The advertisement features a dark, atmospheric background. On the left, a woman's face is partially visible, looking through vertical bars. On the right, a large, hairy, green creature is shown in a dark, industrial setting. The overall tone is horror and suspense.

KONAMI

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Need help with SILENT HILL 4? Konami UK Hotline Number: 09067 53 50 71

Calls cost 75p per minute. Please obtain bill payer's permission before calling. Over 16's only.

SILENT HILL 4  
THE ROOM

## EPILEPSY WARNING

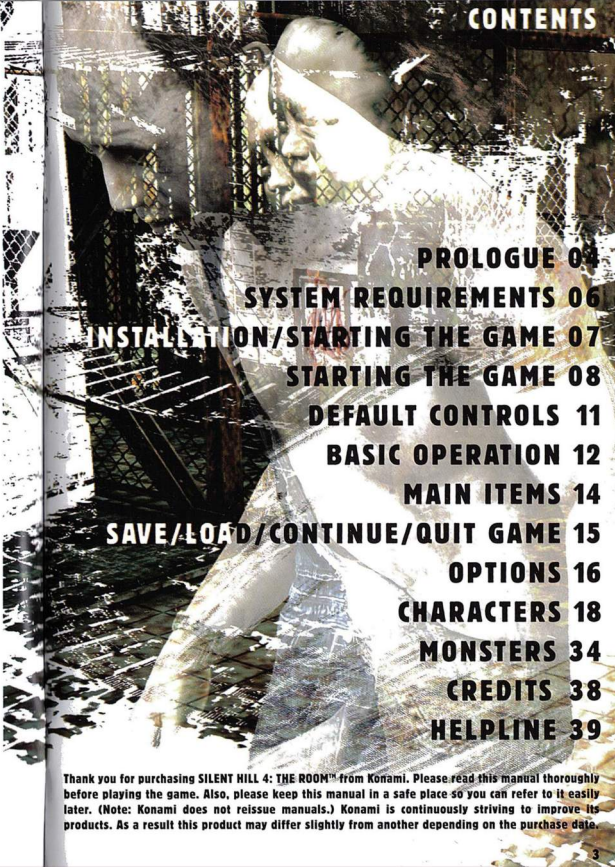
Some people may be susceptible to seizures when exposed to certain visual images, including flashing lights or patterns that may appear in everyday life including video games. Even people who do not have a medical history of epilepsy or seizures might have an undiagnosed condition that can cause "photosensitive epileptic seizures" while playing or watching video games.

Seizures may cause loss of consciousness or convulsions that can lead to injury from falling over or hitting nearby objects, but there are a variety of other symptoms, including, eye or muscle twitching, light-headedness, blurred or altered vision, confusion, involuntary shaking of arms or legs, disorientation, or momentary loss of awareness.

If you experience any of these symptoms, immediately stop playing and consult a doctor. Parents should monitor their children, and look out for the above symptoms, as children are more likely to experience a seizure than adults.

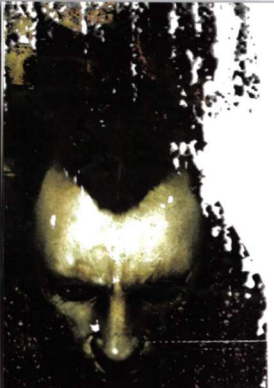
The risk of a photosensitive epileptic seizure occurring can be reduced by sitting away from the television screen, playing in a room that is well lit, using a smaller television, and not playing when you are drowsy or tired.

If you or anyone of your family has a history of seizures or epilepsy, consult a doctor before playing.



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Thank you for purchasing **SILENT HILL 4: THE ROOM™** from Konami. Please read this manual thoroughly before playing the game. Also, please keep this manual in a safe place so you can refer to it easily later. (Note: Konami does not reissue manuals.) Konami is continuously striving to improve its products. As a result this product may differ slightly from another depending on the purchase date.



