

KONAMI

SHHMANE-745

SILENT HILL. HOMECOMING



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⚠ Important Health Warning About Playing Video Games

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 taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

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

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION



GAMBLING



PEGI ONLINE
pegionline.eu

For further information visit <http://www.pegi.info> and pegionline.eu

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Thank you for purchasing *Silent Hill: Homecoming* 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 re-issue manuals. Konami is continuously striving to improve its products. As a result this product may differ slightly from another depending on the purchase date.

INSTALLATION PROCESS

Before you can play Silent Hill® Homecoming you must first install the program on your computer's hard drive.

To initiate installation:

1. Insert the disc into your DVD-ROM drive.
2. An Autorun Menu should appear; click **INSTALL**.
3. Follow the on-screen instructions.

If the Autorun Menu does not appear:

1. Double-click on the 'MY COMPUTER' icon on your desktop (or within your Start Menu).
2. Double-click on the DVD-ROM drive showing the Silent Hill Homecoming disc icon.
3. Double-click on Autorun.exe.

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

WELCOME TO SHEPHERD'S GLEN

When Alex Shepherd left his home for the service, it was a quaint New England town where everyone knew their neighbour and children could play in the streets.

However, troubling dreams about his younger brother brings Alex back to a much different Shepherd's Glen than he remembered. Buildings are abandoned, people are missing, and unearthly figures lumber through the fog.

The Shepherd family lies in shambles: Alex's mother is catatonic, his father left mysteriously, and just as he feared - his brother Josh is missing.

Completely displaced by his homecoming, Alex struggles onward to pick up the pieces to a puzzle he can't understand.

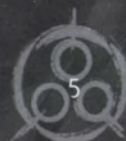
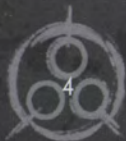
BASIC CONTROLS

MENU CONTROLS

Highlight Menu Option	Mouse
Select Highlighted Menu Item	Left Mouse Button

GAMEPLAY CONTROLS

Action	Default control
Move	W, A, S, D
Camera Control	Mouse
First Person View	L or Middle Mouse Button
Use	Left Mouse Button
Investigate	Left Mouse Button
Combat Stance	Shift
Cycle Weapons	1-8
Reload	R
Fast Attack	Left Mouse Button
Strong Attack	Right Mouse Button
Dodge	Spacebar
Toggle Flashlight	F
Inventory Wheel	Q
Weapon Wheel	E
Switch Weapons Forward	Left Mouse Button
Switch Weapons Backward	R
Map	Tab
Pause	Escape



ENTERING SHEPHERD'S GLEN

MAIN MENU

Press the any key at the Title Screen to be taken to the Main Menu.



New Game: Enter the story of *Silent Hill: Homecoming* for the first time.
Load Game: Load a previously saved game and return to *Silent Hill*.
Options: Adjust Display/Audio, Game Options, and Button Configuration.
Credits: View all the people who created *Silent Hill: Homecoming*.

NEW GAME

Selecting New Game brings you to a Difficulty screen. You may select either NORMAL or HARD difficulty. On Normal, all the creatures and ammunition are set to default values. On Hard, the creatures are tougher and stronger. In addition, there is less ammunition in the world. After selecting your Difficulty, you may select your Brightness setting. Press the [Return/Enter] button to confirm your choice and begin the game. Remember, your Brightness setting can be changed at any point during the game through the Options screen found in the Pause Menu.

LOAD GAME

At the Main Menu, select Load Game to access saved games. Left click to confirm your choice and continue from a saved game.

OPTIONS

You can access the Options screen from the Main Menu or by pausing the game during gameplay and selecting Options. Use the mouse to highlight or alter options and click the left mouse button to confirm selection.

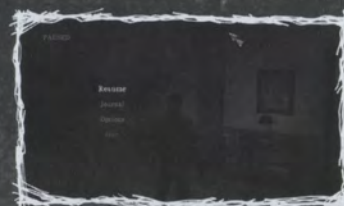


Display/Audio: Adjust the Display Brightness, Music Volume, Dialogue Volume, Radio Volume, and Sound Effects Volume settings.
Game Options: Toggle Inverted Aim, Subtitles, or Vibration ON/OFF. In addition, you can change the storage device from this menu.
Button Config: Adjust the control configuration to your liking by changing the control commands.

SURVIVING A NIGHTMARE

PAUSE MENU

Pressing the Escape button during gameplay will bring up the Pause Menu.



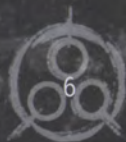
Resume: Exit the Pause Menu and resume gameplay.
Journal: Access the Journal, which contains Alex's Clues, Notes, Combat Manual, and Photographs.
Options: Adjust Display/Audio, Game Options, and Button Configuration.
Quit: Quit the game and return to the Main Menu.

NOTE: When quitting, any progress made since your last save will be lost.

