



COMING SOON

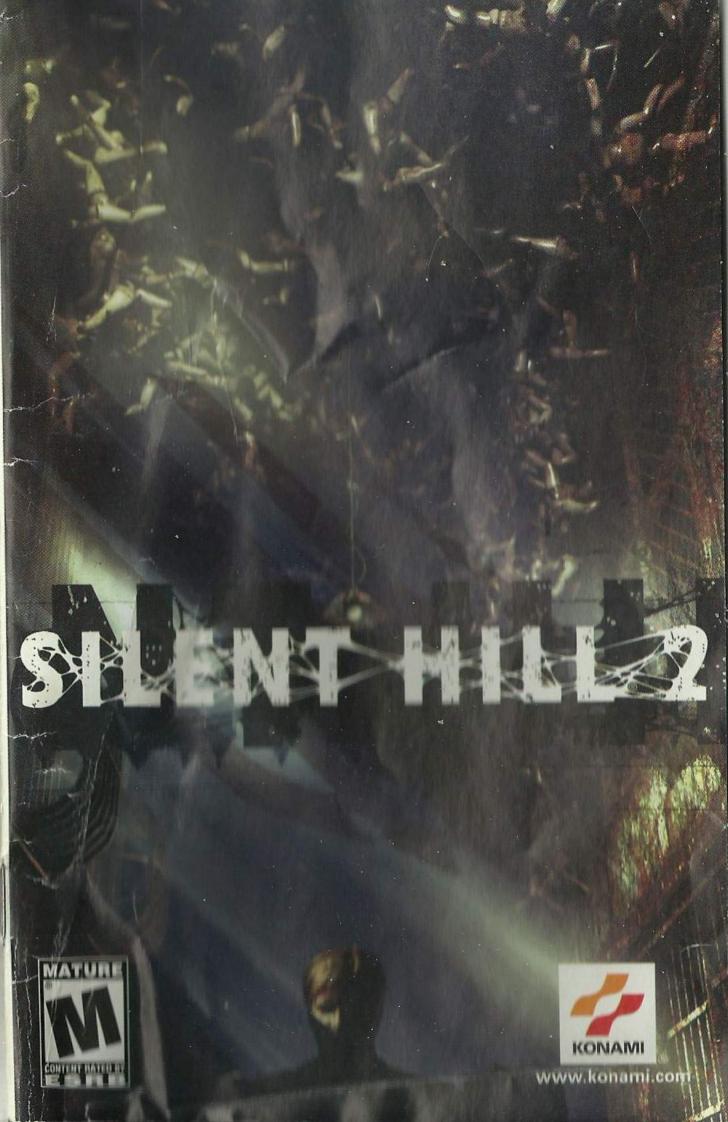
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**Blood and Gore Partial Nudity** Violence



### **ABOUT PHOTOSENSITIVE SEIZURES**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including. Lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms-children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- · sitting farther from the television screen
- · using a smaller television screen
- · playing in a well-lit room, and
- · not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doubt before playing.

### **AVOID DAMAGE TO YOUR TELEVISION**

Do not use with certain televisions. Some televisions, especially front-or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer of the manufacturer to determine if video games can be played on your set.

### OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

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Installing the Game Ol Controls 04 of Prologue Starting the Game Main Menu New Game 1 Playing the Game Objective. Exploration Inventor CGANTAY TS Health Combat Pause Menu Save & Load 13 14 Weapons & Items Options 16 Characters 18 A Credits

Thank you for purchasing SHENT HILL 2 for the PC. To get the most from your gaming experience, we suggest you read this manual before starting play. Additionally, please keep it in a safe place so you can refer to it easily. (Note: Konami does not reissue manuals.)

## INSTALLING THE GAME

In order to play SILENT HILL 2, you must first install the program on your computer's hard drive. CDI contains an Autorun screen that automatically guides you through the installation process.

- 1. Insert CD1 into your computer's CD-ROM drive.
- 2. Once the Autorun screen appears, click INSTALL GAME.
- 3. Follow the onscreen installation instructions.
- 4. Make sure to install DirectX 8.1 at the end of the installation process.



