SILENT HILL® 3

KONAMI

WARNING: READ BEFORE USING YOUR PlayStation®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

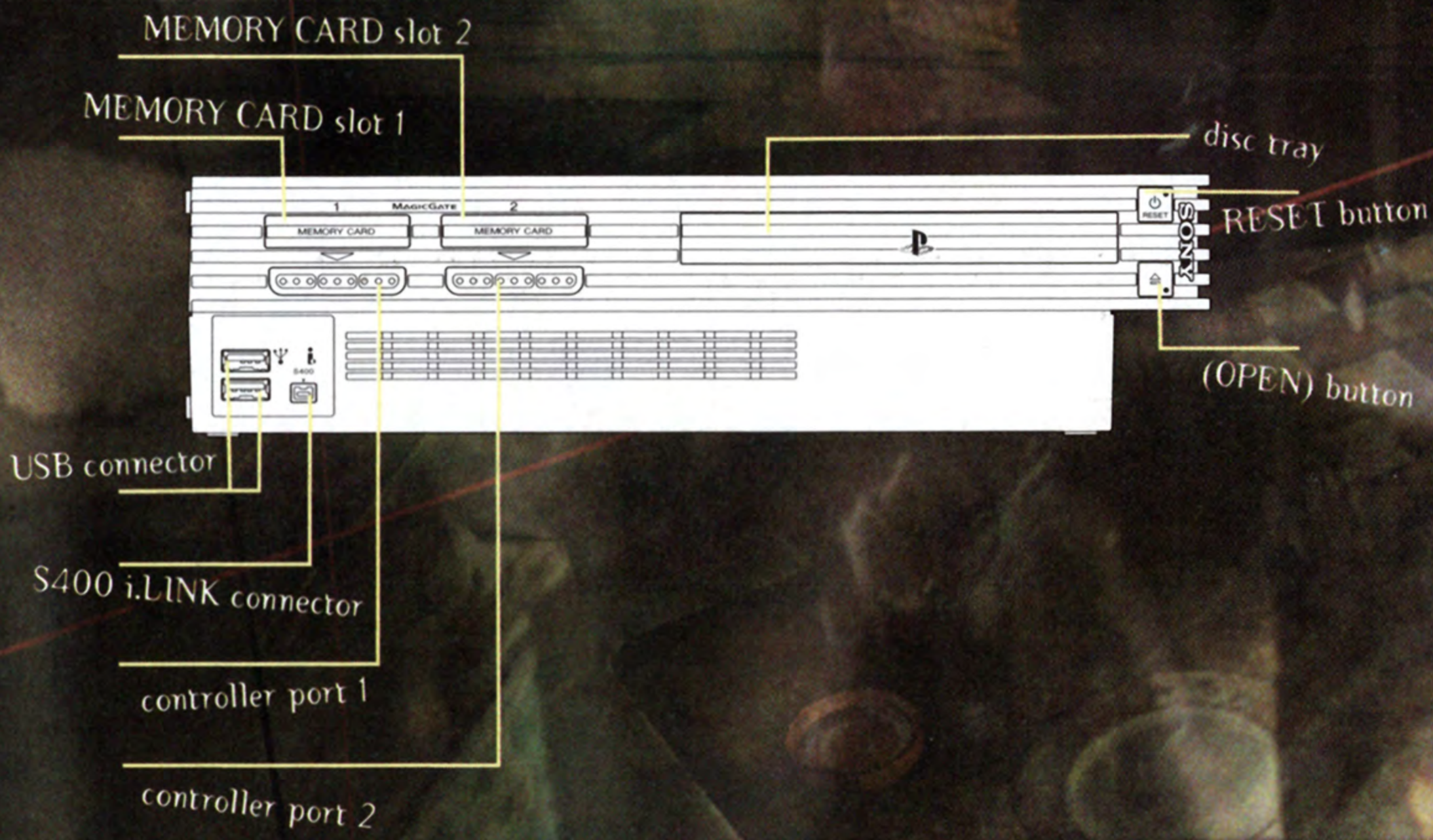
HANDLING YOUR PlayStation®2 FORMAT DISC:

- 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.