**IT WAS TWO YEARS AGO THAT  
HENRY TOWNSHEND MOVED INTO  
ROOM 302 OF SOUTH ASHFIELD  
HEIGHTS, AN APARTMENT BUILD-  
ING IN THE MEDIUM-SIZED CITY OF  
ASHFIELD. HENRY WAS HAPPY AND  
ENJOYING HIS NEW LIFE.**

**BUT FIVE DAYS AGO,  
SOMETHING STRANGE  
HAPPENED.  
HE BEGAN TO HAVE A  
RECURRING DREAM  
EACH NIGHT.**

**ONE OTHER  
THING ...**





# SYSTEM REQUIREMENTS

## MINIMUM SYSTEM REQUIREMENTS

Windows XP/ME/2000/98  
1.0 GHz Pentium III or Athlon processor  
(or equivalent) 256 MB RAM  
GeForce3 Ti/Radeon 8500 Video  
Chipset w/32MB VRAM  
DirectX 8.1b  
DirectX 8.1 compliant sound card  
2x DVD-ROM drive  
3.0 GB free hard disk space

## RECOMMENDED SYSTEM REQUIREMENTS

Windows XP/2000  
2.0 GHz Pentium 4 or Athlon processor  
512 MB RAM  
GeForce4 Ti/Radeon 8500 Video  
Chipset w/64MB VRAM  
4x DVD-ROM drive

3.7 GB free hard disk space

USB Gamepad controller

### NOTE:

It may be necessary to update your hardware drivers.

### Supported video chipsets:

NVIDIA GeForceFX, GeForce4Ti,  
GeForce3Ti (GeForce MX series not supported.)  
ATI Radeon 9800, 9700, 9600, 9500,  
9200, 9100, 9000, 8500

PC audio solution containing Dolby® Digital  
Live required for Dolby Digital audio.

# INSTALLATION/STARTING THE GAME

## INSTALLATION

In order to play SILENT HILL 4, you must first install the program on your computer's hard disk drive. The SILENT HILL 4 DVD contains an Autorun screen that automatically guides you through the installation process.

- 1) Insert DVD into your computer's DVD-ROM drive.
- 2) Once the Autorun screen appears, click "Install Silent Hill 4".
- 3) Follow the on-screen installation instructions.

### 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 DVD-ROM drive showing the SILENT HILL 4 icon.
- 3) Double-click on Autorun.exe.

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

### Note:

Please note that due to the large size of some of the later install files, the progress indicator may pause for a long period of time toward the end of the install process.

Please wait until InstallShield Wizard finishes installation, which may take up to 20 minutes.

Do not reset or turn off your computer.

## AUTORUN MENU

The Autorun Menu will appear any time DVD is inserted in the DVD-ROM drive.

The menu has several options:

- Install Silent Hill 4 - Click to install the game. This option is only available if the game is not installed.
- Uninstall Silent Hill 4 - Remove SILENT HILL 4 from your hard disk drive.
- Run Silent Hill 4 - Begin playing SILENT HILL 4.
- Install DirectX - Install DirectX.
- View Readme - view the readme file.
- Exit - close the menu.

## START PLAYING SILENT HILL 4

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

- 1) The Autorun screen will appear each time you insert DVD into your DVD-ROM drive. Click "Run Silent Hill 4" to run the game.
- 2) You may also begin the game by clicking on the Windows START button, and selecting Programs>KONAMI>SILENT HILL 4>SILENT HILL 4.
- 3) If you chose to add a desktop shortcut during installation, double-click the SILENT HILL 4 icon on your desktop.

Note: You will need to have the SILENT HILL 4 DVD in your DVD-ROM drive in order to play SILENT HILL 4.

## UNINSTALL SILENT HILL 4

If you need to uninstall SILENT HILL 4, you may do any of the following:

- Insert DVD and select "Uninstall Silent Hill 4" from the Autorun Menu, or:
- Click on the START button, choose Programs, KONAMI, SILENT HILL 4, and select Uninstall or:
- Click on the START button, go to Settings, Control Panel, Add/Remove Programs and remove SILENT HILL 4.

## GAME LEVEL

Begin a new game by selecting "New Game" from the title screen. Next, select the level of difficulty.

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

Regardless of which level is selected, all endings and scenarios are identical. (In the Hard level, some puzzles are more difficult to solve.)

## GAME OVER

The game ends when Henry's life gauge falls to 0 (zero).

## CONTINUE

The game returns to the title screen following Game Over. At this point, the option to Continue will be made available. If this option is selected, you will restart at the last continue point and the level of difficulty will drop slightly.

