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James Sunderland

It is a letter that brings James Sunderland to Silent Hill. A letter supposedly sent by his wife Mary, who fell ill and died three years ago. Of course, James doesn't believe that she could possibly still be alive but he must find out one way or another.

Plagued by doubts, and driven by a spark of hope that he might be reunited with his wife, James sets out for the peaceful town where he and Mary once spent a romantic break. But, on his arrival, he is met by mystery: everything is shrouded in a dense and eerie fog and there's not a soul to be seen on the streets. Then James discovers a trace of blood, and watches an unearthly shadow disappear into the mist. Yet this fearsome apparition, which James encounters but a short time later, is merely the start - nothing compared to the horror which he will confront in the hours to come. As he investigates the mysteries of Silent Hill, the further and further he is drawn into the nightmares and terror that surround him. What is real? What is merely the product of his own imagination? James' search for Mary becomes a descent into the depths of his soul ...



Mary

The town of Silent Hill is full of memories for Mary and her husband. It is a place where they once spent many happy hours together. James promised that they would return, but he was never able to keep that promise: three years ago Mary fell victim to a fatal illness. Yet now a letter arrives, unmistakably penned in Mary's handwriting and written after her death. Is it possible that she is still alive? Not only this letter, but also Mary's death, appear to be surrounded by a terrible secret. Who or what is lying in wait for James in their 'special place'?



Survival tips

Health

Although this chapter should well prepare you for your adventure in Silent Hill, this is going to be no mere stroll in the park. Once James has been injured by the awful creatures wandering through the town, you'll need Health Drinks, First-aid kits or Ampoules to restore him to full health. You can use these during the game by pressing the right analog stick (R3 button), or you can go to the inventory. If you choose the latter method, take care to ensure that you select the correct cure: keep an eye on the Status display. As long as James is in perfect health, the Status display will show a flicker-free green image of the game environment. The picture changes once he's taken a few knocks. The worse your hero's health, the more interference you'll see, while the colour changes from green to red, indicating that James is in mortal danger.

If the Status display has only dropped one level (i.e. the display is merely flickering slightly), all you need to do is administer a Health Drink. A First-aid kit would be too much of a good thing, while Ampoules should be carefully hoarded for those emergencies when James is about to breathe his last. Sensitive fingers will enable you to detect injuries without consulting your inventory. The worse James' health, the more heavily your controller will vibrate: the vibration is reminiscent of a rapid and irregular pulse. However, you'll find that this method is not foolproof in the heat of battle, since the recoil of a discharged firearm may also generate vibrations. James' exhaustion is apparent on screen: you'll see his shoulders drooping and hear him gasping for breath - but watch out! He may also be gasping for breath after running for a while, so it may be worth taking a look at the inventory to see precisely how your hero is faring.



Battle academy

If you want James to use a selected weapon, you'll have to hold down the R2 button: it is only in Beginner mode that the weapon is automatically used in the face of danger. You can now use the X button to launch an attack but, depending on the weapon selected, there are a few things you should note:

Close-range weapons

A close-range weapon enables you to launch two different kinds of attack. If you tap the X button lightly, James will launch a side or central attack. However, if you press the X

button hard, he'll let loose a two-handed overhead blow. This must be precisely aimed to ensure it strikes its target, but it is significantly more effective than longer-range attacks.

Weapon

Possible to move while holding the weapon at the ready:

Light attack:

Range:

Sequence of blows:

Special feature:

Wooden plank

Yes

Side swipe with a limited radius

Slight

Rapid

Two hits in quick succession are possible



Steel pipe

Yes

Blow

Large

Rapid

James takes a small step forward at each blow



Great knife

No

Side swipe with a large radius

Large

Very slow

Even when your weapon is lowered, only very slow movements are possible



Heavy attack

Overhead blow

Overhead blow

Overhead blow

Range:

Medium

Medium

Medium

Sequence of blows:

Rapid/medium

Rapid

Very slow



Firearms

Firearms offer just one method of attack. If you keep the X button held down, James will empty the magazine. If you continue holding down the button, he'll reload if he has any ammunition left. You can't move James during this time-consuming procedure, so any monsters lurking about will find him easy prey.



