# SILENT HILL 4
# THE ROOM™

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 peripherals 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.

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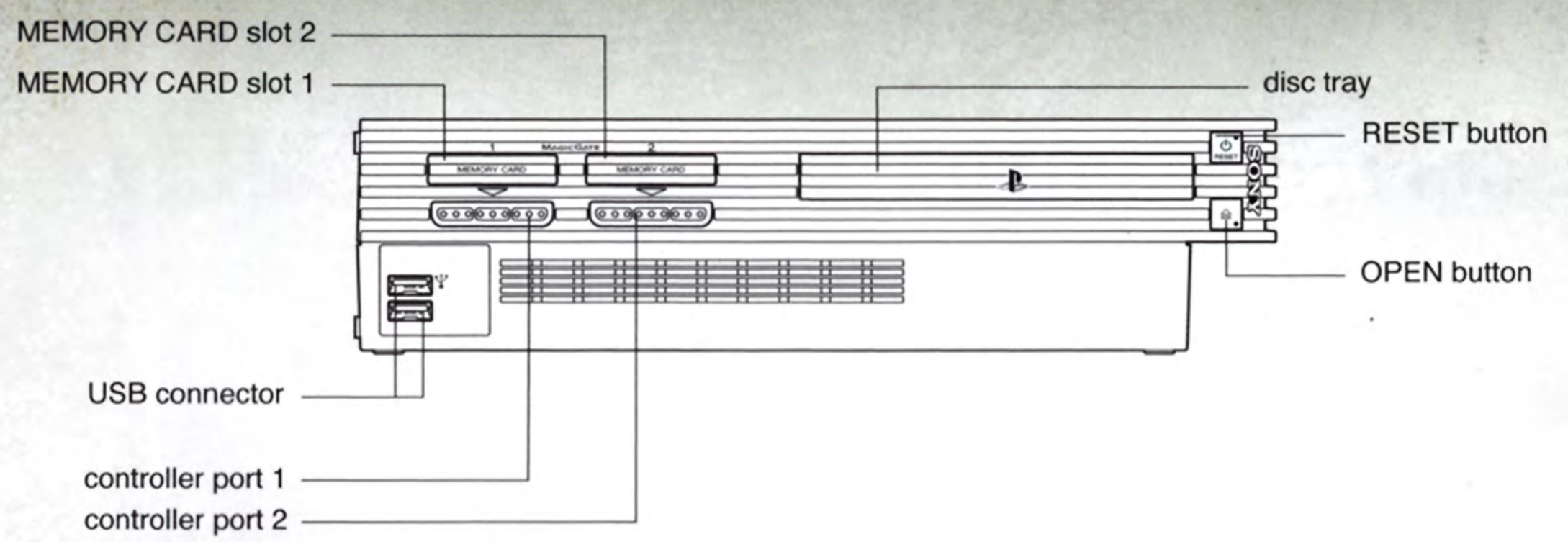
# GETTING STARTED




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 RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Silent Hill 4 The Room™** 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.

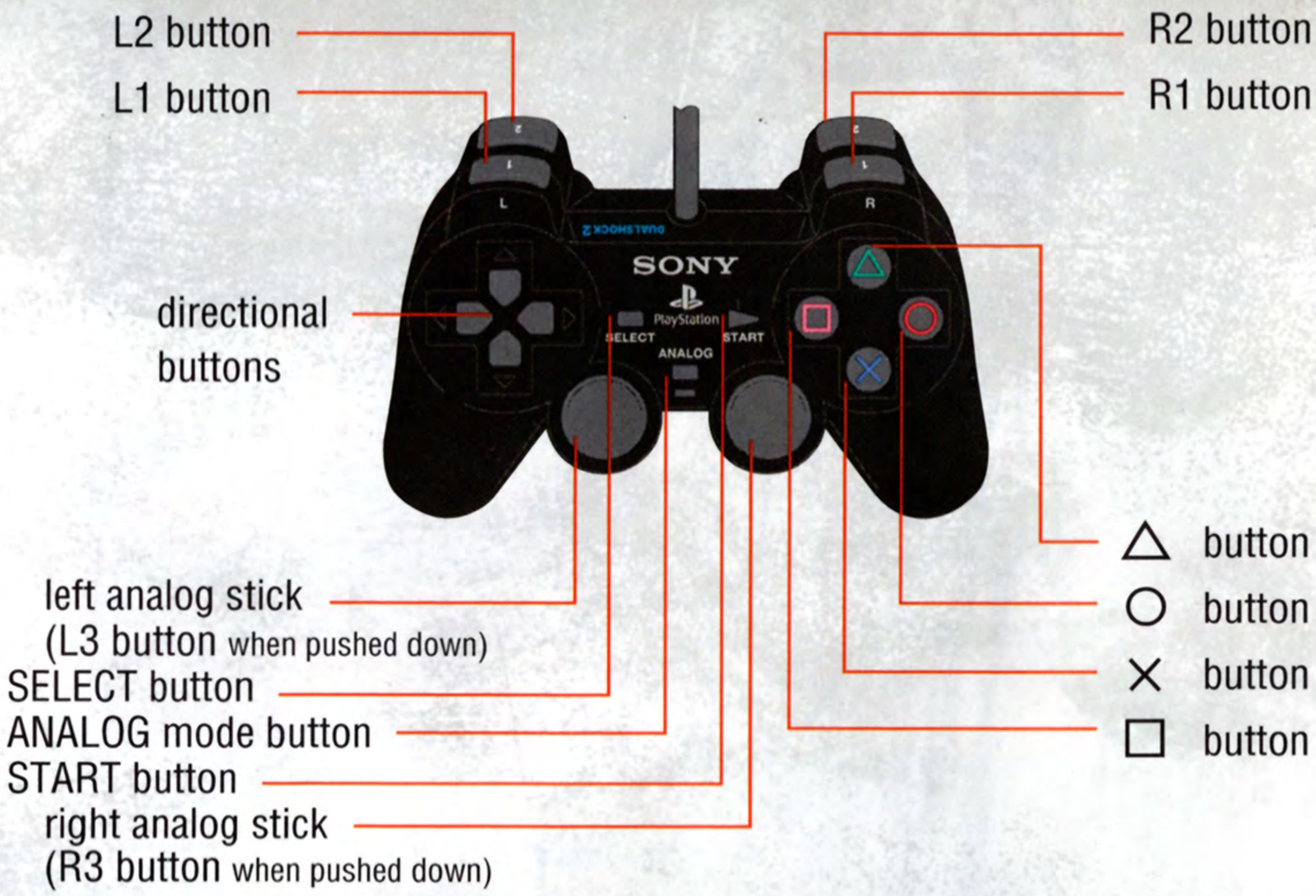
## MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 or memory card slot 2 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.