# SILENT HILL 4 THE ROOM

## SILENT HILL 4 THE ROOM

New Game  
Continue  
Load  
Options  
Exit

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## CONTROL

You will be able to play **SILENT HILL 4** with a gamepad, joystick, or with the keyboard. The game supports PC gamepads with analog sticks and has vibration (rumble)-support. All of the menus have mouse support as well. You may change any of the default controls in the Button Config screen, which can be found in the Options Menu.

## DEFAULT CONTROLS

Function	Keyboard	Mouse	Gamepad
Move Forwards	w		Left Analog Stick
Move Backwards	s		Left Analog Stick
Turn Left	a		Left Analog Stick
Turn Right	d		Left Analog Stick
Move Left	q		Button 6
Move Right	e		Button 7
Use/Equip Item	Right Ctrl	Wheel Click	Button 3
Up	Arrow Up		Up
Down	Arrow Down		Down
Left	Arrow Left	Wheel Down	Left
Right	Arrow Right	Wheel Up	Right
Enter	Enter	Left Click	Button 2
Cancel	Esc	Right Click	Button 1
Skip Demo	Esc	Right Click	Button 8
Pause	Esc		Button 6
Action/Investigate	Space	Left Click	Button 2
Ready Weapon	b	Right Press	Button 5
Evade	Caps Lock		Button 10
Rear Camera	Tab		Button 4
Run	Left Shift		Button 1
Scrap Book	u		Button 11
Map	m		Button 6
Item Info	t		Button 9
Camera Left	j	Move Left	Right Analog Stick
Camera Right	l	Move Right	Right Analog Stick
Camera Up	i	Move Up	Right Analog Stick
Camera Down	k	Move Down	Right Analog Stick

Note 1: For the best gameplay experience we recommend playing with an USB gamepad.

Note 2: You can set the button configuration any way you would like to in the **OPTIONS** screen.

Note 3: For the Menu/Pause Menu screens, the mouse can be used for selecting, confirming, and cancelling as well as the keyboard.

## EXAMINE

When exploring an area using the first-person view, an eye icon pops up if there is something worthy of investigation. By pressing the Investigation key (Space by default) at this time, it is possible to take a closer look at the object/area.





# BASIC OPERATION

## ITEM ICONS

When the direction buttons are pressed, an item icon appears at the bottom of the screen. To use or equip any of the items listed, use the left and right directional buttons to select the desired item(s), and press the Item key (Right Ctrl by default).

Items can be kept in the item box located in the living room. Only a limited number of items can be held at one time, so carrying only necessary items holds a distinct strategic advantage.



## BATTLE (ONLY IN THE OTHER WORLD)

The player must have a weapon equipped in order to battle. As long as a weapon has been equipped, pressing the Ready Weapon key (B by default) will ready it. In order to attack the enemy, press the Action key (Space by default). For hand-to-hand combat weapons, holding down the Action key for an extended period of time will increase the power gauge, making the blows more powerful.

Pressing the Evade key (Caps lock by default) while in the ready position will make the player jump back. Combine with the Move keys to jump right or left.

## LIFE GAUGE

As Henry's health decreases, the life gauge appearing at the top left corner of the screen will begin to turn red. If the situation looks critical, use a health drink or a first-aid kit to restore some of Henry's health.

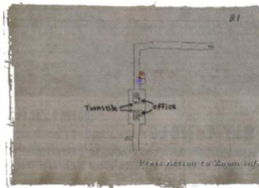
The state of your health will be displayed with the colors, Blue-Yellow-Red. Blue indicates that your health is good. Red indicates that your health is very low, when this happens you can restore your health/stamina by using a health drink or a first-aid kit.

## MAP (ONLY IN THE OTHER WORLD)

You can view the map by pressing the Map key (M by default). On the map, which is blank at first, your location will be displayed by a green triangle. The point of the triangle points in the direction you are facing. You can zoom in and out on the map by pressing the Action key (Space by default). When you are zoomed in the map you can scroll around the map using the Directional buttons. Useful information such as dead-ends,

locked/unlocked doors and holes will automatically be marked on the map in red. This is useful to see which rooms/passageways you have and haven't yet explored.

A red triangle on the map means that there is another map attached to the one you are viewing. This normally occurs when you are in the building with multiple floors; each floor will have a separate map. You can view the attached maps by pressing the Forward/Backward key (W, S by default), but you cannot move to the next map when it is zoomed in.



