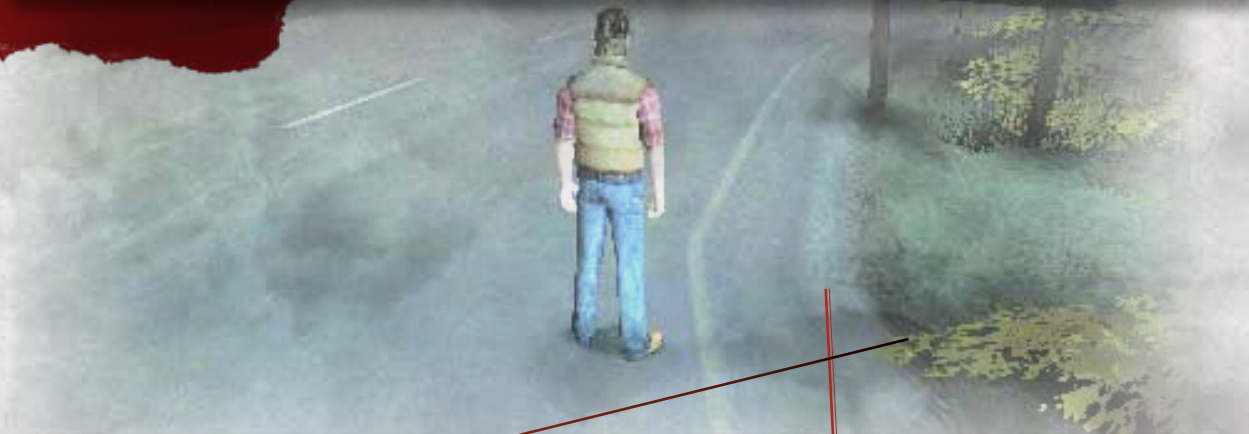


PROLOGUE



Shortcut Through Silent Hill

It may be hard to believe, but all the mystery, murders and nightmares of Silent Hill begin with an innocent attempt of a trucker taking a shortcut to get some rest from the road. Travis Grady is on his way to Brahms, but he could never foresee that this simple act would set in motion the events that will define the horrors of Silent Hill.



Travis' chat on his CB is cut short as his signal mysteriously breaks up mid-conversation. It is raining heavily and visibility is not great, especially at night. However, as weary as Travis may be, he notices a hooded figure staggering out into the middle of the road.



Strange visions pass through his mind, and as he fights to gain a mental focus, he must also fight to gain control of his massive truck that is speeding toward a helpless pedestrian.

Travis jams on the brakes. His trailer begins to skid, pushing his rig on the verge of jackknifing!

Luckily, or perhaps not, he is able to stop in time to prevent his truck from crushing the stranger in the street. After he exits the vehicle, he looks around for the wayward person. Nobody is lying in the street, but when he glances into the side view mirror of the cab, he sees a ghostly image of a girl surrounded by fog. He turns to confront the child, but she is not there. It is as if she is only in the mirror!



Travis peers out into the now consuming fog, and he can see a young girl in the distance who seems to beckon him. She turns to run away, and he follows in hot pursuit — eager to find out what's happening.



As he runs after the girl — determined to get some answers — the game begins its awesome intro music, and you can tell you are now entering Silent Hill. Follow the girl and continue running down the highway. There is only one way to go, and you don't have to worry about any objects on the side of the road. Just keep after the girl, and when you run past the sign welcoming you to Silent Hill, you will begin your adventure.



House on Fire

Travis is a good-hearted man who is not afraid to get his hands dirty. So when he comes upon a burning house, he doesn't just turn the other cheek. After he hears a scream coming from inside, he knows he must enter the flaming residence and save the helpless victim.



The inside of the house is ablaze! Running into any of the fiery walls will send Travis reeling in pain. The scream you heard came from upstairs — walk forward and turn to the right to ascend the staircase.

All the other doors on this floor are not accessible, so simply walk forward and open the door right in front of you.



This room is a maze of sorts that is sectioned off by flaming walls and burning debris. The good news is that there is only one path to take you through this labyrinth.

Run forward and take your first left past a chair. Walk forward a few paces and make a quick right past another chair. Again, you will only walk a few paces, and you will need to make a right (the path to the left is a dead end).



Save the Child!

Follow this path around a desk in an S-curve, and you will find a burnt child on the floor with a strange, demonic-looking insignia. Being the hero that you are, you refuse to let her die. You scoop the charred child into your arms, and make your way out of the house. When you approach the door you first entered, the floor will give way, and you will fall with the child to the first floor.

