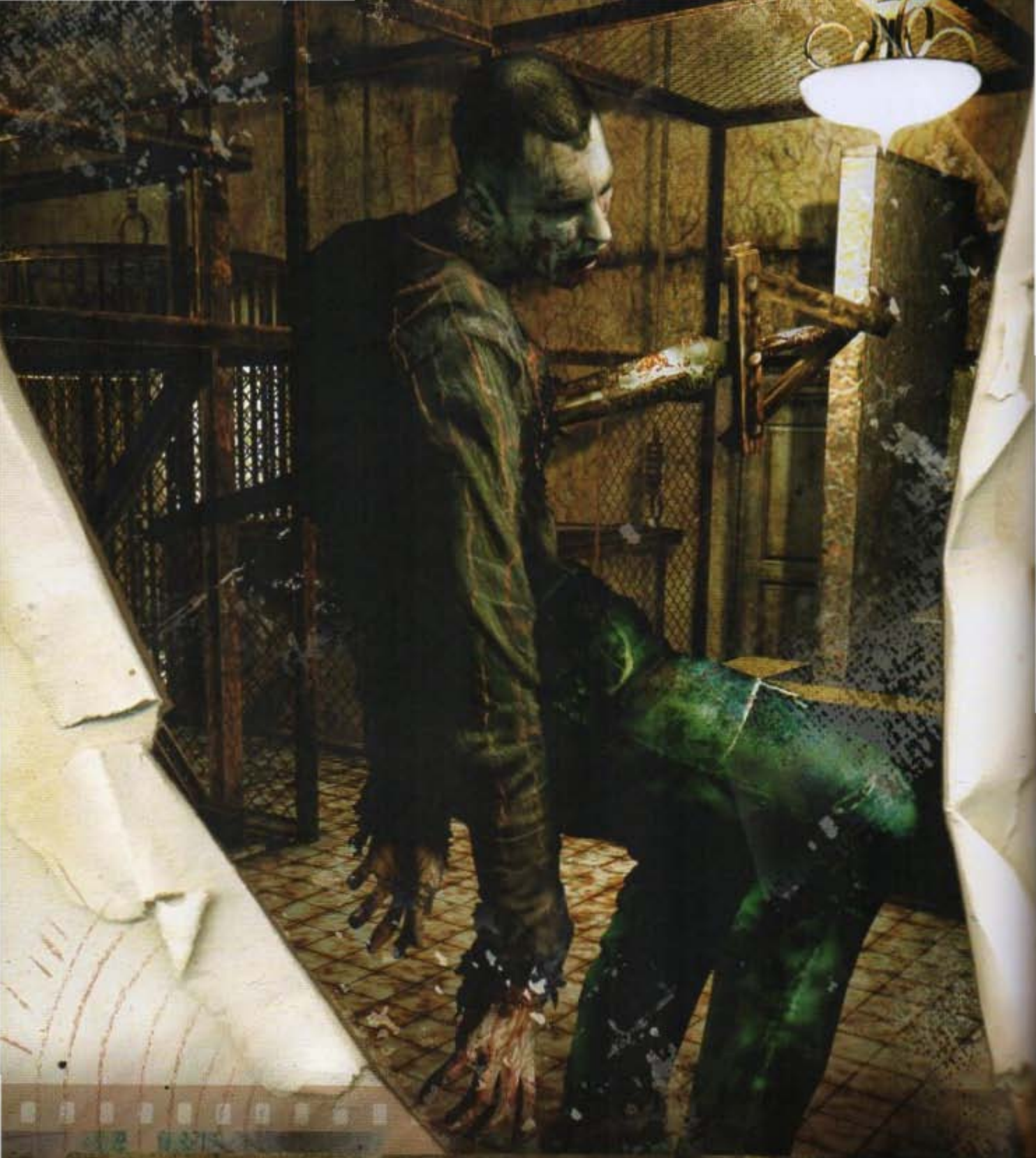
Subway

Forest

Water Prison

Building

Apartment



ITEMS

Items

Henry Townshend can only carry up to ten items, but that doesn't put a stop to his passion for collecting things. Quite the contrary. While journeying to the worlds behind his bathroom wall our hero will take everything that isn't nailed down, be it weapons, items or just any kind of stuff. Some of these things are absolutely essential for the completion of the game, others just make life a little easier.

On the following pages we'll introduce all the items relating to the different categories: weapons, equipment, items, keys (and similar objects) and documents. If you are searching for something in particular, or if you'd like to know where to use a certain object, you'll also find this specific information on the following pages. References to the relevant pages will help you find more detailed information in the Walkthrough, to enable you to enjoy the game in much greater depth.



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WEAPONS



At the start of the game Henry Townshend has only an old Steel Pipe and a Wine Bottle to protect himself with, but during the course of the game his makeshift armoury will grow into something rather more impressive. Fortunately alongside such quaint items as a Paper-Cutting Knife and various pieces of golfing equipment you will also get your hands on some decent firepower. Keep in mind that ammunition is limited, however. You will find information and advice on which weapon is best to use in which situation in the How to Play Chapter on page 17. The following list sorts the items in the order in which they appear in the inventory, so that you don't have to search for any longer than necessary. The golf clubs are treated as a special case, because they will eventually break and be rendered useless.

Weapons

ICON NR. NAME



3 Steel Pipe

39 Paper-Cutting Knife

15 Aluminium Bat

2 Wine Bottle

Broken Wine Bottle

19 Spade

21 Rusty Axe

33 Bug Spray

LOCATION

DETAILS

DESCRIPTION

Text Map

Room 302, bathroom

Page 32

Page 30

A steel pipe, not very powerful. Attacks can be charged quickly

Hospital World, 1F, Office

Page 72

Page 71

Stationery item which can be used as a weapon. Fast, but too lightweight to cause much damage

Building World, B5, Sporting Goods Shop

Page 60

Page 56

A powerful bat which should normally be used strictly for baseball

Room 302, refrigerator

Page 32

Page 30

Attacks can't be charged, breaks after ten hits

Page 17

The broken bottle is more effective than the intact version

Building World, B8

Page 61

Page 57

Powerful, but slow and unwieldy to use

Building World, B15, Bar S.A.

Page 62

Page 58

An axe with a short handle. Swing it with one hand to leave a lasting impression

Apartment World, 2F, Apartment 203

Page 68

Page 64

Insecticide, very useful against moths

Weapons

ICON NR. NAME



54 Pickaxe of Despair

Forest World-2nd time, northwestern area

Page 86

Page 82

A very effective, but also very slow weapon

13 Stun Gun

Water Prison World, 2F

Page 54

Page 49

Close combat weapon with a paralyzing impact. Can have a permanent effect on some opponents

50 Torch

Forest World-2nd time, Graveyard

Page 84

Page 82

When lit, doubles up as both a weapon and a light source

Chainsaw

See Secrets Chapter

Page 133

See Secrets Chapter

4 Pistol

Room 302, Living Room

Page 37

Page 34

Weak handgun. The capacity of the magazine depends on the difficulty level

31 Richard's Revolver

Apartment World, 2F, Apartment 207

Page 68

Page 64

Firearm with more firepower. One magazine only holds six bullets

LOCATION

DETAILS

DESCRIPTION

Text Map

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Golf clubs

ICON NR. NAME

66 Driver

Building World-2nd time, B1

Page 100

Page 95

67 3-Wood

Building World-2nd time, B5, Sporting Goods Shop

Page 95

68 3-Iron

Building World-2nd time, B10

Page 101

Page 96

41 4-Iron

Hospital World, 2F

Page 73

Page 71

17 5-Iron

Building World, B5, Sporting Goods Shop

Page 60

Page 56

10 6-Iron

Forest World, southeastern area

Page 46

Page 42

LOCATION

DETAILS

Text Map

Info







Golf clubs break after ten hits and can then no longer be used, but they remain in the inventory. If you use and break the 9-Iron, for example, you'll find it subsequently listed in your inventory as Broken 9-Iron.

golf



Golf clubs

ICON NR. NAME

-  69 7-Iron
-  70 8-Iron
-  6 9-Iron
-  20 Pitching Wedge
-  71 Sand Wedge
-  32 Putter

LOCATION

DETAILS

Text Map

Building World-2 nd time, B10	Page 101	Page 96
Building World-2 nd time, B10	Page 101	Page 96
Subway World, B4, King St. Line	Page 40	Page 34
Building World, B12	Page 62	Page 57
Building World-2 nd time, B10	Page 101	Page 96
Apartment World, 2F, Apartment 207	Page 68	Page 64



Weapons for a Lady

ICON NR. NAME



38 Eileen's Bag

44 Riding Crop

52 Chain

60 Nightstick

Submachine Gun

LOCATION

DETAILS

DESCRIPTION

Text Map

Hospital World, 1F, Entrance Hall	Page 72	Page 71	Inflicts only slight damage
Subway World-2 nd time, B2	Page 78	Page 77	Light weapon with a good range
Forest World-2 nd time, in front of the Wish House	Page 85	Page 82	Small chain, big impact
Water Prison World-2 nd time, 3F, Surveillance Room	Page 92	Page 89	Very effective battering weapon
See Secrets Chapter	Page 133	-	See Secrets Chapter

EQUIPMENT

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Nutrition Drinks and Pistol Bullets may be plentiful, but you can still never have enough of them. If only you had more space in your inventory... You should always make sure that you have a free slot for rare items, such as ammunition for the revolver, and Saint Medallions. If you want to know more about using these supplies, you'll find all you need to know in the How to Play Chapter on pages 18 and 21.

Supplies

NAME

DESCRIPTION

Pistol Bullets

Ammunition for the Pistol

Silver Bullets

Special bullets to use against Victims

Revolver Bullets

Ammunition for Richard's Revolver

Holy Candle

Special candles to counteract ghost hauntings

Sword of Obedience

Used for staking and restraining Victims

Saint Medallion

Protects against ghost hauntings and Victims

Nutrition Drink

Slight healing power

Ampoule

Completely restores health, with added beneficial after-effects

Portable Medical Kit

Medium healing power

first aid

Location of the five Swords of Obedience

	LOCATION	DETAILS	
		Text	Map
Sword of Obedience	Building World, B3	Page 60	Page 56
Sword of Obedience	Building World, B8	Page 61	Page 56
Sword of Obedience	Subway World-2 nd time, B4	Page 80	Page 76
Sword of Obedience	Water Prison World-2 nd time, 2F	Page 93	Page 89
Sword of Obedience	Apartment World-2 nd time, 2F, Apartment 202	Page 107	Page 104



KEYS AND ITEMS

"It's locked!" You've certainly read that sentence before, haven't you? Time for another round of 'hunt the key'. Aside from the more obvious locked doors, there are plenty of items with an important "key function" in this game. And there are also items which don't appear to be of any use whatsoever. Or are they? On the following lists you'll find all the keys and items, including where to find them and where to use them. Don't forget that in some cases you'll have to fulfil certain conditions or solve a puzzle beforehand to make said item appear at a location. (You'll find more information on this topic in the column Additional Information.)