You'd be better advised to keep track of the number of bullets or

shells left in your weapon. Then open the inventory in time by pressing the START button, and select the Reload option at the top right in the Command menu. You can then exit the inventory, and continue firing without any undue delay. Although a rifle or shotgun has more firepower than a pistol, there are disadvantages: the magazine contains fewer shells, and the rate of fire is slower. Incidentally, you'll find that your Shotgun's effectiveness increases rapidly the closer you get to your target, so it can sometimes be more useful than the Hunting rifle.

Weapon

Possible to move while holding the weapon at the ready:

Possible to move while shooting:

Bullets or shells per magazine

1 shot every ... seconds.

Total quantity of ammunition

Handgun

Yes

Yes

10

0.5

High



Shotgun

Yes

No

6

2

Medium



Hunting rifle

No

No

4

1.5

Low



Lying Figure

This is the first monster lying in wait for you in Silent Hill. Although slow, the Lying Figure is anything but friendly. The creature wears a tight straightjacket, and you'll come across it often during the first half of the game. You'll generally find it stumbling around, upright and relatively slow, making a strange splashing sound. But appearances can be deceptive: the Lying Figure can be astonishingly quick when it decides to crawl close to the ground.

District

- Silent Hill
- Woodside Apartment
- Blue Creek Apartment
- Historical Society
- Prison
- Labyrinth
- Lakeview Hotel
- "Alternate" Lakeview Hotel

Behaviour

As soon as the monster discovers James, it totters towards him, stopping a few metres away. You'll know when the creature is about to attack: it throws back its upper body in order to belch out an acid mist attack.

The crawling version of this monster enjoys hiding under cars. Your radio will only react to the creature's presence once it bursts out of its lair, making a large screeching sound. Don't worry though - you will receive advance warning. Just keep an eye on James, who'll move his head and look in the creature's direction. If James gets in the way of this night crawler, he'll be rammed. After a short time, the monster rears onto its hind legs and launches its acid mist attack.



Strategy

Since these creatures use a long-range attack, there is always a certain risk associated with close combat. You're pretty safe using a firearm, but at the start of the game your only weapon is the Wooden plank. Take a step back to avoid the acid attack, and then launch an immediate counter-attack. You'll find that a well-aimed overhead blow is far more effective than a rapid side swipe (see "How to Play" chapter, page 17). The monster will collapse after a few hits - but that's not the end of the matter. Unless you deal it a lethal blow, the creature will generally stand up again or try to crawl to safety. Therefore, your best bet is to run towards it and press the \otimes button in order to send the monster to its death with a well-aimed kick. You'll also find this tactic useful if you've floored the creature with a firearm.

These monsters are especially nasty when travelling in packs, since they'll try to surround James. Avoid any type of mass confrontation and try to take on the creatures one by one.



	Beginner	Easy	Normal	Hard
	Shots / blows required			
Wooden plank	2-8	5-11	9-15	16-24
Steel pipe	2-8	4-10	6-14	15-22
Great knife	1	1	1	1-3
Handgun	3-6	4-10	8-14	16-24
Shotgun	1-2	1-3	1-4	4-7
Hunting Rifle	2	2	1-3	5-6

Creepers

These small insect-like creatures are both rare and relatively harmless. You'll have no trouble recognising them as they chirp loudly while scrambling across the ground.

District:

- Silent Hill
- Woodside Apartment
- Blue Creek Apartment
- Historical Society

Behaviour

These monsters are not particularly aggressive, attacking only if James blocks their way. After biting him once or twice in the foot, they vanish leaving little damage.

Strategy

Creepers are very weak and can generally be disposed of with one hit. Due to their speed, however, you won't be able to do much with close-range weapons. But don't despair: a couple of well-aimed shots from your Handgun will work better than any insecticide. If you want to save your ammunition, why not sneak up on one of the Creepers and press the \otimes button to tread on it? Remember though: this tactic is not guaranteed to work against such an agile creature. Your best bet may be to simply keep out of their way as you walk through Silent Hill.