### If the Autorun screen does not appear:

- 1. Double-click on the MY COMPUTER icon on your computer's desktop. On computers running Windows XP, the MY COMPUTER icon can also be found on the START menu.
- 2. Double-click on the CD-ROM drive showing the SILENT HILL 2 icon.
- 3. Double-click Autorun.exe
- 4. After the Autorun screen appears, click INSTALL GAME to begin installation.

Once you have successfully installed the game, you're ready to play!

### BEGIN PLAYING

Now that you've installed the game, there are several ways to begin playing:

- 1. "The Autorun screen will appear each time you insert CD1 into your CD ROM drive. Click PLAY GAME to run the game.
- 2. You may also begin the game by clicking on the Windows START button, then selecting Programs>Konami>Silent Hill 2>Play Silent Hill 2.
- 3. If you chose to add a desktop shortcut during installation, doubleclick the SILENT HILL 2 icon on your desktop.

NOTE: You will need to have CD1 in your CD-ROM drive in order to play SILENT HILL 2.

### **AUTORUN MENU**

PLAY GAME UNINSTALL GAME VIEW README INSTALL DIRECTX 8.1	Launches Silent Hill 2 Uninstalls Silent Hill 2 from your hard drive Opens a document with additional information about Silent Hill 2 Installs DirectX version 81 which is
EVIE	Installs DirectX version 8.1, which is required by Silent Hill 2 Exits to the Windows desktop

# CONTROLS

FUNCTION	KEYBOARD	GAMEPAD
Turn Left	Left (arrow)	Left
Turn Right	Right (arrow)	Right
Move Forwards	Up (arrow)	Up
Move Backwards	Down (arrow)	Down
Step Left	A	Button 13
Step Right	D	Button 14
Action	Space	Button 1
Cancel	ESC	Button 4
Skip/Pause	Р	Button 10
Run/Guard	Left Shift	Button 2
Search Mode	S	Button 7
Inventory		Button 9
Light On/Off		Button 11
Мар	M	Button 5
Use Health	н н	Button 3
Aim Lock	F	Button 8
Next Weapon	E	Button 6
Prev. Weapon	Q	
Reload	R	Button 12
Un-Equip Weapon	~ (tilde)	
Quick, Save	F5	
Quick Load	F9	THE RESERVE

The controls listed above can be completely customized to your own configuration in the CONTROL OPTIONS menu. Select the function you wish to change, press ENTER, and then press the key/button you wish to assign to that function. You may only assign 1 function per key/button. Select RESET to return the controls to the default settings.

In addition, you can directly select your weapons by using the number keys on the keyboard:

Wooden Plank	1	7 10
Steel Pipe	2	
Handgun	3	
Shotgun	4	1
Hunting Rifle	5	1
∍Great Knife	6	١
Chainsaw	7	
Hyper Spray	8	
Revolver	9	
Chinese Cleaver	0	

By default, the Control Type is set to Rotational Style. Pressing Left and Right will rotate your character left and right, and pressing Up will move your character forward in the direction he is facing. If the Control Type is set to Directional Style, your character will immediately move in the direction you press (Left, Right, Up, Down).

If you are playing with a gamepad or joystick, you may have an easier time controlling the character by changing the Control Type to Directional Style. If your controller has an analog stick, we recommend that you change Walk/Run Control (under Game Options) to Analog.

Three years ago, James Sunderland's wife Mary became seriously ill and passed away. James attempted to pull his life back together after the tragic loss but struggled to get back on his feet. The emotional pain and emptiness left James in a constant state of mourning.

PROLAGUE





Then one day, a cryptic letter arrives signed by Mary, written in her own handwriting. In the letter, Mary has written:

In my restless dreams, I see that town. Silent Hill.

You promised you'd take me there again someday.

But you never did.

Well I'm alone there now...

In our "special place"...

Waiting for you...





James is confused and disturbed by the letter. He questions whether Mary is:

"I still don't believe it, yet I must go back to Silent Hill to find the truth. Our special place – what does that mean?"

Shrouded in mystery and driven by the desire to uncover the truth, James sets off for the town of Silent Hill...

As James approaches Silent Hill, the tog, begins to thicken. The main road into the center of town seems to be completely blocked oil. James decides to leave his car behind and continues on foot. He enters an old decrepit building by the side of the road and stares at his reflection in the mirror.