Run forward, and as you round the corner to the left, the insignia you saw under the child will appear in front of a path that is blocked by fire. The flames will vanish, and you can proceed past this barrier.



Continue your escape, and turn right, looping around a fiery couch. Another flame barrier lies in front of you, but as you approach, it will disappear. Follow the path that curves to the left, and go through the door. Head forward and turn left at the staircase you used earlier to leave the inferno through the open front door.



As you exit the burning abode, it collapses. It looks like you were conveniently just in time to save this child. The strain of this harrowing event takes its toll, as once you and the child are safe from danger, you pass out.



STREETS OF SILENT HILL 1

Start to Hospital

HEALTH DRINK



ROOM 502 KEY



HEALTH DRINK



The Town: Mist World

Visit the Girl at the Hospital

You awake after that harrowing evening on a bench in a daze. A quick look around confirms that you are in Silent Hill and that some bizarre mist is covering the entire city. The first thought that comes to your mind is: What happened to the child you saved? Travis has to know what happened to her, so it is off to the Hospital.



You start out in the middle of Crichton St., so head north down this road to the Hospital. You cannot detour very far, or Travis will remind you that he wants to check on the child.

Run all the way up the road, and pick up the **Health Drink** near a light pole in the corner of the park.

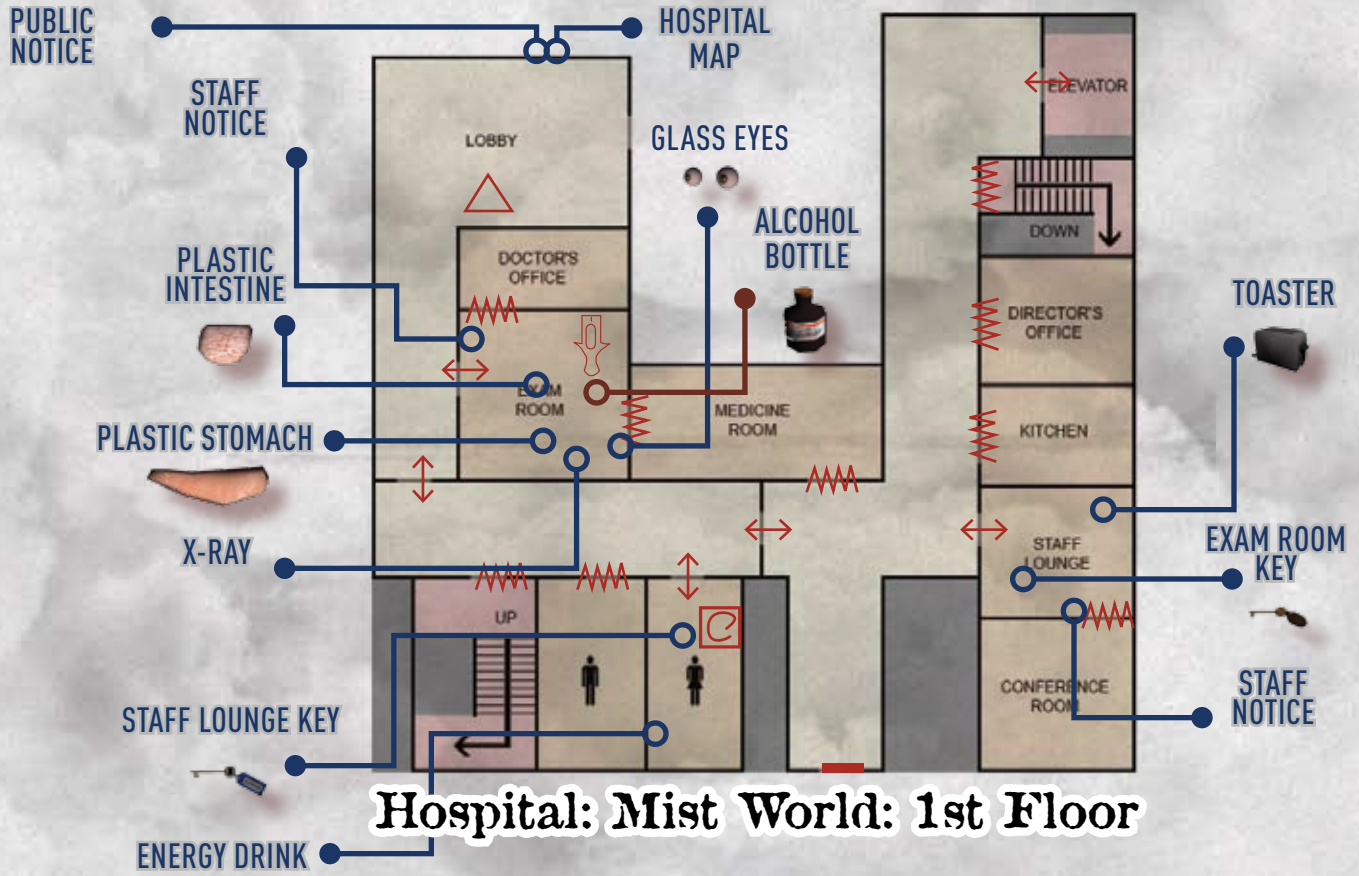


Head back down the road to the right side of the Post Office. There is a narrow alley here (grey on the map) that hides a few items. Climb the metal fire escape staircase to find the **Room 502 Key**. (NOTE: This is only available after you have beaten the game once.) Descend the metal stairs, and go to the end to the alley to find another **Health Drink**. Andy's Books, that is located on this street, is locked and all other areas are blocked, so it is time to enter your first main area by climbing the steps to the Hospital.

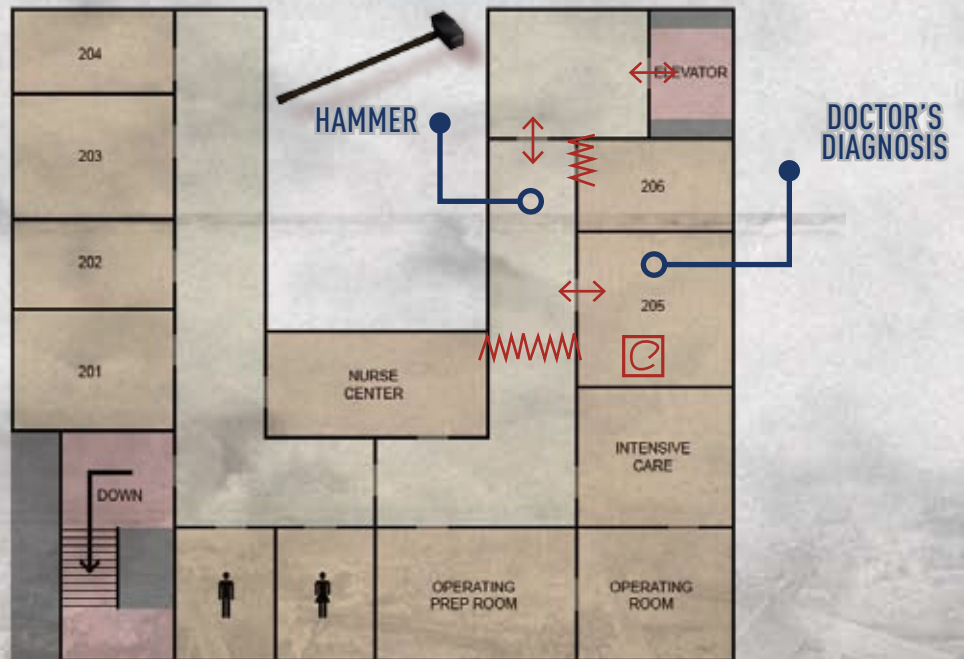


Area
ONE

ALCHEMILLA HOSPITAL



Hospital: Mist World: 1st Floor



Hospital: Mist World: 2nd Floor

Hospital

KEY:

↔ = OPEN DOOR

◻ = MIRROR

👤 = ANATOMY DOLL

⚡ = LOCKED DOOR

△ = SAVE POINT

◻ = MEDICAL ICE CHEST

FUTURE PIECE

PORTABLE TV

HEALTH DRINK

ENERGY DRINK

BOSS

SCALPEL

ALCOHOL BOTTLE

STUDENT'S MNEMONIC

PLASTIC LIVER

Hospital: Other World: 1st Floor

PORTABLE TV

PLASTIC HEART

HURRIED NOTE

SCALPEL

GOLDEN EGG

PLASTIC LUNGS

ENERGY DRINK

HAMMER

Hospital: Other World: 2nd Floor

Find the Burnt Child

You are probably anxious to explore the first area and to learn the fate of the child you rescued, but make sure to look to the left of where you first entered. On this wall is a bulletin board with the **Map** to the hospital and a note: **Public Notice**.