	Beginner	Easy	Normal	Hard
	Shots / blows required			
Wooden plank	1	1-2	1-2	2-3
Steel pipe	1	1	1	1-2
Great knife	⊙	⊙	⊙	⊙
Handgun	1	1-3	1-4	3-8
Shotgun	1	1-3	1-3	2-4
Hunting Rifle	⊙	⊙	⊙	⊙

How to use the Walkthrough

The "Walkthrough" describes the optimum route through the adventures awaiting you in "Silent Hill 2". In general, the information relates to Normal mode; any significant differences between this and other difficulty levels are noted. We have used examples to help you find your way through the maps and to ensure that you have quick and easy access to the necessary information.

Place details

Take a look at the main headings to see your current location in Silent Hill.

Maps

Each section of the game is accompanied by a local map on which all items are marked. Each overview map is accompanied by a legend listing items, documents, save points and monsters. When consulting the maps, always pay attention to the compass card indicating the various directions.

Items ● and Documents □ are numbered in order of appearance throughout the walkthrough. A red icon denotes the location where the item can be found and a blue icon where the item should be used.

Silent Hill East

Sanders Street / Laundry Street

Back you reach the end of White Road, cross the street. You'll find a **Find out** for trying on a workbench to the left of the Flower Shop (Fig. 188). Take it with you. It's handy and comes in handy later on. Then walk along Sanders Street to the west until you reach Laundry Street.

At the intersection, James also sees a massive bloodstain on the far wall. In a video sequence you'll see a mysterious character disappearing into the wall. By the end of the sequence, James will automatically have found the **Find out**. The bloodstain in which this apparition disappeared. As you probably know by now, one can never have too many health items. So proceed and go to the building at the southwest corner of the intersection, where you'll find a **Health drink** on a shelf out of view (Fig. 191). Now run north up the street; you don't have much choice because you cannot get on the road, towards Sanders or Kate Street. You'll find further bloodstains leading to the right into Trenches Road. Go a few metres to the north (Fig. 191) or south of the junction, where you'll find a **Health drink** in front of a rickety building. Generally opposite the building, you'll also see a **Health drink** above the "Trenches Road" signpost. However, the text on the **Health drink**, which is apparently about the **Health drink** to have been prepared by the **Health drink** for years, and is practically illegible. Don't worry; you don't need this information to complete the game.

Map symbols

- ⚡ You cannot continue here.
- ⋮ You can only pass this point following a specific event.
- ⊕ Passable door.
- ⊗ This door can only be opened with the correct key.
- ➔ You can only go through this door from one side.

Boss monsters

Wondering how to defeat a boss monster? The Walkthrough will tell you how. Basic information on the weapons to use and the best strategies to employ when battling standard monsters can be found in the "How to Play" chapter (pages 10 - 21) and the "Monsters" chapter (pages 22 - 31). Take a look at the table for the relevant boss monster to find out how many hits you need to land to defeat or drive away your opponent (listed according to the different difficulty levels).

⊗: It is extremely risky to use this weapon against this type of monster. Use is strongly discouraged!

Altruistic Entity

Although this monster is pretty slow, its attacks have an interesting range. Instead of simply running with lightning speed and gales, James' head, there's no time to use your trusty handgun. Instead, the shoulder buttons and the [O] button are readily available in order to free yourself from the creature's lethal hold. Then press the [O] button to head James' feet in case.

Take a few steps back until James is standing in the upper corner (Fig. 191). Then the back with your Shotgun. The monster falls briefly to the ground, where it is relatively invulnerable. Use this brief window to go to the left corner; as soon as you have enough room, hit it five more shots. This can immediately be done from the front corner of the room and shoot again (Fig. 191). You'll then have to retreat back to the upper corner. As long as your timing is right, you'll be able to make quick work of this battle without taking a single hit.

The following video sequence shows a heated exchange between Angela and James. After Angela storms out of the room, you can proceed on your way. Go out onto the corridor, and step through the door at the end of the corridor.