In order to save game data, you will need a memory card (8MB)(for PlayStation®2) with at least 781 KB of space.

# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS




The game can be played using the DUALSHOCK®2 analog controller. Insert the controller into controller port 1. The game cannot be switched between analog mode and digital mode. The mode indicator is always red, regardless of whether the vibration function has been turned on or off.

# PROLOGUE

It was two years ago that Henry Townshend moved into Room 302 of South Ashfield Heights, an apartment building in the medium-sized city of Ashfield. Henry was happy and enjoying his new life.

But five days ago, something strange began to happen. A recurring dream began to haunt him. And there was one other thing...

# CHARACTERS

## HENRY TOWNSHEND

Henry is a calm, young man who never lets his feelings show.
By the time the story begins, he has been locked in his room for five straight days. Suddenly, a large hole appears in his bathroom wall with no reason or warning, and he is dragged into the depths of terror.

## EILEEN GALVIN

Eileen is Henry's next-door neighbor, the young resident of Room 303. She has a kind personality, although she has the tendency to depend too heavily on others at times. The relationship between Eileen and Henry is nothing more than simple recognition of one another, but they are both dragged into a strange set of events that will change everything.

# GAMEPLAY

## New Game

To begin a new game, select "New Game" from the title screen. Next, select the level of difficulty.

Easy .....Recommended for beginners of action games.

Normal .....Recommended for the average player.

Hard .....Recommended for the experienced action gamer.

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

## Game Over

The game ends when Henry dies.

## Continue

When the game is over, you return to the title screen. At this point, you have the option to continue. If Continue is selected, you will restart at the last continue point. The level of difficulty may also decrease slightly depending on the situation.

# BASIC OPERATION

## Basic Controls

**Silent Hill 4 The Room™** was designed for play using a DUALSHOCK®2 analog controller. Certain button functions can be changed in the Options menu.

## Examine

When exploring an area using the first-person view, an eye icon pops up if there is something worthy of investigation. Press the ⊗ button to take a closer look at the object/area.

# BASIC OPERATION CONT.

## Item Icons

When the directional or the ▣ button 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 ▣ button.

*Items can be kept in the item box located in the living room. There is a limit on the number of items that can be held at once, so carry only what you need.*

## Battle/Fighting

You must have a weapon equipped in order to do battle. As long as a weapon is equipped, press the R2 button to ready it. In order to attack the enemy, press the ⊗ button. For hand-to-hand combat weapons, hold down the ⊗ button for an extended period to increase the power gauge and make the blows more powerful. Press the ◎ button while in the ready position to jump back. Combine this with the left analog stick to jump right or left.

