SILENT HILL®

ØRIGINS

KONAMI

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

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

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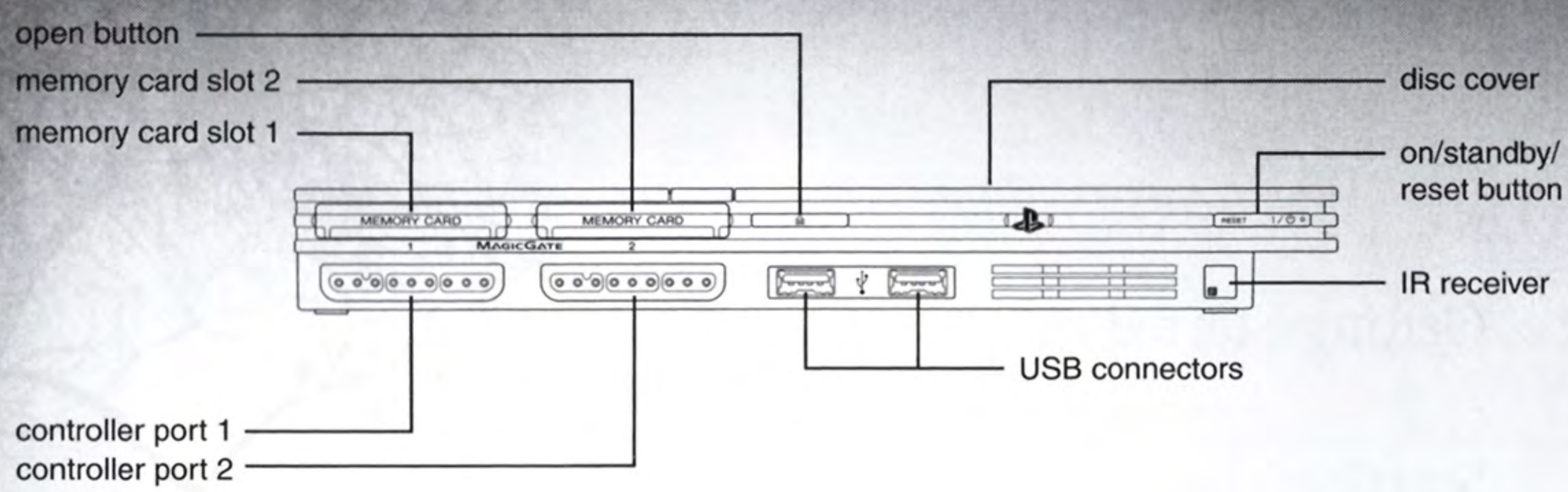
GETTING STARTED