	Beginner	Easy	Normal	Hard
	Shots / Moves required			
Shotgun	34	30	25	20
Shotgun	30	26	21	17
Shotgun	1	1	1	1
Shotgun	12-14	10-12	7-9	5-6
Shotgun	2-3	2-4	2-3	2-3
Shotgun	2	1-2	1-2	1-2

Interception rooms

Take James to the right as soon as you enter the corridor at Point B; otherwise you could easily miss the door to the west. This door leads to a room in which six condemned men are hanging. Starting from the centre of the room (Fig. 192), take a good look at each corpse and read all about their crimes. Now leave the machine writing and go north. At the end of the passage, open the door on the left. It leads into a chamber which is pretty much a mirror image of the previous one, only you just left (Fig. 192) - except that, instead of corpses, six empty nooses are hanging from the ceiling. Take a look at the

See signs on the walls next to the entrance door: the poem "Dead men, dead men" provides the information you'll need when the puzzle of the execution rooms. You'll be rewarded with the **Key of the persecuted**.

The riddle of the hanged men

One of the condemned men did not commit the crime of which he was accused. Using the poem "Dead men, dead men", you can work out who was wrongly executed - it, to be more precise, for which crime an innocent man was hanged. The second text next to the door reveals that only the innocent can help you - it would be wrong to pull the corpse of a hanged man.

Look for the innocent man in the first execution room. His position on the floor game to game. Now go to the second room, and tag the cross corresponding to the position of the innocent man (Fig. 192).

Then return to the room with the hanged men. The corpse of the innocent man has vanished, and you'll find the **Key of the persecuted** on the floor beneath his noose (Fig. 192).

If you tag the wrong noose, three monsters will appear in the passage outside. However, you can hit your back again and have another go at finding the correct noose. Of course, you can also look up the solution to this puzzle on page 77 in the "Secrets" chapter. Incidentally, you'll find that the poem has a different title in each **Mode level**, and the information leads to different results.

Puzzle box

We've taken care to ensure that these boxes help you through the game, rather than spoiling your puzzle fun. Instead of revealing the solution immediately, we first list all the items and information you need to solve the puzzle, and we include additional tips for the more complicated puzzles. Take a look at the "Secrets" chapter from page 138 onwards to find the solutions.

Text blocks

You'll find that these text blocks contain all the information you need to progress through the game. Items waiting to be found are highlighted in red, while those still to be used are marked in blue. The subtitles indicate where you must go next ... or what may await you there.

Almost all game actions are triggered using the ⊗ button. If the text tells you to take or examine an item, use a key or open a door, simply position James accordingly and press the ⊗ button.

Equipment

You'll find numerous health items and ammunition boxes waiting for you in Silent Hill - some can be found in buildings, while others are lying on the street. While Health drinks and Handgun bullets are very common, Ampoules and Shotgun shells are few and far between, and only appear once you are well into the game. So take care to save your rarer finds for emergencies. Incidentally, don't be surprised if you find shells

or bullets which you don't yet have any use for ... just hold onto them until the relevant weapons appear. After playing the game for a few minutes, you'll automatically gain possession of the radio, and a little later you'll also stumble across a flashlight. Take a look at the "How to Play" chapter (page 15) for more information on these important items.

Maps

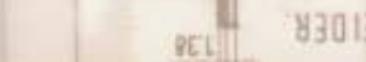
It's easy to lose your way in the dense mist swirling around Silent Hill, and in the town's dark and gloomy buildings. You'll soon find that the maps are essential survival tools - in fact, unless you consult the Map of Silent Hill you won't even be able to get out of the parking lot right at the start of the

game. And remember: whenever you enter a new building, you'll generally (but not always) find the vital map near the entrance...

Location	Description
 <p>Flashlight Woodside Apartment, Room 205</p>	Is needed in order to pick up or use items in dark rooms.
 <p>Radio At the end of the Vachss Road</p>	The hum of static indicates that monsters are lurking nearby



Description
 <p>Health drinks Slight healing power</p>
 <p>First-aid kits Medium healing power</p>
 <p>Ampoules Completely restores health</p>
 <p>Handgun bullets Handgun amunition, 10 bullets per box</p>
 <p>Shotgun shells Shotgun amunition, 6 shells per box</p>
 <p>Rifle shells Hunting Rifle amunition, 4 shells per box</p>

