



Two years ago Henry Townshend moved into Room 302 of South Ashfield Heights, an unassuming apartment building in the city of Ashfield. Henry was happy and enjoying his new life.

But five days ago, something strange happened. Henry started to be plagued by a recurring nightmare. Even more disturbingly, he found himself trapped inside Room 302...

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FIGHT

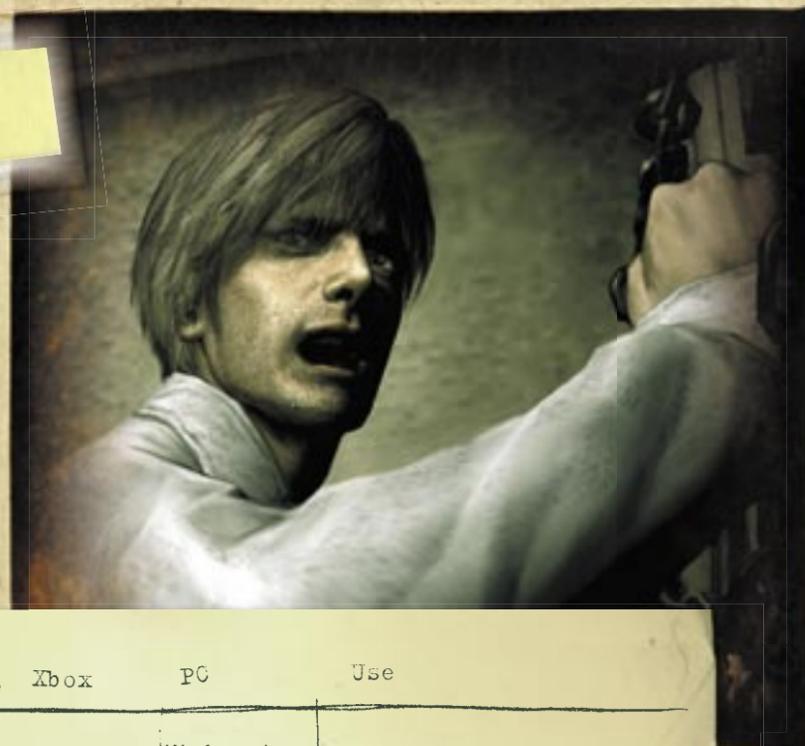
Button Configuration

Name	Play-Station 2	Xbox	PC	Use
Movement	Left analog stick	Left thumbstick	W - forward S - backward Q - left E - right	Move the character
Items	Directional buttons	Directional pad	↑ ↓ ← →	Select items in the inventory
View	Right analog stick	Right thumbstick	J - left L - right I - up K - down	Change the camera view (not always possible)
Use	Ⓧ	ⓧ	Ctrl (right)	Use a selected item, select weapon
Scrapbook	ⓐ	Ⓨ	U (Documents) M (Map)	Open list of documents / map
Camera	Ⓛ2	Left trigger	Tab	Position camera behind Henry (not always possible)
Inventory	SELECT	BACK	T	Open inventory
Pause	START	START	Esc	Pause the game
Attack	Ⓡ2	Right trigger	B	Assume fighting position, show life gauge

Hold the attack button down and press:

Cancel	○	Ⓑ	Caps Lock	Jump back, dodge
Confirm	ⓧ	ⓐ	Space	Use weapon (hit or shoot)
Strafe (left)	Ⓛ1	-	A	Sidestep to the left
Strafe (right)	Ⓡ1	-	D	Sidestep to the right

Controller diagrams can be found on page 8.



If you want Henry to fight, hold down the Attack button. He'll assume the fighting position and with the selected weapon in his hand he'll automatically aim at his nearest opponent (Fig. 19). Press Confirm to use the weapon. You'll find that Henry's moves change when he is in attack mode. (It's not possible to use items in the fighting position.)

Movement

As long as you're holding down Attack, Henry will keep facing the same direction. When he's moving to the left or right, he will move sideways and keep looking straight ahead. If an opponent is close by, he will align himself to the position of that enemy.

Sidestepping

If you press Cancel while Henry is in the fighting position, he'll jump backwards. If you press left or right at the same time, he'll take a quick jump to the side (Fig. 20).

After dodging or sidestepping an attack Henry will be invulnerable for an instant: 0.5 seconds if he jumps backwards and 0.33 seconds for a side step.