CONTENTS

getting started 02
starting up 03
prologue 04
starting the game 05
Controls 06
Menu 09
save, load, continue 12
Options 13
characters 14
Credits 15

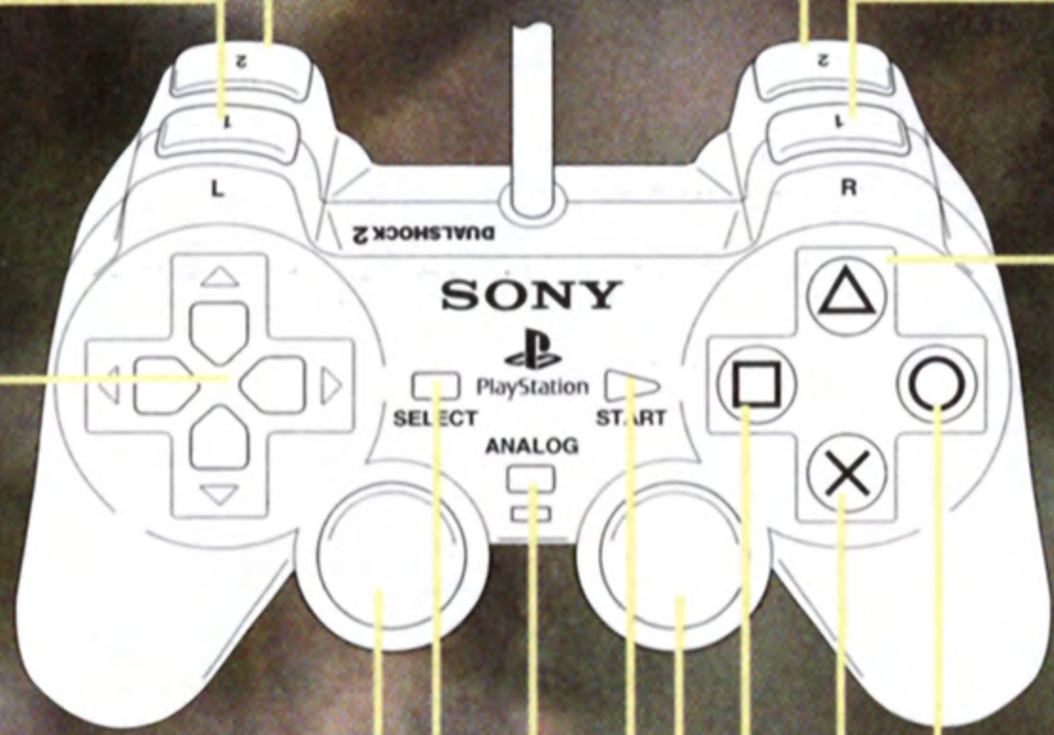
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the (standby)RESET button. When the power indicator lights up, press the (open) button and the disc tray will open. Place the **Silent Hill ®3** disc on the disc tray with the label side facing up. Press the (open) button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



There are two available button configurations for the controller. To change the button configuration, choose "Button Config" from the OPTIONS screen.

The default controls are based on CONTROLLER TYPE B.

L2 button - *Search View*
(There are some places where you cannot use this)

R3 button (press and hold) - *Use the supply equipped*

L1+R1 buttons (simultaneously) - *Quick 180° turn*

R2 button - *Enter Caution Mode*

L1 button - *Sidestep left*

R1 button - *Sidestep right*

Directional buttons or left analog stick - *Movement*

Right analog stick - *Movement field of view (in Search View)*

○ button - *Turn flashlight on/off / Cancel*
△ button - *View map in map window*
□ button - *Run / Guard*
× button - *Confirm selection / Attack / Look in*

SELECT Button - *Access the Item Screen*

START Button - *Pause / Stop the Movie Demo*

PROLOGUE

"Okay, I will. I love you too, dad."

Heather smiled to herself.
It was just a nice little chat on the phone.
Just another everyday occurrence in her tranquil life.
She was unaware that this tranquil world was about to be torn asunder.

It happened suddenly, without warning, and seemingly without reason. The simple happiness she had known was gone. Her entire world was transformed into a grotesque and bizarre nightmare... She was caught in the middle.

The cheerful weekend bustle of the shopping mall was replaced by a deep, ominous silence. The only sounds now were the footsteps of unspeakable creatures, lurking in the darkness. What had happened? She needed to know. But there was no one left to tell her.