Location	Details
 <p>Map of Silent Hill Observation Deck, in the car</p>	Page 36
 <p>Map of apartment building Woodside Apartment, SW staircase, 1st floor</p>	Page 46 (Map: page 41)
 <p>Map of west apartment building Blue Creek Apartment, western stairwell, 2nd floor</p>	Page 51 (Map: page 42)
 <p>Map of hospital Brookhaven Hospital, Lobby</p>	Page 66 (Map: page 61)
 <p>Map of prison Prison, in the western aisle of the cell block</p>	Page 91 (Map: page 90)
 <p>Map of hotel (for guests) Lakeview Hotel, in the entrance area</p>	Page 106 (Map: page 102)
 <p>Map of hotel (for employees) Lakeview Hotel, in front of the employee elevator on the 1st floor</p>	Page 110 (Map: page 103)



Other opponents

Eddie

- Double damage using your Great knife, five times the normal damage using the Chainsaw.
- Resistant to the Wooden plank and Handgun: the damage is halved.
- Eddie absorbs double damage if hit during his attack phase.
- The Chainsaw may prove especially useful during the second battle with Eddie. Since you're using a type of close-range weapon, Eddie runs towards James. Now take care to use strong attacks... if you're lucky, he'll just keep running into them.



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Flesh Lip

- Is vulnerable to the Wooden plank: double damage
- The more you attack using the Steel pipe, the less the effect. The damage inflicted drops to 1/2, 1/3, 1/4 etc.

The prisoners

There is another hidden opponent waiting for you in the Prison. These creatures are so secret that they don't even attack. Actually, they are not really monsters at all, but rather obscure cell dwellers. The small green slimebags are the source of the eerie voices echoing through the cell blocks. If you press the **R2** button while one of them is in the vicinity, James will aim automatically... and you can even kill these creatures with a little patience. But that's not really necessary.

Abstract Daddy

- The damage is reduced after two shots with your Handgun - while after the third hit it is reduced by 40%.



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However, this blocking movement is not a tactic that you'll be using very often: even if it succeeds, James loses 10% of his stamina. Hardly surprising, if he tries to use his elbow to block an attack with a steel pipe. Your best bet is to remember the old saying: attack is the best form of defence!

Invulnerability

If you select the Beginner Action level, James is immortal. Although his status quickly slips into the red zone, his state of health subsequently remains unchanged. There are only two exceptions to this rule:

- The Pyramid Head's overhead blow is always fatal.
- It's Game over if you hit Maria with a firearm.

Regardless of the difficulty level in question, if James attacks you can enjoy a kind of invulnerability as long as a certain amount of time elapses between the launch of the attack and a hit. For example, if a Lying Figure belches out its toxic mist at James, and you react immediately with a shot from your Handgun, James will remain uninjured. But, of course, the bullet must reach its target... if the monster recoils, the poisonous cloud will pass through James without inflicting damage.

You can also take advantage of this effect when using the Chainsaw in battle against the two Pyramid Heads. The monsters are pretty slow stabbing James with their spears. If

Healing wounds

If Maria is injured by an attack, her stamina is slowly restored. You may be able to use this fact to your advantage if you're attacked by the Pyramid Head in the basement of the "Alternate" Brookhaven Hospital. Especially in Hard mode, this sequence is extremely difficult since Maria will bite the dust after three hits. If you don't manage to manoeuvre James through the corridor, you can always try the following strategy: once Maria has been hit twice, force James between her and the monster. Use attacks to slow the creature down, and draw its attacks onto James. Give Maria enough time to recover, and then sprint on. However, if you don't yet have the Chainsaw this procedure will require a huge amount of health items.

the Chainsaw is already running, and you press the **X** button down in time, James will ram his weapon into his opponent's body - while the spear simply passes harmlessly through him. However, only the attacks launched by the monster that was hit will be dissipated in this manner. The attacks launched by the creature's companion remain as powerful as ever. Thus, this strategy is only useful if the Pyramid Heads are standing behind one another... and that happens very rarely.



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Special features

Blocking attacks

One can block the attacks of most monsters. In order to do so, do not hold down the R2 button if an opponent attacks. Instead, press the **△** button, and you may want to move sideways using the **R1** or **L1** buttons. The following attacks can be blocked:

Bubble Head Nurse	all attacks
Eddie	punch
Flesh Lip	kick (occurs rarely)
Lying Figure	acid mist (Beginner and Easy modes)
Mannequin	all attacks
Red Pyramid Thing	punch (occurs rarely)
Final boss monster:	tentacle stab