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The infamous FAQ writer introduction!

~ ~ ~ ~ ~

While on a late trucking route, Travis hangs up the radio after talking to a friendly trucker while on his way to the entrance of Silent Hill. A robed figure with a hood suddenly dashes across the road in front of him and Travis quickly turns to the side to miss the mysterious person. Upon stepping out of his truck, a young girl eventually appears in front of his truck. She quickly runs away. A concerned Travis follows after her. He makes a long peaceful walk down the road toward Silent Hill. Little does he know that he is about to confront his own personal demons as well as start a chain of events that will set the stage for another unfortunate soul that will enter the town several years from now.

Hi, and welcome to my first Silent Hill guide! This marks the fourth time I have wrote a guide for my favorite genre (horror). I honestly feel that I work best when writing for a horror game since I have so many ideas floating through my head at times while typing one up and hopefully this Silent Hill: Origins guide showcases that. This guide covers the basics, including a full walkthrough, an item list, a full game script, extras, and I'm hoping to have a story synopsis up before too long - not a full plot analysis mind you, but sort of a retelling of the story from my point of view.

The walkthrough portion was written with as few spoilers as possible. I certainly don't like a survival horror spoiled for me on my first time through, so I don't intend to spoil it for any reader. Instead of merely telling you

the solution to a particular puzzle I provide hints instead of outright spoiling it, so I will try to point you in the right direction before I give you the lowdown.

I have set up the walkthrough portion much like my Fatal Frame III walkthrough where I provide stage objectives that will allow a reader to quickly gaze upon them for slight hints instead of having to look through a full walkthrough to find out how to get one damn key. The objective list is also typed out for readers that don't want to risk having a certain portion spoiled for them.

Hopefully you'll have as much of a blast reading this guide as I did typing up this joker. Enjoy and, as always, email me if you have an questions, comments, or anything else.

-- Differences in PS2 version

Positive:

- + redone character models, and slightly upgraded enemies and environments
- + shows pictures of actual files in the background while file text is on screen
- + multiple languages may be chosen upon startup
- + game may be viewed in 4:3 or 16:9 ratios, option is available upon startup

Negative:

- sound bugs that cut off some audio (door opening sounds, static while touching a mirror, sometimes music stops in a room then begins again in another room)
- overall darker appearance with no brightness option
- button commands sometimes have lag (for instance pressing the /\ button to pull up the map is not instant all the time, sometimes it takes a second after pressing the button for the map to appear)

-- Review info

You can check out my review for Silent Hill Origins on PSP at the link below:

<http://berserkersblog.blogspot.com/2007/11/silent-hill-origins-review.html>

It's also posted on Gamers' Temple:

http://www.gamerstemple.com/vgreview.asp/r_3231

And here's my thoughts on the PS2 version:

<http://berserkersblog.blogspot.com/2008/03/silent-hill-origins-ps2-review.html>

-- Update info

The latest version of this guide can always be found at GameFAQs and IGN FAQs:

GameFAQs - <http://www.gamefaqs.com/portable/psp/file/933072/50993>

IGN FAQs - <http://faqs.ign.com/articles/839/839280p1.html>

=====
[BS00]

STAMINA

Travis will exhaust his current stamina while running or attacking causing him to eventually slow down in order to catch his breath. Stand still and allow Travis to catch his breath or use an Energy Drink to boost his stamina. Travis will automatically recover his stamina within a few seconds regardless of what he is currently doing.

HEALTH

Travis will take damage every time that an enemy hits him. Damage received depends on the type of attack and type of enemy. To check Travis' current condition, enter the Inventory menu and examine the small screen in the lower left hand corner. A green screen means that Travis is at full health. Slight static on the screen means that Travis has suffered little to moderate damage. A red static screen means that Travis has been damaged severely - Travis' heartbeat can be heard during normal gameplay while he is severely damaged. Use a Health Drink, First Aid Kit, or Ampoule to heal Travis.

```
o-----o
| HEALING ITEM | HEALTH REPLENISH |
|=====|
| Health Drink | Slight |
| First Aid Kit | Moderate |
| Ampoule | Full |
o-----o
```

FLASHLIGHT

Much like Silent Hill 1-3, Travis wears a pocket flashlight that can be toggled on or off by pressing the O button. Turning the flashlight on will light up any dark area but keep in mind that it will also attract nearby enemies. An enemy's line of vision is much shorter while in the dark, sometimes allowing Travis to sneak by an enemy unharmed.

FINDING ITEMS

Items can be found throughout the various rooms of Silent Hill either hidden or out in the open. Keep in mind that Travis will always turn his head to look at an item while next to one if an item is nearby.

SAVING THE GAME

The game can be saved by finding a red triangle on a nearby wall in various areas found throughout Silent Hill. Interact with the triangle to pull up a list of slots then choose one of the available slots to save your game.

COMBAT

Hold the R button to enter combat stance while equipped with a weapon then press the X button to attack. Attacks with melee weapons will differ depending on whether the X button is tapped or held in place. There are many different weapon varieties of weapons that offer many types of attacks and combination attacks. See the lists below for details.

WEAPONS

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Fists

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Travis' bare fists can be useful against weaker enemy types. His bare hands are the weakest hits in the game however. The Moon Gauntlets defeat any enemy in one hit - beat the game to receive them on a second playthrough (start from the clear game save).

-- Weapons:

Bare Hands (Unequipped), Moon Gauntlets

-- Command(s):

Two Hit Combo - X, X

=====

One-Handed Weapons

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The unique aspect of a one-handed weapon is that Travis can still move while attacking. This allows him to circle an enemy and possibly avoid attacks while hitting the enemy. The fact that he does not have to stop moving during any of the swings makes these weapons extremely useful.

-- Weapons:

Baton, Great Cleaver, Katana, Jagged Wood, Kitchen Knife, Meat Hook, Poker, Razor, Scalpel, Screwdriver

-- Command(s):

* Three Hit Combo - X, X, X

Charge Stab - Hold X, release

Overhead Swing - Forward + X

(* Travis may walk during any of these hits)

=====

Two-Handed Weapons

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Two-handed weapons usually take more damage than the one-handed weapons per hit. Travis cannot walk while swinging these weapons.

-- Weapons

Hammer, Shovel, Tire Iron, Wrench

-- Command(s):

Two Hit Combo - X, X
Charge Swing - Hold X, release
Overhead Swing - Forward + X

=====
Poles
=====

Pole weapons are best used for distance hits. The normal swing is not very useful, but the stab commands can hit an enemy from mid-distance.

-- Weapons:

Broken Pole, Drip Stand, Light Stand, Meat Gaff, Pitchfork, Pool Cue, Spear

-- Command(s):

Swing - X
Charge Stab - Hold X, release
Stab - Forward + X

=====
Throwable Objects
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Tossing these objects can cause some major damage once Travis throws them toward an enemy. Usually, a toss will instantly knock down a medium sized enemy, allowing Travis to finish it off. Keep in mind that once these objects are thrown, they are gone, so use them wisely and don't miss!

-- Weapons:

Alcohol Bottle, Crate, Filing Cabinet, Iron Weights, Portable TV, Table Lamp, Toaster, Toolbox, Typewriter

-- Command(s):

Hit - X
Throw - Hold X, release

=====
Firearms
=====

-- Target Pistol

The target pistol is the first firearm found near the beginning of the game. Use it for normal enemies and don't worry too much about ammo.

Power: *
Max Ammo: 6

-- Shotgun

The Shotgun is most effective at close range, but it still packs a good punch from long range. It can only hold 2 shells at a time, so you will be reloading

quite a bit while using this gun.

Power: ***
Max Ammo: 2

-- Service Pistol

The service pistol is slightly stronger and holds more ammo at a time when compared to the target pistol.

Power: **
Max Ammo: 8

-- Hunting Rifle

The hunting rifle has some really good power from long or short range. Use this for boss fights or some of the bigger enemies found later in the game. Don't save it for just boss fights this time - it is not the most powerful weapon in the game! The only time where you will want to save rifle ammo is while moving through the building where Travis first finds this weapon.

Power: ****
Max Ammo: 4

-- Assault Rifle

Along with the Redeemer, it can be argued that this is the most powerful weapon in the game. Each shot takes off quite a bit of damage and then you can add in the fact that this is a rapid fire weapon - with this combination the damage dealt increases dramatically. The assault rifle can use up ammo rather quickly, so don't use it very often.

Power: ****
Max Ammo: 16

-- Redeemer

The Redeemer is the most powerful weapon in the game. This magnum takes off the most damage per shot, but the ammo is rare. Save either this weapon or the assault rifle for boss fights.

Power: *****
Max Ammo: 6

-- Tesla Rifle

The Tesla Rifle doesn't pack that much power per shot, but its rapid fire and the fact that the gun has infinite ammo kind of makes up for the low damage rate. The UFO endings must be achieved and the clear file must be saved afterwards in order to start the game over with this. Go nuts on your enemies with this baby during your clear game!

Power: **
Max Ammo: --

FINISHING AN ENEMY

Many of the enemies in Silent Hill: Origins can be finished by performing a

Objectives(s):

- () Find the girl in the upstairs room
 - () Bring the girl out of the burning house
-

== Front Room ==

Find the stairs up ahead to the right that lead upwards and start to move up them. A cutscene will play in the middle of the staircase. Open the door directly in front of the staircase.

== Upstairs ==

Move straight ahead then walk to the left and walk along the path beside the burning furniture. When a choice of two paths can be chosen, take the right path since the door down the left path cannot be opened. Move around the left corner and walk over to the side with the burnt figure lying in a red circle surrounded by candles. Walk toward this badly burnt girl and a cutscene will play once Travis is close enough.

Travis will carry the girl in his arms once control is given back to you, so maneuver through the fire the same way that you came from. Smoke will start to cloud the room so visibility will be poor from now on. Eventually a cutscene will trigger.

== Downstairs ==

Maneuver through the burning furniture and a slight cutscene will play as Travis moves close to some of the flame walls. A symbol will appear then the flames will disappear in two areas. Get to the door that the flame path will lead to then open it.

== Front Room ==

Move down the corridor beside the stairs then run out the open front door for a cutscene.

_ STREETS OF SILENT HILL _

Objective(s):

- () Enter Alchemilla Hospital
-

Travis will start out on a bench in the middle of the town of Silent Hill. He will grab a map from the display in the cutscene so you'll automatically get the [MAP OF SILENT HILL].

Head north on Crichton St. and be sure to look for the item pickups in the surrounding area. Every Health Drink counts on your first playthrough in this game, so be sure to horde them now. No enemies will appear on the streets at this time so take your time while exploring them.

- - - - - ITEM(S) - - - - -

- [] Map of Silent Hill - Travis receives this upon starting in the town after the cutscene in the middle of Crichton St.
- [] Health Drink - Under a light pole in the northwest portion of the

bench area near the "To Central Silent Hill" phrase.

- [] Health Drink - On a trash dumpster at the end of the alley to the east of the Post Office.
- [] Room 502 Key - Climb the staircases in the alley to the east of the Post Office and this will be right next to the second floor door of the Post Office (SECOND PLAYTHROUGH ONLY!)

Find the gates to the hospital while heading east on Koontz street. Walk through the gates then open the hospital entrance doors on the right.

_____ _ ALCHEMILLA HOSPITAL _ _____ [WT03]

Objective(s):

- () Collect the map of Alchemilla Hospital from the bulletin board in the Lobby
- () Find the path to Otherworld in Room 205 by touching the mirror after trying to leave the room
- () Enter the Women's Restroom and touch the mirror to go to Otherworld
 - () Collect the Plastic Lungs from Room 205 (OW)
 - () Collect the Golden Egg from Room 202 (OW)
 - () Use the Golden Egg to unlock the door to the Women's Restroom (OW)
 - () Collect the Plastic Liver in the Women's Restroom
 - () Travel back to the normal world via the mirror in the Women's Restroom (OW)
- () Collect the Staff Lounge Key from the Women's Restroom
- () Unlock the Staff Lounge
- () Collect the Exam Room Key from the Staff Lounge
- () Unlock the Exam Room
- () Pick up the Plastic Intestine and the Plastic Stomach from the Exam Room
- () Return to Otherworld via the Women's Restroom and enter the combination into the box in Room 204 (OW) to collect the Plastic Heart
 - () Return to the normal world then go back to the Exam Room with all five plastic organs and place them all in the plastic figure
- () Collect the Glass Eyes from the plastic figure after placing the organs
- () Return to Otherworld via the Women's Restroom and place the glass eyes on the door with the mask in the West Corridor (OW) to unlock it
 - () Enter the Exam Room (OW) then open the door to the Doctor's Office (OW)
 - () Defeat the boss and collect the Future Piece of the Flauros
- () Exit Alchemilla Hospital through the exit in the First Floor East Corridor

== Front Lobby ==

Pick up the [PUBLIC NOTICE] file and the [HOSPITAL MAP] on the bulletin board to the right. The red triangle to the side of the reception counter is the save point for Silent Hill Origins, so be sure to save your game there. The door to the nearby Exam Room is locked. Walk down the hallway to the left and open the set of doors at the end.

----- ITEM(S) -----

- [] Public Notice file, [] Hospital Map

== First Floor West Corridor ==

The door to the east is the only one that will open so ignore the others. The door to the Women's Restroom is locked from the other side.

== First Floor East Corridor ==

Walk toward the elevator to the north. A cutscene will play eventually. The door to the Staff Lounge is locked and the door to the staircase is locked from the other side. All other doors are locked, so enter the elevator.

== Elevator ==

Interact with the controls and choose to go up to the second floor - the other floors cannot be selected.

== Second Floor Corridor Outside Elevator ==

Open the set of doors to the left.

== Second Floor Corridor Outside Intensive Care ==

A cutscene will play then Travis will be attacked by a Nurse. Pick up the Hammer and equip it - D-pad down to do both - then walk up to the Nurse and hit her by tapping the X button. If the button is tapped twice then Travis will perform two swings; if the button is pushed in with more force then Travis will perform a stronger slightly charged swing, which you don't really want to rely upon with close encounters.

You can also back up as she swings her syringe then attack her while she recovers. It's very easy to hit this particular enemy type as she swings however.

Enter Room 205.

```
----- ITEM(S) -----  
[ ] Hammer  
-----
```

== Room 205 ==

Pick up the [DOCTOR'S DIAGNOSIS] from the cart to the side of the room. Examine the mirror and Travis will make a comment that the other side appears different. Try to leave the room and a cutscene will play.

Walk toward the mirror after the cutscene and interact with it by pressing the X button.

```
----- ITEM(S) -----  
[ ] Doctor's Diagnosis file  
-----
```

== Room 205 (OW) ==

Interacting with any mirror will allow Travis to travel to Otherworld - a darker version of Silent Hill. Rooms found in Otherworld will have an "OW" acronym beside them in this walkthrough.

Pick up the **PLASTIC LUNGS** from the box on the cart to the left then be sure to grab the Scalpel and the Health Drink on your way out of the room - the Health Drink is inside a cabinet to the right of the exit door.

----- ITEM(S) -----
[] Scalpel, [] Health Drink, [] **PLASTIC LUNGS**

== Second Floor Corridor Outside Intensive Care (OW) ==

A Nurse will attack in the south portion of this corridor. Open the set of doors to the southwest.

== Second Floor Corridor Outside West Staircase (OW) ==

Enter Room 202 then check out Room 204.

----- ITEM(S) -----
[] Portable TV

== Room 202 (OW) ==

Pick up the **GOLDEN EGG** and the [HURRIED NOTE] from the table to the side. A Nurse will appear in the corridor outside when you leave this room.

----- ITEM(S) -----
[] **GOLDEN EGG** , [] Hurried Note file

== Room 204 (OW) ==

Pick up the Drip Stand and walk over to the box on the bed and collect the [BLOODY NOTE]. The combination to this box will be found later. If you want to know it this very second then you'll have to do some work to find it below because I'm not going to mention here.

----- ITEM(S) -----
[] Drip Stand, [] Bloody Note file

== Second Floor Corridor Outside West Staircase (OW) ==

Open the door to the staircase.