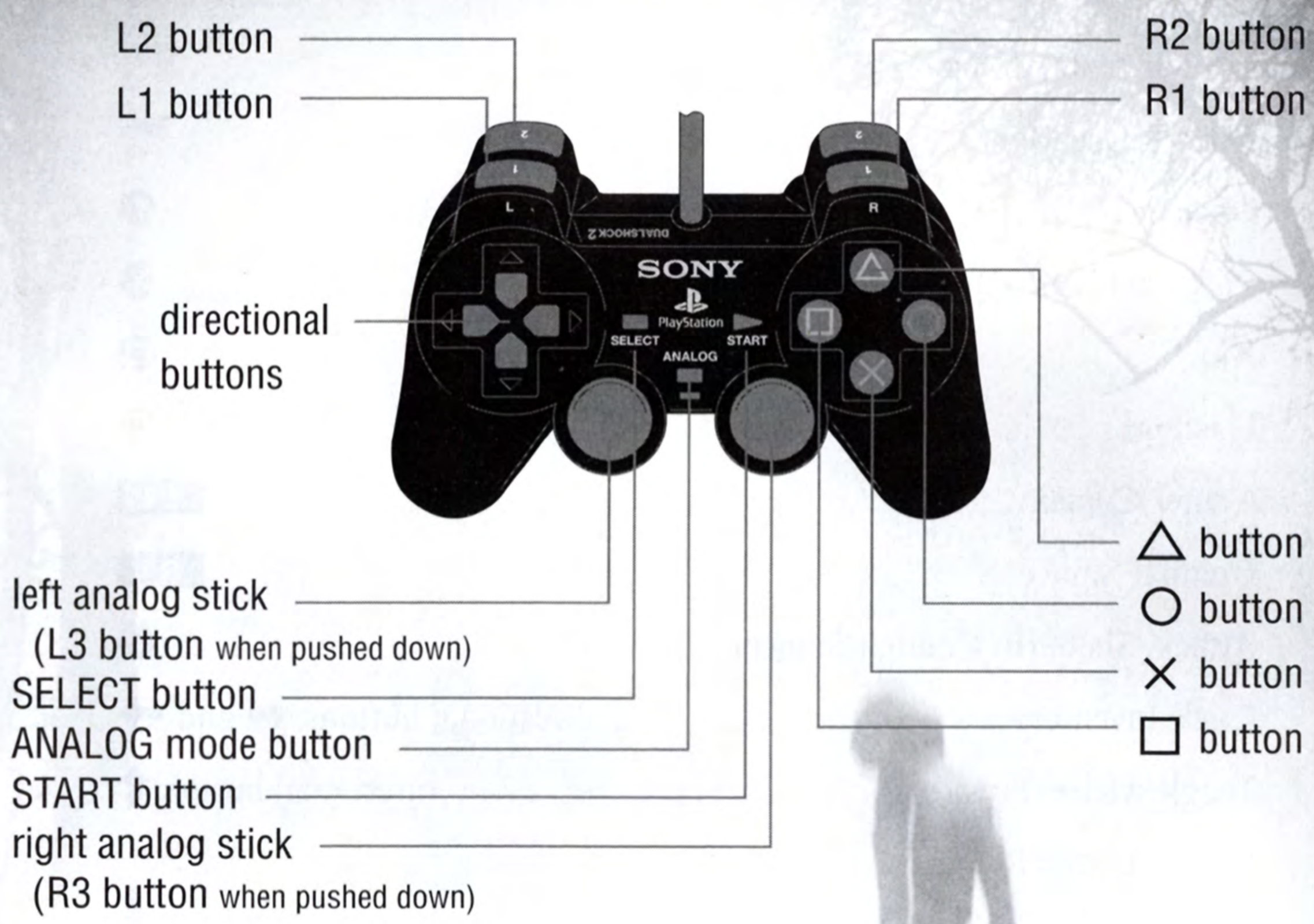
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the SILENT HILL® ORIGINS disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

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

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLS

CHARACTER MOVEMENT AND ACTION

Move	left analog stick
Open Inventory Menu	SELECT
Open Pause Menu	START
Open Map	△
Pick Up Items/Finishing Move/Interact	⊗
Run	□
Flashlight	○
Center Camera	L1
Combat Stance	R1
Attack/Shoot (In Combat Stance)	⊗
Cycle Inventory	directional buttons ← and →
Toggle Melee/Firearms	directional button ↑
Instant Equip/Reload (In Combat Stance)	directional button ↓
Switch Target (In Combat Stance)	L1

INTRODUCTION

THIS IS SILENT HILL

Travis Grady is alone in his solitary trucker lifestyle. He's content to live his life one mile at a time, making as few connections as possible. It's not that he doesn't have a personal history, but he'd much rather leave the past in his rearview mirror.

His latest delivery takes him past a sleepy northeastern town called Silent Hill. Suddenly, something runs across the road, and Travis is forced to swerve out of the way. Leaving his cab to investigate, he spots a young girl, who quickly runs away. Worried she might be hurt, Travis follows.

He comes to a flaming house on the outskirts of Silent Hill. A girl screams from somewhere in the fire, and Travis rushes inside to help. He fights through the flames, the black smoke burning in his lungs. He finds the girl, but eventually gives in to the strain and blacks out…

…He wakes up in Silent Hill.

ENTERING SILENT HILL

MAIN MENU

When the game boots up, you will be taken to the Main Menu. While at the Main Menu, use the left analog stick or directional buttons ⬆ and ⬇ to highlight an option, press the ⊗ button to select, and press the ⊙ button to go back to a higher set of options or the previous menu.

CONTINUE: Return to Silent Hill by loading the most recent saved game.

LOAD GAME: Load a previously saved game and continue your progress.

NEW GAME: Begin a new trip to Silent Hill.

