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Konami Digital Entertainment

UNITED KINGDOM 389 Chiswick High Road London, W4 4AL FRANCE 23, Rue Cambon 75001 Paris **DEUTSCHLAND** Berner Straße 103-105 60437 Frankfurt/Main ESPAÑA Paseo de la Castellana 91-5°B 28046 Madrid

www.konami-europe.com/games

BLES-01504

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PRECAUTIONS

• This disc contains software for the PlayStation®3 system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®3 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®3. • Read the PlayStation®3 system Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®3 system always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc dean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives. as it could lead to malfunction.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

3D HEALTH WARNING

Some people may experience discomfort (such as eye strain, eye fatigue or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides.

Generally we recommend that you avoid prolonged use of your PlayStation®3 system and take 15 minute breaks during each hour of play. However, when playing stereoscopic 3D games or watching 3D video, the length and frequency of necessary breaks may vary from person to person—please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor,

The vision of young children (especially those under six years old) is still under development. We recommend that you consult with your child's doctor or optometrist before allowing young children to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above.

PIRACY

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SYSTEM SOFTWARE UPDATES

For details about how to perform System Software updates for the PlayStation®3 system, visit eu.playstation.com or refer to the PS3™ system's instruction manual.



See back page of this manual for Customer Service Numbers.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING 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. For further information visit www.pegi.info.

Comprising three 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:

3 7 12

The second part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:

















The third part is a label indicating the game can be played online. This label may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:

For further information visit

www.pegionline.eu



PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PlayStation⊕3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system instruction manual.

This product is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the product package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	9	7	5	3	2
PEGI RATING AGE GROUP	18	16	12	7	3

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PS3TM system to enable play.

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Thank you for purchasing Silent Hill HD Collection.

Read this instruction manual before playing to enjoy a more fulfilling gaming experience. This instruction manual cannot be reissued, so please store manual cannot be reissued, in a safe place.

Setting Up

Set up the PlayStation®3 system according to the instructions in its instruction manual. At start-up, the power indicator light will glow red to indicate that the PlayStation®3 system is in Standby Mode. Press the power button and the power indicator light will turn green.

Insert the Silent Hill HD Collection disc into the disc slot with the label side facing upwards. Select the icon from the XMB™ Menu and press the button to continue. Make sure there is enough free space on the Hard Disk Drive (HDD) before commencing play. Do not insert or remove peripherals once the power is turned on.

Please refer to the PlayStation®3 system's instruction manual for further details about setting up and recharging a Wireless Controller.



XMBtm Menu

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made time of going to print, but some minor changes may have been made time of going to print, but some minor changes may have been made time of going to print, but some minor changes may have been made time of going to print, but some minor changes may have been made time of going to print, but some minor changes may have been made time of going to print, but some minor changes may have been made time of going to print, but some minor changes may have been made time of going to print, but some minor changes may have been made time of going to print, but some minor changes may have been made time of going to print, but some minor changes may have been made time of going to print.

Silent Hill 2

James Sunderland receives a love letter, inviting him to return to Silent Hill - to a 'special place' he once knew, in the misty resort town. James heads out to Silent Hill, confused by the fact that this letter has come from his deceased wife - why is she beckoning him to this town... and what will he find there?



Silent Hill 3

Years after the events that took place in the original Silent Hill, Heather - once a regular teenager, finds she is being drawn into a nightmare world, of which she has no escape or other option, but to unravel the mysteries of her past... even if it means returning to that sinister town...

NOTE: This manual refers to the default control settings.

Change the control settings in Button Config in the Options menu.

NOTE: Sideways movement can only be done if your control setting is set to 3D Type.

NOTE: This game is compatible with the vibration feature.

Saving your Game

Save your game progress at save points found during your journey. When you investigate a save point, the Save screen is displayed and you can select the desired save file.

SILENT HILL 2 SAVE POINT: The square red object is the save point.

SILENT HILL 3 SAVE POINT: The location with red circles is the save point.

Starting the Game

Once you have selected the Silent Hill game you wish to play, you can choose the difficulty settings of the combat and puzzles.

Item Menu

Press the button to display the item menu where you can select weapons or items. Select the item or weapon you want to use and press the displayed command.

Status

This is the main character's stamina. As they take damage, it becomes gradually disturbed and changes from blue (healthy) to red (seriously wounded).

Equipped Weapon Command

These are commands that can be used for the selected item or weapon.

Weapon, Item, etc.

Weapons, items, and other objects in your possession are displayed here.

Other Menu Items

OPTION: Opens the Option Screen.

MEMO: View information about puzzle-solving hints you've

discovered.

MAP: Opens the Map Screen.

Action

The following basic actions are used throughout both games.

Move

Controls vary depending on your selected control settings.
In all cases, however, you press the button to run while moving.

3D TYPE: Press the directional buttons right/left or the left stick right/left to change the direction you're facing, and press the directional buttons up/down or the left stick up/down to move forward or back. Press the R1 button and the L1 button to change your direction 180° degrees.

2D TYPE: Press the directional buttons or the left stick in the direction you want to move.

Ready Stance and Attack

Press the R2 button to get ready to face an enemy with your selected weapon. While in your stance, press the & button to attack. Press the & button next to a downed enemy to kick them.

Guard

Press the button in sync with the enemies attack to guard (you cannot guard while in ready stance). If you are successful, you won't take any damage.

NOTE: Some attacks cannot be guarded against.

Search View

If you press the L2 button, the camera shifts to the main character's perspective. This mode is called search view and when you are in this mode, you can control the camera with the right stick. NOTE: There are some locations where search view cannot be used.

Advice

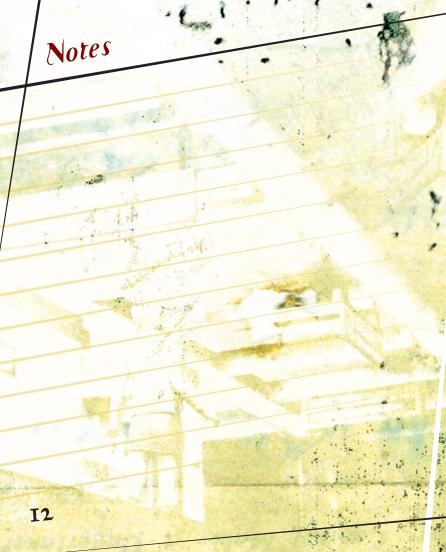
Combine Items to Solve Puzzles

Combining multiple items and using them together is sometimes the only way to solve certain puzzles. In cases like this, go to the item menu and use the Combine command. Select the items you want to combine and then choose the USE command.

Pay Attention to Main Character's Face Direction

As you move, the main character's face moves to look in a certain direction when he or she discovers items, doors, and save points. Sometimes this is the game's way of giving hints as to how to proceed, so pay close attention.





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Mindscape Asia Pacific
Ul 10, 275 Alfred Street
North Sydney, NSW
2060
Ph: (02) 9964 0475

Credits

Konami Digital Entertainment GmbH

President Konami Digital Entertainment GmbH Shinji Hirano

European Brand Coordinator Su-Yina Farmer

Special thanks
Christopher Heck / Richard Jones / Christoph Bergholz /
Christopher Heck / Richard Jones / Christoph Bergholz /
Martin König / Ella Siebert / Pierre Ghislandi /
Martin Schneider / Wolfgang Ebert / Christian Pfeffer /
Martin Schneider / Wolfgang Ebert / Christian Pfeffer /
Verena Wahl / Borja de Altolaguirre / Jose Enrique Avila /
Rodolfo Rolando (Halifax)

Manual & Packaging Design An.x

Manual Translation
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