Keys

ICON KR. NAME



18 Albert's Sports Key

27 Apartment Keys

36 Doll Key

15 Ghost's Key

40 Hospital Room Key

73 Key of Liberation

25 Locker Key #106

47 Murder Scene Key

LOCATION

DETAILS

Text Map

ADDITIONAL INFORMATION

USE

DETAILS

Text Map

Building World, B7, Pet Shop

Page 60 Page 57

Building World, B5, Sporting Goods Shop

Page 60 Page 56

Apartment World, 1F, Apartment 105

Page 67 Page 63

Apartment World, opens all apartments except 302 and 303

Page 67 Page 63-65

Room 302, Bedroom

Page 69 Page 65

Appears after reading Red Diary Scrap (Cont.)

Apartment World, 3F, door of Apartment 303

Page 69 Page 65

Building World, B3

Page 60 Page 56

In the hands of a Victim

Building World, B3

Page 60 Page 56

Hospital World, 2F

Page 72 Page 71

Location and place to use will be generated by chance

Hospital World, 2F (Eileen's hospital room)

Page 72 Page 71

Room 302, behind the wall (in the coat pocket)

Page 106 Page 105

Only available after using Pickaxe of Hope

Room 302, front door

Page 106 Page 105

Apartment World, 3F, Apartment 301

Page 66 Page 65

Taped to the back of a photo

Apartment World, 1F, Entrance hall, letterboxes

Page 67 Page 63

Subway World-2nd time, B3, Vending Machine

Page 79 Page 77

Use the 18 Coin at the Vending Machine

Subway World-2nd time, B1, Office

Page 80 Page 76

Keys

ICON NO. NAME



9 Rusted Bloody Key



42 Small Key



24 Superintendent's Key



43 Toy Key



12 Water Prison Exit Key



61 Water Prison Generator Room Key

LOCATION	DETAILS		ADDITIONAL INFORMATION	USE	DETAILS	
	Text	Map			Text	Map
Forest World, southeastern area, at the tree root	Page 46	Page 42	Use the Blood-Inscribed Spade	Forest World, Wish House entrance	Page 46	Page 42
Room 302, front door, after meeting Eileen in Hospital World	Page 74	Page 71	Hidden in an envelope with the Red Diary - July 20	Hospital World, 1F, elevator shaft	Page 75	Page 71
Apartment World, 3F, Apartment 301	Page 66	Page 65	Taped to the back of a photo	Apartment World, 1F, Apartment 105	Page 67	Page 63
Room 302, front door, after the first return from Subway World-2 nd time	Page 78	Page 76	In an envelope with the Kid's Letter	Subway World-2 nd time, B3, Toy Box in the subway train	Page 79	Page 77
Water Prison World, B2	Page 52	Page 50		Water Prison World, 1F	Page 52	Page 49
Water Prison World-2 nd time, B1	Page 93	Page 90	Available after defeating the ghost of DeSalvo	Water Prison World-2 nd time, B2, Generator Room door	Page 94	Page 90

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Items

ICON NO. NAME



46 1\$ Coin



62 Billiard Ball



8 Blood-Inscribed Spade



64 Cake Candles



22 Chaos Placard

LOCATION	DETAILS		ADDITIONAL INFORMATION	USE	DETAILS	
	Text	Map			Text	Map
Room 302, kitchen	Page 79	Page 76	After cleaning the Filthy Coin	Subway World-2 nd time, B3, Vending Machine	Page 79	Page 77
Building World-2 nd time, B12	Page 98	Page 96	Required for opening the clock door in B8	Building World-2 nd time, B15, Bar S.A., pool table	Page 99	Page 97
Forest World, in front of Wish House	Page 45	Page 42	You get this from Jasper in exchange for Chocolate Milk	Forest World, southeastern area, at the root	Page 46	Page 42
Building World-2 nd time, B15, Sporting Goods Shop	Page 100	Page 95	Required for opening the clock door in B8	Building World-2 nd time, B3, birthday cake	Page 100	Page 95
Building World, B4, Entrance of Apartment 207	Page 62	Page 58	Required after using the Succubus Talisman	Room 302, storage room	Page 70	Page 70

Items

BOOK NO. NAME



1 Chocolate Milk

LOCATION

DETAILS

ADDITIONAL INFORMATION

USE

DETAILS

Text Map

Text Map

Room 302, refrigerator

Page 32 Page 30

Forest World, give it to Jasper in front of the Wish House

Page 45 Page 42

Forest World-2nd time, northwestern area near Toluca Lake

Page 86 Page 82

Forest World, Wish House, in the room below the doll in the wheelchair

Page 87 Page 82

Subway World-2nd time, B1, in front of the Office of the King Street Line

Page 80 Page 76

Subway World, B1, turnstiles

Page 80 Page 76

Forest World-2nd time, southwestern area, in the well

Page 85 Page 82

Forest World-2nd time, Wish House, wheelchair

Page 85 Page 82

Forest World-2nd time, northeastern area, in the well

Page 87 Page 83

Forest World-2nd time, Wish House, wheelchair

Page 87 Page 82

Forest World-2nd time, southeastern area, in the well

Page 86 Page 83

Forest World-2nd time, Wish House, wheelchair

Page 87 Page 82

Forest World-2nd time, northeastern area, in the well

Page 87 Page 83

Forest World-2nd time, Wish House, wheelchair

Page 87 Page 82

Forest World-2nd time, northwestern area, in the well

Page 87 Page 82

Forest World-2nd time, Wish House, wheelchair

Page 87 Page 82

Subway World-2nd time, B3, in the toy box

Page 79 Page 77

Becomes 1¢ Coin

Room 302, kitchen sink, clean it with water

Page 79 Page 76

Subway World, B1, women's toilets

Page 39 Page 33

Appears after Cynthia's phone call in Room 302

Subway World, B1, turnstile of Lynch Street Line

Page 39 and 33 Page 78 and 76

see Secrets chapter

Page 134

See Secrets chapter

Page 134

Room 302 of the Past, hallway

Page 106 Page 105

Appears after the event in Room 302 of the past

Room 302, wall in the hallway

Page 106 Page 105



55 Crested Medallion



48 Cynthia's Commuter Ticket



51 Doll's Head



57 Doll's Left Arm



53 Doll's Left Leg



58 Doll's Right Arm



56 Doll's Right Leg



45 Filthy Coin



5 Lynch Street Line Coin



Nurse Uniform



72 Pickaxe of Hope

Items

ICON HP. NAME

LOCATION DETAILS USE DETAILS

ADDITIONAL INFORMATION



- 59 Prisoner's Shirt
- 23 Red Paper
- 28 Red Paper
- 26 Shabby Doll
- 35 "Skinned Mike" Cassette
- 11 Source Placard
- Spear of the Holy Mother
- 65 Stuffed Cat
- 37 Succubus Talisman
- 7 Temptation Placard
- 29 Torn Red Paper
- 30 Torn Red Paper

LOCATION	DETAILS		ADDITIONAL INFORMATION	USE	DETAILS	
	Page	Map			Page	Page
Water Prison World-2 nd time, B1 (Death chamber)	Page 92	Page 90	Transforms into Note from the Bloody Prisoner's Shirt	Room 302, bathtub	Page 92	Page 90
Apartment World, 3F, Apartment 301	Page 66	Page 64	Transforms into Red Diary - May 14	Apartment World, 3F, hallway, push under door of 302	Page 66	Page 65
Apartment World, 1F, Apartment 105	Page 67	Page 63	Transforms into Red Diary - May 20	Apartment World, 3F, hallway, push under door of 302	Page 69	Page 65
Apartment World, 3F, staircase	Page 67	Page 64	You get it after talking to the Man with the Coat	See Secrets chapter	Page 137	
Apartment World, 2F, Apartment 205	Page 68	Page 64	Can be played on the stereo in your living room	Room 302, Living room		Page 65
Forest World, Wish House	Page 48	Page 42	Required after using the Succubus Talisman	Room 302, Storage room	Page 70	Page 70
At final showdown	Page 110			On showdown	Page 110	
Building World-2 nd time, B3	Page 100	Page 95	Required to open the clock door in B8	Building World-2 nd time, B7, Pet Shop, cage	Page 100	Page 96
Room 302, front door, after finishing Apartment World	Page 70	Page 70		Room 302, Storage room, wall with stain	Page 70	Page 70
Subway World, B1, Office of King Street Line	Page 41	Page 33	Required after using the Succubus Talisman	Room 302, Storage room	Page 70	Page 70
Apartment World, 1F, Apartment 105	Page 67	Page 63	Transforms into Red Diary Scrap	Apartment World, 3F, hallway, push under door of 302	Page 69	Page 65
Apartment World, 1F, Apartment 102, (in the refrigerator)	Page 68	Page 63	Transforms into Red Diary Scrap (Cont.)	Apartment World, 3F, hallway, push under door of 302	Page 68	Page 65

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Items

ICON NR. NAME



34 Torn Red Paper

49 Train Handle

74 Umbilical Cord

63 Volleyball

14 Watchfulness Placard

LOCATION

DETAILS

Text

Map

ADDITIONAL INFORMATION

USE

DETAILS

Text

Map

Apartment World, 2F,
Apartment 203

Page
68

Page
64

Transforms into Mike's
Love Letter

Apartment World, 3F,
hallway, push under
door of 302

Page
69

Page
65

Subway World-2nd
time, B1, Office

Page
80

Page
76

Subway World-2nd
time, B4, King St. Line

Page
80

Page
76

Apartment World-2nd
time, 1F, Apartment 105

Page
109

Page
103

It's in the superintendent's
red box

At final showdown

Page
110

Building World-2nd
time, B12

Page
99

Page
96

Required to open the
clock door in B8

Building World-2nd
time, Sporting Goods
Shop, basket with
volleyballs

Page
100

Page
95

Water Prison World,
B1

Page
55

Page
50

Required after using the
Succubus Talisman

Room 302,
Storage room

Page
70

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DOCUMENTS

Documents

If you've been following the Walkthrough word for word, your scrapbook should include all 52 entries by the end of the game. If you've missed out on a document, you'll find information about the document's name and where it can be found in the lists below. Some documents are essential for finishing the game – you'll have to read them to make certain items appear, for example. Other documents contain important information to help you solve puzzles, whereas others will simply reveal more details about the eerie occurrences in South Ashfield Heights. Most of the documents are pages from a diary, which an initially unknown author is secretly leaking to Henry.

Documents

FLOOR NR. NAME

LOCATION

DETAILS

HINTS

□

2

First Letter

Room 302, front door

Page 32

Page 30

Young Walter's letter to his mother

1

Book Scrap

Room 302, Living room, next to the shelf

Page 32

Page 30

Hints about the origin and state of this bizarre world

4

Jasper's Memo Pad

Forest World, northeastern area, in the car

Page 44

Page 42

Advice by Joseph Schreiber concerning the key puzzle in the Forest

5

Holy Scripture Scrap

Forest World, Wish House

Page 46

Page 42

Required so that Jasper Gein opens the door to the small room

6

Exploration Memo

Water Prison World, 1F, hallway

Page 51

Page 49

Hints on how to get to the destination in the Water Prison

7

Guard's Diary

Water Prison World, 1F, anteroom

Page 51

Page 49

Hints on getting into the surveillance rooms in the centre of the Water Prison

8

Waterwheel Room Plate Message

Water Prison World, B2

Page 52

Page 50

Hints concerning how the electricity in the Water Prison can be turned on

9

Prison Diary

Water Prison World, 3F, cell

Page 52

Page 48

Another hint concerning the important room in the Water Prison

10

1F Surveillance Room Report

Water Prison World, 1F, surveillance room

Page 54

Page 49

Hint on how to rotate the floors in the Water Prison

11

2F Surveillance Room Report

Water Prison World, 2F, surveillance room

Page 54

Page 49

Hint on the rotation of the floors and the lighting in the Water Prison

12

Secret Number Memo

Water Prison World, 3F, surveillance room

Page 54

Page 48

Secret numbers for the door in the Water Prison kitchen

15

Superintendent's Memo

Room 302, front door, after returning from the Sports Shop in Building World

Page 60

Page 58

Unreadable

16

Bartender's Memo

Building World, B15, Bar S.A.