## SCRAPBOOK

The Scrapbook contains notes, diaries and assorted bits of information in a file. Any notes or other information that you receive will automatically be registered in the scrapbook for you to read at any time. Thus, you will not have to go back to the previous place to check it out again.



## MAIN ITEMS

### STEEL PIPE

Solid steel pipe, about one meter in length and easy to use.

### REVOLVER

Easy to use, but somewhat lacking in power.

### HOLY CANDLE

Special candle with the power of exorcism. The effects last for a while after lighting.

### SAINT MEDALLION

May be used while another weapon is equipped. The medallion repels ghosts, but will eventually break.

### FIRST-AID KIT

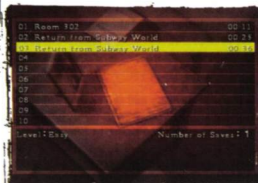
Heals wounds, restoring some of the Player's life.



## SAVE/LOAD/CONTINUE/QUIT GAME

### SAVE & LOADING

In order to save game data, the player must go to the living room, where Henry's diary is kept. Doing so will display the save screen. F5 will enable you to do Quick Save. F9 will enable you to do Quick Load. From the title screen you can Load a saved game or Continue.



### CONTINUE

When you Continue, you can re-start from your last saving/starting point or some specific point.

### QUIT GAME

To quit the game, select "Quit To Title" from the Pause menu, this will take you back to the Title screen, from the Title screen select "Exit", this will exit the game.



# OPTIONS

The following settings can be adjusted in the Option menu. Press the Sidestep left/right key (A, D by default) to switch between the Option 1, Option 2 and Option 3 screen. For the Menu screen, the mouse can be used for selecting, confirming, and canceling as well as the keyboard.

## OPTION 1 (VIDEO & SOUND)

### RESOLUTION

Set the resolution size of the screen. Select between 400\*300, 640\*480, 800\*600, 1024\*768, 1280\*960, 1600\*1200;

### BRIGHTNESS

Adjust the brightness and the contrast of the game screen if the screen is too dark or too bright for you. The two default values are Level 5.

### GAMMA

Adjust the screen gamma.

### 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.

### SOUND

Toggle the sound between Stereo, Dolby Digital and Monaural.

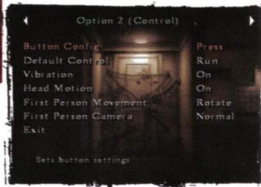
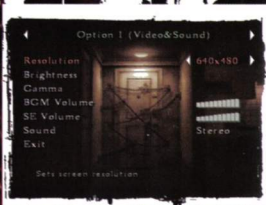
## OPTION 2 (CONTROL)

### BUTTON CONFIG

You can change the key assignment or the button assignment of the game pad.

### DEFAULT CONTROL

When it is "Walk", you walk with the Movement keys only. You will run with the Movement key + the Run/Guard key (Left Shift by default). By selecting "Run", you run with Movement keys only, and you will walk with the Movement keys + the Run/Guard key (Left Shift by default).



## VIBRATION

Select between On and Off. (This option only works with compatible force feedback peripherals.)

## HEAD MOTION

Select among On, Slight and Off.

## FIRST PERSON MOVEMENT

Change movement in First Person Mode. Select between Rotate and Sideways.

## FIRST PERSON CAMERA

Select between Normal and Reverse to change camera in First Person Mode.

## OPTION 3 (OTHERS)

### LANGUAGE

Switch the game language between English, French, German, Italian and Spanish.

### SUBTITLES

Turn in-game subtitles On/Off for the character narration.

### NOISE EFFECT

Turn noise effects On/Off. Noise filter is used to do away with the hard/cold feeling of computer graphics and to create the picture with realistic atmosphere.

### BLOOD COLOUR

Set the blood colour. Select among Red, Green and Purple.

### HIDE GAUGE

When ON, the life gauge will disappear automatically. Setting it OFF, it will appear all the time.

### HIDE ICON

When ON, the item icon will disappear automatically. Setting it OFF, it will appear all the time.

### REALTIME SHADOW

Set On and Off the shadow display.