TIPS: View 13 hints and tips on how to survive in *Silent Hill Origins.*

NEW GAME

At the Main Menu, select NEW GAME to send Travis into Silent Hill. After selecting NEW GAME, you'll be taken to an options screen. Use the directional buttons to select Yes or No for Subtitles, and press the ⊗ button to confirm. You may then select your Brightness settings and press the ⊗ button to confirm your choice. If you need to go back to a previous option, use the directional buttons to go up and down.

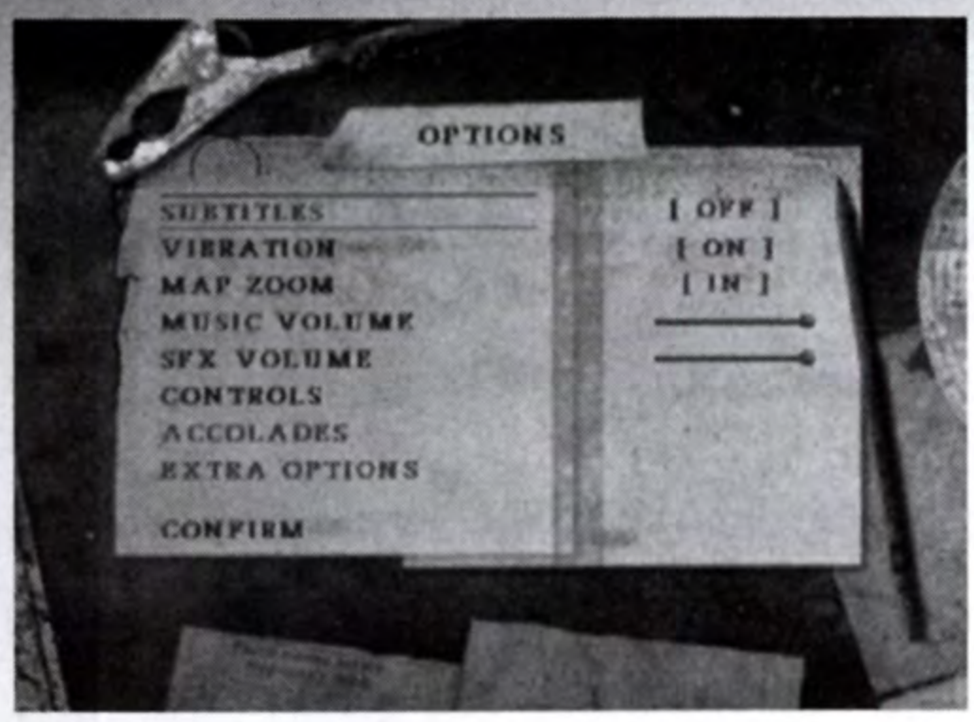
CONTINUE & LOAD GAME

At the Main Menu, select CONTINUE or LOAD GAME to access saved games. Press the left analog stick or directional buttons ⬆ and ⬇ to cycle through the saved games, and then press the ⊗ button to confirm your choice to continue from a saved game. CONTINUE will automatically select the most recently saved game.

TIPS

Silent Hill Origins is a new entry in the Silent Hill saga and features a number of new gameplay innovations. The Tips menu will explain how the game is played for new players, or serve as a refresher to longtime fans.

ENTERING SILENT HILL



OPTIONS

You can access the Options screen by bringing up the Inventory during the course of a normal game and selecting Options by pressing the ⊗ button. Highlight the option of your choice and then press the directional buttons ⬅ and ➡ to set the desired level. Press the ◉ button to exit.

SUBTITLES: Toggle on-screen subtitles on or *off*.

MAP ZOOM: Set map to automatically be zoomed *in* or out when activated.

MUSIC VOLUME: Adjust the volume of the music.