Heather was trapped alone in a deranged world, with nothing to do but escape. Not knowing where to turn, her only thought was of survival. She clutched her pistol tightly, ready to shoot anything that tried to attack...

*"They've come to witness the Beginning.
The rebirth of Paradise, despoiled by mankind."*

STARTING THE GAME

The heroine of the story, Heather, has suddenly been transported from her everyday world to a world overrun with prowling monsters. Choosing either to fight or flee from the creatures, Heather must solve a variety of mysteries to progress through the story.

To start a new game, choose "New Game" from the Title Screen menu and press the ⊗ button.

At this time, you should choose the action difficulty level and riddle difficulty level that best suit your style of play.

ACTION LEVEL

Easy	Weak monsters and simplified controls
Normal	Standard difficulty
Hard	Monsters are very strong and fast Overall difficulty level is high

RIDDLE LEVEL

Easy	Riddles are simplified and hints are provided
Normal	Standard difficulty
Hard	Riddles are complex

Note: Regardless of the difficulty levels selected, the game scenarios and endings will be the same.

CONTROLS

Movement

Use the left analog stick or directional buttons to control Heather. There are two types of movement controls available, 3D and 2D. The default setting is 3D and the Up/Down/Left/Right direction keys will be Forward/Backward/Left/Right from the character's view. In 2D, your character will move in the corresponding direction of the directional buttons, relative to the camera. The control type can be selected on the OPTIONS screen. Heather will automatically turn to face points of interest, such as items and doors that have previously been opened.

Moving Mode

Press the ▣ button to run. Heather will look towards items or doors that have been opened. In addition, you can also pick up items when going by doors.

When Heather is about to fall off a cliff:

As Heather progresses through the game, she may come close to falling off a cliff or into a hole. When this happens, she will teeter precariously on the edge for a moment. Use the directional buttons or the left analog stick to stop her from falling. After a few seconds, she will regain her balance. If you try to move Heather closer to the edge of the cliff or hole while she is already teetering, she will fall in and get hurt. In extreme cases, the game may end. Heather will not fall into any holes or off cliffs when the action difficulty is set to Easy.

In Caution Mode, Heather:

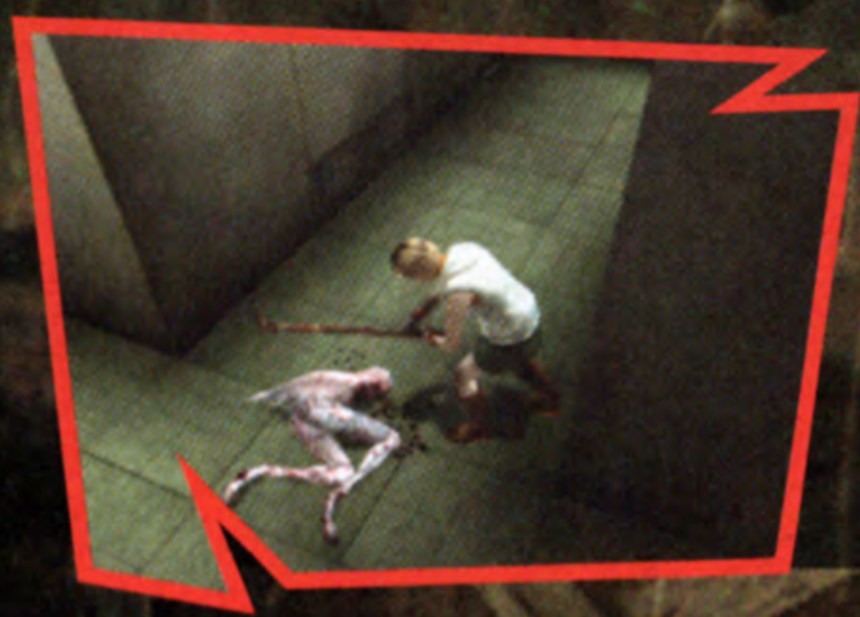
- can attack with the ⊗ button
- will not fall into any holes
- will automatically turn to face potential threats
- can guard with the ▣ button

Battle (when in Caution Mode)

Press the R2 button to enter Caution Mode. Heather will automatically face toward monsters as shown below. Press the ⊗ button while facing a monster to attack it. When a projectile weapon is equipped, hold down the ⊗ button for repeat firing.

searching

being cautious



attacking with a melee weapon

attacking with a shooting weapon

Guarding

Hold the R2 button and press the ▢ button to guard against attacks. You cannot move when guarding.