"Mary...Could you really be in this town?"



### MAIN MENU

After the introductory screens are displayed, the Main Menu will appear. The following selections will be available (certain options may not be available until you have saved a game):

LOAD

Load a saved game

CONTINUE Continue from your last saved game

NEW GAME Start a new game

**OPTIONS** 

Adjust the game options

MOVIES

View movies you have unlocked in

the Movies Menu

EXIT

Exit to the desktop

Highlight a menu item by pressing up and down on the keyboard or gamepad, and press ENTER to make your selection. You may also use the mouse to make your selection.



### NEW GAME

Select NEW GAME to start a new game. There are 2 scenarios that are available to play:

Main Scenario: LETTER FROM SILENT

HEAVEN

Sub-Scenario: BORN FROM A WISH

In the Main Scenario, you control James Sunderland on his journey through Silent Hill. In the Sub-Scenario, you play an additional character named Maria. It is highly recommended that you complete the Main Scenario first.

After selecting the scenario, a new menu will appear, allowing you to select the Action and Riddle difficulty levels. The difficulty levels may not be changed once you begin a new game; so choose wisely!



### ACTION LEVEL

HARD:

Higher number of enemies; they are

stronger and faster

NORMAL:

Standard difficulty

EASY:

Weaker enemies; chainsaw weapon available

BEGINNER: Enemies can be defeated with 1 or 2 hits;

chainsaw weapon available

### RIDDLE LEVEL

HARD:

Riddles are more difficult and clues are vague

NORMAL:

Standard difficulty

EASY:

Riddles are simplified and hints are provided

NOTE: There is no riddle difficulty level in the additional Sub-Scenario.

# PLAYING THE GAME

Objective

James has returned to Silent Hill to uncover the truth about his late wife Mary. As James ventures deeper into town, he must successfully overcome the increasingly difficult challenges that await him. What is the origin of the mysterious letter? What other dark secrets lay within Silent Hill?



### EXPLORATION

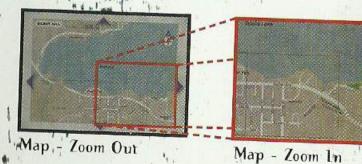
As you explore the town of Silent Hill, keep an eye out for additional supplies and special objects. If James is interested in a particular object, he will turn his head in the direction of the object. Walk up to the object and press

ACTION (Space by default) to pick up or interact with the object; Hold down the SEARCH MODE key (S by default) to move the camera behind James, and press Left, Right, Up and Down to look around the current location. Search Mode will not work in certain areas, where the camera angles are fixed.

### MAP

If James has a map in his possession, press the MAP key to view the map (M by default). Press ACTION to zoom in and out, and use the cursor keys to scroll the map in the direction you press. If the map includes multiple floors, press Up/Down to view the additional map pages.

As James searches certain areas, he will automatically make notations on the map with a red marker. The green pointer on the map represents James' current position and orientation.



10

### INVENTORY

Press the INVENTORY key to access the Inventory Screen (I by default). The Inventory Screen contains extensive information about you health and the items you are carrying.

### Inventory Items

Highlight an item in your inventory by pressing Left or Right and press Enter to select the item. The commands that are available for each item will appear under Command in the upper right corner. Use Up and Down to highlight a command, and press Enter to select it. For example, you may Use or Examine an item, or Equip, Unequip and Reload a weapon.

### Combine Items

If the solution to a puzzle requires you to use several items at once, the Combine command will appear. To combine items, choose the first item and select Combine. Press ESC to back out, select the next item and Combine. When you are ready to use the combined items, select Use.

### Memo

The game will automatically track important notes and information that you have discovered. If you wish to review the information, access the Memo Menu and select the proper message. The latest messages are listed first.

# PLAYING THE GAME

### MAP

View the current map (see MAP for more information).

### OPTIONS

Adjust the game options (see OPTIONS for more information).







### HEALTH

The Status box sits at the upper left corner of the Inventory Screen and represents your current health status. As James' health deteriorates, the Status box will blink and gradually turn red. If James takes too much damage he will die. Use health items such as the first aid kit and energy drink to replenish his health. While playing the game, if you notice a red icon blinking on and off in the lower right corner of the screen, this indicates that James' health is critically low. You can use a health item directly without going to the Inventory Screen by pressing the HEALTH key (H by default).