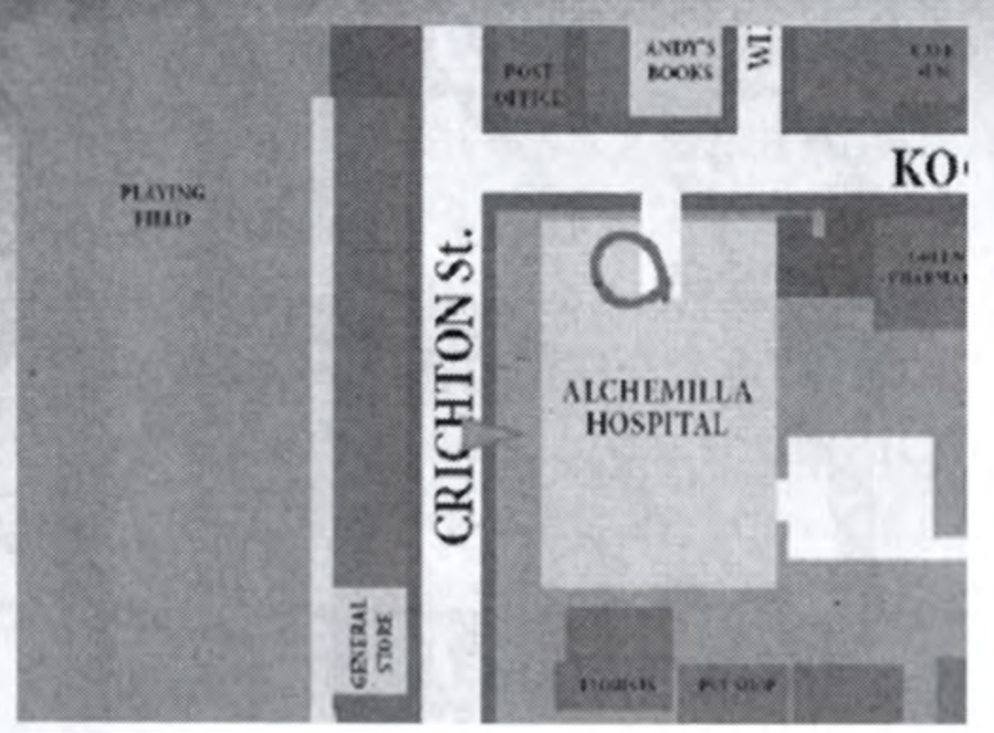
SFX VOLUME: Adjust the volume of the sound effects.

CONTROLS: View the control scheme.

ACCOLADES: View the accolades that you have earned so far. (Only accessible after completing the game at least once.)

EXTRA OPTIONS: Activate certain extra options after you beat the game. (Only accessible after completing the game at least once.)

ESSENTIALS



Using Your Map

The map (accessed by pressing the △ button) is an essential tool for getting around the town of Silent Hill. As you find new areas, clues, items, or objectives, Travis will mark them on his map so that he doesn't forget where they are. You can press the ⊗ button to zoom in and out. Use the map to plan your route around town, but be mindful of the fact that sometimes, things in Silent Hill are not what they seem. Obvious paths may be blocked or destroyed, forcing you to take a detour.

Inventory Screen

1. Status: Travis' health status is displayed here. When it is green, Travis is in perfect health. As it fades to red, Travis goes from good health to poor, and eventually to death. The flashing of the status screen and the sound of Travis' beating heart help clue you into his health. It beats and flashes faster the lower his health gets.

2. Notes: View the notes and clues you've collected during the game.

3. Options: Open the Options menu to adjust certain in-game settings.

4. Inventory Menu: Press the L1 or R1 button to cycle between Items, Supplies, Melee, and Firearms. If you have unlocked new costumes, they will be displayed on the inventory menu as well.

5. Item: You can cycle through your equipment and check its status here.

6. Explanation: A brief sentence describing the currently shown item will be displayed.

PLAYING THE GAME

SAVING

You can interact with red symbols during the game in order to save your progress. Press the ⊗ button to interact with them, and then select a slot and press the ⊗ button again to save your game.

MOVEMENT

Control Travis using the left analog stick. Travis usually walks at a normal pace, but pressing the ■ button will make him break into a run. Running makes more noise than walking, which can alert monsters to your location. However, if you're being attacked and are near death, running may be your best option.

Note: Travis cannot run forever! He has a stamina level that decreases as you fight and run. If you do too much, Travis will get tired. If you need a boost of stamina, try an Energy Drink or find somewhere to rest.

FLASHLIGHT

The flashlight allows Travis to see in the dark, but it can also show monsters exactly where he's standing. It's useful, and sometimes necessary, but be careful when you use it. If you're low on health and a monster spots you, it may be worth turning off the light with the ◉ button and running away. At the same time, using the flashlight may be the only way to spot monsters without walking into them.