Walk around the large counter in the lobby to find the Save icon. You can use this now, plus you can return here whenever you feel the need to do so.

For now, the Exam Room Door is locked, so continue down the hallway through the door. The doors to the Staircase and the Men's Washroom are inaccessible. Also, the Women's Restroom Door is locked from the other side. You have no choice but to enter the next hallway.

The Staff Lounge is locked and the other doorways are blocked, so head north to the end of this hallway. Here you will encounter Dr. Kaufmann. He claims they have had no new patients, but you aren't buying it.



Follow him to the second floor by pressing the Elevator Button on the panel to the right of the doors. Once inside, you will need to press the No. 2 button to get to the second floor. The other floors are not available to you at this time.



There is nothing in this first room, so go through the door when you are ready — and I mean ready for a surprise! As soon as you enter this hallway, you spot a Nurse, and you try to ask her about the child. That doesn't go so well, especially when you realize it doesn't have a face and wants to kill you! The camera swings to a view of a **Hammer** on your left.

ITEM ACQUIRED!

HAMMER

DAMAGE: 20

This is a good ol' construction-grade sledgehammer. Nothing has damage and destruction like a heavy hammer. However, its weight has a hefty price to pay, since it is a very slow weapon to swing. While it does have good range, you have to be careful using this up close, because most monsters can attack faster than you swing.



Take the visual cue, and press X to pick it up. Quickly equip the weapon, and tap the Camera Button to get a better view of your assailant. It will only take a few hits with this heavy Hammer to drop the undead Nurse, but make sure you use the finishing move to stop it cold.



ENEMY ENCOUNTER!

NURSE

HEALTH: 100



The Nurses are the base level monsters in the game. They are not very dangerous unless they are in groups, but they are still nothing to take for granted. If you are low on precious weapons, you can even fight them hand-to-hand. However, look out for their Grapple Attack. If they get in close, they can grab you! You must then rapidly press the X Button shown on screen to escape.

Mirrors Are the Gateway

With your first battle under your belt, walk down to Room 205 and enter it. On a tray table on the right side of the room is the **Doctor's Diagnosis**. You will notice a wall-sized mirror in the room, but there is nothing else to do for now. Attempt to leave the room, and you will see a girl who appears to be on the other side of the mirror.



Approach the mirror, and use it to learn the chief mechanic of this game: the ability to change from the Mist world to the Other world. As you touch the glass, you will experience the transformation into the horrible world of nightmares. Items and monsters are different in the location, so always keep that in mind.

For example, the hospital bed that contained nothing now has a **Scalpel**. More importantly is that to the left of the giant mirror is a box that contains the **Plastic Lungs**.



ITEM ACQUIRED!

SCALPEL

DAMAGE: 17

A pretty familiar sight in a hospital, the Scalpel is just as fearsome in the game as in real life. A surgically sharp blade on a light handle makes this a great weapon for dealing damage very quickly. Use rapid stabs to immobilize monsters so they can't fight back.

Before you leave 205, there is one more item you need to pick up. To the right of the door in a medicine cabinet is a **Health Drink**. When you go back into the hallway, another Nurse awaits you. You can use either weapon you have to dispatch this foe, but if you are having any trouble, remember the Scalpel is faster.

You can't go back the way you came, so continue south to explore the Hospital. The other two rooms in this hallway are blocked, so go west into the next hallway. Room 202 is open — make your way inside, and grab the **Golden Egg** and the **Hurried Note** from the counter to the left of the sink.



Open the Yellow Inferno Door



Exit the room and go to the end of the hallway to find the **Portable TV**. This is a heavy, one-hit weapon that can drop weaker foes instantly. Enter Room 204 right next to you, and walk up to the table to find the **Bloody Note**. This scrap of paper will give you a valuable hint on how to open the medical ice chest.

ITEM ACQUIRED!

PORTABLE TV

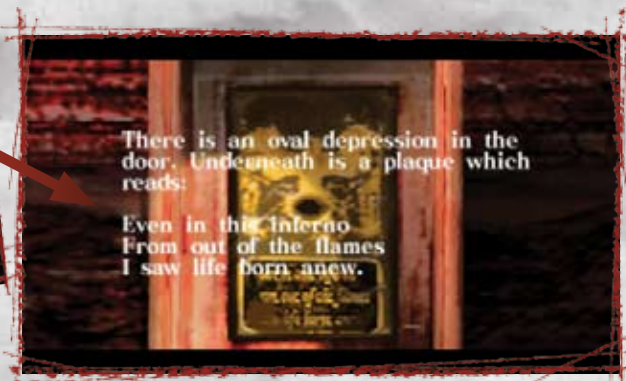
DAMAGE: 100

These little TVs are great for catching up on your hottest syndicated shows, but more importantly, they are extremely heavy and deal a lot of damage. This is a one-use weapon that will be destroyed on impact, so prepare to immediately equip another weapon after use. Pull this out any time you need to drop a monster quickly.