By guarding from enemy attacks, you can reduce the damage you receive, but you will still get hurt. If you are guarding with a weapon equipped, you will receive 5% of the full attack damage, but without an equipped weapon, you will receive 10% of the full attack damage.

Attack Types

When using melee weapons, such as knives or pipes, different attacks may be executed depending on the length of time the attack button is pressed, or if it is pressed in combination with the directional button.

If you are playing Action Level Easy, pressing the attack button will enable you to use weapons without holding the R2 button.

Search View

Pressing and holding the L2 button and right analog stick will cause the camera to shift to a forward view from behind Heather's back. Use the right analog stick to change your viewing angle. (Note: Search View cannot be used in all areas.)

Soft Reset

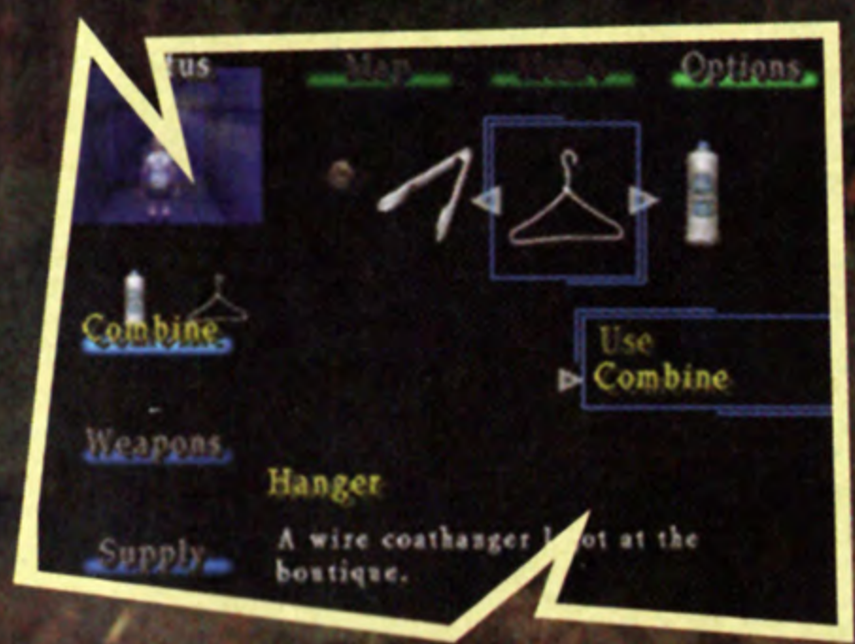
Press the SELECT button and START button simultaneously to perform a soft reset and return to the Title Screen.

MENU

Items

Use the directional buttons and the ⊗ button to select an item. A list of available commands for that item will appear in the Command window at the right of the screen.

Combine: Sometimes the solution to a puzzle will require you to use several items at once. Select the items needed to solve the puzzle and combine them into one item. Once the items are combined, use the new item to solve the puzzle. You may combine up to three items.



Equip: Equip a selected item (will not be consumed). You can equip more than one item.

Power Switch: Turn ON/OFF the flashlight or radio. If you turn off the flashlight or radio, it will become more difficult to see and hear the monsters.

Adjust: Adjust the radio volume.

Examine: Examines items for clues.

Weapons

Select to equip a weapon.
Press the left and right directional buttons to select a weapon and press the ⊗ button to equip it.
(The name of the currently equipped weapon will be displayed in green, and the weapon's icon will appear in the Weapon column.)
You can also reload firearms if you have the right ammunition.

Equip: Equip your selected weapon. Unless you are equipped with a weapon, you cannot attack an enemy.

Unequip: Unequip a weapon.

Reload: Reloads a weapon with bullets. You will need to have the appropriate bullets for the weapon you want to reload.

Examine: Examine a weapon.

Supplies

This category includes expendable items such as ammunition and medicine. Using ammunition will automatically reload the corresponding gun. Some items can also be equipped. When an item is equipped, you can use it without having to access the Item Screen by pressing the R3 button.

Reload: Reloads bullets to a weapon. You will need the appropriate bullets to the weapon you possess.