Page 62

Page 58

Tells you where to find the secret numbers for the door in the bar (part of the phone number you can see from the windows of 302)

17

Mike's Diary

Apartment World, 3F, Apartment 301

Page 66

Page 64

Tells you the name of the man who lived in 302 before you, leads you to Apartment 207

21

Superintendent's Diary (Umbilical Cord)

Apartment World, 1F, Apartment 105

Page 67

Page 63

Information about young Walter's background and also about what's in the red box in Apartment 105

24

Mike's Love Letter

Room 302, front door, after using the Torn Red Paper from 203

Page 68

Page 64

Proves who was wearing the blood stained shirt in which you found the piece of paper

27

Nurse's Memo

Hospital World, 1F, Reception

Page 72

Page 71

Educated guess that you can find the key to Eileen's hospital room on floor 2F

33

Kid's Letter

Room 302, front door, upon first returning from Subway World-2nd time

Page 78

Page 76

Envelope with the Toy Key

35

Jasper's Burned Memo

Forest World-2nd time, close to Wish House

Page 85

Page 82

Hint to search for the missing parts in a well

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LOOK UP. NAME

36 Wheelchair Doll Text

38 Descent of the Holy Mother - The 21 Sacraments

40 Note from the Bloody Prisoner's Shirt

41 Reminisces

42 Later Bartender's Memo

45 Superintendent's Diary (Man with the Coat)

47 Crimson Tome

46 Old Picture Book

13 Red Diary - April 4

3 Red Diary - April 8

19 Red Diary - May 2

20 Red Diary - May 14

22 Red Diary - May 20

23 Red Diary Scrap

25 Red Diary Scrap (Cont.)

29 Red Diary - June 11

31 Red Diary - June 14

26 Red Diary - July 13

34 Red Diary - July 17

LOCATION

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Text Map

Forest World-2nd time, close to Wish House, next to the wheelchair

Page 85

Page 82

The Receiver of Wisdom (Henry) is supposed to bring five missing parts

Forest World-2nd time, room under the Wish House

Page 87

Page 82

Description of the Ritual "Descent of the Holy Mother". Hints to Sullivan's deeds and goals

Room 302, bathroom (use the bloody prisoners shirt in the tub)

Page 92

Page 90

Required to make the Water Prison Generator Room Key appear. Hints to the location of the 5th Sword of Obedience

Building World-2nd time, B10

Page 98

Page 96

Hints to the four objects concerning the clock door puzzle in B8

Building World-2nd time, B15, Bar S.A.

Page 99

Page 97

Explains that the phone number and for this reason the code have also changed

In front of door 302, staircase between Building World and Apartment World

Page 102

Page 97

Similar information as in document 34 (about the occurrences in Room 302)

Room 302 of the Past, on the table in the living room

Page 106

Page 105

Hints on how to use the Umbilical Cord during the final showdown

Room 302 of the Past, on the table in the living room

Page 106

Page 105

Paraphrases the story of young Walter and hints about the Umbilical Cord

Room 302, front door, after the first return from Water Prison World

Page 55

Page 50

Mentions the murders Sullivan committed seven years ago

Room 302, front door, after finishing Subway World

Page 41

Page 34

Vague hint: mass murderer Walter Sullivan is alive

Room 302, front door, after the first return from Apartment World

Page 66

Page 64

Discloses the meaning of the numbers in the Walter Sullivan Case

Room 302, front door, after using the Red Paper from Apartment 301

Page 66

Page 64

Four years ago the serial murder started again - three years after the death of Sullivan

Room 302, front door, after using the Red Paper from Apartment 105

Page 67

Page 64

The author found Eileen's key, but hasn't given it back yet

Room 302, front door, after using the Torn Red Paper from Apartment 105

Page 67

Page 64

It only tells you that this note refers to the key to Apartment 303

Room 302, front door, after using the Torn Red Paper from Apartment 102

Page 69

Page 64

Required to make the Doll Key appear in the bedroom of Room 302

Room 302, next to the shelf, after having found Eileen in the Hospital World

Page 74

Page 71

Information about the murders

Room 302, next to the shelf after having found Eileen in the Hospital World

Page 74

Page 71

You realise that Walter Sullivan must have been in the coffin with the number 11/21 on the graveyard

Room 302, front door, after finishing Apartment World

Page 70

Page 70

Hints about the storage room in Room 302

Room 302, front door, after returning from Subway World-2nd time (after opening the toy box)

Page 79

Page 76

Information about things that happened ten years ago in room 302

Documents

BOOK NO. NAME

LOCATION

DETAILS

HINTS

Text Map

37 Red Diary - July 18

Room 302, front door, after the first return from Forest World-2nd time

Page 83 Page 82

Assumption: Walter Sullivan is alive. He is the man in the cloak who put something in Room 302

28 Red Diary - July 20

Room 302, front door, after having found Eileen in Hospital World

Page 74 Page 71

Envelope with the Small Key for the hospital

14 Red Diary - July 23

Room 302, front door, after finishing Water Prison World

Page 55 Page 50

Describes the power of the Sword of Obedience when fighting Victims

32 Red Diary - July 25

Room 302, front door, after the first return from Subway World-2nd time

Page 78 Page 75

Describes how Saint Medallions and Holy Candle work

39 Red Diary - July 28

Room 302, front door, after returning from Water Prison World-2nd time with the prisoner's shirt

Page 92 Page 90

Information about the life of Walter Sullivan

43 Red Diary - July 29

Room 302, front door, after the first return from Building World-2nd time

Page 100 Page 97

Information about Walter Sullivan and the meaning of Room 302

48 Red Diary - August 2

Room 302 of the Past, desk

Page 106 Page 105

Memories of the opening scenes (See Secrets Chapter)

49 Red Diary - August 3

Room 302 of the Past, desk

Page 106 Page 105

Hints about the wall in Room 302

50 Red Diary - August 4

Room 302 of the Past, desk

Page 106 Page 105

Hint: Eileen is part of the 21 Sacraments

51 Red Diary - August 5

Room 302 of the Past, bedroom

Page 106 Page 105

Hints to the Umbilical Cord and its use

44 Red Diary - August 7

Room 302, front door, after finishing Building World - 2nd time

Page 102 Page 97

Lists the 21 victims / sacraments

30 Red Diary - ??/??

Room 302, next to the shelf after having found Eileen in Hospital World

Page 74 Page 71

Recordings of the man who lived in 302 before Henry

52 Joseph's Letter

Room 302, storage room, after getting the Key of Liberation

Page 106 Page 105

The legacy of Joseph Schreiber

18 Joseph's Article

Apartment World, 3F, Apartment 301

Page 66 Page 64 Page

Newspaper article about the Wish House orphanage

SILENT HILL 4
THE ROOM

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secrets

Room 302 is a foreboding place. A sense of menace hangs heavy in the air like a malevolent, cloying mist. But then if you've already made it this far and seen the story through to its dramatic conclusion you'll be well aware of the horrors that lurk behind that sinister front door.

Now it's time to collect your reward and take a one-way ticket back into hell. On the following pages you'll find out all you ever needed to know about extra weapons, new game options and alternative endings. Finally, all the secrets about Walter Sullivan, Eileen Galvin and the ghosts of Room 302 will be unveiled. But if you haven't mastered the adventure, read on at your own risk.



THE FINALE

Walter's Showdown

You'll fight against Walter Sullivan (formerly known as the Man with the Coat) in the grand finale. The monstrosity at the edge of the arena is surprisingly not Walter's mother, but the final incarnation of the mass murderer – "Big Walter". You can find out more at the end of the chapter about Walter's hideous metamorphosis (also see "Would You Have Guessed?" on pages 147-149).

The strategy to adopt for this fight depends on the difficulty level and whether or not you want to unlock a specific ending. If you want Eileen to survive at all costs, make sure that you keep three slots clear in your inventory. After using the Umbilical Cord you should have four free slots. Starting from either side of Big Walter, run around and collect all of the spears on that side. Return to the middle and stick each spear in turn into Walter. Repeat, using the spears on his other side. You'll find more information on this topic on page 110. By the way, be extra careful when using the spears. After collecting the second set of spears, the highlight icon in the inventory will remain on a health item rather than a spear. This conjures up the unfortunate prospect of squaring up to Big Walter and pushing the Use Button enthusiastically – only to watch Henry drink one of the precious Ampoules instead of using a spear. It might seem like a small point, but your chances of success will be greatly reduced if you waste too many precious health items.

Provided that Eileen's condition is not beyond help, you should have enough time to finish Walter off before she is fully submerged in the red liquid (Fig. 1). If you're playing the game on Hard difficulty setting, concentrate your attention fully on Henry and Walter. When you play the game for the first time, keeping Henry alive long enough to mount a sustained attack on Walter will be your top priority. You should therefore have as many health items and weapons as possible in your inventory, and only carry one spear at a time when facing Big Walter rather than picking up all of the spears in one go.



Final Boss –
Walter

Info:

- Only vulnerable after you've used the Umbilical Cord and the eight Spears of the Holy Mother.
- Firearms will only cause 1/2 the usual damage on Easy. On Normal and Hard they will only cause 1/3. A Silver Bullet will multiply this damage by five.
- Walter will only drop to the floor when he's completely knocked out.
- Unlike other monsters, Walter does not have self-healing powers in his final incarnation.
- Damage dealt by attacks: shot 10, hit 15, charged hit 25, whirl attack 5.

Level	HP	Stamina	Attack	Speed
Easy	500	500	5-25	1-4
Normal	700	700	5-25	1-4
Hard	1200	1200	5-25	1-4





01



02



03

On Easy setting you should take the loaded Pistol, as well as four magazines, any health items and possibly a battering weapon such as the Baseball Bat. Normally one pistol bullet will inflict 19 damage points. In this battle, however, it will only inflict half the usual amount of damage. You will therefore need 53 bullets to get the job done. It's likely that you'll miss a couple of shots in the heat of battle, so you may find yourself running out of bullets. This is why the battering weapon comes in handy as a backup should you run out of ammo. Since Walter winces after three continuous hits, it's theoretically possible for you to win the fight without your opponent ever striking back. Incidentally, Walter's wincing does not signify that any combination of attacks is especially effective, it's just a temporary reaction that prevents him attacking for a short time.

On Normal and Hard settings, firearms only inflict a third of the usual amount of damage, so it makes little sense to attack from a distance. You can also forget about using the Stun Gun as it has absolutely no effect on Walter. Better to bludgeon Walter to oblivion with a battering weapon. But which one is the most effective? On page 17 of the How to Play chapter, you can read about the powerful charged attack of the Pickaxe of Despair (Fig. 2). In theory, it takes just a few on-target whacks from this mighty cleaver to thwart Walter's bloody ritual. In practice, that's easier said than done, as the axe's lengthy charge-up time leaves you vulnerable to Walter's countering blows.