== Southwest Staircase (OW) ==

A Hammer is right beside the second floor door and an Energy Drink is near the top of the stairs on the floor. Walk to the bottom and open the door.

----- ITEM(S) -----
[] Hammer, [] Energy Drink

== First Floor West Corridor (OW) ==

The door to the left side has the following message on it:

"Even the blind have need of eyes. If they wish to gaze at the future."

This door requires an item which Travis does not have yet. Defeat the Nurse to the right then walk over to the door to the Women's Restroom. The door has an oval impression and the following message on it:

Even in the inferno
From out of the flames
I saw life born anew

Place the Golden Egg key item inside the oval on the door - stand in front of the door and use the Golden Egg. This will unlock the door, so open it.

----- ITEM(S) -----
[] Alcohol Bottle

== First Floor Women's Restroom (OW) ==

There is a mirror to the side, but don't travel back to the normal world just yet. Check the wall of the stall right beside the mirror and collect the [STUDENT'S MNEMONIC]. Walk over to the second toilet and interact with it. Remove the cistern lid and take the **PLASTIC LIVER** from inside. Walk over to the mirror and interact with it to return to the normal world Women's Restroom.

----- ITEM(S) -----
[] Student's Mnemonic file, [] **PLASTIC LIVER**

== First Floor Women's Restroom ==

Find the Energy Drink across from the mirror then check the last stall to find the **STAFF LOUNGE KEY** on top of the toilet lid. Check the door of the second stall to see "Amy 31" wrote across it. If you recall, the door to the Women's Restroom was locked from the inside when Travis first entered the hospital. Walk over to the door and unlock it then step out into the west corridor.

----- ITEM(S) -----
[] Energy Drink, [] **STAFF LOUNGE KEY**

== First Floor West Corridor ==

Return to the Lobby and save your game then enter the East Corridor and unlock the Staff Lounge using the Staff Lounge Key.

== Staff Lounge ==

Collect all the items in the room and be sure to pick up the **EXAM ROOM KEY** hanging from the cabinet above the toaster and the [STAFF NOTICE] file on the bulletin board.

Look at the wall near the entrance door to see "Lucy 23" wrote on the wall in blood. Return to the Lobby and use the newly acquired Exam Room Key to unlock the door to the Exam Room.

----- ITEM(S) -----
[] Energy Drink, [] Toaster, [] **EXAM ROOM KEY**, [] Staff Notice file

== Exam Room ==

Notice the person up ahead. Walk toward the figure and... it's a plastic model. Check the room over for items and be sure to collect the [STAFF MEMO]

on the desk near the typewriter and the ****PLASTIC INTESTINE**** and ****PLASTIC STOMACH**** from the two sinks.

The plastic figure to the side is actually a puzzle, but we first need to get the final piece of this puzzle since it requires five organs and we only have four. Walk over to the X-ray near the sinks and turn the light box on then examine it to see "Sarah 19" wrote on the X-ray.

Go back to the Women's Restroom and return to Otherworld then reenter Room 204 on the second floor.

```
----- ITEM(S) -----
[ ] Alcohol Bottle, [ ] Typewriter, [ ] **PLASTIC STOMACH**,
[ ] **PLASTIC INTESTINE**, [ ] Staff Memo file
-----
```

== Room 204 (OW) ==

If you have been looking around then you will have all the information needed to solve this puzzle now.

```
/-----\
|                                     |
|           MEDICAL ICEBOX PUZZLE    |
|-----|
|                                     |
| -- Hint                            |
|                                     |
| - Look for the writings in the following rooms: Women's Restroom, |
|   Exam Room, Staff Lounge         |
| - Examine the Bloody Note         |
|                                     |
|=====|
|                                     |
| --> SOLUTION                       |
|                                     |
| "Age before beauty"               |
|                                     |
| Put the women's ages in order from greatest to least: |
|                                     |
| Amy - 31, Lucy - 23, Sarah - 19   |
|                                     |
| The code is: 312319               |
\-----/
```

Collect the ****PLASTIC HEART**** from the box then travel back to Otherworld via the mirror in the first floor Women's Restroom then reenter the Exam Room in the Lobby. A Nurse will be right next to Travis after opening the door that leads out of Room 204 (OW), so be ready to tag her - same thing for the First Floor West Corridor.

```
----- ITEM(S) -----
[ ] **PLASTIC HEART**
-----
```

== Exam Room ==

Walk over to the plastic figure and interact with it for an overhead display of the plastic figure.

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PLASTIC FIGURE ORGANS PUZZLE

-- Hint:

Examine the "Student's Mnemonic" and notice the red letters and how they spell out the first two letters of each organ.

--> SOLUTION

Intestines (Inside)	Liver (little)
Stomach (Stevie)	Heart (Henry)
	Lungs (lurks)

Place the organs inside of the plastic figure's chest in this order:

Intestines - Stomach - Liver - Heart - Lungs

The plastic figure's eyes will open once all of the organs have been placed properly. Walk to the front of its head and collect the **GLASS EYES**. Go back to the Women's Restroom then return to Otherworld.

ITEM(S)

[] **GLASS EYES**

== Women's Restroom (OW) ==

Exit the room.

== West Corridor (OW) ==

A Nurse will be waiting right in front of the door and will take a swing at Travis as he steps out so knock her upside the head with a dripstand or other object then walk over to the door on the far left that has the mask on it. Place the Glass Eyes on the door to unlock it then enter the Lobby.

== Lobby (OW) ==

Two Nurses will attack in this corridor. Enemies in this game can be quite deadly when fought in pairs, so be careful if you choose to fight. It might pay you to run by them and collect the items at the end of the corridor then enter the Exam Room.

ITEM(S)

[] Portable TV, [] Energy Drink, [] Health Drink

== Exam Room (OW) ==

Don't enter the Doctor's Office yet!

If you do, then a cutscene will trigger and you won't be able to scan over this room. There is a scalpel on the mattress next to the body. Some monster cut out the eyes from the skinned body and cut her open - who could've done that!?

Open the door to the Doctor's Office and a cutscene will trigger.

----- ITEM(S) -----
[] Scalpel

== Doctor's Office ==

Boss - Straight-jacket

Yes, the boss is just a simple little Straight-jacket enemy much like the one that was fought by James in Silent Hill 2. The Straight-jacket has become much more aggressive since its appearance in that game however.

Its basic attacks are the acid spit ball and a dash attack. Wait for it to vomit acid then quickly run to the side to dodge its acid attack. To avoid the dash attack you can simply run around it - it's possible to run around it and make it cancel the attack. If it latches onto Travis during the attack then press the random button icon that appears on-screen in order to push the boss off.

Don't ever just run up and hit this enemy. Wait for it to spit an acid ball then run to the side. Right after dodging the acid spit, run toward the Straight-jacket as it recovers and hit it with a melee weapon - preferably a hammer or other similar type of weapon. Once you have started to hit the Straight-jacket then you can basically beat it until it dies. As long as it doesn't turn its back to Travis while he hits it, Travis will always be able to knock it out of either attack that it performs while he remains close. If it does turn its back then consider moving away and waiting for another chance to get close to it.

This boss can easily be taken out with Travis' bare fists. All you have to do is find an opening then the boss will basically be your punching bag for the rest of the fight. He doesn't have that much life at all. Be forewarned that you may have to finish the enemy in order to defeat him - just walk over to his body and press the X button just like with a Nurse.

Pick up the ****FUTURE PIECE**** from the red circle after the battle and a cutscene will play.

----- ITEM(S) -----
[] ****FUTURE PIECE****

== Lobby ==

The entrance door that Travis entered the hospital from is locked. Be sure to save your game at the red triangle save point then go through the West Corridor and enter the East Corridor. Use the exit doors to the south of the East Corridor to exit the hospital.

_____ STREETS OF SILENT HILL _____ [WT04]

Objective(s):

- () Locate the front of the Butcher Shop in the south and enter it
 - () Make your way through the Butcher Shop and exit via the back door
 - () Work your way to the Cedar Grove Sanitarium in the east and enter the building
-

Run down the path with brick walls and move out onto Canyon St. You'll notice

that the streets are now crawling with enemies - Straight-jackets. The Straight-jackets are exactly like the boss you just fought, and they're just as vicious.

All the enemies should be avoided since there is no reason to fight them. Run from all the Straight-jackets.

The next objective is to reach the Butcher Shop, which is on the south side of Low St. Go east on Cielo Ave. then take Low St. as far to the south as you can and the Butcher Shop entrance will be on the east side of the road, northeast of the intersection of Low St. and Toluca Ave. - well, what's left of that intersection. Follow the items list below and it will basically take you there.

----- ITEM(S) -----

- [] Jagged Wood - Take Canyon Street to the far north then this will be standing along the broken portion of the street near the end.
- [] Energy Drink - After moving down the path leading away from the hospital, go south along Canyon Street and this will be on the west side in front of a cardboard box.
- [] Health Drink - On the police car near the energy drink up above.
- [] Health Drink - Find the Lumber Yard on the map then move down the alley in front of it. This item will be at the far northeast end by a fence.
- [] Jagged Wood - Southwest of the intersection of Cielo and Borden this will be sticking in the ground near the first tree.
- [] Energy Drink - At the far east side of Cielo Ave., check near the south wall to see this next to a brick fence.
- [] Hammer - Northeast of the intersection of Cielo and Borden leaning up against a strip of fence.
- [] Meat Hook - In about the middle of Cielo Ave., move south to find this on the ground near a dumpster and a car.

== Butcher Shop (Front Room) ==

Save your game at the save point inside then be sure to check around the counter for some item pickups. The Meat Hook listed below is stuck in the slab of meat hanging to the side before walking around the counter.

----- ITEM(S) -----

- [] Health Drink, [] Meat Hook, [] Energy Drink

== Butcher Shop (Back Room) ==

A cutscene will play as Travis enters this room - a most violent cutscene. Collect the items in the room - the First Aid Kit is on the left wall and the Meat Cleaver is stuck in the slab of meat up ahead. Exit the Butcher Shop through the back door.

----- ITEM(S) -----

- [] First Aid Kit, [] Energy Drink, [] Meat Cleaver

STREETS OF SILENT HILL

The next goal is to get to the Cedar Grove Sanitarium in the east. Carrions will now appear along the streets of Silent Hill. The Carrions are the animal-like creatures that usually stand out in the streets. Don't get near the Carrions and they will usually leave you alone. They are quite violent once they start to attack, so always keep your distance so they won't catch Travis with their lunge attacks.

Travel all the way to the east on Toluca Ave. then take Acadia Rd. to the north and find the entrance gate of the path that leads to the Sanitarium. Move along the path and enter the courtyard then work your way past all the enemies among the trees and enter the Cedar Grove Sanitarium.

ITEM(S)

- [] Energy Drink - After stepping out of the alley leading away from the
- [] Target Pistol Ammo Butcher Shop, find the next alley to the east and this will be on top of the second dumpster at the end of the alley.

- [] Parking Ticket file - Right before getting to the intersection of Toluca and Borden, check the hood of the car to the north.

- [] Crate - Northeast of the intersection of Toluca and Borden, behind a brick wall on a dumpster - north side of the street of Toluca Ave.

- [] Jagged Wood - Check the trash cans to the east of the crate pickup.

- [] Wrench - On the hood of a car almost directly across from the front
- [] Health Drink gate of the Sanitarium on Acadia Rd.

- [] Target Pistol Ammo - Near a tree in the north middle portion of the Sanitarium Courtyard.

- [] Alcohol Bottle - On a window seal on the north portion of the Sanitarium building.

CEDAR GROVE SANITARIUM [WT05]

Objective(s):

- () Collect the Sanitarium Map in the East Solarium
- () Climb the East Staircase and enter the TB Ward then solve the Iron Lung puzzle to collect the Basement Key
- () Unlock the door to the Basement at the bottom of the East Staircase
- () Move through the basement and enter the Northeast Staircase then go to the second floor Female Hydrotherapy and drain the hot tub
- () Use the mirror in the Female Treatment Room to go to Otherworld
 - () Enter the Northeast Staircase (OW) then move down to the second floor and use the mirror in the Women's Restroom (OW) to return to the normal world
- () Flush the toilet in the open stall of the Women's Restroom
- () Enter Female Dorm 5 and pick up the Patient Belongings Key
- () Return to the First Floor Middle Lobby and unlock the Patient Belongings room with the Patient Belongings Key
- () Touch the mirror in the Patient Belongings room to go to Otherworld
 - () Enter the East Staircase (OW) and go down to the Basement then enter

- the East Pipe Room (OW) and collect the Interview Archives Key
- () Find the East Storage Room (OW) in the Basement then touch the mirror to go back to the normal world
- () Return to the Second Floor Middle Lobby and unlock the Archives room
- () Touch the mirror in the Archives to go to Otherworld
 - () Enter the West Staircase (OW) and venture into the Basement
 - () Take the Basement corridors to the Northwest Staircase (OW) then enter the Infirmary (OW)
 - () Solve the Pill Puzzle in the Infirmary (OW) to gain Dr. Harris' Key
 - () Go back through the corridors in the Basement then enter the West Storage Room (OW) and touch the mirror to go back to the normal world
- () Climb the West Staircase and return to the First Floor Middle Lobby then unlock the door to the Doctor's Office
- () Collect the Jocasta Artifact from the desk in the Doctor's Office
- () Return to the Women's Restroom on the first floor and use the mirror to return to Otherworld
 - () Walk out into the First Floor Corridor Outside Northeast Staircase (OW) and place the Jocasta Artifact on the door that leads to the Female Seclusion (OW)
 - () Fight the boss in Room 5 of the Female Seclusion then collect the Past Piece of the Flauros
- () Walk to the front of the lobby near the entrance to the Sanitarium and pick up the Theater Ticket on the table
- () Exit the Sanitarium

== First Floor Middle Lobby ==

Walk into the middle of the Lobby then pick up the ['MAGPIE' NOTE] under the door to the Doctor's Office, which is the left door directly ahead. The Doctor's Office is locked for the moment.

Walk back out into the middle of the lobby and enter the West Solarium - look for the door to the left (as if you just entered) with the "West Solarium" label.

- - - - - ITEM(S) - - - - -

[] 'Magpie' Note file

- - - - -

== West Solarium ==

Grab the two Target Pistol Ammo pickups in front of the chair with the doll then collect the ++TARGET PISTOL++ from the seat with the doll. Walk back out into the Lobby and enter the door on the right side of the room with the "East Solarium" label to the side of the door.

- - - - - ITEM(S) - - - - -

[] ++TARGET PISTOL++, [] Target Pistol Ammo, [] Target Pistol Ammo,
 [] Filing Cabinet, [] Health Drink

- - - - -

== East Solarium ==

Pick up the [SANITARIUM MAP] on the table to the right after entering - finally there should be no more guessing as to which room is which! Grab the [STATUS REPORT, 3/12/1960] file from the desk in the northeast corner of the room then exit the room via the door on the opposite side of the wall from where you entered.

----- ITEM(S) -----
[] Sanitarium Map, [] Health Drink, [] Status Report, 3/12/1960 file

== First Floor East Corridor Outside East Staircase ==

A cutscene will play as Travis steps into this area. Enter the south storage to the north. There is a Drip Stand next to the Laundry Room.

----- ITEM(S) -----
[] Drip Stand

== Storage ==

There are quite a few items in here to collect so be sure to check along the shelves. Exit back out to the corridor and open the door to the east staircase.

----- ITEM(S) -----
[] Tire Iron, [] Screwdriver, [] Target Pistol Ammo, [] Target Pistol Ammo,
[] Energy Drink

== East Staircase ==

Save your game at the red triangle save point on the side wall next to the first floor door. Both items are on the basement floor across from the basement door - on the chair and near a wooden column. The basement door is locked, so head up the stairs and open the second floor door.

----- ITEM(S) -----
[] Target Pistol Ammo, [] Wrench

== Second Floor West Corridor Outside West Staircase ==

While moving ahead some footsteps can be heard. There is a floating harness up ahead - this enemy is known as the Remnant. These type of enemies are very dangerous and should be avoided if you do not know how to fight them. Even if you do know how to fight them, they can still get the best of you at times.