WEAPON WHEEL



- 1. Health:** This vertical red stripe displays Alex's health. As the monsters and creatures in *Silent Hill* damage Alex, the red stripe will slowly decrease. When the stripe has been completely depleted, Alex dies.
- 2. Weapon Wheel:** The weapons that Alex has collected appear on this wheel. Left click a weapon to highlight and equip the weapon. Click the right button to inspect the weapon.
- 3. Flashlight:** Pressing F turns on Alex's flashlight. The flashlight provides necessary light and the radio warns of nearby monsters.



SURVIVING A NIGHTMARE

INVENTORY WHEEL

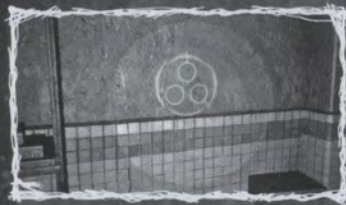


1. Health: Like the Health Meter in the Weapon Wheel, this vertical red stripe displays Alex's health. As the monsters and creatures in Silent Hill damage Alex, the red stripe will slowly decrease. When the stripe has been completely depleted, Alex will die.

2. Items: The key items that Alex has come across appear on this wheel. Use the left stick to select an item. If it cannot be used in the current situation, nothing will happen when the item is selected.

3. Health Refill: Press the Left Mouse button to use a Health Drink and refill a medium amount of health. Using the First Aid Kit will refill a large amount of health. The numbers next to the Health Drink and First Aid Kit icons show the current number left in Alex's inventory. When this reaches zero, the items are gone and must be replenished.

SAVING



There are glowing red symbols spread all around Silent Hill. Approach one and press the Left Mouse button to activate the symbol and pull up the save menu. Select a save file and press the Left Mouse button once again to save your game.

INTERACTING WITH THE ENVIRONMENT

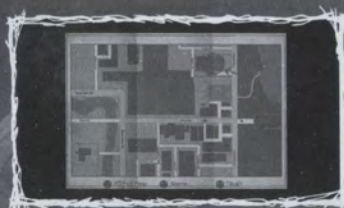


Use W, A, S & D to maneuver Alex around the area. Left click to interact with objects in the environment, collect inventory items, open doors, read clues, or activate switches. Alex turns his head to look at significant things in the environment—pay attention to where he is looking.

Left clicking twice in quick succession while standing at a door will make Alex burst through it. He can also dodge in any direction by holding down a direction and pressing the Spacebar.

SURVIVING A NIGHTMARE

USING YOUR MAP



To access the map press the Tab button. The map is vital for Alex's survival. It shows his location, the layout of the local area, and his current objectives.

When Alex discovers new things in an area, a note appears on his map. Open doors are marked as green double arrows, red curved lines indicated a locked or blocked door, and Alex's current position is marked by a blue arrow. The floor plans are detailed with room numbers and locations, making it simple to

move around town. However, Silent Hill is a twisted and warped place, so there may be obstructions that are not revealed on any map.

From the Map screen you can bring up the Objectives menu by left clicking the Objective button. Use this to remind yourself of the next action that Alex has to take in his quest.

FLASHLIGHT AND RADIO

The Flashlight is an essential tool for Alex. It reveals things in the dark that he would have otherwise missed. However, some monsters are attracted to light and will take notice of Alex's flashlight. Turning off the light will help him avoid such creatures.

The radio is another extremely useful tool. When it crackles, there are monsters nearby. Proceed with caution; noises and light will attract these creatures. However, the denizens of Silent Hill cannot hear the sound of the radio.

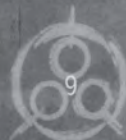
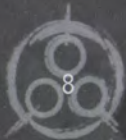
ITEMS

As Alex progresses through Silent Hill, he will stumble upon different items in the environment. First Aid Kits and Health Drinks can be found and used to heal wounds. Sometimes important items, such as keys, need to be picked up in order to reach a separate area. You can access the Inventory Wheel to examine these items at any time.

DIALOGUE MENU



Alex can take part in conversations with certain people in Silent Hill. Sometimes these are pre-scripted events. At other times, Alex has control of the conversation. A menu will appear on the right side of the screen with your dialogue options. Left click to select the dialogue option and continue the conversation.



COMBAT

FIGHT FOR YOUR LIFE

Alex will encounter all kinds of hellish creatures in Silent Hill. His only hope to escape this nightmare lies in his ability to defend himself. Always be on the lookout for enemy weaknesses.

Combat Stance: Press and hold Shift to assume the combat stance, allowing Alex to attack and defend himself. Alex automatically targets the closest enemy and highlights the current target with his flashlight. To switch his target, move the mouse in the direction of the enemy you would like to attack. Release Shift to exit the combat stance.

Weapons: To equip a weapon, hold down or tap E to access the Weapon Wheel and use the mouse to highlight your weapon of choice. Choose your weapon wisely. Some enemies are easier to beat with lightweight, fast weapons, while others are vulnerable to slower, high damage attacks.