Use: Use your selected medicine. By using medicine items such as a "First Aid Kit", you can recover your health.

Equip: Equip your selected bullets / medicine. You can use the items by pressing the R3 button.

Unequip: Unequip items.

Examine: Examines items.

Maps

Once you have acquired a map, you can view it by pressing the △ button. Press the ✕ button while viewing the map to zoom in and out. Information about rooms you've already visited and doors that do not open are displayed in red on the map. The map can be a very useful tool when you're not sure where to go next.

If there is a blue triangle in the upper or lower areas of a map, it indicates that there is a map connected to it. By pressing the up or down directional buttons, you can see the connected map. You cannot move to the next map when the view is zoomed in.

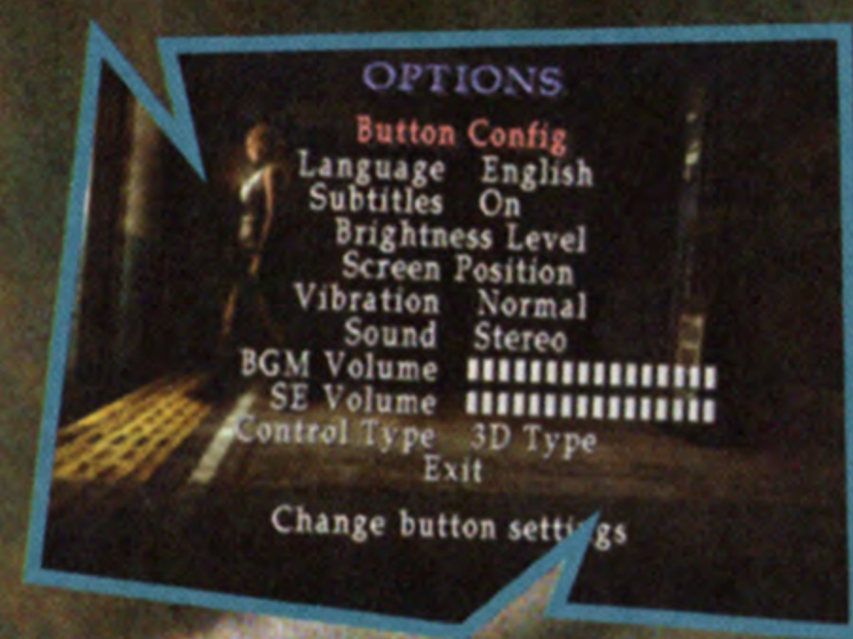
By pressing the R1 button, you will not see the green triangle that shows Heather's position. Pressing the L1 button will remove written information on the map.

Memos

Select the Memo function to review hints for solving riddles and reread important messages. Important information will automatically be saved here.

Options

Select OPTIONS to adjust game settings.