They always lunge forward with an overhead attack as Travis steps in front of them, so back away as they attack then rush toward them and attack as they recover. Once the Remnant has been attacked, you need to step to the side as it attacks again - sometimes this doesn't work out too well though, but most of the time Travis will avoid the attack. Attack once again then prepare to dodge. These enemies do not need to be finished. DO NOT fight these enemies in pairs when they appear in groups later or they will likely heavily damage you. Avoid them as much as possible.

You can also use the target pistol to kill these enemies. It takes 6 shots to kill each one. Enter the Storage Room to the north to find some item pickups.

----- ITEM(S) -----
[] Energy Drink

== Second Floor Storage ==

Check the shelves once again for plenty of items. The Shotgun will be found later, so go ahead and stock up on the ammo for it. Exit this room then enter the Second Floor Lobby in the middle of the second floor.

```
----- ITEM(S) -----  
[ ] Alcohol Bottle, [ ] Alcohol Bottle, [ ] Shotgun Ammo, [ ] Shotgun Ammo,  
[ ] First Aid Kit  
-----
```

== Second Floor Lobby ==

Don't bother with fighting any of the Nurses in here - once one of them is alerted, the whole crowd of enemies will start to gang up. The door to the Archives in the north is locked for now. Run around all the Nurses and enter the T.B. Ward to the west.

== TB Ward ==

Pick up the [IRON LUNG WARNING] file from the side of the iron lung machine on the east side of the room.

Examine the iron lung panel where the file was. You need to adjust the pressure of the iron lung machine, so that it overloads.

```
/-----\  
|                                     |  
|               IRON LUNG PUZZLE     |  
|-----|  
|                                     |  
| -- Hint                             |  
|                                     |  
| This can be done many ways so trial and error works best for those that |  
| don't want to have the puzzle spoiled for them. Press the valves on the |  
| end and the one in the middle.     |  
|                                     |  
|=====|  
| --> SOLUTION                         |  
|                                     |  
| Press the following: 1 - 1 - 3 - 3 - 5 - 5 |  
|                                     |  
| There are many solutions for this however. |  
|                                     |  
\-----/
```

Check the front of the iron lung machine and collect the ****BASEMENT KEY**** that the machine releases. Walk back out into the Second Floor Lobby then get back to the East Staircase and run to the bottom. Unlock the door to the basement at the bottom of the East Staircase. Be sure to save your game on the first floor before entering.

```
----- ITEM(S) -----  
[ ] Iron Lung Warning file, [ ] **BASEMENT KEY**  
-----
```

== East Basement Corridor ==

The camera angle will show a Carrion as Travis enters this area. There is no reason to go down the corridor that the Carrion paces back and forth through, though you'll need to enter the first door that leads to the Basement Corridor Outside Northeast Staircase in order to continue. The East Pipe Room doesn't

contain any items and is useless in the normal world - only in Otherworld does it serve a purpose. The Storage Room in this corridor is locked from the other side. For now, enter the Basement Middle Storage and collect the items there then exit the room.

== Basement Middle Corridor ==

There are three Remnants in here, so do not try to fight any of them. Just run by them and collect the items then get out. The Jagged Wood pickup is down the south corridor and the Target Pistol Ammo is on the floor in front of the door at that end. Both doors are locked, so just exit the area once you've collected the items. Enter the Storage Room in this corridor before leaving and collect the items inside.

----- ITEM(S) -----
[] Jagged Wood, [] Target Pistol Ammo

== Basement Middle Storage ==

The Target Pistol Ammo is on the desk to the left after entering. Exit back out then go back to the Basement East Corridor and enter the Basement Corridor Outside Northeast Staircase.

----- ITEM(S) -----
[] Drip Stand, [] Target Pistol Ammo

== Basement Corridor Outside Northeast Staircase ==

Two Straight-jackets will attack in this corridor. The Meat Hook pickup in this room is very hard to see - it is on the right wall while walking to the northeast corridor and looks much like a pipe. The door to the middle corridor is locked, so open the door to the Northeast Staircase.

----- ITEM(S) -----
[] Meat Hook

== Northeast Staircase ==

The Razor is right next to the bottom set of stairs, on the floor. Climb the stairs all the way to the second floor then enter Second Floor Corridor Outside East Staircase.

----- ITEM(S) -----
[] Razor

== Second Floor Corridor Outside Northeast Staircase ==

Two Nurses are at the south end of the corridor. Locate the Female Hydrotherapy in the south and enter this room.

== Female Hydrotherapy ==

Save your game at the save point on the far wall.

Check the middle tub that is full of hot water to notice a key at the bottom. Interact with the control (with the green light) and drain the tub. The key

inside will go down the drain - it will appear in another area later. Find the Female Treatment Room (Female Treat) in the outside corridor and enter.

== Female Treatment Room ==

Look for the mirror at the sink and touch it to go to Otherworld.

== Female Treatment Room (OW) ==

Take the Target Pistol Ammo from in front of the doll on the bed then exit the room.

- - - - - ITEM(S) - - - - -
[] Target Pistol Ammo
- - - - -

== Second Floor Corridor Outside Northeast Staircase (OW) ==

Watch for the two Remnants and collect the Alcohol Bottle from the stand on the southwest side of the corridor then open the door to the staircase. All doors other than the Female Treatment Room are locked on this floor.

- - - - - ITEM(S) - - - - -
[] Alcohol Bottle
- - - - -

== Northeast Staircase (OW) ==

Some Target Pistol Ammo is to Travis' left upon entering this area. Save your game at the save point on the first floor. Don't open the doors to the first floor just yet. Go all the way down to the basement level and open the set of doors to the basement.

- - - - - ITEM(S) - - - - -
[] Target Pistol Ammo
- - - - -

== Basement Corridor Outside Northeast Staircase (OW) ==

The door directly ahead is locked. Defeat the Carrion at the end of the south corridor and collect the items at that end. Return to the first floor of the staircase and open the door to the first floor.

- - - - - ITEM(S) - - - - -
[] Meat Hook, [] Target Pistol Ammo, [] Target Pistol Ammo, [] Shotgun Ammo
- - - - -

== First Floor Corridor Outside Northeast Staircase (OW) ==

The Female Seclusion is sealed off and there is an indentation on the door for some sort of object. While moving down the corridor something will happen...

Enter Female Dorm 3.

== Female Dorm 3 (OW) ==

Collect the items then go back outside. Straight-jackets will attack in the outside corridor. Enter the Women's Restroom to the south.

- - - - - ITEM(S) - - - - -

[] Energy Drink, [] Target Pistol Ammo

== Women's Restroom (OW) ==

Check the shower area to find a Kitchen Knife on the floor. The barbed wire that covers the open stall cannot be cut - it is most likely a reference to the Silent Hill movie and nothing more. Touch the long mirror that hangs over the sink counter to go back to the normal world.

----- ITEM(S) -----

[] Kitchen Knife

== Women's Restroom ==

Check the shower area for a message wrote in blood on the floor. Walk over the stall that was sealed off in Otherworld and flush the toilet inside. The key from earlier is stuck in this pipe, so this will send it down to the Basement - you can't get the key right now though because a grating covers the drain in the East Pipe Room in the basement... in the normal world that is. Leave the room.

== First Floor Corridor Outside Northeast Staircase ==

Both items are in the far northwest corner outside of the Female Seclusion area. Dodge the Remnants and enter Female Dorm 5.

----- ITEM(S) -----

[] Tire Iron, [] Typewriter

== Female Dorm 5 ==

Pick up the [FEMALE SECLUSION] file on the chair in the southwest portion of the room and find the other items in the room as well. Walk over to the northeast bed and grab the **PATIENT BELONGINGS KEY** from the suspended platform hanging from the ceiling. Exit the room and return to the outside corridor.

----- ITEM(S) -----

[] Baton, [] Duty Log file, [] Female Seclusion file, [] Target Pistol Ammo, [] Table Lamp, [] **PATIENT BELONGINGS KEY**

== First Floor Corridor Outside Northeast Staircase ==

Unlock the door to the staircase. There is no point in entering the staircase area for now - just unlock it for later. Notice that the door to the Female Seclusion is locked and a message is wrote across the door that reads:

"Dr. Harris has the key"

This door cannot be opened in this world, only in Otherworld, but it will be opened much later in this level.

Enter the corridor to the southwest and make your way all the way back to the First Floor Middle Lobby. You'll unlock a door along the way and run into some Nurses as well. Remember that you have to enter the East Solarium then exit the other side in order to reach the First Floor Middle Lobby. The East

Solarium is now inhabited by two Nurses.

== First Floor Middle Lobby ==

Walk to the far north room (Patient Belongings) and unlock it with the Patient Belongings Key.

== Patient Belongings ==

Pick up the [STATUS REPORT, 2/7/1961] file as well as the other items from the desk off to Travis' right after entering. Interact with the mirror in the northeast portion of the room to go to Otherworld.

- - - - - ITEM(S) - - - - -
[] Shotgun Ammo, [] Shotgun Ammo, [] Status Report, 2/7/1961 file,
[] Typewriter
- - - - -

== Patient Belongings (OW) ==

A ++SHOTGUN++ bars the door in this room, so grab it and be sure to pick up the extra ammo on the floor in front of it. Exit the room.

- - - - - ITEM(S) - - - - -
[] Shotgun Ammo, [] ++SHOTGUN++
- - - - -

== First Floor Middle Lobby (OW) ==

This part right here can be cheap thanks to the camera that refuses to show the two Carrions that lurk out in the lobby. Arm a shotgun and aim to see Travis raise the gun in their direction then walk ahead and fire at them. You have to walk out into the middle portion of the Lobby to make the camera change. Enter the Day Room in the west.

== Day Room (OW) ==

A Poker is on the right chair and the rest of the items are on the fallen wheelchair. Go back outside and enter the East Solarium through the First Floor Corridor Outside East Staircase.

- - - - - ITEM(S) - - - - -
[] Poker, [] Shotgun Ammo, [] First Aid Kit
- - - - -

== East Solarium (OW) ==

A single Remnant prowls this room. Find both items in the north/northwest then exit the room.

- - - - - ITEM(S) - - - - -
[] Filing Cabinet, [] Shotgun Ammo
- - - - -

== First Floor Corridor Outside East Staircase (OW) ==

Enter the Laundry Room to the north.

== Laundry (OW) ==

Pick up the [POLICE REPORT] on the set of shelves to the left after walking to the middle of the room. The Health Drink is on the floor on the west side of the fallen cart. Reenter the outside corridor then open the door to the East Staircase.

----- ITEM(S) -----
[] Shotgun Ammo, [] Police Report file, [] Health Drink

== East Staircase (OW) ==

The second floor door is sealed, so run to the basement floor. Find the Target Pistol Ammo near the wall across from the basement door. Enter the Basement.

----- ITEM(S) -----
[] Target Pistol Ammo

== Basement Corridor Outside East Staircase (OW) ==

Two Remnants prowl the east corridor of this area, so run by them and enter the East Pipe Room. Do not kill the Remnants or they will respawn after leaving!

== East Pipe Room (OW) ==

If Travis drained the tub in the Female Hydrotherapy and flushed the toilet in the Women's Restroom while in the normal world then the ****INTERVIEW ARCHIVES KEY**** will be lying in the drain area in a puddle below a pipe ready for Travis to collect it. Exit the room and enter the Basement Corridor Outside Northeast Staircase.

----- ITEM(S) -----
[] ****INTERVIEW ARCHIVES KEY****

== Basement Corridor Outside Northeast Staircase (OW) ==

There are no enemies here, just an Energy Drink pickup. Exit the corridor afterward and enter the East Basement Storage Room.

----- ITEM(S) -----
[] Energy Drink

== East Basement Storage Room (OW) ==

Items are on the first right shelf. Touch the mirror on the west wall to go back to the normal world.

----- ITEM(S) -----
[] Hammer, [] Ampoule

== East Basement Storage Room ==

There is nothing in here. Unlock the door then leave this room and climb back up the East Staircase. Save your game then reenter the Second Floor Middle Lobby by going through the Second Floor Corridor Outside East Staircase on the top floor. Straight-jackets and a Carrion will be prowling the corridor.

== Second Floor Middle Lobby ==

Dash through the Remnants and Straight-jacket then use the Interview Archives Key to unlock the room labeled "Archives" on your map - it's in the north portion, west room.

== Archives ==

Check the room over for items. While walking over to the desk, some dialogue will occur. Touch the mirror and go to Otherworld.

- - - - - ITEM(S) - - - - -
- [] Portable TV, [] Shotgun Ammo
- - - - -

== Archives (OW) ==

There is a Katana lying against the dilapidated shelf. Exit the room.

- - - - - ITEM(S) - - - - -
- [] Katana
- - - - -

== Second Floor Middle Lobby (OW) ==

Watch for the three Straight-jackets in here. All other doors are locked except for the west door, so open it.

== Corridor Outside Second Floor West Staircase (OW) ==

Open the door to the West Staircase.

== Second Floor West Staircase (OW) ==

Run down to the basement level and grab the Toolbox in the northwest corner then open the door to the basement.

- - - - - ITEM(S) - - - - -
- [] Toolbox
- - - - -

== Basement Corridor Outside West Staircase (OW) ==

A Carrion is around the corner. The first storage room to the east in this corridor can be opened, but it only contains a mirror and you do not want to go back to the normal world just yet. Open the north door and enter that corridor.

== Basement Corridor Outside Northwest Staircase (OW) ==

Fight or run by the two Straight-jackets then open the door to the Northwest Staircase.

== Northwest Staircase (OW) ==

There is a hammer near the bottom of the top staircase before reaching the second floor. Open the door to the first floor - the second floor door is locked.

- - - - - ITEM(S) - - - - -

[] Hammer

== First Floor Corridor Outside Northwest Staircase (OW) ==

Fight through the Straight-jacket and Nurses then enter the Male Seclusion in the north.

== Male Seclusion (OW) ==

Pick up the Baton and [CLIPBOARD FILE] from the chair near the doors then examine the doors (for those that cannot be opened) and rooms (for those that can be opened) carefully. Rooms #1, #3, and #5 can be entered. Only Room 1 contains an item. Examine the rooms then exit this area.

----- ITEM(S) -----
[] Baton, [] Clipboard file

== Room 1 (OW) ==

Collect the Razor from the set of razor blades.

----- ITEM(S) -----
[] Razor

== First Floor Corridor Outside Northwest Staircase (OW) ==

Enter the Infirmary on the south side.

== Infirmary (OW) ==

Save your game then pick up the Scalpel on the counter. Walk over to the dolls on the north side of the room. Look below for an explanation of this puzzle.

```
/-----\
|                                     |
|                               PILL PUZZLE                               |
|-----|
|                                     |
| -- Hint #1                       |
|                                     |
| Examine the patient figures, the rooms in the Male Seclusion (OW) area, and |
| the Clipboard file found in the Male Seclusion (OW).                   |
|                                     |
| -- Hint #2                       |
|                                     |
| Gather the info from all three clues:                                  |
|                                     |
| Patient Figures                                                         |
|                                     |
| 1. Patient with knives                                                 |
| 2. Patient with burns                                                 |
| 3. Thin patient                                                         |
| 4. Patient with razor blade                                             |
| 5. Patient with dress                                                  |
|                                     |
| Description of Rooms in Male Seclusion (OW)                             |
|                                     |
| Patient Room 1 - contains razors and blood soaked bandages            |
|-----|
```

```

| Patient Room 2 - door is scorched heavily
| Patient Room 3 - contains a dress and perfume
| Patient Room 4 - door is barred heavily
| Patient Room 5 - contains uneaten food and a set of heavily used scales
|
| Clipboard info
|
| Patient Room 1 - red pill
| Patient Room 2 - blue pill
| Patient Room 3 - yellow pill
| Patient Room 4 - green pill
| Patient Room 5 - blue pill
|
| -- Hint #3
|
| Match each patient figure with the appropriate room based on their looks
| and the appearance of each room.
|
| Room 1 - patient with razor - patient figure 4 - red
| Room 2 - patient with burns - patient figure 2 - blue
| Room 3 - patient with dress - patient figure 5 - yellow
| Room 4 - patient with knives - patient figure 1 - green
| Room 5 - thin patient - patient figure 3 - blue
|

```

```

|=====
|
| --> SOLUTION
|
| Patient Figure 1 - green pill
| Patient Figure 2 - blue pill
| Patient Figure 3 - blue pill
| Patient Figure 4 - red pill
| Patient Figure 5 - yellow pill
|
| Green - Blue - Blue - Red - Yellow
\-----/

```

Once the puzzle has been solved, pick up ****DR. HARRIS' KEY****. Exit the room.

```

- - - - - ITEM(S) - - - - -
[ ] Scalpel, [ ] **DR. HARRIS' KEY**
- - - - -

```

== First Floor Corridor Outside Northwest Staircase (OW) ==

Two Straight-jackets will now attack in this corridor. Go back down the stairs and head all the way back to the storage room in the basement that we passed earlier. Two Remnants will be prowling the first corridor in the basement and a Carrion will be in the corridor outside the storage room.