Close Combat Weapons

During the course of his adventure Henry will find many battering weapons. The main difference between the various weapons is their speed and the power of their blows. Some weapons will break after several blows. The golf clubs will be rendered completely useless so the best thing to do is to discard them and free up space in your inventory. (Incidentally: you don't get any reward for collecting a complete set of golf clubs, just hopefully an improved handicap!) The Wine Bottle is the only weapon that becomes more powerful after it breaks.

An attack can only be executed once you've released the Confirm Button. You can charge the attack power of most of the battering weapons by holding the Confirm button down for a longer period of time. The round power gauge next to the life gauge will gradually turn yellow and start flashing. Release Confirm at this point, and Henry will execute a powerful attack (Fig. 21). Be warned that it will then take a little longer to charge up the next attack.



19



20

Power of Close Combat Weapons

Weapon	Power	Charging Time	Charged Attack
Steel Pipe	12.0	1.75 sec.	26.0
Paper-Cutting Knife	6.0	0.42 sec.	9.0
Aluminium Bat	20.0	4.00 sec.	60.0
Wine Bottle	9.0	-	-
Broken Wine Bottle	13.0	-	-
Spade	20.0	2.40 sec.	40.0
Rusty Axe	20.0	3.00 sec.	45.0
Bug Spray ¹	5.00	-	-
Pickaxe of Despair	60.0	6.00 sec.	130.0
Stun Gun ²	5.0	-	-
Torch	10.0	-	-
Driver	30.0	2.80 sec.	47.0
3-Wood	28.5	2.60 sec.	46.0
3-Iron	27.0	2.45 sec.	46.0
4-Iron	26.0	2.30 sec.	45.5
5-Iron	25.0	2.15 sec.	45.0
6-Iron	24.0	2.00 sec.	44.5
7-Iron	23.0	1.85 sec.	44.0
8-Iron	22.0	1.70 sec.	43.5
9-Iron	21.5	1.55 sec.	43.0
Pitching Wedge	21.0	1.40 sec.	42.0
Sand Wedge	21.5	1.25 sec.	41.0
Putter	21.0	1.10 sec.	40.0

¹ Damage per second. Multiple hits: 12.5/sec.

² Some opponents will be rendered instantly unconscious by the Stun Gun!



FOREST WORLD

Forest



Documents:

- 4 Jasper's Memo Pad
- 5 Holy Scripture Scrap

Items:

- 8 Blood-inscribed Spade
- 9 Rusted Bloody Key
- 10 G-Iron
- 11 Source Placard
- 1 Use: Chocolate Milk
- 8 Use: Blood-inscribed Spade
- 9 Use: Rusted Bloody Key

Equipment:

- Pistol Bullets
- ✚ Portable Medical Kit
- Nutrition Drink

Monsters:

- D Mothbat
- A Sniffer Dog
- B Victim

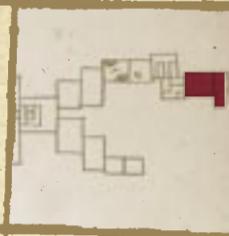
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I The Way to the Graveyard



This time the opening in the bathroom wall will take you to Silent Hill forest. You emerge in the northeast section of the map. Your first destination is the graveyard over in the southwest corner. Just follow the pathway to get there. Close to your starting point you'll discover a well and several stones with unreadable inscriptions (Fig. 1).

Don't worry too much about them for now, you can't solve these puzzles at this point in the game.

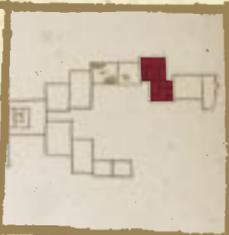


01

II

When you enter the large industrial looking building a swarm of giant Mothbats will attack you (Fig. 2).

Take them out one by one with simple direct hits. Avoid using the gun unless it's a real emergency so that you don't waste any of your precious ammunition. Stamp on the Mothbats to finish them off for good. You will find some **Pistol Bullets** beside the barrels.