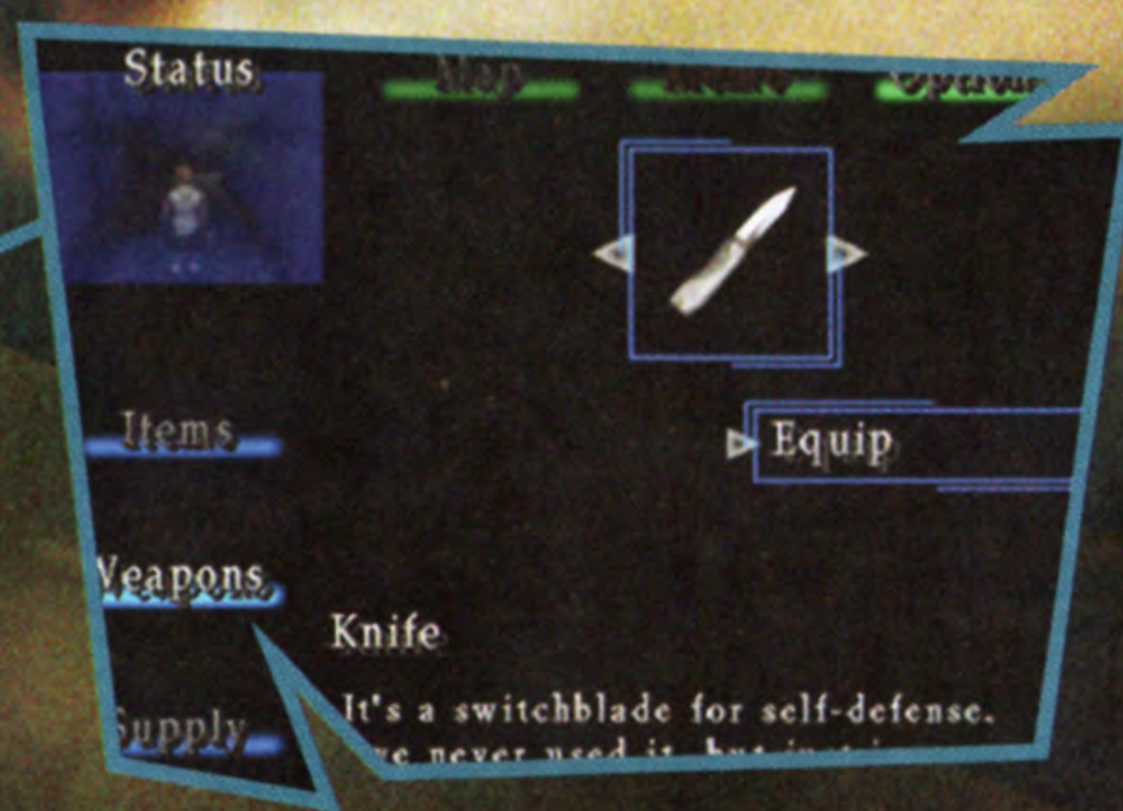
Status window

As Heather's health decreases, this window in the Item Menu Screen will begin to turn yellow, then red.

A Blue status window indicates good health, a Yellow status window indicates mediocre health, and a Red status window indicates low health.

Try to recover your health by using nutrition drinks or medical kits.

Also, if the vibration feature is switched on, the controller will shake more and more violently as Heather takes more damage.



SAVE, LOAD, CONTINUE

Save

Throughout the game, you will see various places marked with a glowing red magic symbol. Face one of these symbols and press the ⊗ button to access the SAVE screen. Follow the instructions on the SAVE screen to save the game.

Saving and Loading

You need to have a memory card (8MB) (for PlayStation®2) with at least 364KB of free space to save. The save data of Silent Hill®3 consists of system data to save the environment settings and gameplay data to save your progress. You can save up to 40 saves.

Caution

Removing or otherwise tampering with the memory card (8MB) (for PlayStation®2) while saving the game may result in a corrupted save file. If this occurs, move the cursor to the corrupted file and press the ⊗ button to delete it.

Continue

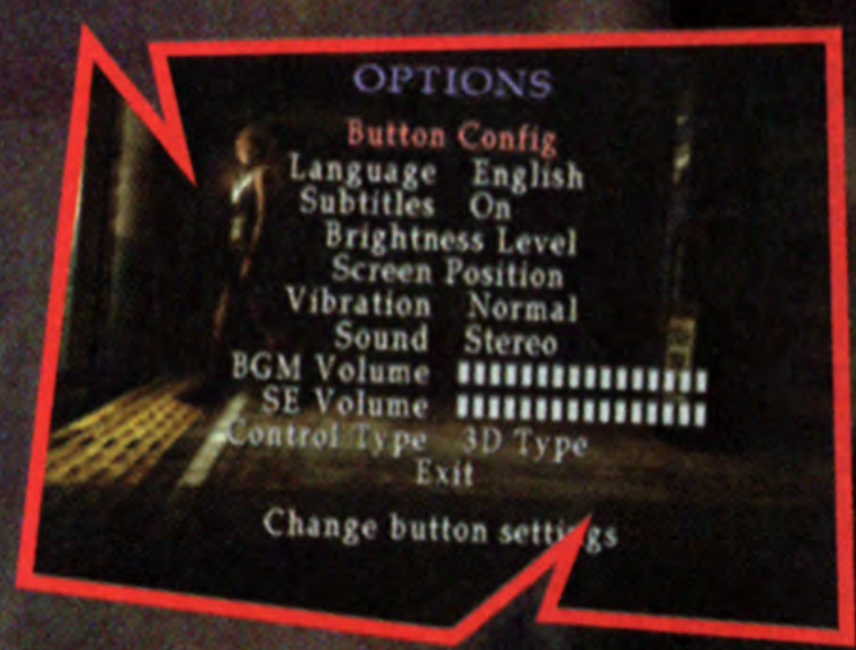
When you save or load the game, or after you have progressed to certain designated points within the game, the "CONTINUE" option will appear on the Title Screen menu. Selecting this option and pressing the ⊗ button will allow you to continue from where you last saved the game, or from the designated continue point.