== West Basement Storage Room (OW) ==

Use the mirror to return to the normal world.

== West Basement Storage Room ==

Pick up the [AMBER BASEMENT REPORT] from the desk.

```

- - - - - ITEM(S) - - - - -
[ ] Amber Basement Report file

```

== Basement Corridor Outside West Staircase ==

Enter the West Staircase area.

== West Staircase ==

Pick up the Wrench on the current floor then take the stairs up to the first floor.

----- ITEM(S) -----
[] Wrench

== First Floor Corridor Outside West Staircase ==

Unlock the door to the Middle Lobby then enter the First Floor Middle Lobby.

== First Floor Middle Lobby ==

Two Nurses now wander this area. Unlock the Dr.'s Office door with Dr. Harris' Key.

== Dr.'s Office ==

Pick up the [PATIENT NOTES] file and then grab the ****JOCASTA ARTIFACT****. Some very cool music will start to play after picking up the Jocasta Artifact. Regarding the Patient Notes, you can substitute the patient name displayed in that file into the files where the name was previously blocked out.

Now that you have the Jocasta Artifact, the door to the Female Seclusion on the first floor of Otherworld's Sanitarium may now be unlocked. Exit the room.

----- ITEM(S) -----
[] Drip Stand, [] ****JOCASTA ARTIFACT****, [] Patient Notes file

== First Floor Middle Lobby ==

Pick up the [CHILD'S DRAWING] from the middle floor of the lobby. Venture through the East Solarium and enter the First Floor Corridor Outside East Staircase.

----- ITEM(S) -----
[] Child's Drawing file

== First Floor Corridor Outside East Staircase ==

As you may notice, all monsters are now gone.

Head to the northeast and open up the next few doors while heading east and staying along the corridors. Enter the Women's Restroom in the south portion of the First Floor Corridor Outside Northeast Staircase. Use the mirror in that Women's Restroom in order to go to Otherworld then exit the room.

== First Floor Corridor Outside Northeast Staircase (OW) ==

Walk to the end of this corridor then use the Jocasta Artifact on the door to

the Female Seclusion to unlock it. Enter the Female Seclusion.

== Female Seclusion (OW) ==

A cutscene will play once Travis enter this area. Pick up the Baton from next to the seat by Patient Room 5. Be sure to save your game at the save point in between Patient Rooms 4 and 3.

Take a moment to look around the room. Notice all the child drawings hanging up along the walls. They all have some rather interesting depictions.

- - - - - ITEM(S) - - - - -
[] Baton
- - - - -

== Female Patient Room #5 (OW) ==

After the cutscene, Momma will come for her boy...

Boss - Memory of Helen Grady

This grotesque figure's attacks range from a spike attack where spikes will move out of her bed to a poison gas attack where she will spray out a green poisonous gas. All of her attacks can be avoided by keeping your distance from her. The poison gas can spread to the portion of the room in front of her, so make sure to move away from her front side while attacking.

Constantly run away from her and turn to fire a few shots from the shotgun or target pistol. Count the number of shots while shooting and be sure to reload from the inventory menu often. While using the shotgun, reload after two shots and reload after six shots for the target pistol. Reloading in real time during the fight sequence may cause you to get hit.

Press the L button and recenter the camera behind Travis while aiming in order to get a peak at the boss' location for a brief few seconds. Move away if she ever starts to move toward Travis and try to always have an idea of her location. Be careful about moving too close to a wall since the camera will likely not move directly behind Travis while his back is directly against a wall.

It is not wise to arrive at this fight without some sort of projectile weapon. If you are running low on bullets then throw alcohol bottles or portable TV's at her.

Pick up the ****PAST PIECE**** of the Flauros once the boss is defeated and another cutscene will play.

- - - - - ITEM(S) - - - - -
[] ****PAST PIECE****
- - - - -

== First Floor Middle Lobby ==

Travis will wake up on a bench in the First Floor Middle Lobby of the Sanitarium. Walk over to the table by the sitting area across from the reception office by the entrance to the Sanitarium and pick up the ****THEATER TICKET**** lying on the table. The game will not allow Travis to leave unless he picks up the ticket.

Unlock the door then exit the Sanitarium.

----- ITEM(S) -----
[] **THEATER TICKET**

_____ STREETS OF SILENT HILL _____ [WT06]

Objective(s):

- () Pick up the Lumber Yard Key from the trunk of the car outside the Sanitarium
- () Return to the Butcher Shop and walk through it to return to the west end of the streets
- () Find the Lumber Yard on the map then use the Lumber Yard Key to unlock the entrance then enter the Lumber Yard
- () Go through the Lumber Yard and exit out to the east streets of Silent Hill
- () Find the blood trail near the Greenfield Apartments and follow it to the stairs then go up the stairs and unlock the door to the apartments then enter them
- () Find the hole in the upstairs room and leap through it then exit the Greenfield Apartments
- () Run over to the Artaud Theater entrance and use the Theater Ticket at the box office to unlock the entrance door then enter the theater

Pick up the **LUMBER YARD KEY** from the open trunk of the car displayed in the camera angle after exiting the Cedar Grove Sanitarium.

Go all the way back to the Butcher Shop on Toluca Ave. and enter through the back door once again. Carrions and Straight-jackets once again litter the road. There are no extra items pickups on this side of the streets unless you forgot some last time.

----- ITEM(S) -----
[] **LUMBER YARD KEY** - In the trunk of the car outside of the Sanitarium.

== Butcher Shop (Back Room) ==

Follow the blood trail to the door of the front room then enter the front room of the Butcher Shop.

== Butcher Shop (Front Room) ==

Continue to follow the blood trail as it leads toward the entrance of the Butcher Shop. Save your game and be sure to pick up the [BLOODY CAP] from in front of the entrance doors. Exit the building.

----- ITEM(S) -----
[] Bloody Cap file

_____ STREETS OF SILENT HILL _____

Well, it looks as if the Butcher wasn't exactly finished with that Nurse when he killed her and left her for dead the last time we entered the Butcher Shop.

Find the Lumber Yard on the map of Silent Hill and head there. Once again, there are no new items on this side of the streets, so just go straight to the Lumber Yard - it's in the northwest along Midway Ave. Enter the alley then use

the Lumber Yard Key to unlock the gate to the Lumber Yard.

== Lumber Yard ==

Sounds like something is dragging a big cleaver up ahead doesn't it? Hmmm.

Immediately turn right after entering and pick up the Hammer at the end of the dead end path on that side. Maneuver through all the stacks of lumber and be sure to pick up the [NEWSPAPER] upon turning to the left just after the area with the fixed camera. Another Hammer will be lying on a stack of covered lumber right before reaching the exit. Open the exit door to exit out to the east side of Silent Hill.

Notice how the scraping of the cleaver stops once Travis reaches the end. Strange.

- - - - - ITEM(S) - - - - -
[] Hammer, [] Newspaper file, [] Hammer
- - - - -

_____ _ STREETS OF SILENT HILL _ _____

You'll start out on Industry Ave. Your main destination is the Artaud Theater, but you'll have to go through the Greenfield Apartments in order to reach the theater. Be sure to check this portion of the streets over for all the items listed below.

Carrions and Straight-jackets will attack like normal. Find the blood trail in the east (to the west of the Lutheran Church) and it will lead to the back entrance of the Greenfield Apartments. Run up the stairs and open the door in the back of the building.

- - - - - ITEM(S) - - - - -
[] Meat Hook - While on Ash Rd. enter the yard of the first east house to find this next to the hedge.

[] Energy Drink - Follow the hedge of the east house mentioned above to find this further south.

[] Target Pistol Ammo - Find the alley around the house directly south of Ash Rd. to find this.

[] Health Drink - Near the second door of the first house on Midway Ave.

[] Health Drink - In front of the third door on the west side of Acadia Rd.
[] Jagged Wood

[] Target Pistol Ammo - In an alley to the north of the curved portion of Industry Ave.

[] Target Pistol Ammo - Northwest of the curved portion of Industry Ave., look
[] Target Pistol Ammo behind the dumpster next to the building.
[] Crate

[] Target Pistol Ammo - In the alley by the Tavern east of Industry Ave.

[] Hammer - Lying up against the fence to the east of Greenfield Apartments.

[] Energy Drink - Lying up against a dumpster in the alley east of Greenfield
[] Baton Apartments.

500W Light Bulb, and 750W Light Bulb

- () In the East Corridor Next to Lobby, pick up the Moon Totem
- () Return to the Men's Dressing Room and touch the mirror once again to go to Otherworld
 - () Go to the East Balcony Corridor (OW) on the second floor and place the Sun Totem and Moon Totem on the sidewalls beside the door to unlock the door to the staircase leading to the third floor
 - () Enter the Costume Storage (OW) and touch the mirror to return to the normal world
- () Place the stage lights on the correct plugs on the South Catwalk then throw the switch on the control panel in that room to turn on the stage lights
- () Return to the Curtain Control and pull the switch on the control panel to raise the outside curtain
- () On the stage, pull the switches to make the forest scenery appear then touch the big mirror to go to the Otherworld Forest Stage
 - () Pick up the Stage Office Key from the middle tree on the Otherworld Forest Stage then go back to the normal world stage
- () Unlock then enter the Stage Office and collect the Stage Prop Lever
- () Use the Stage Prop Lever on the stage control panel then pull the correct levers to make the Cave Scenery appear
- () Touch the mirror to enter the Otherworld Cave Stage
 - () Defeat the boss then collect the Falsehood Piece of the Flauros
- () Grab the Riverside Motel Key from the dead Ariel in the Lobby
- () Exit the Artaud Theater

== Lobby ==

First of all, pick up the [THEATER MAP] on the bench behind the box office windows. There is a Health Drink and a Wrench on the west side near a waste can. Save your game at the save point to the right of the entrance to the Auditorium. The upstairs door will lead to some locked doors, so there is no need to go up there at the moment. Pick up the [THEATER PROGRAM PAGE] from the wooden sign by the entrance to the Auditorium then open the doors to the Auditorium.

- ITEM(S) -----
- [] Theater Map, [] Wrench, [] Health Drink, [] Theater Program Page file
-

== Auditorium ==

Walk down the seating area and a cutscene will trigger. Follow the carpet toward the stage then turn right and grab the Health Drink from near the locked door on that side. Return to the middle and walk to the door on the west side of the Auditorium then open it.

- ITEM(S) -----
- [] Health Drink
-

== Storage ==

The camera angle will show a stage puppet hanging from the ceiling as Travis enters. Isn't it amazing how scary a simple puppet can look in a Silent Hill game? Take the Typewriter from the left shelf then exit the room.

- ITEM(S) -----
- [] Typewriter
-

== Stage ==

Begin to move across the stage. Your progress will be interrupted slightly while moving across the middle portion of the stage.

Get thee to the other side and collect the jagged wood near the totem by the door then open that door.

- - - - - ITEM(S) - - - - -
[] Jagged Wood
- - - - -

== Curtain Control ==

Pick up the [TECHNICIAN'S WARNING] from the curtain controls. The controls are useless for the moment since the stage lights have to be set up on the catwalks above the stage before the power will work for the stage curtain.

Collect the items in the room then save your game at the save point on the opposite wall. Open the door by the save point and enter the corridor outside.

- - - - - ITEM(S) - - - - -
[] Iron Weights, [] Kitchen Knife, [] Service Pistol Ammo,
[] Technician's Warning file
- - - - -

== Corridor Outside Curtain Control ==

That music has a very unpleasing tone, don't you think? Walk to the south and collect the Hammer from the top of the waste can. The door at that end is locked from the other side, so open the door to the north.

- - - - - ITEM(S) - - - - -
[] Hammer
- - - - -

== Corridor Outside Dressing Rooms ==

Notice the puppet hanging from the ceiling up ahead? Move toward the puppet and a cutscene will trigger.

Well, you knew this was coming. Arm a good melee weapon and trash the Ariel (puppet). These puppets will attack by strangling Travis from up close while they hang - tap the X button to break free from their hold. Hit them with a melee weapon and keep attacking to make them fall then finish them.

If they get up, then they will stand on their hands and kick with their legs. Their attack is faster while they stand on their hands, so you can't always just keep attacking with a melee weapon but most of the time you can. They will appear in some rooms while already standing on their hands, so learn how to fight them both ways during your time in this theater.

Find the Health Drink on the shelf next to the mannequin torsos (one has fallen). Don't enter the Men's Dressing Room just yet. Move further down the hall to the west, collecting the items along the way, then open the door to the Director's Office. Another Ariel will attack at the other end of the hall.

- - - - - ITEM(S) - - - - -
[] Health Drink, [] Portable TV, [] Shotgun Ammo

== Director's Office ==

First of all, pick up the ****SUN TOTEM**** from the desk up ahead then find the [HANDWRITTEN DIARY] in the middle of the desk and finally snatch the ++SERVICE PISTOL++ and ammo for it in the desk drawer. Lastly, pick up the Health Drink from the shelf in the back then exit. Run back down the outside hall and open the door to the Men's Dressing Room. Another Ariel will appear off to the left while exiting the Director's Office.

- ITEM(S) -----
- [] ****SUN TOTEM****, [] ++SERVICE PISTOL++, [] Service Pistol Ammo,
 - [] Health Drink, [] Handwritten Diary Page file
-

== Men's Dressing Room ==

Pick up the Katana on the counter then pick up the [PRODUCTION NOTES] from in front of the mirror. Touch the mirror to go to Otherworld.

- ITEM(S) -----
- [] Katana, [] Production Notes file
-

== Men's Dressing Room (OW) ==

Exit the room then run down the hall and enter the Director's Office - two Ariels will be right outside of the Men's Dressing Room. I would recommend running unless you can get some distance in between them to take them on one at a time.

== Director's Office (OW) ==

Pick up the ****BALCONY CORRIDOR KEY**** and Service Pistol Ammo from the chair inside. Exit the office then return to the Men's Dressing Room and touch the mirror to go back to the normal world. There is absolutely no reason to go any deeper into Otherworld unless you just want to fight some extra enemies.

- ITEM(S) -----
- [] Service Pistol Ammo, [] ****BALCONY CORRIDOR KEY****
-

== Men's Dressing Room ==

That was a quite a short run through Otherworld, huh? Exit the room.

== Corridor Outside Dressing Rooms ==

Go back to the Curtain Control room and save your game. Exit the room through the west side then run across the stage, through the Storage Room, up the carpet in the Auditorium and reenter the Front Lobby. There is no sudden burst of random dialogue on the stage nor a disturbingly playful Lisa in the Auditorium this time, but be sure to look out for the Ariel that will be in close contact with Travis as he enters the Storage Room - smack it upside the head with a hammer or meat hook.

== Front Lobby ==

Find the stairs on the west side of the lobby and open either door at the top.

== West Balcony Corridor ==

An Ariel will run toward Travis while on it's hands. Remember that these things hit quicker while on their hands, so be a bit more cautious before delivering the first swing. It sometimes pays to back up and let them attack then charge in and hit them.

All other doors are blocked, so unlock the first door to the right with the Balcony Corridor Key that Travis gained later and enter the Balcony Corridor.