# BASIC OPERATION CONT.

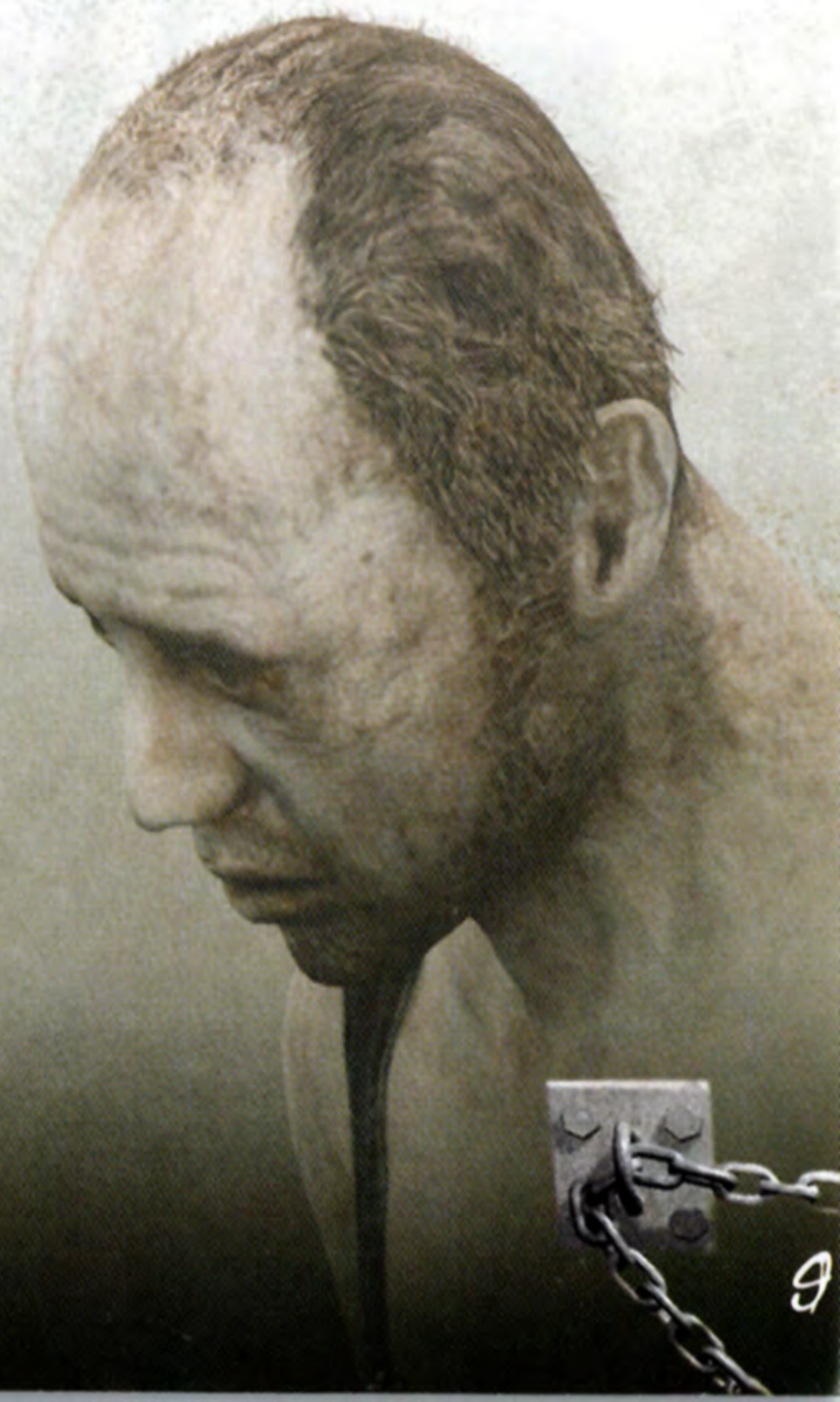
## Map / Scrapbook

Switch back and forth between the Map and the Scrapbook by pressing the △ button.
Rooms that have already been explored, as well as doors that have not yet been opened, are marked in red on the map.

*The Scrapbook contains notes and assorted bits of information in a file, viewable at any time.*

## Reset

To reset the game and return to the title screen, hold L1, L2, R1, R2, SELECT, and START at the same time.



# ITEMS AND WEAPONS

## STEEL PIPE

Solid steel pipe, about 1 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 Henry's life.

# SAVE/LOAD

In order to save game data, you will need a Memory Card (8MB) (for PlayStation®2) with at least 781 KB of free space.

## Save

In order to save game data, Henry must go to the living room where his diary is kept. Doing so displays the save screen.

## Load

In order to load a previously saved game, select the Load option on the title screen and follow the on-screen directions.

# OPTIONS

To access the Options screen, either select Options on the title screen or press the △ button while pausing the game. Various settings can be changed in the Options menu, including:

## BRIGHTNESS

Adjust the brightness of the screen.

## SCREEN POSITION

Adjust the position of the game screen.

## LANGUAGE

Switch the game language between English and Japanese.

## SUBTITLES

Turn the subtitles ON/OFF.

## VIBRATION

Turn the controller vibration ON/OFF.

## SOUND

Switch between stereo and mono sound.

## BGM VOLUME

Adjust the volume of the background music.

## SE VOLUME

Adjust the volume of the sound effects.

## BUTTON CONFIG.

Customize the control and buttons for the game.

## DEFAULT CONTROL

Select the default movement settings for the left analog stick between running/walking.

## NOISE EFFECT

Turn the screen noise effect ON/OFF.

## BLOOD COLOR

Selects blood color.

## HEAD MOTION

Turns the head motion ON/OFF in first-person view.

## HIDE GAUGE

Hide or show the Life Gauge on screen.

## HIDE ICON

Hide or show the Item Icons on screen.

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# SILENT HILL®

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BEN TEMPLESMITH

AADI SALMAN

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# NOTES

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PlayStation®2

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