Load

If a Silent Hill®3 save data file exists on the memory card (8MB) (for PlayStation®2), the "LOAD" option will appear on the Title Screen menu. Select this option and press the ⊗ button to access the LOAD screen. This will allow you to resume the game from any point at which you saved.

OPTIONS

The following settings can be adjusted in the OPTIONS menu. Press the L1 or R1 button to switch to the EXTRA OPTIONS screen. New items will be added to the EXTRA OPTIONS screen after completing the game. Pressing the L1 or R1 button will enable you to get back to the OPTIONS MENU.



OPTIONS

Button Config

Choose one of two different button configurations.

Language

Select between English, French, German, Italian, Japanese, Korean or Spanish.

Subtitles

Turn in-game subtitles ON/OFF.

Brightness Level

Adjust the brightness of the game screen.
The default setting is level 3.

Screen Position

Adjust the position of the game screen.

Vibration

Select between OFF, Soft, Normal and Hard vibration functions.

Sound

Toggle the sound between stereo/monaural.

BGM Volume

Adjust the volume of the background music.
The sound volume of the characters will also be changed accordingly.

SE Volume

Adjust the volume of the sound effects.

Control Type

Toggle the control type between 2D and 3D.

EXTRA OPTIONS

Blood Color

Set the blood color.

Blood Volume

Set the blood amount.

Walk/Run Control

Select running or walking as the default movement type.
By pressing the ▣ button, you will either run or walk depending on the selection. The default setting is to run by pressing the ▣ button and a directional button.

Map

Set the default display size for the map screen.
'Zoom out' in the default setting will make the default size smaller. 'Zoom in' will make the default size bigger.

Noise Effect

Turn the noise effect ON/OFF.
The noise effect is used to create a scarier atmosphere.

Display Mode

Adjust the screen sharpness.

CHARACTERS

HEATHER

The heroine of this story. Just an ordinary girl, with a bit of a sharp tongue and quick temper. On a typical Sunday she goes shopping at a local mall, and steps into a world of nightmares. Terrified of the bizarre situation she finds herself in, she nonetheless has the courage to fight back and survive.

CLAUDIA

A mysterious woman who Heather meets in the distorted shopping mall. She slips through the darkness, leaving behind words fraught with hidden meaning. Could there be some kind of connection between her and the strange apparitions that menace Heather?

DOUGLAS

A middle-aged detective. For some unknown reason he is following Heather through the mall. Will he prove to be an ally to Heather? Or is he her enemy?

CREDITS

Konami Computer Entertainment Tokyo, Inc.

Director
Kazuhide Nakazawa

Art Director
Masahiro Ito

Sound Director
Akira Yamaoka

Program Director
Yukinori Ojima

Scenario Writer
Hiroyuki Owaku

Programmers

Graphic Engine Programmer
Norihito Hatakeda

Character Programmer
Yuki Mizuochi

System Programmer
Hidehisa Harada
Kazutoshi Sugai

Collision Programmer
Yukinori Ojima

Converter Programmer
Kazumasa Ogiso

Event Programmer
Hiroyuki Owaku
Tomohiro Maeyama
Hiroki Sato

Monster Programmer
Takumi Miyagishima
Yukinori Ojima
Hidehisa Harada

Shadow Programmer
Hayato Fukushima

Camera Programmer
Makoto Hiura

Another World Evil Effect Programmer
Norihito Hatakeda

Effect Programmer
Hayato Fukushima
Naoto Oshima

SI Tool Programmer
Atsushi Sakamoto

Sound Programmer
Kenji Kawai
Makoto Hiura

Designers

Character Modeling & Facial Motion
Shingo Yuri
Minako Asano
Sachiko Sugawara

Monster Design & Modeling
Masahiro Ito
Jun Inoue
Takashi Ito
Kazuhide Nakazawa

Background Design & Modeling
Yasunori Kanetake
Takamitu Nemoto
Motomi Minowa
Masahiro Ito
Yuko Ito
Takayoshi Tanaka
Takashi Tsuchiya
Takashi Maruyama
Mayuko Yano
Hiroko Usuda
Tomoko Morohoshi
Runa Sugiyama
Shiro Yanagawa
Motonobu Yoshino
Kyohei Yamaguchi
Masayuki Fujiki
Hiroki Hamashima
Yuji Kobayashi
Yoshie Suzuki
Ryoko Horie
Hiromasa Kano
Naoki Takenaka