- ITEM(S) -----
 Target Pistol Ammo

== Balcony Corridor ==

The middle door is locked so enter the Lighting Box just before getting to the other side of the corridor.

== Lighting Box ==

Search the room over for items and be sure to pick up the ****125W LIGHT BULB****, ****250W LIGHT BULB****, ****500W LIGHT BULB****, ****750W LIGHT BULB****. Turn around and snatch the [WIRING NOTES] by the Screwdriver and Shotgun Ammo after collecting the light bulbs. Exit the Lighting Box and open the door at the other end of the Balcony Corridor.

- ITEM(S) -----
 ****125W LIGHT BULB****, ****250W LIGHT BULB****, ****500W LIGHT BULB****,
 ****750W LIGHT BULB****, First Aid Kit, Shotgun Ammo, Screwdriver,
 Wiring Notes file

== Second Floor East Corridor ==

Well, if it isn't our good buddy, Mr. Straight-jacket lying in wait for a beating with my jagged wood piece!

The door behind the Straight-jacket is locked from the other side, so open one of the doors to the stairway in the south.

== East Stairway ==

There is Health Drink on a cardboard box in the middle of the stairway. Run to the bottom then open either of the doors that lead to the first floor corridor to the east of the Front Lobby.

- ITEM(S) -----
 Health Drink

== East Corridor Next to Lobby ==

A Straight-jacket will attack in here. Pick up the ****MOON TOTEM**** from the broken glass casing in the middle of the room. Unlock the door that leads back to the Corridor Outside Dressing Rooms then open the door.

- ITEM(S) -----
 ****MOON TOTEM****

== Corridor Outside Dressing Rooms ==

Save your game at the Curtain Control room before advancing further. Go back to the Men's Dressing Room then touch the mirror to go back to Otherworld. An Ariel will attack in each of the rooms on the way to the both the save point and the Men's Dressing Room.

== Men's Dressing Room (OW) ==

Exit this room and run to the far south. You'll meet a Carrion in the Corridor Outside Curtain Control and an Ariel in the East Corridor Next to Lobby. Enter the East Staircase room

== East Staircase (OW) ==

Go up to the second floor.

== East Balcony Corridor (OW) ==

A total of three Ariels will attack in this room. Just rush to the door with the star emblem on the door at the end and solve the puzzle immediately, so you won't have to waist a bunch of health while fighting them.

The star emblem door at the end has the following inscription:

I am child torn by twin desires,
I stand before a door,
My right hand calls to the light,
My left hand ushers in darkness.

Place the Moon Totem on the left square hole next to the door and the Sun Totem on the right square hole next to the door. This will unlock it. Run up the staircase in the next room and open the door at the end.

== Third Floor Corridor Outside Catwalks (OW) ==

Both Catwalk doors are sealed. Run past the Carrion and open the door on the left at the end of the corridor.

== Third Floor Corridor Outside of Costume Storage (OW) ==

Run to the west end of this corridor. Either run by the two Ariels or kill them - thankfully they are separated, so they're not that much of a problem. Find the ++HUNTING RIFLE++ hanging on the totem at the end of the hall then be sure to collect the other items. Go back down the hall and enter the Costume Storage.

----- ITEM(S) -----
[] Kitchen Knife, [] Rifle Ammo, [] ++HUNTING RIFLE++

== Costume Storage (OW) ==

The room contains no items. Walk over to the mirror at the northeast corner of the room and touch it to go back to the normal world.

== Costume Storage ==

Scan the room over for items. You'll find a Katana on the right shelf and a Health Drink and [SKETCHES] file on a table with a sewing machine. Exit the room.

```
----- ITEM(S) -----  
[ ] Katana, [ ] Health Drink, [ ] Sketches file  
-----
```

== Third Floor Corridor Outside of Costume Storage ==

Run down the corridor to the west and grab the Ampoule from the far corner at that end. Enter the Orchestra Storage room.

```
----- ITEM(S) -----  
[ ] Ampoule  
-----
```

== Orchestra Storage ==

Find the Iron Weights near the guitar cases then save your game at the save point. Exit the room then enter the corridor to the south next to the catwalks.

```
----- ITEM(S) -----  
[ ] Iron Weights  
-----
```

== Third Floor Corridor Outside Catwalks ==

Two Straight-jackets prowl this hall. Find the Rifle Ammo lying in front of the sealed catwalk door then open the door to the south catwalk.

```
----- ITEM(S) -----  
[ ] Rifle Ammo  
-----
```

== South Catwalk ==

You'll notice that there are four plugs for stage lights and a control switch at the very end of the catwalk. Walk over to each stage light plugs and place the correct light in each of the plugs then throw the switch at the end to turn them on.

```
/-----\  
|                                     |  
|                               STAGE LIGHT PUZZLE                               |  
|-----|  
|  
| -- Hint #1: |  
| |  
| - Examine the Wiring Notes file |  
| - Notice the Watt size of each stage light |  
| - Each stage light plug has a letter (A - D) |  
| |  
| -- Hint #2: |  
| |  
| B has to be half the wattage of D |  
| A + B must not exceed C |  
| Wattage of D must not exceed A |  
| |  
| Therefore, B has to be 125 and D has to be 250. D could not possibly be |
```

```

| 500 since  $D < A$  and  $A + B < C$  and in that case you would only have 125 and |
| 750 left, so those two could not fit accordingly since one or the others |
| would always be greater than the other comparisons ( $D$  or  $A + B$ ). |
|
|=====|
|
| --> SOLUTION |
|
| A = 500 ; B = 125 ; C = 750 ; D = 250 |
\-----/

```

Walk toward the west end of the catwalk and interact with the control switch on the wall then use the arrow key to select and pull the switch in order to activate the stage lights.

Some music will play once they're on that will signify that this building is almost rapped up. Exit this room.

== Third Floor Corridor Outside Catwalks ==

Move south along the corridor and enter the stairs area. Take the stairs downwards and unlock the door to the East Balcony Corridor. Enter the corridor and then enter the East Staircase. Get back to the first floor then reenter the Curtain Control room.

The enemies know where Travis is headed so you will run into a few Straight-jackets and Ariels on the way back to the Curtain Control room.

== Curtain Control ==

Save your game then walk over to the control panel on the side wall and interact with it then raise the curtains for the outside stage. The red light that was on this control panel should now be green if Travis solved the puzzle up above.

The nifty music will give way to the usual silent music once Travis throws the switch. Exit the room and walk out onto the stage.

== Stage (w/ curtain up) ==

A big mirror lies on the wall in the center of the stage. Touching this mirror will take Travis to the Otherworld version of the normal stage. There is nothing to find there and no other rooms to get to from there, so there is no reason in touching it for the moment other than curiosity. The stage has to be decorated a bit in order to make Otherworld more lively on the other side of the mirror.

Find the Shotgun Ammo on the west side of the stage. Walk over to the east and find the switches on the stage controls. Below is an explanation of how the controls work:

--> Stage Scenery Lever Control

```

/-----\
| Scenery | Prop |
|=====|
|   A    |   1   |
|-----|
|   B    |   2   |
|-----|

```

- A2 = Forest Scene with tree prop
- C1 = Library Scene with table prop
- B3 = Cave Scene with Caliban prop (requires "Prop Control Lever" key item)

Switch the appropriate levers to get the Forest scenery (top lever on the left and middle lever on the right) and the middle mirror on the stage will reflect a nightmarish forest scene. Walk over to the big mirror and touch it to enter the Otherworld Forest Stage.

----- ITEM(S) -----
[] Shotgun Ammo

== Otherworld Forest Stage ==

Walk to the end with the tree in the middle - the tree kind of sticks out with all the human remains on it and everything. Grab the ****STAGE OFFICE KEY**** from the hole in the tree. As soon as Travis walks away, something will happen.

Walk back over to the mirror and go back to the normal world.

----- ITEM(S) -----
[] ****STAGE OFFICE KEY****

== Stage ==

Walk back over to the lever controls and pull the levers for the library scenery - bottom lever on the left and top lever on the right. Walk back over to the mirror once it changes to the library scene then touch it to go to the Library Stage of Otherworld.

== Otherworld Library Stage ==

There are tons of items to collect here. Start from the table in the middle and collect the [REPRESSION AND COERCION] file, [AN ID TORN INTO] file, and the [ASTRAL PROJECTION: THE PERFECT ASSASIN?] file. Walk over to the podium behind the back right bookcase and take the Ampoule, two Rifle Ammo pickups, and the [MANIFESTATIONS AND DELUSIONS] file. Touch the mirror once again to return to the normal stage.

----- ITEM(S) -----
[] Repression and Coercion file, [] An Id Torn Into file,
[] Astral Projection: The Perfect Assassin? file,
[] Manifestations and Delusions file, [] Ampoule, [] Rifle Ammo,
[] Rifle Ammo

== Stage ==

Go back through the Curtain Control room and head to far northwest of the Corridor Outside Dressings Rooms then use the Stage Office Key to unlock the Stage Office and open the door. A Carrion will attack in the Corridor Outside Curtain Control and four Ariels will be in the Corridor Outside Dressing Rooms.

== Stage Office ==

An Ariel will walk up and attack right as Travis enter this room. Collect the ****PROP CONTROL LEVER**** on the desk to Travis' right then exit the room and get back to the stage. Ariels and Carrions will attack in the rooms that lead to the Curtain Control - just run by them! Make sure to save your game on the way back through the Curtain Control.

----- ITEM(S) -----
[] ****PROP CONTROL LEVER****

== Stage ==

Walk over to the stage control levers and place the Prop Control Lever on the controls. Pull the middle lever on the left and the bottom lever on the right on the controls to make the cave scenery pop up. Touch the mirror in the middle to enter the Otherworld Cave Stage.

== Otherworld Cave Stage ==

Boss - Caliban

This large monstrosity only has two attacks just like all other bosses fought thus far. It moves with its back hind legs stretched in front of it and you need to pay attention to the position of the hind legs to see when it is about to perform its ground pound attack. Whenever it raises both of its hind legs into the air then move around to its back end or away from its front portion as it pounds the ground with both hind legs. It also has a lunge attack that it will perform after swaying backwards. Make sure to move away from the front of this boss whenever it makes any sudden movements (swaying or raising its hind legs) to avoid some major damage.

Use the Hunting Rifle or any other firearm to attack it from a distance. Always have this boss in site since it can cover great distances thanks to its overall size and lunge attack. Try to fire at it right after running to the side to dodge its lunge attack since it will be stunned for a brief period of time after the lunge attack. As usual, pull up the inventory menu whenever you need to reload.

This boss can be defeated with a melee weapon, though it requires some decent dodging. Hit the boss each time that Travis dodges a lunge attack by attacking its backside then move away as it turns around and dodge the next attack then repeat. I wouldn't advise using Travis' bare fist, but it can be done with enough determination. Weapons such as file cabinets, crates, portable TVs, iron weights, etc. will cause more damage than a standard hammer or meat hook, but they require a bit of charge time to be thrown so make sure that the Caliban is recovering from a lunge before trying.

Once the Caliban is finished, retrieve the ****FALSEHOOD PIECE**** of the Flauros from the red symbol and a cutscene will trigger afterwards.

----- ITEM(S) -----
[] ****FALSEHOOD PIECE****

== Front Lobby ==

The camera angle will show a dead body up ahead. Walk up to the body to find that is it one of those annoying Ariels! What could've killed it - I wonder...?

Take the **MOTEL KEY** from the body of the Ariel and a cutscene will trigger.
Save your game before leaving then exit the Artaud Theater.

----- ITEM(S) -----
[] **MOTEL KEY**

_____ STREETS OF SILENT HILL _____ [WT08]

Objective(s):

- () Enter Andy's Books on the west side of Koontz St.
- () Type in the register combination at the store register then take the Bookstore Key and unlock the back door then exit to the other side of the store
- () Enter the General Store on the south side of Crichton St.
- () Exit out the back side of the General Store
- () Get to the Riverside Motel gate in the west and open the gate to enter

Run over to the Public Records Office a little ways up the street on the south side and enter it.

== Public Records Office ==

The camera will showcase a book on the counter up ahead but there is nothing special there. You'll find quite a few items lying around in this area, so check it over well.

Be sure to collect the [CLOSED CASE] file among some Rifle Ammo from the right counter behind the main counter and find the [ALTERED POLICE REPORT] lying with some Service Pistol Ammo inside the office on the left side of the building. Exit the building once your item collecting is done.

----- ITEM(S) -----
[] Filing Cabinet, [] Rifle Ammo, [] Rifle Ammo, [] Closed Case file,
[] Typewriter, [] Altered Police Report file, [] Service Pistol Ammo,
[] Service Pistol Ammo

_____ STREETS OF SILENT HILL _____

As you've already noticed the usual Straight-jacket and Carrion creatures are still roaming the streets. A new larger Carrion is also among the enemies - these are slow but they are quite damaging with their massive attacks, so be sure to keep your distance. Run from them since they have quite a bit of life. Travis needs to reach Andy's Books on the west side of Koontz St. Be sure to find all the items lying around on the way there.

----- ITEM(S) -----
[] Energy Drink - On the ground by the driver's side of a police car on Wein
[] Baton St.

[] Hammer - Check on the east side of Canyon St. near the police car (east side).

[] Shotgun Ammo - In the alley on the east side of Green Pharmacy
[] Crate

[] Service Pistol Ammo - Lying near the north side of Green Pharmacy close to

the alley

[] Health Drink - Lying on a table on the south side of Cafe Sun.

[] Service Pistol Ammo - On the north side of Cafe Sun close to the tables.

[] Service Pistol Ammo - Follow Wilson St. to the end and check along the east
Energy Drink side.

== Andy's Books ==

Collect the ++ASSAULT RIFLE++ from the stand-up figure of the soldier - is that
Travis I see? There is some Assault Rifle Ammo on the nearby bookstand to the
left of the figure. The door in the back is locked. Pick up the [SHOP NOTE]
from behind the cash register on the counter.

The case register is locked and you need to enter the combination to open it.
After reading the file, you will know that the combination is Andy's Greenfield
Apartment number. If you remember, when we went through the Greenfield
Apartments, there was a mailbox in the front area that was overflowing with
mail and the apartment number on the mailbox was highlighted in a light blue
color upon examining it.

```

/-----\
|                REGISTER CODE PUZZLE                |
|-----|
| |
| -- Hint |
| |
| - Examine the shop note |
| - Recall the number of the post office box that was crammed full of mail |
|   back at the Greenfield Apartments |
| |
|=====|
| |
| --> SOLUTION |
| |
| 2 - 1 - 3 |
\-----/

```

It turns out that the mailbox apartment number is the combination, so interact
with the cash register then enter "213" to make it open. Grab the **BOOKSTORE
KEY** and use it to unlock the back door in this building then exit this
building.

----- ITEM(S) -----
[] ++ASSAULT RIFLE++, [] Assault Rifle Ammo, [] Assault Rifle Ammo,
[] Shop Note file, [] **BOOKSTORE KEY**

_____ STREETS OF SILENT HILL _____

Travis will emerge on the other side of Andy's Books right across the streets
from Alchemilla Hospital. This whole area has new items lying around so be
sure to take a look around. Get to the General Store on the south side of
Crichton St. and enter it.

----- ITEM(S) -----
[] Toolbox - Lying next to the entrance door of Alchemilla Hospital.

- [] Shotgun Ammo - On a dumpster inside the gates of the hospital.
- [] Shotgun Ammo
- [] Health Drink

- [] Health Drink - At the end of the alley on the east side of the Post Office.
- [] Tire Iron

- [] Assault Rifle Ammo - On a bench across the street from the Post Office.
- [] Assault Rifle Ammo

- [] Kitchen Knife - Sticking out of the map display for Silent Hill on the east side of Crichton St.

- [] Rifle Ammo - Across the street from the General Store in a trashcan.
- [] Rifle Ammo

== General Store ==

Check the store over for items because there are quite a few. Pick up the [TILL RECEIPT] from the counter along with the Health Drink then save your game at the save point on the wall across from them. Continue down the corridor after saving then pick up the Broken Pole and exit the store via the back door.