Surprisingly enough, it's the golf clubs that prove to be your best bet (Fig. 3). They have a comparatively low charging time and relatively powerful strike. If you only use charged attacks, you can get by with just one golf club on Easy. On Normal you'll need two clubs, and on Hard you'll need three. This should leave you enough space in the inventory for health items and an unbreakable battering weapon. If possible, try to charge the attack from a distance, keeping out of Walter's range. Once fully charged, approach Walter slowly and let rip.

The biggest problem during close combat is Walter's whirl attack. If you stand too close to him after his regular attack, he'll throw you to the floor. However, if you quickly jump back after a successful attack, he won't have a chance to start whirling. Don't retreat too far, or Walter will run away. Try and find that sweet spot where you're just close enough to hit him, and just far enough away to prevent him from whirling. Remember to keep moving as much as possible whenever Walter aims his pistol at you. Also bear in mind that Henry will be invulnerable for a short time when he's sidestepping or jumping backwards (see also page 17). It's a good strategy to stand behind Walter, then run around him and hit him hard from behind.

If you saved your game before the final fight, you can load the save again to see another end sequence. You will have the opportunity to watch both the version in which Eileen dies and the one in which she survives, presuming that you managed to defeat Walter. Read more about this on page 131.

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Game Result

After the final credits roll, featuring the names of everybody involved in making the game, you'll see the final evaluation of your gameplay skills. If you save the game afterwards, you will get several extras the next time you play.

You will receive points for each aspect of your gameplay performance. If you've achieved the top score in a category, the line will be shown in green. The total of all points earned determines your Rank, which will be represented as stars.

Difficulty: max. 20 Points

Easy	5 Points
Normal	10 Points
Hard	20 Points

Play Time: max. 20 Points

If you manage to finish the whole game within two hours, you'll get 20 points. If you take longer, one point will be subtracted for every thirty minutes extra that you take to finish the game. So, for a time of 2 hours 1 minute you'll get 19 points, and for 2 hours 31 minutes you'll get 18 points, and so on.

Saves: max. 12 Points

You'll be awarded maximum points if you manage to play through the entire game without saving once. Quite a feat! Each time you save your game, a point will be subtracted. If you save twelve times or more, your final score will be zero in this category.

Continues: max. 10 Points

You'll receive the maximum ten points if you never use a Continue. Every time you use this option, a point will be subtracted. So if you've used Continue ten times you'll be awarded zero points in this category.

Enemies Defeated: max. 20 Points

Defeating six opponents earns 1 point. After defeating 120 opponents the maximum of 20 points will be reached. It doesn't matter if you kill more. All monsters are included in this total, including Tentacles and Tremers.

Memo Items Found: max. 20 Points

There are 52 Memo Items in total to collect. You'll get one point for every five percent of all documents collected (every 2.6 documents). This means, for example, that you'll get one point at three, four or five Memo Items, and two points at six or seven Memo Items, and so on.

Ending: no points

Indicates which one of the four ending sequences you've just seen: Escape, Mother, Eileen's Death or 21 Sacraments. No points are awarded for any of them. Discover the secrets of the endings on page 132.

Rank

The maximum total that you can achieve is 100 points. The points will be displayed as two rows of stars. The larger stars in the first row represent the decimal place, the smaller stars represent the unit. For example, four large stars and eight small ones add up to 48 points. If you have just one row of stars, then you probably have large stars only. So you'll presumably have an even number such as 90, 80, 70. It's virtually impossible to get less than 10 points, as you start off with five points on Easy and there are several documents you can't avoid picking up. Also, there are several opponents, such as Tentacles, that you must kill in order to proceed further in the game.

In theory, you could actually earn 102 points, but this will still be rounded down to ten large stars. So you don't have to achieve total perfection to get a perfect score!

The best way to get a perfect score is to do the following: Play on Hard, collect all the documents, and kill at least 120 opponents. Even if you can't do all that within two hours, or saving at least once, you'll still be awarded ten big stars. Don't waste time collecting unnecessary items. None of the items that you collect in the game will influence the ranking, apart from the Memo Items.

Generally speaking, the Rank that you achieve has little meaning other than being an interesting indication of your gaming prowess. But if you manage to score 90 points or more, you'll unlock some cool rewards in your next game. Read more about these Special Features on page 133.



ENDING SEQUENCES

How to Determine the Ending

After defeating Walter you'll see one of four ending sequences. Which one depends entirely on your performance during the game. There are two decisive factors for achieving a specific ending: the condition of Room 302 and the fate of Eileen.

Factor 1: Room 302

You'll encounter numerous occult phenomena in Room 302 in the second half of the game (Fig. 1). There is a list of all the events under the topic "The Horror of 302" (see page 136). You can choose to ignore these hauntings, or you can exorcise the ghosts and spirits with the help of Holy Candles.

- If you have exorcised more than 80% of the phenomena that haunt your home, you'll see the ending "Escape" or "Eileen's Death".
- If you have failed to exorcise more than 20% of the hauntings, you'll see the ending "Mother" or "21 Sacraments".

It doesn't matter how many occult phenomena have occurred in total. What matters is the percentage. For example, if just three apparitions occurred, but you only eliminated two of them with Holy Candles, the percentage eliminated is less than 80%. To enable you to exorcise as many hauntings as possible in Room 302, you should use the Holy Candles sparingly.

Factor 2: Eileen

With Factor 1 you have made your first selection. Now there are two possible endings left to unlock in your current game. Which of the two you'll see depends on Eileen surviving the final fight with Walter. If Eileen drowns, you'll get to see the ending "Eileen's Death" or "21 Sacraments". If she lives, you'll see "Escape" or "Mother".

The big question is: how quickly can you defeat Walter? The selected difficulty level is very important here, because on Hard, Walter has more than twice as many hit points as on Easy. This makes him very resilient. Eileen's overall condition is important as well. If she's in really bad shape, she'll be in a hurry to drown herself in the pool of blood. If she feels fine, she'll take much longer to reach her demise (Fig. 2). You'll find all of the information on Eileen's condition under the topic Eileen's Curse on page 138.

You can see at a glance in the table on the right which conditions will generate which specific ending.



01



02

Ending	Exorcised Hauntings:	
	80% and More	Less than 80%
Eileen Survives	Escape	Mother
Eileen Dies	Eileen's Death	21 Sacraments

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have guessed?

Spoiler Alert!

In the following paragraphs you'll find a short description of the different endings that you can unlock. If you're intending to play the game again and eventually unlock all of the final scenarios, you might prefer not to have them revealed too soon. In that case, turn the page!

Ending: 21 Sacraments

Conditions:

- You've exorcised less than 80% of the hauntings in Room 302
- Eileen didn't survive the final fight

Bad ending: Room 302 is infested with apparitions. Young and old Walter are in the living room. The radio is turned on, you hear the news that Henry Townshend has been found dead in his apartment. The list of 21 victims is complete. The 21 Sacraments are consummated...

Ending: Mother

Conditions:

- You have exorcised less than 80% of the hauntings in Room 302
- Eileen has survived the final fight

Average ending: Henry visits Eileen at the hospital. She says: "Well, I guess I can go back to South Ashfield Heights now...". But the last scene shows you that horror still reigns supreme in Room 302.

Ending: Eileen's Death

Conditions:

- You have exorcised more than 80% of the occult phenomena in Room 302.
- Eileen didn't survive the final fight.

Moderate ending: Henry wakes up alone in his bed. The condition of the apartment seems to be back to normal. You'll hear the news on the radio that Eileen Galvin has died in hospital as a result of her injuries. Henry sags to the floor in the living room and calls out her name one last time: "Eileen..."

Ending: Escape

Conditions:

- You've exorcised more than 80% of the hauntings in Room 302
- Eileen has survived the final fight

Happy ending: Henry leaves South Ashfield Heights (Fig. 3) and visits his neighbour Eileen at the hospital. She says: "Guess I'll have to find a new place to live, huh?" Finally the nightmare is over!



03

SPECIAL FEATURES

A Brand-new Fear

When you save your game after the credits and evaluation, the final save data will be called "A Brand-new Fear". This save game provides access to all of the special features you'll find described in this paragraph. Load the save data from the main menu to start the game for the second time. You'll have to choose between the difficulty levels (Easy, Normal and Hard) as usual, but there are some differences to the usual New Game, for example new weapons.

When you save a Brand-new Fear game, you'll see the name displayed in yellow in the menu. In the info box under the list, you'll find not only the number of saves and the selected difficulty level, but also which endings you've already seen. If you managed to finish the last game with at least 90 points, the name of the ending will be displayed in red. It will be highlighted in yellow if you finished the game with 100 points.



Chainsaw



Submachine Gun

Weapon	Strength	Charging Time	Charged Attack
Chainsaw	2.5	3.5 Sec.	8.1

- Bonus weapon for Henry
- Where to find it: Forest World
- Condition: A Brand-new Fear

A "brand new fear" also brings with it a brand new weapon. But unfortunately the technical specs of the Chainsaw are not as spectacular as one might think from looking at all those sharp metal teeth. You can find it on the ground next to Jasper's car when you're playing the game for the second time (Fig. 1). The lumberjacks' tool can deal several hits per attack. Its strength goes up to 12.5 damage points per second and a charged attack will increase the amount of damage inflicted by as much as 40.5 points per second.



01

- Bonus weapon for Eileen
- Unlimited ammunition
- Strongest weapon in the game
- Where to find: Apartment World, Room 102
- Condition: A Brand-new Fear with Rank 90-100 Points

The Submachine Gun is a weapon for Eileen that's well worth the wait. It can kill enemies in the twinkling of an eye, but power comes at a price. You must have reached a Rank of at least 90 points in your last game to get this little beauty.

If you fulfil these conditions, you can pick up the Submachine Gun in Apartment World – long before you meet Eileen in the Hospital. Look for it on the counter in front of the refrigerator with the Torn Red Paper (Fig. 2). If you're short of space, you can leave the weapon there and collect it later on with Eileen. But it makes more sense to take it right away as Eileen will then have plenty of opportunity to use it.

Incidentally, the weapon will have a serious effect on Eileen's curse level (also see page 138). If you take the weapon and meet Walter Sullivan for the first time at the exit of Subway World, Eileen's condition will deteriorate considerably. A disturbing development if you're aiming for the Mother or Escape endings.



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Nurse Uniform



- Costume for Eileen
- Where to find it: Apartment World, Room 303
- Condition: A Brand-new Fear with the Ending Escape or Mother

If Eileen survived the last game, and you've started A Brand-new Fear, the Nurse Uniform will be yours for the taking. You can find it on the armchair in Eileen's Room 303 (Fig. 3) in the Apartment World (2nd time). Although you can't actually use the Nurse Uniform, taking it will allow you to unlock another new game mode.



03

Cynthia's Outfit

- Costume for Cynthia
- Where to find it: Subway World
- Condition: A Brand-new Fear with all four endings and the Nurse-Mode

Cynthia has an additional raunchy outfit in her closet. If you want to see her (and her tattoo) in her party frock you must have a save game with all four game Endings. Start another Brand-new game in the Nurse mode and Cynthia will be wearing her new outfit for your short encounter in the subway (Fig. 5).