When you head out of this room and attempt to go back down the hallway, another Nurse will appear. If you are using the Hammer, it will break on the last hit before it drops this foe. Take this as a lesson that all melee weapons will eventually “break.”



Travel to the staircase and open the door. On the left-hand side is another **Hammer** to replace the one you might have broken. At the top stair on the left before you descend, be sure to pick up the Energy Drink. Go down the stairs to the first floor. Before you open the door, prepare your weapons of choice, as another Nurse awaits you. After dispatching the Nurse, grab the **Alcohol Bottle** on the rack. This is another one-hit weapon that packs a big punch. The only door accessible to you is the one with the yellow image that covers the door to the Women's Restroom. Use the Golden Egg you obtained earlier to unlock the door.



ITEM ACQUIRED!

ALCOHOL BOTTLE

DAMAGE: 75

This medical-grade alcohol is the highlight of hospital office parties, but it also makes a great weapon. This bottle packs quite a kick, but as you would guess, the fragile glass will shatter after one hit. Reserve the use of these big objects for troublesome foes.



Crack the Ice Chest Code

Inside the ladies' room, look to the small section of the wall to the right of the mirror (don't use the mirror yet). It contains the **Student's Mnemonic** that will give you a handy way to remember anatomy.



Walk to the last stall, and you will notice that the cistern can be lifted. Remove the top cover to reveal the **Plastic Liver**. Grab this fun organ, and use the mirror to switch back to the Mist World.

Now that you are back to a slightly less dangerous world, be sure to pick up the new items, like the **Energy Drink** on the floor and the **Staff Lounge Key** on the toilet in the last stall. Before you leave, take note of the door in the middle stall. Someone has written something in blood: Amy 31.



When you leave this room, you will unlock the door. Go out and turn right to make your way to the Staff Lounge to try out your new key. The key will unlock the door when you attempt to enter the room. Just to the left of the door is another message written in blood. Take careful note of this scrawling: Lucy 23.





On the counter in the corner is a handy one-hit weapon: the **Toaster**. Also dangling near it is the **Exam Room Key**. As you make your way around the counter, check out the **Staff Notice** on the cork board. On the opposite side of the room is an **Energy Drink**.



ITEM ACQUIRED!
TOASTER

DAMAGE: 75

A somewhat small electric appliance that still is capable of delivering high damage, this bread warmer will expire after its first use, so be selective when using it.



Anatomy Lesson

Another key means another new room to check out. After you are done collecting the goodies, head through the next two hallways to the Exam Room and use the key. On the desk is the **Staff Memo**. Pick it up, and take a look at the X-ray on the large lighted board. Press the light switch to read the X-ray and the message: Sarah 19.



To the left of the X-ray are two sinks that each contains a valuable item. Pick up the **Plastic Intestine** in the first and the **Plastic Stomach** in the second.



Grab the Alcohol Bottle near the door, but be sure to check out the main attraction: the Anatomy Doll. Right now you don't have all the pieces to complete this puzzle. Remember that ice chest you ran across before in Room 204? Well, it's time to find the last piece of this anatomy lesson.

Go back to the Women's Restroom and reenter the Other World. Head to the left and climb the stairs to the second floor. Run up to Room 204 and enter it to solve the Ice Chest Puzzle.

Collect the last piece of plastic body parts, and exit into the hallway to return to the doll. A Nurse will ambush you as soon as you open the door. Dispatch it quickly, and head back down stairs. Another Nurse ambush awaits you when you go through the door. It is very close, and if you are caught off guard, it will grab you. If this happens, rapidly hit X to break free and destroy this creepy foe.



Enter the Women's Restroom, and use the mirror to go back to the Mist World. After you are back in a more normal environment, go to the end of the hall and proceed north to the Exam Room. Walk over to the doll, and it's time to put this body back together.