## HENRY TOWNSHEND

The main character of the game is a rather introverted young man in his late twenties. He's been living in apartment 302 in South Ashfield Heights for the past two years. Lately, he's noticed strange things happening in his home. What's behind all this? Is it all merely a trick of his imagination, shadow demons lurking in his head, or could this be his new reality?

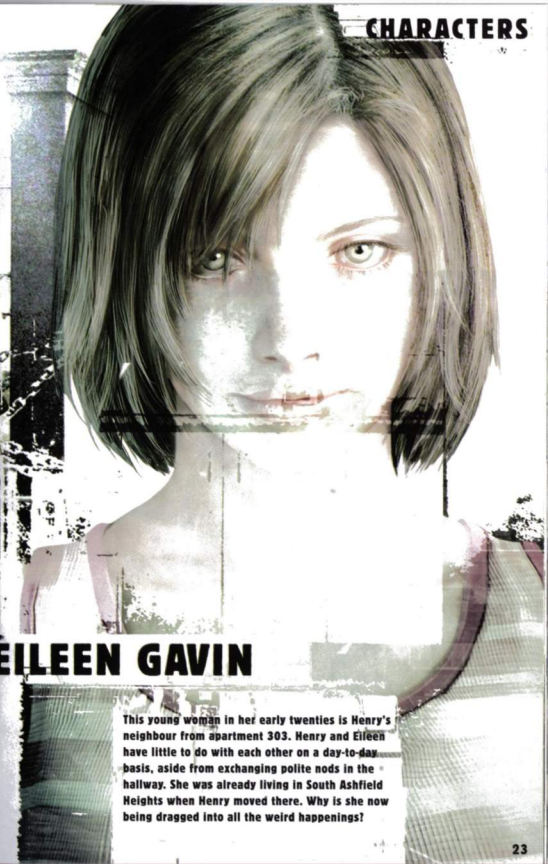


KONAMI

# SILENT HILL 4 THE ROOM







## EILEEN GAVIN

This young woman in her early twenties is Henry's neighbour from apartment 303. Henry and Eileen have little to do with each other on a day-to-day basis, aside from exchanging polite nods in the hallway. She was already living in South Ashfield Heights when Henry moved there. Why is she now being dragged into all the weird happenings?

## CYNTHIA VELASQUEZ

Henry first sees Cynthia when he's gazing out of his window one day. When he eventually meets her in person she tells him that the Other World is her own private dreamscape. Henry is only with Cynthia for a short, but memorable time before contact with her is abruptly severed. What could be her connection to all the strange occurrences?

## JASPER GEIN

This young man has a tendency to talk to himself, usually uttering nothing more than incoherent ramblings about the Cult of Silent Hill.

When Henry meets Jasper in the Other World, he is struck by his obvious confusion and distress.

But is there more to Jasper than his insane ravings?

What is the secret behind his connection to the mysterious Cult?





## ANDREW DESALVO

Henry meets this peculiar man in the Other World. He also seems to have some connection with the Cult of Silent Hill. But what is he so afraid of? What is his connection to the terrifying happenings?



# CHARACTERS

## RICHARD BRAINTREE

Richard Braintree is another one of Henry's neighbours from South Ashfield Heights.

He lives in apartment 207. Henry can see straight into Richard's apartment when he looks out of his window, but he has not met him previously before entering the Other World.

What involvement could the short-tempered man have with all the strange incidents?



## A MAN WITH A COAT

Who is the longhaired man that relentlessly pursues Henry in the Other World? What does he know about the dark secrets of Silent Hill and all the strange happenings in South Ashfield Heights?



## APARTMENT MANAGER

He is the South Ashfield Heights superintendent. When Henry looks through the peephole in his front door he frequently sees him lurking outside his apartment. What dark secret does the superintendent hide, and what is his connection to Silent Hill?



## A CHILD

Henry meets this mysterious boy at several locations in the Other World. Most of the time he seems rather sad. What could be the reason for his strange behaviour? Who is the boy anyway and what is his role in the whole occult drama?



**MONSTERS**

**VICTIMS**

**SNIFFER DOG**

**MONSTERS**

**MOTHBAT**

**DOUBLEHEAD**

**RUBBER FACE**

**WALL MAN**

**GREEDY WORM**

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## NEED HELP WITH SILENT HILL 4 THE ROOM

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