05

Nurse Mode

- New game mode
- Condition: A Brand-new Fear with the Nurse Uniform and Ending Escape or Mother

You must have the Nurse Uniform in your inventory in your final fight with Walter. Additionally, you must ensure that Eileen survives the fight. Load the A Brand-new Fear save game. After you've selected the difficulty level an additional option will appear: Eileen Costume. You can choose between Nurse and Normal (Fig. 4). If you select Nurse, from Hospital World onwards she'll appear wearing the skimpy white outfit.

MEMORY CARD slot 1	MEMORY CARD slot 2
21 Return from Building World-2nd time	02:36
22 Return from Outside Room 302	03:24
23 Return from Apartment World	00:46
24 Return from Outside Room 302	02:09
25 A Brand-new Fear	02:15
26 A Brand-new Fear	02:08
27 Return from Water Prison-2nd time	08:17
28 Room 302	00:03
29 Return from Subway World	00:07
30 No data	

Eileen Costume
Normal
Nurse

04



One Weapon Mode

- New game mode
- Condition: A Brand-new Fear with Rank 100 Points

If you successfully achieve a Rank of 100 points, you can unlock One Weapon Mode. Start by loading the save game A Brand-new Fear. You'll see an arrow pointing to the right when you're about to select the difficulty level. Press right to make another selection. Easy, Normal and Hard are also available, but these difficulty levels are displayed in a different colour. The names of the save data will be displayed in pink from now on.

The "name" is the "game" in this play mode. There's no Wine Bottle in the refrigerator or Steel Pipe in the bathroom at the beginning of the game. Instead, you will find eleven weapons lying on the floor in the subway station next to the escalator: Steel Pipe, Wine Bottle, Stun Gun, Aluminium Bat, Spade, Rusty Axe, Bug Spray, Richard's Revolver, Paper-cutting Knife, Pickaxe of Despair and Chainsaw (Fig. 6). Choose well, because this will be your only chance to choose a weapon in the game. There is, however, an exception to the one weapon rule: you will still find the Pistol, the Torch and all of the golf clubs in their usual places.

Special Mode

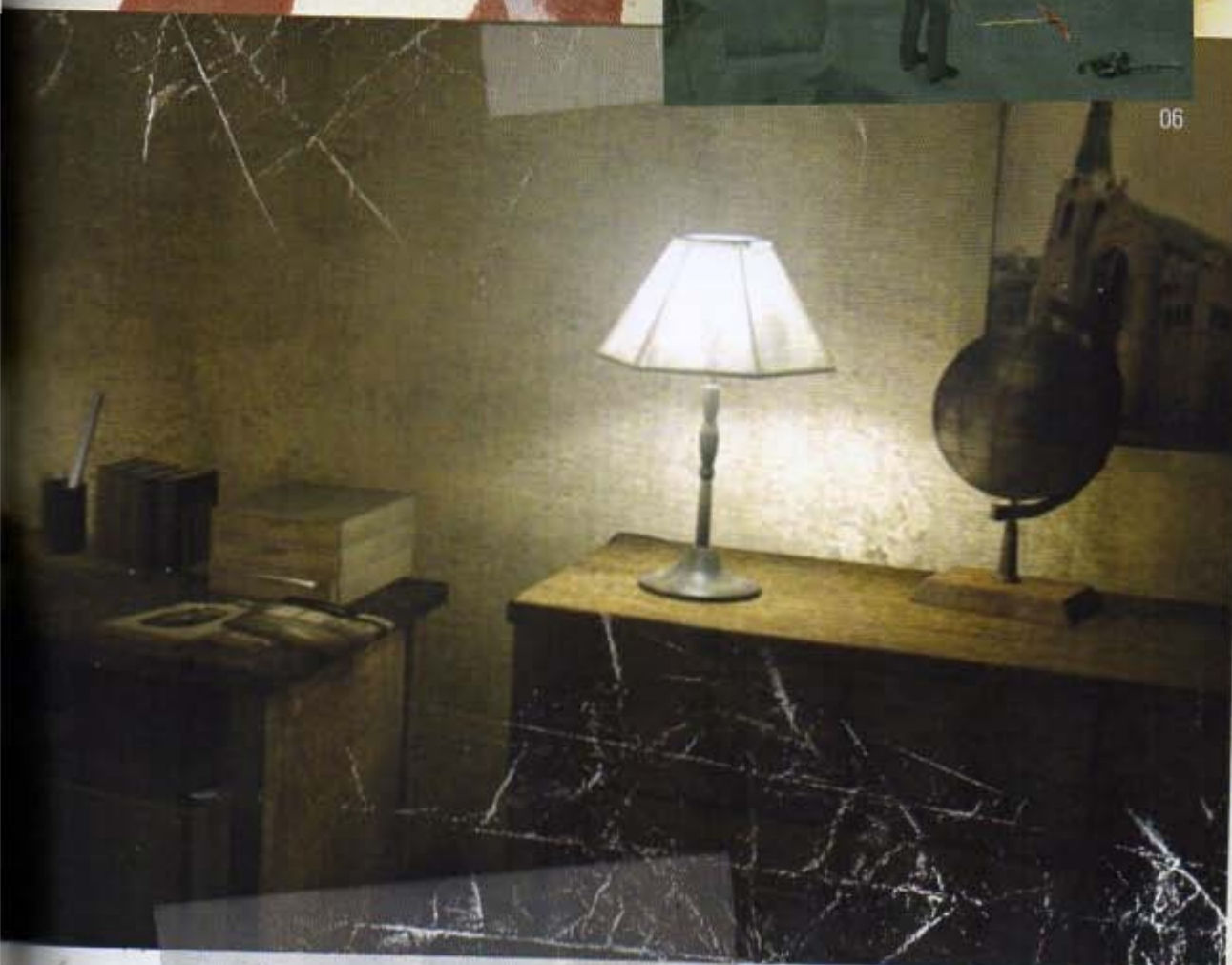
- New game mode
- Condition: One Weapon Mode played through (Difficulty: Hard)

If you've unlocked the One Weapon Mode on Hard and finished it successfully, you'll be rewarded with yet another mode. Start A Brand-new Fear using the save game, and you'll find a third version of the game difficulty selection.

In contrast to the One Weapon Mode, you can obtain all the eleven weapons in the subway. In addition, you can collect the golf clubs, Torch and Pistol in their usual place. The most notable aspect of this mode is that you'll have a constant supply of Nutrition Drinks and Pistol Bullets in Room 302 when you return from the other worlds.



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THE HORROR OF 302

horror

Paranormal Hauntings

A short time after you've met Eileen in the hospital, the hauntings will start in Room 302 (also see Walkthrough, page 75). There are 14 different occult phenomena that may possibly occur.

Living Room:

- windows clatter violently
- wall clock ticks incessantly
- moaning doll-like creatures emerge from the wall (Fig. 1)
- blood drips on the chair (Fig. 2)
- peephole in the front door bleeds (Fig. 3)
- TV is on (Fig. 4)

Kitchen:

- shoes appear in front of the cooker, next to bloody footprints (Fig. 5)
- blood spurts from the tap (Fig. 6)
- mysterious lump of flesh appears in the refrigerator (Fig. 7)



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Bedroom:

- voice on the phone tells you: "I'm always watching you...." (Fig. 8)
- moaning shadow appears in the closet (Fig. 9)
- picture on the wall changes

Living Room and Bedroom:

- cracks appear in the wall (Fig. 10)

Every room:

- ghost slithers out of the wall (Fig. 11)

How often you see these apparitions depends on Eileen's condition. It's possible for several events to take place at the same time. All emit a dark aura, (similar to that of a Victim), which gnaws away relentlessly at Henry's life energy when he's in the immediate vicinity. The phenomena have three different danger levels, ranging from relatively harmless to extremely dangerous.

Class 1: Windows, shoes, wall clock, telephone

Class 2: Crack in the wall, dolls, television, refrigerator, wall closet

Class 3: Ghost in wall, easy chair, peephole, tap, picture

The hauntings first appear in the living room. Later on, the paranormal activity will spread to the bedroom. This is a much more dangerous situation, because you will land right in the middle of the sphere of influence of the wall closet, picture and telephone hauntings whenever you return to room 302. If you're quick, you can usually escape to the living room – even if you arrive at your apartment with minimum life energy.

The dolls that haunt the wall above the box are an annoying hindrance when you want to store or collect items, but if you're extra careful you should be able to reach the box without getting too close. Once the box is open, the apparition can't harm you until you close it again. The wall ghost is equally dangerous as it can crawl out of every wall in room 302. When he appears it's time to exercise your inner exorcist and get rid of him quickly before he does too much damage.

Exorcism

You can dispel the hauntings with the help of a Holy Candle. Just place one as close as possible to the phenomenon. Usually you can put it on the floor or on a chair (Fig. 12). The closer the candle is to the occult event, the sooner it will work. Placed correctly, one candle should be enough to do the trick. If you want to get close to the source of the dark aura, without losing any life energy, equip a Saint Medallion to protect yourself. The first time you equip a medallion under these circumstances, you'll see a message: "The bad feeling is getting weaker... It must be this medallion...". Bear in mind that the protective power of a Saint Medallion has its limits: after a while it will shatter.

The pendant doesn't just protect you from the apparitions, it also helps to get rid of the phenomena by reflecting its power back, and damaging it. Why not try equipping a Saint Medallion and use it to exorcise one of the weaker phenomena such as the clattering windows? Just bear in mind that compared to the Anti-ghost effect of a candle, the medallion is rather weak. A Saint Medallion won't suffice against the mysterious lump of flesh in the fridge, for example.

The exorcising of the phenomena directly affects the ending of the game (also see page 131). Even if a haunting disappears all by itself, it will only count as a successful exorcism if you've used a Holy Candle or a Saint Medallion. If you exorcise hauntings that appear in several rooms at the same time (like the wall ghost and the cracks) they'll disappear completely. Most of the phenomena won't appear again after having been exorcised. Only the cracks in the wall, the dolls and the wall ghost have a tendency to reappear. The dolls (Fig. 13) won't appear if you carry the Shabby Doll from Apartment World.



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EILEEN

Eileen's Curse

Eileen is under the influence of some kind of curse. She's possessed by Walter, and the worse her condition gets, the more she loses her free will. You can tell this simply by looking at the colouring of her skin. If Eileen's condition is really bad, you'll see dark bruises and scars. Her condition is affected by a variety of different factors:

Long-term effects on Eileen's condition:

- You leave Eileen alone
- You leave Eileen alone in a room with an opponent (the obsession will rise significantly faster)
- Eileen is wounded by an opponent
- Eileen drops to the ground after being attacked (Fig. 1)
- Henry attacks Eileen when there are no opponents in the room

Short-term effects on Eileen's condition:

- Eileen drops to the floor
- Eileen stands next to an enemy's dark aura
- Use of the Submachine Gun bonus weapon

In some situations you will have no choice but to leave Eileen alone. The longer you leave her, the more her condition will deteriorate. Therefore it's never a good idea to leave her for too long. If she suffers too many ill effects from your absence, you can always take positive steps to restore some of her sanity.

Positive changes:

- The curse level goes down when Eileen is with Henry. But you'll have to keep active for this to have any effect. It's not enough for Henry to stand next to Eileen while you go off and make a cup of tea. (This will only have a very small positive effect.)
- Use an item with an Anti-Ghost Effect – preferably a Holy Candle (Fig. 2). The Saint Medallion will reflect the occult aura, but this will only help Eileen if she herself activated the aura.