02

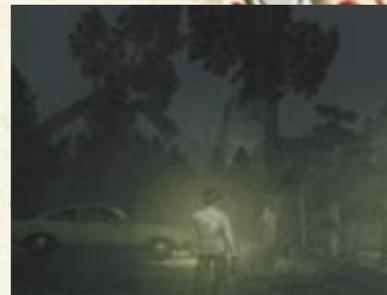
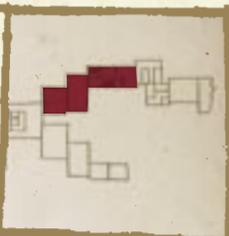


Mothbat

III

When you emerge from this building you'll find a car parked in the middle of a forest clearing (Fig. 3). Approach the open driver's door and search the car to find a scrap of paper and **Jasper's Memo Pad**. Behind the next gate you'll meet Jasper Gein, the car's owner. When you stand close to Jasper, he'll tell you something about this area – but don't let him distract you from getting the **Nutrition Drink** behind the candlelit fence opposite.

Continue on your way. Walk around the trap in the middle of the path in the next area, whilst also avoiding the dogs, and you will eventually reach the orphanage courtyard.

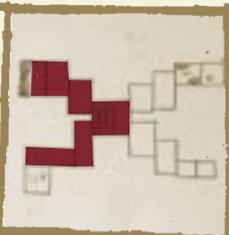


03

IV

The entrance to Wish House is well and truly locked. **Page 147** The path to the graveyard in the southwest leads through the gate to the left behind the house. If you're interested in getting the **Portable Medical Kit** from the Toluca Lake area, it would be a good idea to head there now, before you set out for the graveyard. This is mainly because at this point, the pathway to the northwest of Wish House is only guarded by three Mothbats, but if you wait to go there until after you've visited the

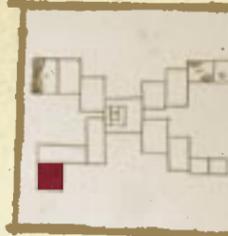
graveyard, there will be three Sniffer Dogs to contend with (Fig. 4).



04

V

You'll meet a little boy in the graveyard (Fig. 5). Jasper appears as if from nowhere and stammers something about a "Third Revelation". After this strange meeting you can go directly back to the orphanage. Of course you are free to have a look around the graveyard and examine the gravestones, but you won't find much of any importance here. You can only read the following inscriptions: "Best Wishes for Wish House", "Tread there and thy home shall be made like unto Hell by the power of the Lord" and "Tread there and you will tremble in fear for the Descent of the Holy Mother". The grave with the open coffin on which the numbers "11121" are written seems very suspicious indeed...



05

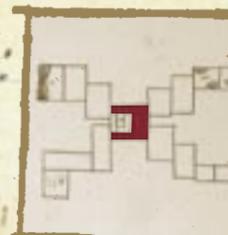
VI The Key to the Orphanage

After the encounter in the graveyard, Jasper Gein will wait for you by the Wish House front door. He's got something that will help you but first he needs to quench his thirst.

Hand him the **Chocolate Milk**, which you found in the refrigerator in room 302 (just use it when standing close to him). If you don't have the milk with you, take a trip back to room 302 via the hole in the fence and take it from the box. Jasper will throw a **Blood-Inscribed**

Spade to the ground as a sign of his gratitude. Ignore his obvious lack of manners and pick it up. There is something written in blood on the garden tool, a clue where best to use it.

"Opposite where the lake and house meet": That means southeast from the orphanage, a fact confirmed by the text in Jasper's Memo Pad. "Inside the hand holding onto the ground". These cryptic words will make sense when you reach the right spot.



JASPER GEIN

Jasper Gein is obsessed by the Occult. He seems confused and troubled, always rambling about a mysterious cult, that once struck terror in the hearts of the townsfolk of Silent Hill. Is he just a confused cult-groupie, or was he once part of it? And who is this "nosy guy" he met here some time ago?

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VII If you have already examined this immediate area, you may have noticed a tree root in the southeast, which looks like an arm (Fig. 6). Go there and dig with the **Blood-Inscribed Spade** to discover the **Rusted Bloody Key**. You'll find another inscription on the key: "The holder of this key will wander for eternity". You'll find out what this means on your way back

to the orphanage. The first thing you'll notice is the strange fog in the next area. Ahead you'll find a cruel puzzle designed to cause maximum frustration. Treat it with the contempt it deserves by ignoring the northwest gate and instead heading through the gate on the opposite side. Climb through the hole in the southeast and return to the room. Before you go, add to your golfing equipment collection by taking the **6-Iron** that is lying close to the hole.