### COMBAT

You will encounter some horrible and twisted creatures during your journey. Fortunately, you'll find various weapons along the way. Before entering combat, equip your weapon of choice in the Inventory Screen, or use the number keys to select the weapon directly.

When an enemy approaches, face the enemy and ready your weapon by holding AIM LOCK (F by default), then press ACTION to attack. If you are able to knock down the enemy, you can run up to the enemy and press ACTION to smash it with your foot. Crunch!

### PAUSE MENU

If you wish to pause the game at any time, press ESC or the PAUSE key to bring up the Pause Menu. There are several selections available on the Pause Menu:

RESUME Resume playing the game

SAVE GAME Save your current game

LOAD GAME Load a saved game

OPTIONS Adjust the game options

Quit back to the Main Menu

# SAVE & LOAD



### SAVE

You can save your progress at almost any time by pausing the game and selecting SAVE GAME. This will bring up the Save Game Menu. "Save possible" represents an empty save slot. Select the slot you wish to save your game to, and press Enter. Your saved games will be named by your current location. Press Right on your saved game to display information including the game time, and the actual date/time that the game was saved. If you wish to delete a saved game, select the saved game and press Backspace.

You may encounter strange red objects during the game; these are save points. There is absolutely no difference between saving at a save point and saving through the pause menu.

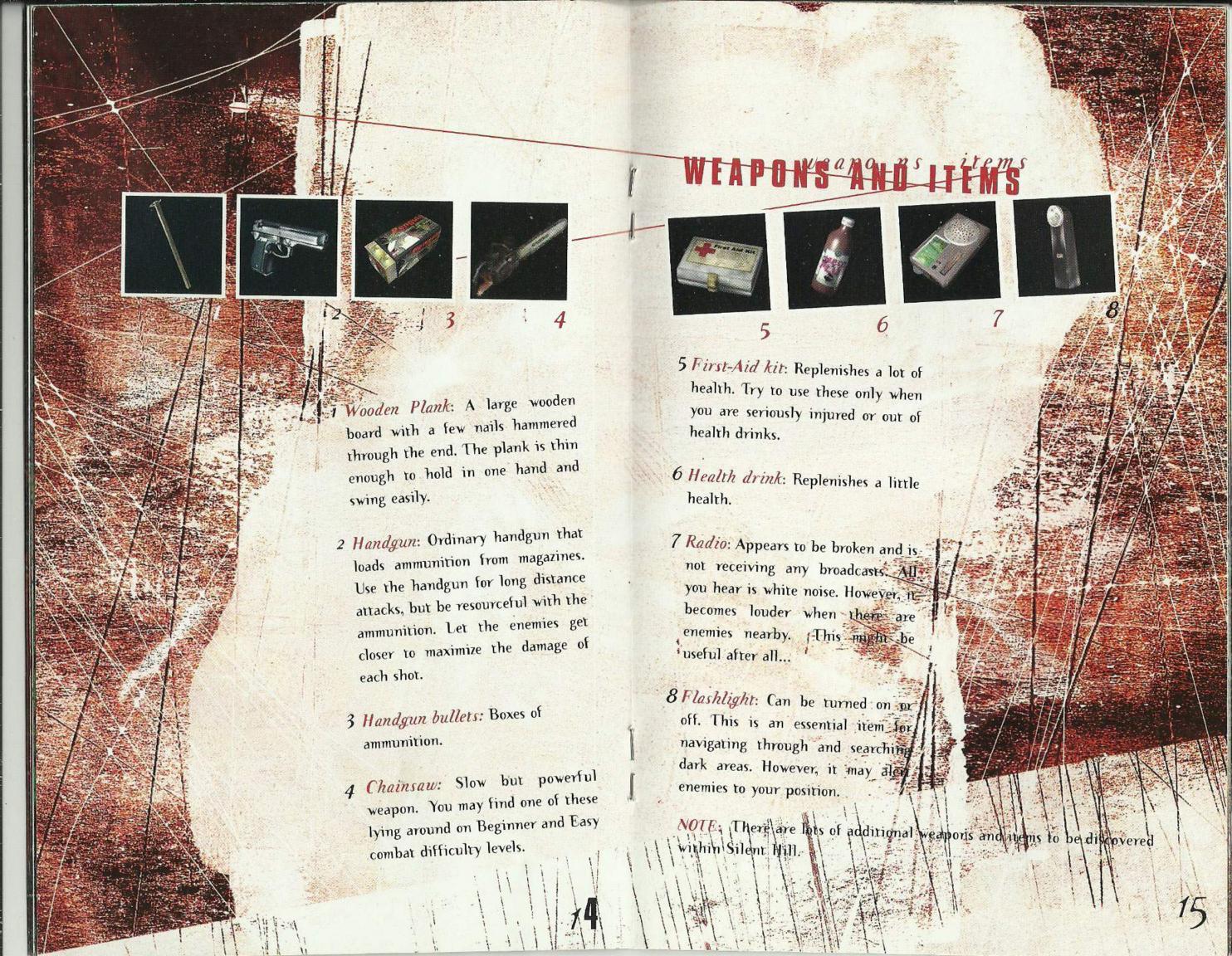
You can also save your game without pausing by pressing the Quick Save key (F5 by default). There is only 1 quick save slot; if you quick save again,<sup>2</sup> the older save will be overwritten. The saved game will automatically be named "Quick Save".