It's possible to sooth Eileen's tormented soul for a short time. Light a Holy Candle in front of Eileen, to instantly raise her spirits. You should also place a candle at Eileen's feet whenever you have to leave her alone. There are, however, some actions which have no effect on Eileen's condition.

- Henry bumps into Eileen (Fig. 3)
- Henry hits Eileen while there are opponents in the room

Even if Eileen is so distressed that she cries out at Henry's clumsiness, it won't have any overall effect on her well-being.

You'll see the physical effects of the curse for the first time when Eileen and Henry encounter the grown-up Walter upon leaving Subway World (2nd time). But the curse level will have been calculated ever since Eileen met Henry in the hospital. This means that her condition can change dramatically for the worse from this point onwards.



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The Possession

The evil effects of Eileen's condition will become increasingly apparent at the end of the game. Once you've banished the memories of Walter's father and returned to Eileen on the staircase (Fig. 4), she'll react to the sketchbook (see also Walkthrough, page 109). There are three different versions of Eileen's reaction – depending on which curse level she has reached:

Level 1:

It's terrible... That poor little boy... His parents just threw him away right after he was born... Poor thing... He really thinks that Room 302 is his mother... I've gotta... I've gotta help him...

Level 2:

Oh, my head hurts... Th-That boy...he's coming in... His pain... I feel it... Oh, it hurts... That boy... He really thinks that Room 302 is his mother... Oh, my head... Oh...oh God. I've got to help him...

Level 3:

Daddy...? Where are you...? Where did you go...?... Mummy...? Mummy! Why...? Why won't you wake up...? H-Henry...? Ah, my head... Mummy... Henry... That boy... I have to help him...

Only a short time after that scene, while you're examining the Umbilical Cord in the superintendent's apartment, will you be presented with one of another three possible phrases that Eileen might say (Fig. 5). However, this won't change the fact that she leaves Henry behind.

Level 1:

Henry? Are you okay? It's Walter... He's crying... Even finishing the 21 Sacraments... It won't help that boy... I'm going back, Henry... To the room where he is... We're the only ones... The only ones that can stop him...

Level 2:

Henry? Are you okay? Walter... He's crying... Even finishing the 21 Sacraments... It won't help that boy... I'm going back, Henry Townshend... To the room where Walter Sullivan is... We're the only ones... The only ones who can stop him...

Level 3:

Daddy...? Mummy...? Why did you leave me? I'm scared... I'm so scared... It's dark, and I'm so scared... Mummy... Mummy...? Are you asleep...? Mummy... I'll wake you up... I will...

The curse level is a really important factor in the final fight. The worse Eileen's condition (the more she is under Walter's spell of possession), the faster she'll rush towards certain doom.

It's not only Eileen's skin colouring that alerts you to her curse level. Her speech gets increasingly bizarre as the curse starts to eat away at her sanity (Fig. 6):

- *I'm cold... Help me... It's him... He's coming in...*
- *I'm scared!!*
- *Where's mommy??*
- *Daddy...? Where's daddy???*
- *Mommy... Wake up... Let me in...*



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- *Jo...se...ph ...*
- *Hen...ry... Towns...hend...*
- *And God said, thou must return to the wellspring of sin...*
- *And God said, separate from the flesh too, she who is the Mother Reborn and he who is the final Receiver of Wisdom...*
- *...#*%...IS@#<*
- *...=@##%*...#1'@/S/%...*@#...*

Once Eileen starts spouting gobbledegook, it means that her condition is getting very serious. She will frequently stop and hit her injured arm. Aside from being downright disturbing behaviour, this mania also causes Eileen to emit a Victim-like harmful dark aura. Place a Holy Candle in front of her before she can do too much damage.

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Eileen's Monologues

Apart from the indicators of Walter's growing influence on Eileen mentioned on page 139, she'll also start talking to herself from time to time. It's most likely to happen when you stop temporarily. Depending on where you are, she'll utter several sentences at random.

Hospital World:

- *This is a nightmare...It can't be happening...*
- *Down? Where could that be...?*
- *The boy that helped me... I wonder if he's okay...*
- *How did I get into this...?*
- *That man with the coat... Something about him isn't right.*

On the walkway between the Worlds:

- *What is this place?*
- *This is just horrible... (Fig. 7)*
- *I wonder what could be down there...*
- *This must be what Hell is like...*

Subway World:

- *I wonder if Joseph is still alive...*
- *This looks like South Ashfield Station...*
- *This looks like the station closest to our apartment...*
- *I used to live in North Ashfield... I used this subway all the time when I was younger...*

Forest World:

- *Could this be... Silent Hill woods...?*
- *I'm pretty sure that somewhere in these woods, is an orphanage called Wish House...*
- *I studied archaeology back in college, but...*

Water Prison World:

- *It's so damp and gross here...*
- *Could this be...that Silent Hill cult...? The place where they kept all those kids locked up...?*
- *I wonder if this is where that boy was kept too...*
- *That article that Joseph said he was writing... Was it about this place?*

Building World:

- *I remember this place...It looks a lot like downtown Ashfield..*
- *Are you...okay?*
- *Considering the circumstances, I guess we're doing pretty good, huh...*
- *Is this really what happened to the city...? Or are we just going insane...?*
- *I'm in too much pain for it to be a dream...Plus, I can see you so clearly...*

Apartment World:

- *This is our apartment building, but...now it looks like some kind of nightmare.*
- *We can't get out of here...?*
- *That boy... I feel so sorry for him.*



07

Walter's Diary

Back when young Walter Sullivan lived in the Wish House, he wrote an unusual diary. You'll find 16 different notes on stones or tree stumps in the Forest World (see pages 82 and 83). Henry is unable to read them, but they make perfect sense to Eileen (Fig. 8). She'll only read out loud when there are no distractions close by (such as monsters or little boys).



08

• October 1st

He told me I could write whatever I wanted because nobody will ever see it. I like to write. My teacher taught me how.

Explanatory note: "He" is probably Andrew DeSalvo, who worked as a warden for the cult at that time.

• October 2nd

I played with Bob. It was fun, but I went too far away and "He" got angry.

Explanatory note: Bob and John (mentioned later) are other children from the orphanage.

• October 3rd

I played with Bob again. I went even further this time... (The writing fades out after that...)

• October 4th

My cheek hurts. I hate him.

• **October 5th**

*I got hit again. I didn't do anything wrong.
I wish he was dead.*

• **October 6th**

*Tomorrow is Book Study in the chapel. If I can't read well,
I'll wind up like John. I'm really scared.*

• **October 13th**

*I finally got outside. John is still stuck in that round cell.
I hope I read well tomorrow.*

• **October 14th**

*I did a good job reading today. I was so happy. But the 21
Sacraments for the Descent of the Holy Mother was hard.*

• **October 15th**

*Bob is gone. Nobody will tell me what happened. I bet...
(I can't read any more than that...)*

• **October 16th**

*Some important people came today. One of them, Dah...
(It's cut off...I can't read any more.)*

• **October 17th**

*The important lady told me my mother was asleep in
Ashfield. I have a mother, too. I'm so happy. I want to see
my mother. Where is Ashfield, anyway?*

Explanatory note: The Important Lady is a key figure. It's
Dahlia Gillespie from the first part of the Silent Hill series.

• **October 18th**

*I have to stay in the round cell even if I read well
tomorrow. If I do it, God will be happy. So I will do it.
He comes into the round cell a lot to visit, but it's okay I
guess.*

October 21st

*Sunday is the day I leave the round cell to read the
Book. I read very well today. If I can do a good job
reading the 21 Sacraments for the Descent of the Holy
Mother, I can meet my mother. The important lady told
me that. But tomorrow I'm going to the round cell again.*

October 28th

*I have to take a train or something to get to Ashfield.
Everyone says Ashfield is a scary place, but I really
want to see my mommy.*

• **February 10th**

*I went to visit Ashfield again. Again, I... something...
something... ..mommy. (Some of it's blurred and I can't
read past there...)*

• **March 17th**

*I went to Ashfield again. It was my fourth time. Just like
last time, my mother... something... The city is scary and
the apartment where my mother is has... (Um, I can't read
any more than that...)*

Explanatory note: There is a hint in this inscription as to
why the Building World belongs to the nightmare worlds.

Eileen can only read the texts because she's possessed by
Walter. That also explains why she reads the inscriptions
in a child-like voice when the curse level is high. If her
condition is bad, she can read even more of the inscription
in some instances.

• **October 3**

*I playd with Bob agin. I went even frther this time. There
was a hewj rock. It was reely kool. HE beet me up aftr it.*

• **October 15**

*Bob is gawn. No body will tell me wut hapind. I bet HE did
it --Andru!*

• **October 16**

*Sum impaurtant peepole came today. One of them wuz a
lady namd Daleeuh...*

• **February 10**

*I went to Ashfeeld agen. Again I couldn't find mommy.
Sum mean girls in the train sed mean stuff to me and I got
scared. He beet me agen too.*

Explanatory note: There's a hint in this inscription why
Cynthia is one of the victims ("the mean girls in the train").

• **March 17**

*I went to Ashfeeld agen. It wuz my forth time. Just like
befor I didnt see mommy. The sity is scarey and the
upartmint were mommy is haz a scarey guy in it. If I can
just reed the 21 sacramentz for the holy mother thing I
can be with tier.*

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MONSTER SECRETS

The Victims

These monsters get their name from the fact that they are the victims of Walter Sullivan, or more precisely, the ghosts of the deceased victims of the serial killer. Doublehead and Walter Sullivan also belong to this group.

All ghosts emit a toxic dark aura that sucks Henry's life energy if he's standing within a radius of approximately five meters. They also boast a natural healing power that enables them to regenerate their own lost HP. The table on the right of this page outlines their powers of regeneration.

Level	Aura Damage	Healing Power
Easy	0.2 Points	2 HP
Normal	0.5 Points	3 HP
Hard	1 Point	4 HP

Should a ghost's stats differ from these values, you'll find the details in the info box. (Details on the boxes can be found on page 19) Occasionally you can also find some information on 'Anti-Ghost damage'. Not only do Saint Medallions and Holy Candles block ghosts' harmful auras, they also reflect damage back onto the apparitions. Usually this happens on a 1:1 basis. Some Victims are more sensitive to it, some less.



Victim - Old Type

Info: Victim of the First Revelation. The heart was ripped out for the "Ritual of the Holy Assumption"
• Three times the usual anti-ghost damage

Level	HP	Stamina	Attack	Speed
Easy	100	50	7.5-9	0.4-1
Normal	200	80	10-12	0.5-1.25
Hard	300	100	15-18	0.6-1.5



Victim 04

Info: Fourth victim of the First Revelation, (middle-aged person)
• Twice as much anti-ghost damage

Level	HP	Stamina	Attack	Speed
Easy	250	80	7.5-15	1-2
Normal	500	120	10-15	1.25-2.5
Hard	700	160	12.5-15	1.5-3



Victim 10

Info: Tenth victim of the First Revelation (younger man).
• Three times the usual anti-ghost damage

Level	HP	Stamina	Attack	Speed
Easy	200	80	7.5-9	0.5-1.5
Normal	400	120	10-12	0.6-2
Hard	600	160	15-18	0.75-2.5



Victim 12

Info: Twelfth victim, second victim of the Second Revelation (young man in a sweat suit)
• Three times the usual anti-ghost damage

Level	HP	Stamina	Attack	Speed
Easy	150	80	7.5-9	0.5-1.2
Normal	300	100	10-12	0.6-1.5
Hard	600	140	15-18	0.75-1.8



Victim 13

Info: 13th victim, Second Revelation Ghost of an old woman.