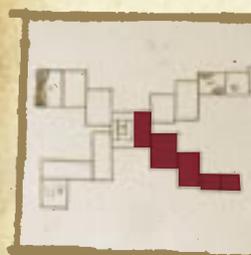
06



Room 302

The doorbell will be ringing in your room. If you look through the front door peephole you can see Eileen and Richard Braintree from apartment 207. Both seem seriously concerned about your fate. Unfortunately you can't make yourself heard, however hard you try. Follow the advice from Jasper's

Memo Pad: Leave the Rusted Bloody Key in the box in the living room and return to the Forest World.



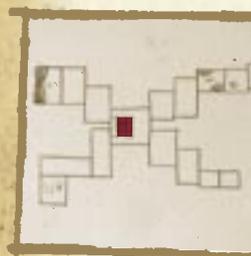
VIII Return to the Orphanage

After temporarily ditching the Rusted Bloody Key you can return to the Wish House. Use the hole in the fence (Fig. 7) to reclaim the key from room 302 once you've passed through the trick gate. Now you can open the entrance to the Wish House

with the **Rusted Bloody Key**. (Just examine the door – if you have the right key, it will always be used automatically.)



07



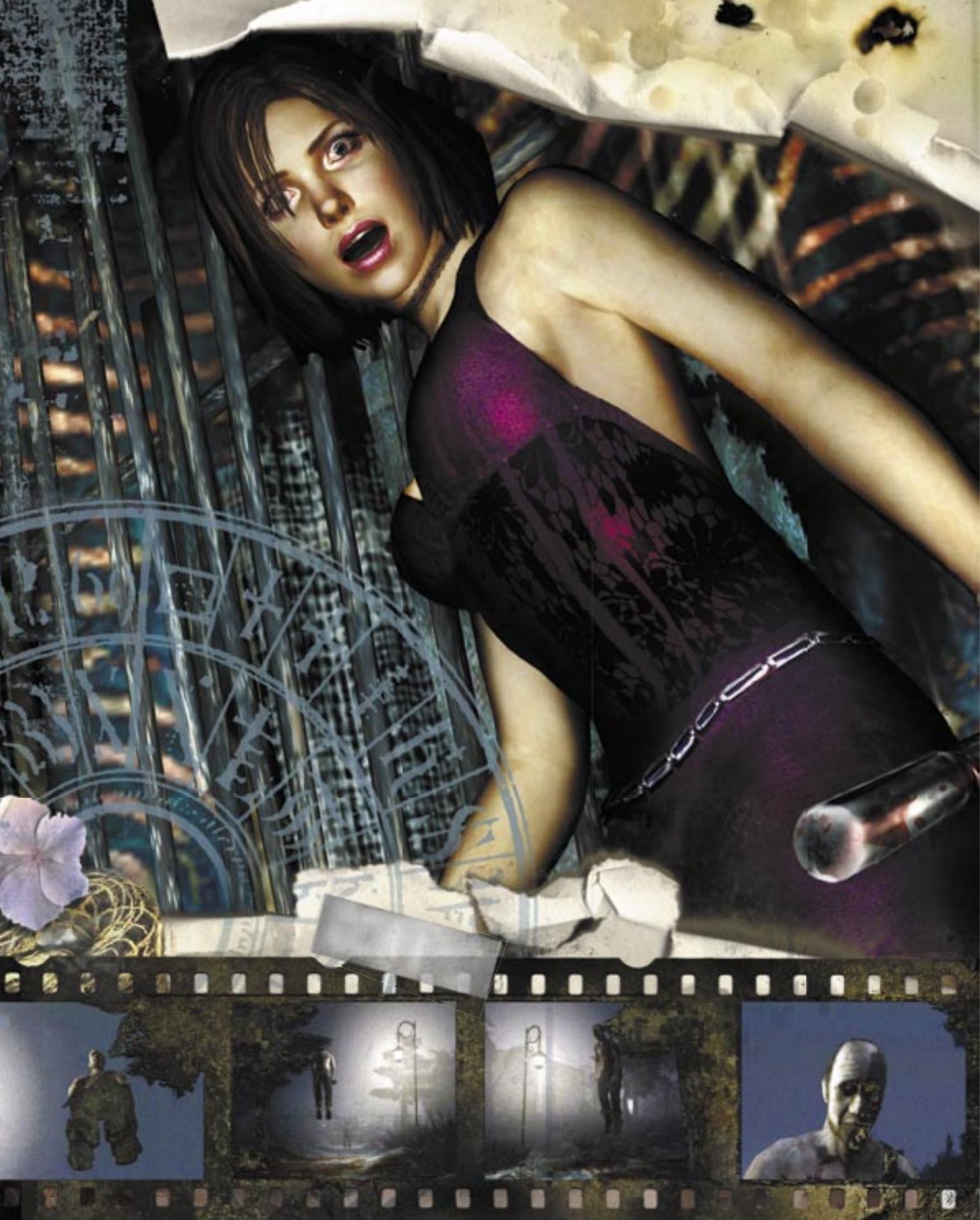
IX Wish House

The most important thing to look for when you first enter this building is the **Holy Scripture Scrap** lying on the floor to the left (Fig. 8). While you examine this piece of paper, Jasper Gein, who followed you into the building, will open a door close

by. Follow him into the back room. While opening the door you will notice the **Source Placard**, which you should also take with you. If you have anything else left to do in Forest World, you should do it now. As soon as you enter the room, you'll see another terrifying sight: a human body with the number 17121 carved into the skin. After that you'll wake up in your bedroom, where you'll hear a news report about the death you just witnessed. **?? Page 147**



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Secrets

Room 302 is a foreboding place. A sense of menace hangs heavy in the air like a malevolent, cloying mist. But then if you've already made it this far and seen the story through to its dramatic conclusion you'll be well aware of the horrors that lurk behind that sinister front door.

Now it's time to collect your reward and take a one-way ticket back into hell. On the following pages you'll find out all you ever needed to know about extra weapons, new game options and alternative endings. Finally, all the secrets about Walter Sullivan, Eileen Galvin and the ghosts of Room 302 will be unveiled. But if you haven't mastered the adventure, read on at your own risk.

SPECIAL FEATURES

A Brand-new Fear