- ITEM(S) -----
- [] Ampoule, [] Service Pistol ammo, [] Service Pistol Ammo,
 - [] Assault Rifle Ammo, [] Toolbox, [] Screwdriver, [] Health Drink,
 - [] Till Receipt file, [] Broken Pole
-

_ STREETS OF SILENT HILL _

Travis must really have his mind on roadkill because these streets are full of Carrions of all sizes. Be VERY CAUTIOUS when you move into a one way alley around a big Carrion because they can easily trap Travis and kill him by ganging up on him. You'll also find a freaking Caliban roaming the streets in some portions. One is in the Scrapyard. The Calibans do not have quite as much life as the Caliban boss in the Theater, but it is still best to run from them.

Your main destination is to get to the front gate of Riverside Motel which is on the west side of Riverside Dr. The gate that you are looking for is a small gate near the circle on the map, not the gate with the padlock and chain on it. Be sure that you want to actually enter the gate once Travis makes his way over to it because a big Carrion will likely trap Travis in the small path and bar his escape. Make sure to check the area over for all available items. Once you enter the Riverside Motel then you are stuck in that area for quite some time without the ability to return to the streets.

- ITEM(S) -----
- [] Energy Drink - On a crate across from the south side of the General Store.

 - [] Health Drink - On the ground down the alley between Midway and Cielo.

 - [] Assault Rifle Ammo - On the northeast side of Allen Storage. The camera angle hides this small piece of street on the east side of Allen Storage.

 - [] Tire Iron - On a crate near the alley to the west of Allen Storage.

- [] Rifle Ammo
- [] Health Drink

- [] Shovel - All in the Scrapyard.
- [] Assault Rifle Ammo
- [] Energy Drink
- [] Target Pistol Ammo

[] Rifle Ammo - Near some dumpsters to the west of the Scrapyard.

- [] Shotgun Ammo - Check in the alley area in between the Scrapyard and Blue
- [] Shotgun Ammo Catfish Diner.

- [] Energy Drink - On the southwest side of the building to the west of
- [] Health Drink Allen Storage.
- [] Assault Rifle Ammo

- [] Crate - Move to the south along Riverside Dr. and stay on the
- [] Target Pistol Ammo and stay on the east end to find a secret alley
- outside the map near Blue Catfish Diner with these
- items.

_____ _ RIVERSIDE MOTEL _ _____ [WT09]

Objective(s):

- () Collect the Motel Map in the Reception area
- () Take the Room 306 Key in the Reception area
- () Find the stairway outside the Reception and follow the second floor to the staircase on the other side
- () Unlock and enter Room 306 then touch the mirror in the bathroom to go to Otherworld
 - () Enter Room 503 (OW) then touch the mirror in the bathroom to return to the normal world
- () Go through the Maintenance Room and enter the Maintenance Corridor then pick up the Manager's Office Key at the end of the Maintenance Corridor
- () Return to the Reception and unlock the Manager's Office then enter it and exit to the other side of the motel behind the Manager's Office
- () Enter the kitchen and defeat the boss inside.
- () Walk into the Game Room and pick up the Token
- () Use the Token on the washing machine with the red light in the Laundro-mat and solve the Laundry Puzzle
- () Pick up the Cleopatra Key from the washing machine
- () Unlock the Cleopatra Room door and enter the room then jump into the hole in the bathroom
- () Touch the mirror in the bathroom of the Rose Suite to go to Otherworld
 - () Exit the Rose Suite (OW) and pick up the Jeweled Heart from the middle of the pool in the Heated Pool Area (OW)
 - () Walk into the Diner (OW) and pick up the Ornamental Dagger
 - () Use the Ornamental Dagger on the door to the Nero Room (OW) to unlock it then enter
 - () Jump into the hole in the bathroom of the Nero Room (OW) to fall into the King Suite
 - () Walk through the hole in the wall of the King Suite (OW) and walk into the Maintenance Room (OW) at the end of the corridor then return to Room 503 (OW)
 - () Touch the mirror in the bathroom of Room 503 (OW) to return to the normal world

- () Return to the Maintenance Room and use the Jeweled Heart on the wise lying on the counter inside
- () Go back to the Reception and solve the Rotary Calendar Puzzle
- () Use the Wedding Ring on the small circle after solving the Rotary Calendar Puzzle to make the Room 500 Key appear then collect it from the key rack
- () Return to Otherworld via the mirror in the bathroom of Room 503
 - () Return to the front of Room 500 (OW) then unlock the door and go to the next room inside
 - () Defeat the boss in Room 500 (OW) and collect the Truth Piece of the Flauros
- () Get to the Storage Box Room and collect the Present Piece of the Flauros
- () Solve the Flauros Puzzle
- () Exit the Basement of Alchemilla Hospital then exit the hospital via the exit door next to the save point

== Employee Parking ==

Find the save point on the brick gate wall to the left and save your game then enter the motel reception area by unlocking the door up the ramp and opening it.

== Reception ==

A cutscene will play as Travis enters this area. Travis will start at the front counter once the cutscene is over. Walk forward and collect the [GUEST REGISTER] file. It seems that Mr. Grady checked into room 500, so all we have to do is get to room 500 to complete the whole motel area.

Sounds so easy, yet remember all the trouble that James went through in Silent Hill 2 to get to Mary's room - well, Travis has to go through the same amount of torture.

Walk over to the left of the deer trophy on the left wall and collect the [MOTEL MAP]. Move around the side of the front counter and take the **ROOM 306 KEY** from the key rack on the wall behind the counter. You can walk over to the Rotary Calendar at the other end of the front counter, but we still need to get the date for it...

And I'm not going to spoil it for you. If you want it then find it yourself later in the walkthrough.

The Manager Office to the north in this room is locked, so exit the room by stepping out into the area to the west of the Reception room.

- - - - - ITEM(S) - - - - -
 [] Motel Map, [] Guest Register file, [] **ROOM 306 KEY**
 - - - - -

== Area Outside of Reception ==

Every other gate is locked, so open the gate to the south and ignore the staircase for right now.

== Area Outside Rooms 300 - 304 and 206 - 209 ==

Find the crate at the south end by the dumpster. Enter Rooms 209 and 302 and grab the items inside of them then leave each room.

- - - - - ITEM(S) - - - - -

[] Crate

== Room 209 ==

Prepare to beat down the Straight-jacket in the bathroom then take the Rifle Ammo from the sink counter.

----- ITEM(S) -----
[] Rifle Ammo

== Room 302 ==

Someone has a shoe fetish! Pick up the Light Stand to the right of the bed - these type of items blend in well with the background.

Leave the room after collecting the item and go back to the Area Outside the Reception. Find the staircase next to the gates that you walk through to reenter that area then climb the stairs to the second floor.

----- ITEM(S) -----
[] Light Stand

== Second Floor Area Outside Rooms 310 - 314 and 315 - 319 ==

Straight-jackets roam this floor, so be sure to listen for them. Run to the southwest end and pick up the Health Drink lying on the vent. Enter Room 312 on your way back and collect the items in there.

----- ITEM(S) -----
[] Health Drink

== Room 312 ==

Defeat the Straight-jacket then grab the ammo on the shelf next to the TV. Leave this room and go to room 316.

----- ITEM(S) -----
[] Shotgun Ammo, [] Shotgun Ammo

== Room 316 ==

Pick up the Light Stand next to the bed (near the entrance) with the wedding clothes then exit the room. Find the stairs on the southeast end and move down them.

----- ITEM(S) -----
[] Light Stand

== Area Outside of Rooms 305 - 309 ==

The camera angle will showcase a Carrion in the back of Travis as he appears in this area. There is also a Caliban up ahead. Unlock the gates to the Employee Parking area and the Area Outside Reception for later use. You may want to save your game in the Employee Parking area. Enter Room 308 and be sure to

have your flashlight off when you enter!

== Room 308 ==

Dear god, is that a couple having ssss...say, that's a monster isn't it!? This is the appropriately named Twoback monster that will appear quite often in the motel area. Use a Shotgun to take them down in two hits. Collect the Shotgun Ammo from the restroom then leave. Unlock the door to Room 306 and enter the room.

- - - - - ITEM(S) - - - - -
[] Shotgun Ammo
- - - - -

== Room 306 ==

Walk into the bathroom and touch the mirror to go to Otherworld.

== Room 306 (OW) ==

Before leaving, pick up the ["TO MY BELOVED WIFE"] file from the wall by the door.

- - - - - ITEM(S) - - - - -
[] "To my beloved wife" file
- - - - -

== Area Outside of Rooms 305 - 309 (OW) ==

A few Straight-jackets are lurking about out here. Enter Room 309.

== Room 309 (OW) ==

A Straight-jacket will attack from the side. Take the Spear from the bed frame and the Health Drink in the toilet of the bathroom then exit. The only other door that isn't locked is the door that leads to the Area Outside Reception, so head there.

- - - - - ITEM(S) - - - - -
[] Spear, [] Health Drink
- - - - -

== Area Outside Reception (OW) ==

Two Carrions are moving around this area, so try to run by them and open the door to the Area Outside Rooms 206 - 209 and 300 - 304.

- - - - - ITEM(S) - - - - -
[] Shotgun Ammo, [] Shotgun Ammo
- - - - -

== Area Outside Rooms 206 - 209 and 300 - 304 ==

Look out for the two Carrions and find the Pitchfork lying against a block in the middle of this area - it blends in well. Open the door to Room 301.

- - - - - ITEM(S) - - - - -
[] Pitchfork
- - - - -

== Room 301 (OW) ==

Defeat the Straight-jacket then collect the First Aid Kit from the lid of the toilet in the bathroom. Leave and go to Room 209.

- - - - - ITEM(S) - - - - -
[] First Aid Kit
- - - - -

== Room 209 (OW) ==

Collect the Spear that sticks out of the toilet in the bathroom then leave.

- - - - - ITEM(S) - - - - -
[] Spear
- - - - -

== Area Outside Rooms 206 - 209 and 300 - 304 ==

While back outside, run to the south. There is no door separating the rest of the motel from Rooms 500 - 504 so head around the corner in the south. Defeat or run by the Twoback and open the door to Room 503.

Room 500 is locked and the Maintenance Room is locked from the other side.

== Room 503 (OW) ==

Find the mirror in the bathroom and touch it to return to the normal world.

== Room 503 ==

Let's see, we're not still in Otherworld right? Yeah, this room is kind of crazed. Be sure to look over it and scan the drawings on the wall to get a pretty good idea of the occupant of this room.

Pick up the [NOTE ON THE RITUAL] on the desk by the clock and TV. Exit the room.

- - - - - ITEM(S) - - - - -
[] Note on the Ritual file
- - - - -

== Area Outside Rooms 500 - 504 ==

Watch for the Caliban out here. Room 502 has a moon design on it and can only be unlocked by collecting the Room 502 Key available along the streets at the beginning of a replay game started from Clear Data - see the Extras section for more info. Unlocking that door will automatically give you a special ending and end the game right then.

If you want to save your game then open the gate to the alley behind the Staff Accomodation and fight through the two Twobacks then unlock the gate on the east side to emerge in the Area Outside of Rooms 305 - 309, then you can get to the Employee Parking area from there to save your game. Go ahead and kill the Twobacks in the alley behind the Staff Accomodation since Travis will be using that alley quite a bit.

Room 500 has some police tape over it and the lock is broken. It cannot be opened at all in this world. Collect the Shovel from next to the Maintenance Room then open the door to the Maintenance Room.

- - - - - ITEM(S) - - - - -
[] Shovel

== Maintenance Room ==

Defeat the Straight-jacket off to Travis' right after stepping into the room. Search the area over for items and pick up the [JANITOR'S NOTE] on the counter next to the Redeemer Ammo and Health Drink. A vice is further back on the counter but it cannot be used at this moment for anything. Look along the northeast wall to find an opening in the wall that leads to the Maintenance Corridor.

- - - - - ITEM(S) - - - - -
[] Toolbox, [] Redeemer Ammo, [] Health Drink, [] Janitor's Note file

== Maintenance Corridor ==

Walk down the corridor and look through the peepholes to see into the rooms along the sides of the corridor. Be sure to peep into Rooms 500, 503, and the Rose Suite for some extra story/pleasure noises?/sightings. In Room 500, notice how the 12th day is circled in red on the calendar - this has some significance for something later.

While peeping into the Rose Suite, notice the syringes lying on a table and the red jacket hung on the right side of the wall, and of course, the sounds of sexual favor - this will all be explained later. Room 503's feature may only be seen the first time upon peeping - look to the left on the others side of the door. Don't worry, nothing will pop out and scare you... or will it?

About midway down the corridor pick up the Broken Pole on the right wall next to the wooden object. Follow the corridor to the very end and pick up the ["SHOTGUN" PHOTO] and the **MANAGER'S OFFICE KEY** from the table at the end.

Move back down the corridor and go back outside then return to the Reception at the front of the motel and unlock the Manager's Office then open the door. You'll have to go through the back alley behind the Staff Accomodation in order to get back to the Reception.

- - - - - ITEM(S) - - - - -
[] Broken Pole, [] **MANAGER'S OFFICE KEY**, [] "Shotgun" photo file

== Manager's Office ==

A Twoback is in this room, so be prepared. Pick up the [DUTY LOG] from the desk along with the Assault Rifle Ammo. Open the back door of the Manager's Office to exit out into the Area Outside Rooms 105 - 108.

- - - - - ITEM(S) - - - - -
[] Filing Cabinet, [] Assault Rifle Ammo, [] Duty Log file

== Area Outside Rooms 105 - 108 ==

Unlock the door that leads to the Area Outside Reception in order to get to that area quicker from now on. Take the Tire Iron from off the trunk of the car and watch for the Caliban next to the car. A Jagged Wood piece is in the

far west by some trash bags near a Straight-jacket enemy.

----- ITEM(S) -----
[] Tire Iron, [] Jagged Wood

== Room 108 ==

Be ready for the Twoback enemy that will attack upon entering. Pick up the ++REEDERMER++ and Redeemer Ammo from the gun case on the left table. It seems the occupant of this room was a rebel... or maybe he went to the University of Mississippi (Ole Miss) like yours truly. Scan the room over for the rest of the items then leave and enter Room 106.

----- ITEM(S) -----
[] Redeemer Ammo, [] ++REDEEMER++, [] Assault Rifle Ammo, [] Health Drink,
[] Crate

== Room 106 ==

Another Twoback is in here. They just love stabbing those Kitchen Knives into inanimate objects in this game, don't they? Some Rifle Ammo is near the window. Grab the items from the room then leave.

----- ITEM(S) -----
[] Kitchen Knife, [] Rifle Ammo, [] Rifle Ammo

== Area Outside Rooms 105 - 108 ==

The door to the Laundry (Laundro-mat) is locked from the other side, but the Kitchen is open. Make sure that you go back to the Employee Parking area and save your game before entering the Kitchen if it has been a while since you last saved!

On the far side of this area, Travis will come upon another victim of the Butcher. Notice how the blood trail leads to the Kitchen. Enter the Kitchen when you're ready.

== Kitchen ==

A cutscene will play upon entering - a very gory and demented cutscene... Someone needs a hug.

Boss - The Butcher

The Butcher is quite a deadly foe if he manages to catch Travis. All of his attacks are close range, so it is easy to defeat this boss by simply circling the middle counter in the room while only stopping to shoot him while he is at a distance.

He will try to slash Travis with his big cleaver from up close for some big damage or he may grab Travis. If he grabs Travis, you MUST tap the on-screen button icons that appear or possibly face death. Miss the second button press and The Butcher will instantly kill Travis with a cleaver impale no matter how much health Travis currently has.

Long story short, stay at a distance from The Butcher and fire at him with a powerful weapon (rifle, assault rifle, shotgun, redeemer). Make sure that a

structure is not in the way while firing at him and don't stop to hit him for too long or he will catch up rather quickly.

In a way, it's a little bit of a downer how easy he is since his presence has been one of much violence and mystery ever since his first encounter. It seems as if we have tracked him for quite a while throughout the game and now it ends with this one simple fight. Hmph!