Level	HP	Stamina	Attack	Speed
Easy	80	40	7.5-9	0.4-1
Normal	150	55	10-12	0.5-1.25
Hard	250	70	15-18	0.6-1.5



Victim 14

Info: 14th victim, Second Revelation
• Three times the usual anti-ghost damage

Level	HP	Stamina	Attack	Speed
Easy	200	80	7.5-9	0.5-1.1
Normal	400	100	10-12	0.6-1.4
Hard	600	140	15-18	0.7-1.8

Victim 16 - Ghost-Cynthia



Info: 16th victim, Third Revelation.
Lashes her victims with her long hair.
Slithers rapidly across the floor.

- Aura damage: 0.4 / 1/3

Level	HP	Stamina	Attack	Speed
Easy	300	80	7.5-9	0.6-2
Normal	600	110	10-12	0.75-2.5
Hard	800	150	15-18	0.8-3

Victim 17 - Ghost-Jasper



Info: 17th victim, Third Revelation.

- A fifth of anti-ghost damage
- Aura damage: 7 / 10 / 15
- Aura radius: 2 meters
- Healing power: 3 / 4 / 5
- The burning Torch inflicts only a 1/4 of the usual damage

Level	HP	Stamina	Attack	Speed
Easy	500	180	7.5-15	1.8-2.25
Normal	800	250	10-15	2.5-3
Hard	1140	360	12.5-15	3-3.8

Victim 18 - Ghost-Andrew



Info: 18th victim, Third Revelation.
• Damaged dealt by his singing: 5/7/10
• Singing can be blocked by Saint Medallions and Holy Candles, but not reflected back
• Aura damage: 1 / 1.5 / 3
• Aura radius: 4 meters
• Healing power: 3 / 4 / 5

Level	HP	Stamina	Attack	Speed
Easy	400	150	10-20	0.3-1.25
Normal	800	200	10-20	0.4-1.5
Hard	1200	300	10-20	0.5-2

Victim 19 - Ghost-Richard



Info: 19th victim, Third Revelation.

- Doesn't float, can't walk through walls, but is able to teleport. Moves unpredictably.
- 1/2 anti-ghost damage
- Aura damage: 0.4 / 1 / 3
- Aura radius: 3 meters
- Healing Power: 3 / 4 / 5

Level	HP	Stamina	Attack	Speed
Easy	400	120	7.5-15	0.5-3
Normal	800	160	10-15	0.5-3
Hard	1200	220	15	0.5-3

Creatures

Victim 7 + 8



Although the Doublehead is a corporeal creature, it is still regarded as a victim of the First Revelation. The Doublehead is in fact two people, Billy and Miriam Locane, Walter Sullivan's seventh and eighth victims. The subconscious guilt of the mass murderer is manifested in this two-headed creature.

Doublehead-Mutant



The Doublehead-mutation is also a manifestation of Walter Sullivan's subconscious. This monster was born out of his memories and the emotions he felt for his family.

Victim 11 - Walter Sullivan

Info: 11th victim, first victim of the Second Revelation

- Healing power: 4 / 5 / 6
- Damage of his attacks: shot 10, blow 15, charged blow 25, stab with chainsaw: 7, sweep with chainsaw: 12 (per hit).



Level	HP	Stamina	Attack	Speed
Easy	450	200	7-25	1-4
Normal	600	280	7-25	1-4
Hard	750	380	7-25	1-4

To complete the Ritual of the Holy Assumption, Walter Sullivan had to become his own victim. As he made himself the lord of the worlds, he can't be defeated in any of them.

Firearms inflict little damage on Walter. Attacks with the burning Torch deal three times as much as the usual damage. Walter won't flinch or show any reaction whatsoever when attacked with the Chainsaw or Torch, but the attacks will still cause him damage.

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Frame Man



Info: The Frame Man consists of 12 Wall Men. The One Truth (see also page 102) has twice as much HP as all the others. If he gets hit, all the other Wall Men in the room will react, too. When you've defeated the One Truth, you've defeated the Frame Man, so no need to waste time attacking the others.

Level	HP	Stamina	Attack	Speed
Easy	200	70	8-12	-
Normal	300	120	10-15	-
Hard	500	150	15-22.5	-

Rubber Face - New type



The more intelligent type of Rubber Face is not only able to use golf clubs as weapons. He's also out to steal weapons and items from your inventory. Keep a close eye on your Steel Pipe, Paper-Cutting Knife, Golf clubs, Wine Bottle, Stun Gun, Bug Spray and Holy Candle as he'd like to take all of them. Unlike Henry, a Rubber Face can use a Holy Candle against you as an attacking weapon. Once you've defeated a Rubber Face you can retrieve any stolen item.

Wheelchair - New type



Some Wheelchairs cast the shadow of a human being. This species is extremely dangerous. They have more than twice as much HP as a standard wheelchair, and they also cause a higher aura-damage of 1/3/8 points within a radius of two meters.

QUESTIONS AND ANSWERS

In the following section we hope to answer any remaining questions that you might have about the game. You'll find more information on the story of the game in the section "Would you have guessed?" at the end of the chapter.

?: Is it true that collecting items has no influence whatsoever on your ranking?

!: True.

?: Is it worthwhile to collect all the golf clubs?

!: The golf club collection has no intrinsic value whatsoever.

?: Is the Stun Gun worth the detour (also see page 54)?

!: Probably. The Stun Gun is rather effective against hordes of monsters, which are vulnerable to electric shocks. It's also very helpful in the fight against the six Doubleheads in the generator room, and against the five Nurses in the South Ashfield Heights staircase.

?: I'm stuck at a certain point in the game. Any hints?

!: Henry is strengthened by the repeated use of Continues (also see page 18). The effect fades in time, but it can help you to overcome certain difficult situations. For example, if you are experiencing problems with Walter in the final fight, you can make things easier for yourself by using repeated Continues. If you run out of health items, you may well find one in Room 302 after using a Continue. On Easy and Normal you will often find one placed there at random.

?: I can't find a Red Diary page where it's supposed to be...

!: The pages have to be collected at the right time. Red Diary - 4th April will disappear after Richard's death, for example. The entry for 8th April will disappear after Andrew dies. All the notes under the door of 302 will disappear when the door is finally opened with the Keys of Liberation.

?: Are Victims invulnerable while getting up?

!: No. A Victim may not seem to react to an attack while it's getting up off the floor, but it will still be taking damage (Fig. 1). This will be combined with damage from the first hit in its "normal" condition.



?: Is the spiked ceiling in the hospital deadly?

!: No. This "trap" in one of the rooms on the upper floor is not dangerous (Fig. 2).



02

?: What's going on with that giant worm in the subway?

!: Nothing at all. You can't kill it, and it won't attack you either (Fig. 3). The same goes for the worm in the Water Prison.



03

?: Which puzzles are more difficult on Hard?

!: The correct rotation of the cells in the Water Prison. You'll only find the texts "I'm sleepy..." and "I want to go home" in the two Surveillance Room Reports. So you'll have to try it without a detailed explanation of the operating mode and without the important hint about the bloody beds.

?: Is the torch a more powerful weapon when lit?

!: With most of the monsters it doesn't make any difference. It inflicts more damage on Walter, but almost none on Jasper's ghost.

?: What's the use of the giant head in the hospital room?

!: It has no function, other than being really, really creepy...

?: If I run into a Tentacle, will it count as a defeated monster?

!: Yes. It will be considered to be a defeated opponent for the purposes of your final total score (Fig. 4). The same applies for Tremers. When you crush a larva it's counted as a defeated opponent. On the other hand, if a monster is killed by Eileen or Walter, it will not count towards your final total score.



04

?: I've found a Steel Pipe in Building World. Does it have any advantages?

!: No. You can't have two of the same weapon, so if you place both in your inventory or box, one of them will disappear.

?: Will Henry die on returning to his bedroom if it's haunted?

!: Not always. Even if you don't have much life energy left, you should be able to reach the door to the living room before the phenomena start to take their toll. You just have to start running at the right time.

?: Can I use firearms in Room 101?

!: No.

?: What happens when Henry takes the Umbilical Cord?

!: The pictures that flicker across the screen show how Walter was abandoned by his parents (Fig. 5).



05

?: Is that person hanging from the ceiling in the Room 302 of the Past really Joseph Schreiber?

!: Yes, indeed. More precisely, it's his ghost.

?: Is it possible to open all of the doors in the game?

!: No, some doors will remain closed for ever.

?: Is there a UFO ending?

!: No, unfortunately there's no UFO-ending!

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DID YOU NOTICE?

If you leave Henry alone for a few minutes he'll start to move around a bit. What he does depends on the weapon he's holding (Fig. 1).



01

You'll see a round symbol or a silhouette during the loading times of the game (Fig. 2). You can move these patterns around and distort the perspective with the stick or the appropriate keys or buttons.



02

You'll see bloody hands printed on the wall when you're looking out of the peephole in your front door. The number of prints relates to the number of Walter's victims. At the beginning of the game there are just 15, after Cynthia's death 16, and so on.

Even on your first excursion to the Apartment World you will notice that there is something wrong with Room 302. Although the floor plan of your own apartment isn't shown on the map, you can deduce from the two apartments under it that there are rooms missing in 302.

Occasionally you'll hear reports in the news on the radio about the improper behaviour of a Mister Suguru Murakoshi. Could it be coincidence that the director of this game has the same name...?

In the very first sequence of the game you're not seeing through Henry's eyes, but Joseph Schreiber's. He wrote his comments on the condition of the apartment in Red Diary - August 2. His remarks on the furniture are further proof ("Where did this big TV come from...? I thought I had a record player here...", "That's weird... My red typewriter is gone..."). The two residents of Room 302 are obviously sharing this experience, because Henry is also able to remember the "dream."

When you get the Superintendent's Memo and return from Building World, you'll hear someone knocking on your door. On looking through the peephole you'll see the writing on the wall: "Better check on your neighbour soon."

You'll find signs leading to Cronenberg Street down on the King Street Line platform in the subway world (Fig. 3). This is in homage to the director David Cronenberg, who is famous for his horror movies (for example "The Fly").



03

When you're coming out of the Pet Shop on your second visit to Building World, you'll find a newspaper lying on the floor. An article in the newspaper informs you that the shop has been attacked and the owner, Steve Garland, killed. If you return to the pet shop, you'll find it in the same condition as it was during the attack (Fig. 4). According to the Red Diary - August 7 Steve Garland was Walter Sullivan's fourth victim.



04

On your first visit to the Wish House the front door will be closed. If you return to Jasper instead of going on to the graveyard, he'll say: "That building, did you see it? A long time ago, I was curious, so I took a look inside... I was so scared, I came right out... People say the town near here... Crazy stuff happens there too... They say those guys have somethin' to do with that too... That place is real scary too..."