PUZZLE: Anatomy Doll

Press X to take a look at the doll, and you will be shown an empty body cavity with all the organs you have collected on the bottom. Follow the order of the Student's Mnemonic. The first few letters in red show you the order: **I**nside **S**tevie **L**ittle **H**enry **L**urks. This means you should place the Intestine, Stomach, Liver, Heart and Lungs in that order from bottom to the top. The pieces will snap into place when they are in the right position. You can actually place some of the pieces out of this strict order, but you must

HINT: Follow the order of the Mnemonic.

REWARD:
Glass Eyes



place the Heart before the Lungs and the Stomach before the Liver.

When all the pieces are correctly positioned, the doll will open its eyes. Walk around to its head and press X to take the glass eyes.



PUZZLE: Ice Chest

HINT: The three beauties who cause it to pump are the key. Age before beauty.

REWARD:
Plastic Heart



Press X to examine the ice chest and bring up the keypad. You need to enter the code to open the chest,

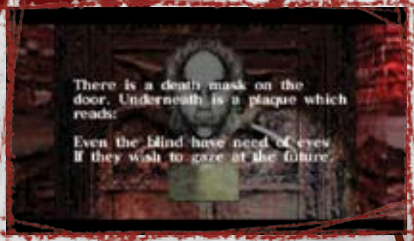
and the key to this puzzle lies in the Bloody Note.



The solution to this puzzle lies literal in the translation of the note. The three beauties the note refers to mean the combination involves three women. You have already seen the names and numbers of three women so far. The numbers correspond to their ages, and as the note states, age before beauty. Thus, you must enter the oldest age to the youngest. So enter 31, 23 and 19 to open the chest.



Restore Sight to the Death Mask



With the Glass Eyes, you can now open the final blocked door in the Other World near the Exam Room. Go back to the Women's Restroom and use the mirror. Exit the door and look at the strange mask covering the door. Go into your inventory and use the Glass Eyes to unlock the door.

Before you open the door, make sure you are ready for a fight. Behind this door is not one but two Nurses! This is the first time you will have to deal with two foes, and it can be tricky. Your goal is to dispatch one as quickly as possible and deliver the deathblow. When you are performing the finishing move, you cannot be hit, but while you are fighting, either of them can strike you. To make matters worse, all those attacks could easily break your weapon.



Go down to the end of the hall and grab the **Portable TV**. Turn to the left, and right before the double doors, you can find a **Health Drink** and **Energy Drink**. This will come in handy to replace the items you just used in the previous fight.

When you gathered the loot, go back down the hallway and enter the Exam Room. On a small table next to the now bloody doll is a Scalpel. Make sure you are healed and armed when you enter the Doctor's Office, because you will face a new foe!

BOSS

Straightjacket

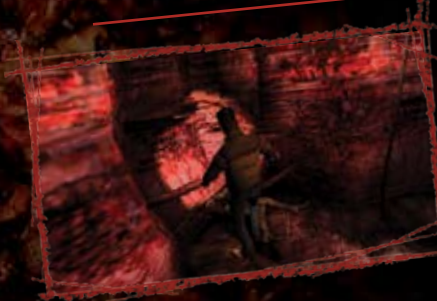
HEALTH: 175

This warped-looking enemy is not something you should take lightly. Although its arms appear to be bound to its body in a twisted and mutilated straitjacket, it's extremely deadly. It's a pretty versatile creature with an up-close grapple attack and a long-range projectile. From afar it spits a corrosive acid that can take you out in a few hits. You must dodge this projectile vomiting, or you will take a great deal of damage.



Because of this obvious fact, it is best to get up close and deal damage as quickly as possible. However, you can't merely run right at this foe, or you face getting grabbed! (Well, its hands are bound, but it can jump on you and wrap its legs around you.) If this happens, you must quickly press the button that it shows on the screen or face taking damage if you fail to counter its attack.

The best strategy to defeat this monster is out maneuver it to avoid its main attacks. Simply run around it, and hit it from the back! Continue to circle the creature until you are comfortable at its back, then you can land an attack with no fear or relation. Equip your heaviest weapon, such as a Portable TV, Toaster, etc., and deal some big damage when you get the chance. Just be sure to quickly select another weapon when this one is used.



Another key point to keep in mind when battling this foe is that besides circling the monster, you should hit it quickly once you are up close. If you can strike it fast enough when you are in its "face," it will not have time to react and launch any attacks. To this end a quick weapon, like the Scalpel, can be very handy, but you can even use your fists if you are quick and relentless on your attack.

Pick up the object in the center of the room to collect the [Future Piece](#). The mysterious little girl you saw earlier will appear and knock you unconscious with her mental abilities.