Fast Attacks: Left click while in combat stance to unleash a quick strike on Alex's enemy. While the damage caused is not severe, fast attacks are good for quickly knocking away nearby opponents.

Strong Attacks: Right click while in combat stance to attack an opponent with a heavy blow. These attacks do much more damage than fast attacks, but also leave Alex vulnerable since they take longer to perform. Strong attacks can be charged up for added damage by holding down the Right Mouse button.

Combinations: Successive fast attacks followed by a strong attack can make for uninterrupted combo strikes. Combos cause very high damage and can knock down the enemy.

Gunplay: When Alex has a gun equipped, enter combat stance and press the left mouse button to fire. Press the R button to reload and the right mouse button for a quick melee attack.

Dodging: Dodges enable Alex to avoid taking damage from enemy blows, but must be timed with an incoming attack. When an enemy winds up for a strike and Alex is in the Combat Stance, press the Spacebar to dodge.

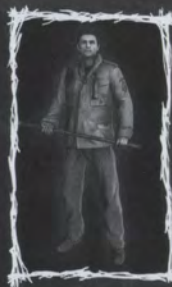
Evasive Roll: While out of combat stance, press the Spacebar to perform an evasive roll. Dodging and evasive rolls can be used when not attacking to close distance and open up alternate attacks.

Grappling: Some enemies will grab Alex during a fight. When this occurs, an onscreen button prompt will be displayed in the upper right hand corner, and you must quickly press that button to free Alex from impending danger.

Finishing Your Enemies: Finishing your enemies is a vital part of making it out alive. Before it can be finished, an enemy must first be stunned. You can tell that an enemy is stunned when it stands still and appears to be in a daze. At this point, press the strong attack button to trigger the finishing move. Alex will use his currently equipped weapon to efficiently dispatch his foe.



CHARACTERS



ALEX SHEPHERD

Age: 22

Protagonist

After a brief stint in a military hospital, Alex returns home on leave to find his entire world in shambles. He never had a happy home life, though Alex took his role as big brother seriously and did his best to watch after Josh. Which is why, after having a series of nightmares about his little brother, he returns home to make sure everything is all right. He soon realizes this is not the case, and sets out to find Josh.

JOSHUA SHEPHERD

Age: 9

Alex's little brother Josh was always the favorite son when they were growing up. They got along well, though, and Josh seemed to idolize Alex. Now, Josh is missing, and may need his big brother's help more than ever.



ADAM SHEPHERD

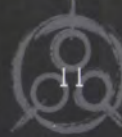
Age: 53

The patriarch of the Shepherd family, Adam is a retired soldier who runs his household as strictly as he did his platoon. Casting Alex aside, he focused his limited affection solely on Joshua. He serves as the town's Sheriff, though his current whereabouts are unknown, as he left Shepherd's Glen in search of something...

LILLIAN SHEPHERD

Age: 48

When Alex finds his mother Lillian alone at home, she's in a near-catatonic state. Speaking in short, fragmented sentences, she doesn't have much to say beyond the fact that she misses Joshua. What happened to cause her condition, and why would Adam leave her like this?



CHARACTERS



ELLE HOLLOWAY
Age: 22

Elle is a headstrong young woman who refuses to accept the current state of Shepherd's Glen. She goes to the bulletin board every day to post flyers for the increasing number of missing persons around town - including her sister. Elle and Alex spent quite a bit of time together growing up, so she was a little hurt when he left without telling her.

DEPUTY WHEELER
Age: 50

Deputy Wheeler works for Adam Shepherd, though he doesn't have any idea where the Sheriff disappeared to. Wheeler is suspicious by nature and subscribes to more than his share of conspiracy theories. Naturally he has his own ideas about what's going on around town, but it remains to be seen how accurate those are.



CURTIS ACKERS
Age: 41

Curtis Ackers runs the local junk shop, and prides himself on being able to fix any gadget that might need fixin'. The only thing he hasn't been able to figure out is why every clock in town is broken. Curtis has a bad attitude and doesn't get along well with others, but Alex may need to find some way to get past that.



CHARACTERS



JUDGE HOLLOWAY
Age: 53

Elle's mother is one of the few people still concerned about the town and its citizens. Her calm resolve is a great comfort to those who still remain in Shepherd's Glen.

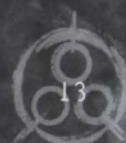
MAYOR BARTLETT
Age: 49

Once a respected figure in the community, Mayor Bartlett now spends his days in a drunken stupor. He spends most his time in the cemetery, digging graves.



DOC FITCH
Age: 55

Due to his brave actions during an accident some years ago, Doc Fitch came to be regarded as a local hero. The broken man Alex meets, though, doesn't seem to fit that legacy.



CREDITS

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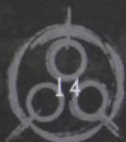
English Vocals Produced by ZRO Limit Productions

Localization by SDI Media

Additional Cinematic Production by
Pendulum Studios

Physics and Animation System by Havok

havok



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WARRANTY and CUSTOMER SUPPORT

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