When you save your game after the credits and evaluation, the final save data will be called "A Brand-new Fear". This save game provides access to all of the special features you'll find described in this paragraph. Load the save data from the main menu to start the game for the second time. You'll have to choose between the difficulty levels (Easy, Normal and Hard) as usual, but there are some differences to the usual New Game, for example new weapons.

When you save a Brand-new Fear game, you'll see the name displayed in yellow in the menu. In the info box under the list, you'll find not only the number of saves and the selected difficulty level, but also which endings you've already seen. If you managed to finish the last game with at least 90 points, the name of the ending will be displayed in red. It will be highlighted in yellow if you finished the game with 100 points.



Chainsaw



Submachine Gun

Weapon	Strength	Charging Time	Charged Attack
Chainsaw	2.5	3.5 Sec.	8.1

- Bonus weapon for Henry
- Where to find it: Forest World
- Condition: A Brand-new Fear

A "brand new fear" also brings with it a brand new weapon. But unfortunately the technical specs of the Chainsaw are not as spectacular as one might think from looking at all those sharp metal teeth. You can find it on the ground next to Jasper's car when you're playing the game for the second time (Fig. 1). The lumberjacks' tool can deal several hits per attack. Its strength goes up to 12.5 damage points per second and a charged attack will increase the amount of damage inflicted by as much as 40.5 points per second.



- Bonus weapon for Eileen
- Unlimited ammunition
- Strongest weapon in the game
- Where to find: Apartment World, Room 102
- Condition: A Brand-new Fear with Rank 90-100 Points

The Submachine Gun is a weapon for Eileen that's well worth the wait. It can kill enemies in the twinkling of an eye, but power comes at a price. You must have reached a Rank of at least 90 points in your last game to get this little beauty.

If you fulfil these conditions, you can pick up the Submachine Gun in Apartment World – long before you meet Eileen in the Hospital. Look for it on the counter in front of the refrigerator with the Torn Red Paper (Fig. 2). If you're short of space, you can leave the weapon there and collect it later on with Eileen. But it makes more sense to take it right away as Eileen will then have plenty of opportunity to use it.

Incidentally, the weapon will have a serious effect on Eileen's curse level (also see page 138). If you take the weapon and meet Walter Sullivan for the first time at the exit of Subway World, Eileen's condition will deteriorate considerably. A disturbing development if you're aiming for the Mother or Escape endings.



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