Take the Meat Cleaver and Meat Gaff from the sides of the room after defeating The Butcher. The Meat Gaff is actually a very rare item that can only be found in this room and one other area later in the game. Exit the room by stepping into the Diner next door.

```
----- ITEM(S) -----  
[ ] Meat Gaff, [ ] Meat Cleaver  
-----
```

== Diner ==

Collect the ["TO MY ABSENT WIFE"] file from the table near the jukebox. Save your game then leave the Diner by stepping out the east door.

```
----- ITEM(S) -----  
[ ] "To my absent wife" file  
-----
```

== Hearted Pool Area ==

The heart-shaped object in the middle of the pool cannot be collected in this world. Enter the Game Room in the south.

== Game Room ==

There is a row of Pool Cues still on the holder to the side of the door and another cue on the pool table. Walk over to the lit up pinball machine on the far side and grab the **TOKEN**. Exit the Game Room and enter Room 102.

```
----- ITEM(S) -----  
[ ] Pool Cue, [ ] Pool Cue, [ ] Pool Cue, [ ] Pool Cue, [ ] Pool Cue,  
[ ] **TOKEN**  
-----
```

== Room 102 ==

Be ready to attack the Twoback as soon as you enter this room. Collect the Light Stand near the door and the Rifle Ammo on the bed then leave.

Room 201 contains a Straight-jacket enemy and no items. Only Room 111 can be opened on the top floor and it doesn't contain anything. The Rose Suite is locked and the rest of the doors are jammed.

Enter the Laundry room (Laundro-mat) in the north.

```
----- ITEM(S) -----  
[ ] Rifle Ammo, [ ] Rifle Ammo, [ ] Light Stand  
-----
```

== Laundry ==

There is a Health Drink on the far chair to the right by the door that Travis

enters from. Unlock the door at the other end of this room for easy access to the outside area on the other side. Pick up the [WASHING MACHINE GUIDE] from the ironing board in the middle of the room.

Examine the Washing Machine with the red light. There is a metal object inside of the washing machine, but it must first go through a certain cycle before the machine will open. To start things off, use the Token on the washing machine.

```

/-----\
|                                     |
|                               WASHING MACHINE PUZZLE                               |
|-----|
|                                     |
| -- Hint                                     |
|                                     |
| - Look at the Janitor's Note               |
| - Look at the Washing Machine Guide       |
|                                     |
|=====|
|                                     |
| --> SOLUTION                             |
|                                     |
| Use the token on the machine and use the button on the laundry machine to      |
| make it go through the following cycles:  |
|                                     |
|           Low Spin      -      60 Wash      -      Drain      -      Pre-rinse      |
|                                     |
|           /-----\      /\_/\_/\_/\_/\      | \ \ \ | |      |-----|      | | | | |
|           /         \      \         /      /   | / / / | |      | / \ |      |
|           |   o   | - \   oo   / - | \ \ \ | | - | | o | |      |
|           \         /      \         /      | / / / v | |      | <__ / |
|           \-----/      \-----/      |-----|      |-----|
|                                     |
| Lift up on the button and place it on the symbols above then allow it to      |
| complete each task before moving on to the next.                               |
|                                     |
| (View the "Washing Machine Guide" to see the proper icon for each cycle or     |
| you can go by my horrible diagram above... your choice)                       |
\-----/

```

Once the washing machine has gone through the correct cycle, the door will open and Travis can collect the **CLEOPATRA KEY** from inside. Leave this room and go back to the Hearted Pool Area. Go up the stairs up the stairs in the south of the pool area. Unlock the Cleopatra Room with the key and open the door.

```

- - - - - ITEM(S) - - - - -
[ ] Health Drink, [ ] Washing Machine Guide file, [ ] **CLEOPATRA KEY**
- - - - -

```

== Cleopatra Room ==

Search the front room over for items then grab the ["SNAKEBITE" PHOTO] in the bedroom. Enter the bathroom and jump through the hole in the tub to reach the floor below.

```

- - - - - ITEM(S) - - - - -
[ ] Portable TV, [ ] Rifle Ammo, [ ] "Snakebite" photo file
- - - - -

```

== Rose Suite ==

A cutscene will play as soon as Travis falls into this room.

Once the cutscene is over, pick up the items in the front room including the [TELEGRAM] file. Walk against the camera angle to see the Typewriter on a cabinet.

The front door is locked. Return to the bathroom and touch the mirror inside to go to Otherworld.

- - - - - ITEM(S) - - - - -
[] Shotgun Ammo, [] Telegram file, [] Typewriter
- - - - -

== Rose Suite (OW) ==

There is a Twoback right outside the bathroom so prepare yourself. It may actually enter the bathroom with Travis.

Pick up the ["OVERDOSE" PHOTO] attached to the wall of the front room then exit the room through the front door.

- - - - - ITEM(S) - - - - -
[] "Overdose" photo file
- - - - -

== Hearted Pool Area (OW) ==

There is some Rifle Ammo in the northeast. Be sure to walk to the northeast side of the heart-shaped pool and then walk into the pool and pick up the **JEWELLED HEART**. Room 102 is open but it doesn't contain anything.

Enter the Diner.

- - - - - ITEM(S) - - - - -
[] **JEWELLED HEART**, [] Rifle Ammo, [] Rifle Ammo
- - - - -

== Diner (OW) ==

Take the **ORNAMENTAL DAGGER** out of the, uh... the... hanging flesh thing and then exit the room. Use one of the staircases to go up to the second floor of the outside pool area.

- - - - - ITEM(S) - - - - -
[] **ORNAMENTAL DAGGER**
- - - - -

== Second Floor Hearted Pool Area (OW) ==

Both Rooms 112 and 212 can be entered but there is nothing inside of them. Walk over to the entrance of the Nero Room. The door has a slit in the middle of it. Place the Ornamental Dagger on the door to unlock it then enter the Nero Room.

== Nero Room (OW) ==

There is some Shotgun Ammo in the corner to Travis' left upon entering. Collect the ["STABBING" PHOTO] from the pipe on the wall of the second room then find the corridor up ahead and walk around the corner.

Collect the Meat Cleaver in the bathroom then jump into the hole to reach the room below.

- - - - - ITEM(S) - - - - -
[] Shotgun Ammo, [] "Stabbing" photo file, [] Meat Cleaver
- - - - -

== King Suite (OW) ==

Exit the bathroom and move to Travis' right on the outside to find a First Aid Kit. Walk back the other way and move through the opening in the wall - you'll have to interact with it.

- - - - - ITEM(S) - - - - -
[] First Aid Kit
- - - - -

== Maintenance Corridor (OW) ==

Turn to Travis' left and run to the end then pick up the ["BROKEN HEART" PHOTO] from the table at the end of the corridor. While walking away, pick up the nearly invisible Spear by the left metal piece on the wall - watch for Travis to look over at it.

Leave this area by moving all the way down the corridor and entering the Maintenance Room (OW) at the end. There is a door at the end of the corridor this time.

- - - - - ITEM(S) - - - - -
[] Spear, [] "Broken Heart" photo file
- - - - -

== Maintenance Room (OW) ==

Grab the ["TO A GHOST"] file from the floor as Travis rounds the corner and exit the room from the other side. You'll have to unlock the door.

- - - - - ITEM(S) - - - - -
[] "To a ghost" file
- - - - -

== Area Outside of Rooms 206 - 209 and 300 - 304 (and 500 - 504) (OW) ==

Walk into Room 503.

== Room 503 (OW) ==

Touch the mirror in the bathroom to go back to the normal world.

== Room 503 ==

Exit the room.

== Area Outside of Rooms 500 - 504 ==

A Caliban will be out here whether you killed the other earlier or not. Enter the Maintenance Room.

== Maintenance Room ==

Walk over to the vice and use the Jeweled Heart on it. The vice will break open the Jeweled Heart and a **WEDDING RING** will fall out onto the counter. Pick up the ring.

Travis will mention that he sees something engraved on the inside portion of the ring. Examine the inside of the ring to see a message inside.

To my June bride.

Love Forever,

Richard

Now you have or have seen all the clues that will allow you to solve the Rotary Calendar puzzle.

Return all the way back to the Reception room now... all the way back to the beginning of the motel.

== Reception ==

```
/-----\
|               ROTARY CALENDAR PUZZLE               |
|-----|
| |
| -- Hint #1 |
| |
| - Examine the Wedding Ring key item |
| - Look through the peephole in the Maintenance Corridor to see into Room |
|   500 |
| - Examine Travis' Lucky Coin item in the inventory menu (he starts the game |
|   with this in his inventory) |
| |
| |
| -- Hint #2 |
| |
| Each item/location has a number/word that stands for a date, month, and |
| year. |
| |
|=====|
| |
| --> SOLUTION |
| |
| Wedding Ring - June = 6 |
| Peephole - circled calendar date = 12 |
| Lucky Coin - etching on front = 61 |
| |
| Enter the following date into the rotary calendar: 6/12/1961 |
| |
|-----|
```

Once the correct date is entered, a slot with a circular depression will move out from the bottom of the Rotary Calendar. Use the Wedding Ring on the slot while standing in front of the Rotary Calendar.

Once the Wedding Ring has been placed, a sound will occur behind Travis. Walk over to the key rack and pick up the **ROOM 500 KEY** from the key rack. Exit this area and return back to Room 503 then touch the mirror to return to Otherworld.

[] **ROOM 500 KEY**

== Room 503 (OW) ==

Exit the room. A cutscene will play once Travis steps outside.

Travis will be right in front of Room 500 (OW) directly after the cutscene. Unlock the door and enter Room 500 (OW).

== Room 500 (OW) ==

Save your game at the save point on the left wall.

Walk down the stairs and open the door to enter the next portion of Room 500.

Boss - Memory of Richard Grady

Holy god! Quite a site isn't he?

It can be kind of difficult to dodge this boss' attacks thanks to the tentacles that will drop from the ceiling. Watch for the boss to lower its head to know when the tentacles are about to drop. Two tentacles will drop and follow Travis. They will try to grab and choke Travis. Tap the X button while they choke Travis in order to break free. This attack will set you up for getting hit by the main boss' attacks at times. The tentacles will always fall right next to Travis, so you have to anticipate them being there in order to avoid them.

The tentacles can be avoided by circling the room. While the bosses tentacles are dangling from the ceiling, the boss will not perform any attacks, so you can run right against him without having to worry about receiving damage. He will only perform an attack after the tentacles have grabbed Travis if he does one at all while the tentacles are there.

The boss has two main attacks besides the tentacles. He will either spray blood from his mouth or lash out with his mouth and bite Travis. Stay away from him to avoid the bite (he cannot hit Travis from the side of the room that Travis starts on) and move to the side to avoid the blood spray attack. You'll have to stay moving the entire time if you want to avoid this boss' attacks.

The attacks can be quite a pain to dodge, so make sure to use healing items often and defeat him fast! Use the redeemer, rifle, assault rifle, or shotgun and keep firing at the middle portion of the boss until he is defeated. Whenever the tentacles stretch downward, make circles around the room until the tentacles move back up into the wall.

The best time to hit this boss is when he recovers from his blood spray attack or while he attempts to bite Travis while Travis is at a distance - make sure to attack with a firearm. If you decide to use a melee weapon then prepare to get hit quite a bunch since Travis will be close enough to where the boss can hit him with a bite attack and he will most likely get hit by the blood spray very easily.

The limited amount of room is what really weakens any type of strategy that you might have for avoiding his attacks. The tentacles are the main problem since they will almost always eventually catch Travis.

Pick up the **TRUTH PIECE** of the Flauros from the red circle after defeating

Present Flauros Piece

Flauros Piece 1 - Flauros Piece 2 - Flauros Piece 3 - Flauros Piece 4

Step-by-step directions:

- 1) From the start, select PIECE 3 and rotate it twice with the [] button.
- 2) Press R1 to rotate the middle Flauros.
- 3) Select PIECE 1 and rotate it twice with the [] button.
- 4) Press R1 to rotate the middle Flauros.
- 5) Select PIECE 2 and rotate it twice with the [] button.
- 6) Press R1 to rotate the middle Flauros.
- 7) Select PIECE 4 and rotate it once to complete the Flauros.

Once the Flauros piece is complete a cutscene will trigger.

After the cutscene, exit the room via the door to the side of where the Present Piece of the Flauros was located.

----- ITEM(S) -----
[] Ampoule, [] Assault Rifle Ammo, [] Wrench, [] **PRESENT PIECE**

== Basement Corridor ==

Walk around the corner to the right and find the door with the "Stairs" sign to the right of it then open that door.

== Basement Staircase ==

Climb the stairs and open the door at the top.

== East Corridor ==

Pull up your map to see where you are now.

Walk to the south and open the door at the far end of the corridor to exit Alchemilla Hospital. Be sure to save your game at the save point triangle on the right column before stepping outside.

STREETS OF SILENT HILL

A cutscene will play as Travis steps out of the hospital.

_____ OTHERWORLD STREETS OF SILENT HILL _____ [WT10]

Objective(s):

- () Pick up the Child's map at the beginning of the streets (on a wall)
- () Follow the path labeled on the map and enter the doorway at the end

- () Crawl through the tunnel inside of the room that Travis enters
 - () Enter the path across from the save point collage
 - () Defeat the final boss
-

Collect the items down the side of the street to Travis' right then move down the other side of the street. Be sure to collect the [CHILD'S MAP] on the wall right before the turn to the left. This map will basically guide you through the streets. Open it up to see a path drawn out that labels where you should go. Ironically, "GO HERE" is displayed at the main destination of these streets.

There's not really too much I can say except follow the map. Start on Canneon then keep heading north on Simons. You'll come across plenty of enemies. If you are confident on your current ammo then go ahead and shoot anything that gets in your way. Don't let the big Carrion, Calibans, and Twobacks corner you because they can easily do so.

The turn located at the intersection of Simons and Sagan is a little confusing since it curves to the right then quickly turns back to the left. There is also a set of pipes forming a bridge that Travis will have to cross further up the path.

Run toward the doorway at the very end and move inside the opening.

- - - - - ITEM(S) - - - - -

- [] Ampoule - From the starting point, turn right and these will be by the
- [] Shovel barrel at the end of that side.

- [] Child's Map - Continue on the main path and this will be on a wall as the path turns to the left.

- [] Redeemer Ammo - Follow Koonts all the way to the west to find these at the
- [] Redeemer Ammo end.
- [] First Aid Kit
- [] Meat Gaff

- [] Assault Rifle Ammo - Follow Koonts to the east to find these near the main
- [] Assault Rifle Ammo path.

- [] Pitchfork - This will be near a tree stump on the left side of the main path on Simons.

- [] Assault Rifle Ammo - Near a tree on the west side of Sagan.
- [] Assault Rifle Ammo

- [] Broken Pole - In a baby carriage near the tree on the west side of Sagan.

- [] Energy Drink - Along the main path behind some barbed wire on the
- [] Assault Rifle Ammo east side of Sagan.

- [] Redeemer Ammo - Once you run into a Caliban on Simons along the main path,
- [] Redeemer Ammo look for a tree to the right to find these around it.
- [] Spear

- [] Tire Iron - Right before getting to the "Go Here" destination of the
- [] Health Drink map, these will be lying in a window to the north.

- - - - -

== Stairs (OW) ==

Run down the stairs and open the door.

== Room with Hole in Wall (OW) ==

Pick up the [YELLOWED PAGE] from the cabinet as you move into the room. Look for the hole in the far wall and interact with it then enter it.

```
- - - - - ITEM(S) - - - - -  
[ ] Yellowed Page file  
- - - - -
```

== Tunnel (OW) ==

Hold the analog to the left and don't let go. If you do let go, then you will die - kidding!

Travis will eventually crawl into another room.

== Cult Anteroom (OW) ==

Save your game at the... save points...? If you have played Silent Hill 2 then you will recognize that reference of save points on the wall.

Move forward along the corridor up ahead and exit the room. A cutscene will play that will lead into the final battle.

Final Boss - Samael

For the most part, it is wise to stay at a distance from Samael during this battle since he will try to punch Travis with an overhead blow from close range. He has two long distance attacks - a fire beam, where he will open his chest and shoot a flame straight in Travis' current direction. He also has fireballs that he will shoot up into the air and allow them to rain down all around the area.