NOTE: During boss battles, you will be unable to save your game; you must defeat the boss enemy first!

### LOAD

You can load a saved game at any time by selecting LOAD GAME from the Main Menu or Pause Menu. Highlight the saved game you wish to load and press Enter.

During the game, you may also load a quick save game by pressing the Quick Load key (F7 by default). This will load the last game that was quick saved.





The Options Menu includes the following selections:

GAME OPTIONS ADVANCED OPTIONS Advanced Options Menu CONTROL OPTIONS

Game Options Menu

Control Options Menu, see CONTROLS for

more details

CONTROL TYPE

Rotational Style: Left/Right rotates character, Up moves character forward in the direction

he is facing

Directional Style: Character moves immediately

in the direction pressed

Level of vibration for gamepads that support VIBRATION

vibration/rumble

LANGUAGE SUBTITLES SPEAKER CONFIG English is the only option Enable subtitles (ON/OFF)

Speaker configurations (options may differ

based on audio card)

BGM VOLUME SE VOLUME

Background Music Volume Sound Effects Volume

GAME OPTIONS

The Game Options Menu includes additional gameplay options:

WEAPON CONTROL

Normal: Hold Aim Lock key to use weapon

Switch: Toggle Aim Lock key to use weapon

MAP

Default size for map (Zoom ln/Zoom Out)

WALK/RUN CONTROL Default movement speed (Walk/Analog/Run) Walk is default, change to Analog for analog

sticks

VIEW CONTROL

Normal: Hold Search Mode key to look around

Switch: Toggle Search Mode key to look

around

BLOOD COLOR

Change normal blood color (red) to different

color

ADVANCED OPTIONS

The Advanced Options Menu includes advanced hardware options. Some of these options may not be available if your hardware cannot support them.

BRIGHTNESS LEVEL

SCREEN POSITION

NOISE EFFECT

Raise or lower brightness level Adjust screen position

Toggle noise effect (ON/OFF)

HIGH RES. TEXTURES Toggle high resolution textures (ON/OFF)

RESOLUTION

Set screen resolution

**SHADOWS** 

Enable dynamic shadows (ON/OFF)

ADVANCED FILTERS

Set fog complexity (Complex/Simple) Enable advanced filter effects (ON/OFF)

LENS FLARE

FOG

Enable lens flare effects (ON/OFF)

SOFTWARE 3D SOUND Use software or hardware 3D sound

NOTE: If you wish to increase overall performance on your machine, you can lower the resolution, set fog to simple, and turn off the noise effect, shadow advanced filters and lens flare. The game won't look as nice, but it will run





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NOTES

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Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

- \$0.95 per minute charge
- \$1.25 per minute support from a game counselor
- Touch tone phone required
- · Minors must have parental permission before dialing

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