If you're brave enough to risk looking outside during the occult phenomenon "bleeding peephole", you'll see an extremely battered looking Henry Townshend standing in the hallway... (Fig. 5)



05

WOULD YOU HAVE GUESSED?

Silent Hill 4: The Room may be the fourth instalment in a series, but you don't need to know anything about the preceding games to understand the story. Just the few well-established elements reappear this time around, including the religious cult of Silent Hill. Read on to find out where insiders are pricking up their ears, and where real Silent Hill aficionados nod sagely.

And just in case you still think that hell hath no fury like a Walter scorned and wonder why he actually did all the things he did, you can read the most important points of the story again on the following pages. But consider this: it's highly recommend that you only read this information if you've already played through the adventure at least once.

Walter Sullivan

The name of Walter Sullivan has already been mentioned in the second part of the series. A newspaper article told about the murder of Billy and Miriam Locane and about his suicide in prison. There was no talk whatsoever about further crimes or even a Walter Sullivan case at this time. The whole thing merely belonged to a morbid quiz, in which the name of the murderer was mentioned.

Joseph Schreiber

The name Joseph Schreiber appears briefly in the third part of the series. He's quoted as being an author of an article about the orphanage of Silent Hill. At that time the orphanage was still known as Hope House. Apart from that, the text is identical to Joseph's Article which you've found in apartment 301. The article had no further meaning in Silent Hill 3 and its main purpose was to create an ominous atmosphere. (By the way, it's no coincidence that the journalist is called "Schreiber" - "Schreiber" means "writer" in German.)

Frank Sunderland

One of the random comments about the photograph in Henry's living room is the following: "I got this photo from Sunderland, the superintendent. I heard his son and daughter-in-law disappeared in Silent Hill a few years back...". The superintendent's son is none other than James Sunderland, the main character of Silent Hill 2.



Dahlia Gillespie

One of Walter's diary entries scattered around Wish House mentions an important lady. This is a reference to Dahlia Gillespie, the leader of the religious cult in the first Silent Hill Adventure. She sacrificed her daughter, Alessa, so that her goddess could be born. A piece of paper in the Wish House reminds us of her daughter with the message "Have you found Alessa yet?".

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Memories of Silent Hill

The graphic print on Jasper's T-shirt (Fig. 1) shows the goddess of the Silent Hill Cult. This demon is the final boss in the first game of the series. His (or her) sign is the symbol you can see on the loading screen. This symbol marked every save point in Silent Hill 3 (Fig. 2).



01



02

This cute plush-bunny on Eileen's bed (Fig. 3) is the mascot of the fabulous Lakeside Amusement Park (Fig. 4), one of the locations of the third part of the series. So apparently Eileen has also visited that famous town sometime ago... Occasionally you can see a bunny-shaped hot-air balloon floating over the town when looking out of Henry's window.



03



04

If you're frequently investigating the toilet in the bathroom, you'll get the following message: "There's something in the toilet... Should I grab it?". And then nothing else happens, because the answer is "I'm not brave enough to do it...". This is a reference to an incident in Silent Hill 2 when James Sunderland had to fish an important item out of the toilet.

If you turn on the radio, you might hear the following advertisement for the pleasant holiday resort of Silent Hill. "Are you yearning for that special place to spend quality time with your loved one?" This text is a reference to a letter written to James Sunderland, which played an important – and special – role in Silent Hill 2.

The wheelchairs are evocative of the first part of the series, in which Alessa was wheelchair bound. For this reason they are also omnipresent in the third part of the series.

In the back room of Room 302 you can find a bottle of white oil and a bowl made from obsidian (the black cup in the document *Descent of the Holy Mother*). These objects and two holy books were also needed in Silent Hill 2 for a ritual to bring the dead back to life.

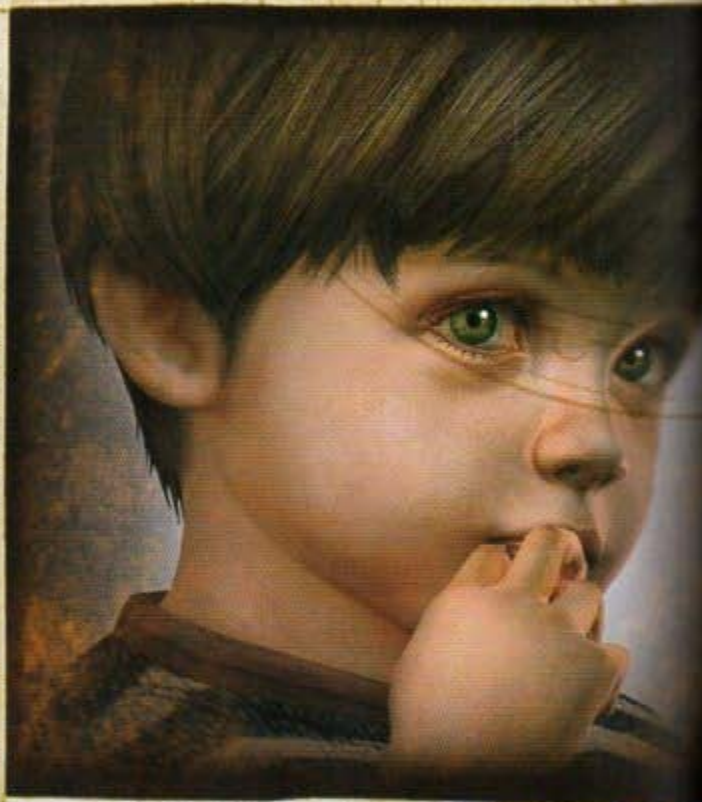
The photographs in Room 302 are all reminders of past Silent Hill adventures. The lighthouse was a location in the first game. The comment "There was even a rumour that a UFO came flying right by the lighthouse." is an allusion to the infamous "UFO-ending", which saw the hero of the game being abducted by aliens. (Unfortunately, this time there's no UFO ending!)

The church has been an important location in parts 1 and 3. Part 2 started at Toluca Lake. The picture of the fine and sunny day is especially amusing: "Apparently, it's super rare to have a sunny day in Silent Hill."



05

That is an understatement of enormous proportions, because in the other games Silent Hill is always shrouded in dense fog (Fig. 5). You can hardly see your own hand even when you hold it up to your eyes. Indeed, the malevolent fog, and the mysterious terrors that use it as a cloak to mask their evil deeds, are trademarks of the Silent Hill series.



Third Revelation

All four of Walter's victims have a connection to his past, however unwittingly. It's obvious why Andrew (warden of the orphanage) and Richard, who chased young Walter out of South Ashfield Heights had to die. A diary-stone in the forest will tell you why Cynthia was targeted (see page 141). She represents all the mean girls, who were nasty to little Walter on his way to the town. Jasper is a fan of the religious cult who operated the terrible orphanage. His t-shirt makes that pretty clear. He also knows the bible of the cult, as his lecture about the Third Revelation proves – he'll get started on that as soon as he sees young Walter.

His would-be fifth victim, Eileen, also knows Walter from his past. Walter will tell you in the monologue on the stairway of the apartment building that she once gave him the doll. The additional fact that she lives in apartment 303, exactly next to the apartment where Walter himself was born, makes her the Mother Reborn.

Other Worlds

All the gruesome locations in Silent Hill 4 have some connection to Walter's childhood. He had to use the Subway to get to his "mother" in South Ashfield. The Forest was the location for the orphanage he would have spent his childhood in if he hadn't been locked up in the Water Prison. The Building World is the city of Ashfield which scared him as a child, as the diary stones in the forest will tell you (see page 141). And after his birth in the apartment building of South Ashfield Heights he was taken to St. Jerome's Hospital. Due to the Ritual of the Holy Assumption all these places became part of his bizarre world.

Rituals

Walter Sullivan enacted the Ritual of the Holy Assumption ten years ago in the back room of Room 302. According to the unholy book, *Descent of the Holy Mother - The 21 Sacraments*, he needed white oil, a black cup and the Blood of the Ten Sinners to perform the ritual. Because of that only the hearts of the first ten victims were removed. The other victims remained intact. The ten murders are the First Sign for the Completion of the 21 Sacraments.

The Second Sign is the ritual itself. Four more victims were needed for that: the personifications of Void, Gloom, Darkness and Despair – the last one in the person of Joseph Schreiber. Thus Walter was released from the bonds of the flesh, and gained the Power of Heaven. This way he created a world of his own, for him alone to control (also see Book Scrap). So it's not really all that astonishing that you couldn't finish off the Man with the Coat once and for all.

The story of Silent Hill 4: The Room finally tells you of the completion of the 21 Sacraments, which were supposed

The Final Sign

On his descent from the back room of Room 302, Henry's path will take him to a red chamber. At the beginning he's floating in an embryonic state and the whole room is immersed in red – symbolising the womb. On the wall you'll see ten glowing gravestones – equivalent to the ten victims of the First Revelation. Further down, the final fight will occur. It takes place in an in-between world, which partly exists physically under South Ashfield Heights – that's why Walter is shouting something to young Walter while looking upwards. Because young Walter is "upstairs" and knocking at the door of Room 302.

At the beginning of the fight you must follow Joseph Schreiber's from Room 302 of the Past. You'll have to follow the instructions in the Crimson Tome. "You must bury part of the Conjurer's mother's flesh within the Conjurer's true body". The "part of the mother" is the Umbilical Cord, which superintendent Sunderland has been so kind to keep for thirty years in his living room. And the "true body" is the monster at the edge of this area – Big Walter. That is the true Walter, who executed the Ritual of the Holy Assumption



to lead to the Descent of the Holy Mother. The Third Sign is the four victims: Cynthia, Jasper, Andrew and Richard, representing Temptation, Watchfulness, Source and Chaos. The Final Sign requires the deaths of Eileen and Henry.

The most bizarre aspect of the whole story is that Walter really wants to make his delusion come true and bring his own mother back to life. According to his bible he wants to free Room 302, which he regards as his mother, from all the corruption of this world. The problem is that the "Holy Mother" from these scriptures is not just any person, but the demonic goddess of the religious cult from Silent Hill.

all those years ago. Do you notice how his pose and the tube-like structure are reminiscent of his old, human body in the back room? The Man in the Coat is just an image of Walter, an unholy idol he created himself. Young Walter on the other hand is another product of his subconscious. Joseph Schreiber explained it thus: "His boyhood desire to return to the bosom of his birth has divided him. Now his child self has manifested itself in this world."

To start the fight, you must first stake the Conjurer with eight spears. The spears are stuck in eight gravestones arranged in two groups of four each – corresponding to the victims of the second and third revelation. Because of that they are also called Void, Darkness, Gloom, Despair, Temptation, Source, Watchfulness and Chaos in the Crimson Tome. The Conjurer's unholy flesh will become again what it once was – and you can finally vanquish the Man with the Coat – which you have of course successfully done by now!

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On the following pages you'll find an alphabetical listing of every important term used in the game. This should help you to quickly and easily find the page that contains the information you're looking for. A colour-coded system has been introduced for easier navigation around the guide. If there are several cross-references for one term, the colour of the highlight will indicate the type of information you can expect to find when you turn to the relevant page. References to text are written in normal script, cross-references to maps are highlighted in blue, and cross-references to the Secrets Chapter are highlighted in red. As the Secrets Chapter contains information that you might not want to know before you finish the game, the red highlights could also be considered to be Spoiler warnings!

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