Character Motion
Naoki Tarama
Sosuke Honda
Shiro Kanemori

Drama Camera
Tomohisa Koike
Atsuya Tanaka
Masahiro Ito
Shingo Yuri
Minako Asano
Sachiko Sugawara
Jun Inoue
Takashi Ito

Drama Motion
Harumi Murakami
Shiro Kanemori
Atsushi Sakamoto
Atsuya Tanaka

Lighting
Masami Naito
Hidetomo Nishiura
Takayoshi Tanaka
Harumi Murakami

Still Picture
Masaru Inomata
Jun Inoue
Takashi Tsutiya
Mayuko Yano

Item Modeling
Hidetomo Nishiura
Minako Asano

Logo & Product Design
Daisuke Nakayama

CGI Movie Editor
Morio Kishida
Masahiro Ito

Management Assist
Norio Takemoto

Publicity
Taro Miyake
Osamu Shigeta
Hiroki Tabata
Yoshinori Hirai
Kanako Nakahara
Kaz Nirasawa
Yoshinori Aoyagi

Motion Capture Studio
Links DigiWorks Co., Ltd
Sakuratei

English Supervisor/Translator
Jeremy Blaustein
(WORDBOX)

Casting Coordinator
Megumi Igei

Motion/Voice Actors
Heather --- Heather Morris
Douglas --- Richard Grosse
Claudia --- Donna Burke
Vincent --- Clifford Rippel

Voice Actors
Matt Lagan
Lenne Hardt
Mike Matheson

Voice Recording Studio
OMNIBUS JAPAN

English Vocals produced by
ZRO Limit Productions

In association with Shadow Box Studio

Producers
Yutaka Maseba
Haruyo Kanesaku

Music Supervisor
Joe Romersa

Music
Akira Yamaoka

Lyrics
Nora Stevens Heath
(WORDBOX)

Vocalists
"You're Not Here", "Letter"
"I Want Love"
Melissa Williamson

"Hometown"
Joe Romersa

Production Coordinator
Aki Naito

Recording Studio
Magnitude 8 Post,
Los Angeles, CA

Recording Engineer
Michael McCarty

Market Researching
Dentsu
Nippon Information
Incorporated

E3/TGS Trailer Editing
SONY PCL

Special Thanks
Kaz Nirasawa
Wilson Cheng
Ken Ogasawara
Noba Oda
Hina Sumida

All Music & Sound Effects
Akira Yamaoka

Producer
Akira Yamaoka

Senior Manager
Hirotaka Ishikawa

Executive Producer
Gozo Kitao

© 1999 2003 Konami
Computer Entertainment Tokyo

WARRANTY

Konami of America, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687.

Konami of America, Inc.
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

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

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

Become a **KONAMI**® *Insider*

Go to www.konami.com/usa to register your KONAMI games and get exciting news and information from KONAMI.

When you register your game you will be automatically entered into monthly drawings to get FREE games!

Castlevania®
Lament of Innocence™

Discover the Origins of Dracula and the Belmont Clan

Coming Fall 2003 to the PlayStation®2 computer entertainment system

Konami of America, Inc., 1400 Bridge Parkway, Suite 101, Redwood City, CA 94065.

SILENT HILL® is a registered trademark of Konami Computer Entertainment Tokyo, Inc. © 1999 2003 KONAMI COMPUTER ENTERTAINMENT TOKYO. Castlevania® and Lament of InnocenceTM are either registered trademarks or trademarks of KONAMI CORPORATION. © 1986 2003 KONAMI & Konami Computer Entertainment Tokyo. KONAMI® is a registered trademark of KONAMI CORPORATION. ALL RIGHTS RESERVED.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

RATING PENDING
®
RP
Visit www.esrb.org or call 1-800-771-3772 for more info.
CONTENT RATED BY
ESRB