INTERACTION

A vital part of the Silent Hill experience is exploration and puzzle solving. Pressing the ⊗ button allows Travis to pick up key items, turn keys, open doors, and interact with the environment. Searching areas and finding all the items is fundamental to completing *Silent Hill Origins.* You will notice Travis turning his head to look at any objects or areas that can be interacted with.

PLAYING THE GAME

MIRRORS

As Travis begins his travels through the town, he'll quickly come to realize that there is another world festering below the surface of Silent Hill. While Travis is sometimes pulled into this world against his will, he can also enter and exit it willingly.

When you locate a mirror, face it and press the ⊗ button to touch it. Travis will reach out and the mirror will ripple. Reality will bend and warp around him, replacing the normal Silent Hill with the Other World. In order to return, he can simply repeat the process in reverse.

Some puzzles or areas can only be solved or traversed in the Other World, and vice versa. Seemingly mazelike corridors can turn into straightforward paths once Travis passes between worlds. Proper usage of mirrors will be required for Travis to make it out alive.

COMBAT

WEAPONS

Travis is not an expert fighter, but he is good enough to wrestle his way out of bad situations. He can use his fists, guns, or makeshift weapons that he finds around the environment. Press and hold the R1 button to go into a combat stance. Once he's in that position, Travis will attack when you press the ⊗ button.

If you press forward or hold the ⊗ button before you attack, you can execute another kind of attack. These attacks can cause extra damage, knock enemies down, or give you room to run and escape.

GRAPPLING

If an enemy gets too close, it may engage Travis in a grapple. The camera angle will change as the enemy attacks. Instead of going into the combat stance and attacking, you will have to defend yourself by following the instructions as they are displayed on-screen. Succeed, and Travis fends off the threat. Fail, and he takes damage.

FINISHING ENEMIES

After defeating an enemy, Travis should finish it off. This is done by approaching the fallen enemy and pressing the ⊗ button outside of the combat stance. If you fail to finish enemies off, they will get back up to attack you once again. If you can still hear static, there is still at least one enemy around. Be careful!

PLAYING THE GAME

ITEMS

ITEMS

Items assist Travis in his quest through Silent Hill. Health Drinks refill health, while other items can be used during puzzles. Items that are needed for special situations or to unlock new features are key items.

Travis begins the game with his flashlight and radio. The flashlight provides a way for Travis to see the environment around him, and can be toggled via the ◉ button. The radio doesn't seem to pick up anything but static. Whenever enemies get close, the static increases in volume, warning you of their proximity. The enemies cannot hear the radio, so turning it off would be extremely foolish.

WEAPONS

Travis needs weapons in order to survive in Silent Hill. When you see a potential weapon in the environment, press the ⊗ button to grab it or directional button ⬇ to grab and immediately equip it. Travis can use boards, sticks, guns, or even televisions. There are a number of weapons throughout Silent Hill that Travis can utilize.

By pressing the ⬅ or ➡ directional buttons, Travis can quickly equip his available weapons from the inventory. Pressing the ⬆ directional button will toggle between melee and firearm weapons.
Be careful—weapons can break! Non-firearm weapons wear out over time. Each time you strike a monster with a weapon, it's closer to breaking. Guns need ammunition, and once you run out of ammo, the gun isn't much use. You can keep track of how broken your weapon is by pressing the ▬ SELECT button to access the inventory menu and locating the weapon in your inventory.

CHARACTERS

TRAVIS GRADY

Travis Grady is an ordinary trucker with a troubled past. His sleep is frequently interrupted by nightmares, though he can never remember exactly what they're about -- he only knows that they're terrifying and eerily familiar.

ALESSA

A mysterious girl who Travis saves from a fire. He's later told that she died, but... why does she keep appearing?

DR. KAUFMANN

Dr. Kaufmann is a cold and scientific man who works at Alchemilla Hospital. He's been seen around the local religious group, though it's not known if he's actually a member, or if he's merely observing the cult's behavior.

CHARACTERS

DAHLIA GILLESPIE

Dahlia is a devout, almost fanatical follower of the local religion. She has raised her daughter Alessa to do whatever is necessary for the good of the cult -- even if it means the ultimate sacrifice.

NURSE LISA GARLAND

Travis meets Lisa at Alchemilla Hospital, where she seems kind-hearted, flirtatious, and innocent. How long she can stay this way in the darkness of Silent Hill remains to be seen…

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