Move to the side to avoid the fire beam when you see Samael charging - his back appendages will start to move when he is about to perform this move. To dodge the fireballs, watch for the glowing spaces on the ground after Samael has shot the fireballs into the air and move away from those glowing spaces - this can be easier said than done however since there can be quite a few of them at times.

Take out your most powerful weapon - preferably the assault rifle or redeemer and shoot him whenever he is not attacking. Any gun will do really. Run whenever he attacks then stop and shoot him from a distance when he stands there doing nothing. Reload from the inventory as usual.

This boss can be defeated with melee attacks as well. A knife or small type of melee weapon that allows Travis to move while attacking really works well from close range. Move around Samael and stab him with a Kitchen Knife, Scalpel, Katana, etc. Samael will attempt to hit Travis with an overhead swing, but if you keep circling him then he will miss. The only time you should back off is when he attempts to perform a long range attack.

Use all of your health items if needed. Don't conserve anything, this is it!

The ending cutscenes will play once Samael has been defeated. After beating it the first time, you will always gain the Good Ending. See the Extras section for info on how to gain the other two endings.

() Return to Otherworld via the Women's Restroom and enter the combination into the box in Room 204 (OW) to collect the Plastic Heart

--> The code is: 312319

() Return to the normal world then go back to the Exam Room with all five plastic organs and place them all in the plastic figure

--> Place the organs inside of the plastic figure's chest in this order:

Intestines - Stomach - Liver - Heart - Lungs

- () Collect the Glass Eyes from the plastic figure after placing the organs
- () Return to Otherworld via the Women's Restroom and place the glass eyes on the door with the mask in the West Corridor (OW) to unlock it
 - () Enter the Exam Room (OW) then open the door to the Doctor's Office (OW)
 - () Defeat the boss and collect the Future Piece of the Flauros
- () Exit Alchemilla Hospital through the exit in the First Floor East Corridor

STREETS OF SILENT HILL

Objective(s):

- () Locate the front of the Butcher Shop in the south and enter it
- () Make your way through the Butcher Shop and exit via the back door
- () Work your way to the Cedar Grove Sanitarium in the east and enter the building

CEDAR GROVE SANITARIUM

Objective(s):

- () Collect the Sanitarium Map in the East Solarium
 - () Climb the East Staircase and enter the TB Ward then solve the Iron Lung puzzle to collect the Basement Key
- > Press the following on the Iron Lung Machine: 1 - 1 - 3 - 3 - 5 - 5
- () Unlock the door to the Basement at the bottom of the East Staircase
 - () Move through the basement and enter the Northeast Staircase then go to the second floor Female Hydrotherapy and drain the hot tub
 - () Use the mirror in the Female Treatment Room to go to Otherworld
 - () Enter the Northeast Staircase (OW) then move down to the second floor and use the mirror in the Women's Restroom (OW) to return to the normal world
 - () Flush the toilet in the open stall of the Women's Restroom
 - () Enter Female Dorm 5 and pick up the Patient Belongings Key
 - () Return to the First Floor Middle Lobby and unlock the Patient Belongings room with the Patient Belongings Key
 - () Touch the mirror in the Patient Belongings room to go to Otherworld
 - () Enter the East Staircase (OW) and go down to the Basement then enter the East Pipe Room (OW) and collect the Interview Archives Key
 - () Find the East Storage Room (OW) in the Basement then touch the mirror to go back to the normal world
 - () Return to the Second Floor Middle Lobby and unlock the Archives room
 - () Touch the mirror in the Archives to go to Otherworld
 - () Enter the West Staircase (OW) and venture into the Basement
 - () Take the Basement corridors to the Northwest Staircase (OW) then enter the Infirmary (OW)
 - () Solve the Pill Puzzle in the Infirmary (OW) to gain Dr. Harris' Key

--> Green - Blue - Blue - Red - Yellow

- () Go back through the corridors in the Basement then enter the West Storage Room (OW) and touch the mirror to go back to the normal world
- () Climb the West Staircase and return to the First Floor Middle Lobby then unlock the door to the Doctor's Office
- () Collect the Jocasta Artifact from the desk in the Doctor's Office
- () Return to the Women's Restroom on the first floor and use the mirror to return to Otherworld
 - () Walk out into the First Floor Corridor Outside Northeast Staircase (OW) and place the Jocasta Artifact on the door that leads to the Female Seclusion (OW)
 - () Fight the boss in Room 5 of the Female Seclusion then collect the Past Piece of the Flauros
- () Walk to the front of the lobby near the entrance to the Sanitarium and pick up the Theater Ticket on the table
- () Exit the Sanitarium

_ STREETS OF SILENT HILL _

Objective(s):

- () Pick up the Lumber Yard Key from the trunk of the car outside the Sanitarium
- () Return to the Butcher Shop and walk through it to return to the west end of the streets
- () Find the Lumber Yard on the map then use the Lumber Yard Key to unlock the entrance then enter the Lumber Yard
- () Go through the Lumber Yard and exit out to the east streets of Silent Hill
- () Find the blood trail near the Greenfield Apartments and follow it to the stairs then go up the stairs and unlock the door to the apartments then enter them
- () Find the hole in the upstairs room and leap through it then exit the Greenfield Apartments
- () Run over to the Artaud Theater entrance and use the Theater Ticket at the box office to unlock the entrance door then enter the theater

_ ARTAUD THEATER _

Objective(s):

- () Pick up the map on the bench in the Lobby
- () Enter the Director's Office and collect the Sun Totem
- () In the Men's Dressing Room, touch the mirror to go to Otherworld
 - () In the Director's Office (OW), collect the Balcony Corridor Key
 - () Go back to the normal world via the mirror in the Men's Dressing Room (OW)
- () Return to the Lobby and climb the stairs to the second floor then use the Balcony Corridor Key to unlock the door to the Balcony Corridor
- () Enter the Lighting Box and collect the 125W Light Bulb, 250W Light Bulb, 500W Light Bulb, and 750W Light Bulb
- () In the East Corridor Next to Lobby, pick up the Moon Totem
- () Return to the Men's Dressing Room and touch the mirror once again to go to Otherworld
 - () Go to the East Balcony Corridor (OW) on the second floor and place the Sun Totem and Moon Totem on the sidewalls beside the door to unlock the door to the staircase leading to the third floor

--> Moon Totem on left and Sun Totem on right

- () Enter the Costume Storage (OW) and touch the mirror to return to the normal world
- () Place the stage lights on the correct plugs on the South Catwalk then throw the switch on the control panel in that room to turn on the stage lights

--> A = 500 ; B = 125 ; C = 750 ; D = 250

- () Return to the Curtain Control and pull the switch on the control panel to raise the outside curtain

```

/-----\
| Scenery | Prop  |
|=====|
|   A    |   1   |
|-----|
|   B    |   2   |
|-----|
|   C    |   3   |
\-----/

```

A2 = Forest Scene with tree prop
C1 = Library Scene with table prop
B3 = Cave Scene with Caliban prop (requires "Prop Control Lever" key item)

- () On the stage, pull the switches to make the forest scenery appear then touch the big mirror to go to the Otherworld Forest Stage
 - () Pick up the Stage Office Key from the middle tree on the Otherworld Forest Stage then go back to the normal world stage
- () Unlock then enter the Stage Office and collect the Stage Prop Lever
- () Use the Stage Prop Lever on the stage control panel then pull the correct levers to make the Cave Scenery appear
- () Touch the mirror to enter the Otherworld Cave Stage
 - () Defeat the boss then collect the Falsehood Piece of the Flauros
- () Grab the Riverside Motel Key from the dead Ariel in the Lobby
- () Exit the Artaud Theater

STREETS OF SILENT HILL

Objective(s):

- () Enter Andy's Books on the west side of Koontz St.
- () Type in the register combination at the store register then take the Bookstore Key and unlock the back door then exit to the other side of the store

--> 2 - 1 - 3

- () Enter the General Store on the south side of Crichton St.
- () Exit out the back side of the General Store
- () Get to the Riverside Motel gate in the west and open the gate to enter

RIVERSIDE MOTEL

Objective(s):

- () Collect the Motel Map in the Reception area
- () Take the Room 306 Key in the Reception area
- () Find the stairway outside the Reception and follow the second floor to the staircase on the other side
- () Unlock and enter Room 306 then touch the mirror in the bathroom to go to

Otherworld

- () Enter Room 503 (OW) then touch the mirror in the bathroom to return to the normal world
- () Go through the Maintenance Room and enter the Maintenance Corridor then pick up the Manager's Office Key at the end of the Maintenance Corridor
- () Return to the Reception and unlock the Manager's Office then enter it and exit to the other side of the motel behind the Manager's Office
- () Enter the kitchen and defeat the boss inside.
- () Walk into the Game Room and pick up the Token
- () Use the Token on the washing machine with the red light in the Laundro-mat and solve the Laundry Puzzle

```
-----\
| Use the token on the machine and use the button on the laundry machine to |
| make it go through the following cycles: |
| |
|      Low Spin      -      60 Wash      -      Drain      -      Pre-rinse |
| |
|      /_____\      /\_/\_/\_/\_/\      | \ \ \ | | | | ____ | | | | | |
|      /      \      \      /      /      | / / / | | | | / \ |
|      |  o  | - \      oo  / - | \ \ \ | | | | - | | o | |
|      \      /      \      /      /      | / / / v | | | <_ / |
|      \_____/      \_____/      |_____| |_____|
| |
| Lift up on the button and place it on the symbols above then allow it to |
| complete each task before moving on to the next. |
| |
| (View the "Washing Machine Guide" to see the proper icon for each cycle or |
| you can go by the diagram above. |
|-----/
```

- () Pick up the Cleopatra Key from the washing machine
- () Unlock the Cleopatra Room door and enter the room then jump into the hole in the bathroom
- () Touch the mirror in the bathroom of the Rose Suite to go to Otherworld
 - () Exit the Rose Suite (OW) and pick up the Jeweled Heart from the middle of the pool in the Heated Pool Area (OW)
 - () Walk into the Diner (OW) and pick up the Ornamental Dagger
 - () Use the Ornamental Dagger on the door to the Nero Room (OW) to unlock it then enter
 - () Jump into the hole in the bathroom of the Nero Room (OW) to fall into the King Suite
 - () Walk through the hole in the wall of the King Suite (OW) and walk into the Maintenance Room (OW) at the end of the corridor then return to Room 503 (OW)
 - () Touch the mirror in the bathroom of Room 503 (OW) to return to the normal world
- () Return to the Maintenance Room and use the Jeweled Heart on the wise lying on the counter inside
- () Go back to the Reception and solve the Rotary Calendar Puzzle

--> Enter the following date into the rotary calendar: 6/12/1961

- () Use the Wedding Ring on the small circle after solving the Rotary Calendar Puzzle to make the Room 500 Key appear then collect it from the key rack
- () Return to Otherworld via the mirror in the bathroom of Room 503
 - () Return to the front of Room 500 (OW) then unlock the door and go to the next room inside
 - () Defeat the boss in Room 500 (OW) and collect the Truth Piece of the Flauros

- () Get to the Storage Box Room and collect the Present Piece of the Flauros
- () Solve the Flauros Puzzle

```

/-----\
| Pretend that each of them is numbered as follows and follow the list of |
| directions assuming that nothing has been touched yet.                    |
|                                                                              |
| Flauros Piece Setup:                                                       |
|                                                                              |
|                               Present Flauros Piece                        |
|                                                                              |
| Flauros Piece 1 - Flauros Piece 2 - Flauros Piece 3 - Flauros Piece 4     |
|                                                                              |
| Step-by-step directions:                                                  |
|                                                                              |
| 1) From the start, select PIECE 3 and rotate it twice with the [] button. |
|                                                                              |
| 2) Press R1 to rotate the middle Flauros.                                |
|                                                                              |
| 3) Select PIECE 1 and rotate it twice with the [] button.                |
|                                                                              |
| 4) Press R1 to rotate the middle Flauros.                                |
|                                                                              |
| 5) Select PIECE 2 and rotate it twice with the [] button.                |
|                                                                              |
| 6) Press R1 to rotate the middle Flauros.                                |
|                                                                              |
| 7) Select PIECE 4 and rotate it once to complete the Flauros.            |
|                                                                              |
\-----/

```

- () Exit the Basement of Alchemilla Hospital then exit the hospital via the exit door next to the save point

____ _ OTHERWORLD STREETS OF SILENT HILL _ ____

Objective(s):

- () Pick up the Child's map at the beginning of the streets (on a wall)
- () Follow the path labeled on the map and enter the doorway at the end
- () Crawl through the tunnel inside of the room that Travis enters
- () Enter the path across from the save point collage
- () Defeat the final boss

[CL00]

```

/___/ I L E N T H I L L ~~~~~ /___/
_\ \          ++ CHECKLISTS ++        _\ \
/___/ ection V ~~~~~ 'J R I G I N /___/

```

This section includes a checklist for any type of collectible in the game. If you can pick it up then it is listed here. If it isn't then email me and it will be.

Save points locations were added at the last second because...

I don't know, they just were.

~~~~~

[CL01]

\*\*\*\*\*

SAVE POINT LOCATIONS

\*\*\*\*\*

Save points appear as a red triangle on a wall in the following locations.

-----

( ) Save Point 1

Location: Alchemilla Hospital/Lobby

Details: On the wall, around the corner of the reception counter

-----

( ) Save Point 2

Location: Streets of Silent Hill/Butcher Shop

Details: On the wall, right beside the entrance.

-----

( ) Save Point 3

Location: Sanitarium/East Staircase

Details: On the wall beside the door to the first floor in the East Staircase area.

-----

( ) Save Point 4

Location: Sanitarium/Hydrotherapy Room

Details: On the wall in the Hydrotherapy Room.

-----

( ) Save Point 5

Location: Sanitarium/West Staircase (OW)

Details: On the wall beside the door to the first floor in the West Staircase of Otherworld.

-----

( ) Save Point 6

Location: Sanitarium/Infirmary

Details: On the wall in the Infirmary of Otherworld (room with pill puzzle)

-----

( ) Save Point 7

Location: Sanitarium/Female Seclusion

Details: On the wall between Rooms 4 and 3.

-----

( ) Save Point 8

Location: Artaud Theater/Lobby

Details: On the wall in the Lobby by the entrance to the Auditorium

---

( ) Save Point 9

Location: Artaud Theater/Curtain Control

Details: On the wall beside the door in the Curtain Control room that leads to the outside corridor.

---

( ) Save Point 10

Location: Artaud Theater/Orchestra Storage (OW)

Details: On a drum inside the Orchestra Storage of Otherworld.

---

( ) Save Point 11

Location: Streets of Silent Hill/General Store

Details: Around the corner of the counter in the general store.

---

( ) Save Point 12

Location: Riverside Motel/Parking Area

Details: On the left wall after entering the Parking Area at the front of the Riverside Motel

---

( ) Save Point 13

Location: Riverside Motel/Diner

Details: On the wall in the back of the Diner.

---

( ) Save Point 14

Location: Riverside Motel/Room 500 (OW)

Details: After opening Room 500 while in Otherworld, this will be on the wall to Travis' left at the top of the staircase.

---

( ) Save Point 15

Location: Alchemilla Hospital/Corridor

Details: On the wall just before exiting Alchemilla Hospital (when Travis returns to the hospital and starts in the basement).

---



( ) Save Point 16

Location: Otherworld Streets of Silent Hill/Cult Antechamber

Details: On the wall to the left once Travis crawls through the long tunnel.  
There are quite a few save points to pick from!

---

( ) Clear Game Save

Location: --

Details: Once the credits roll, save your clear file data.

---

[CL02]

\*\*\*\*\*

MAP LOCATIONS

\*\*\*\*\*

---

( ) Silent Hill Map

Area: Streets of Silent Hill

Details: Received automatically after the cutscene where Travis wakes on a bench in Silent Hill

---

( ) Hospital Map

Area: Alchemilla Hospital/Front Lobby

Details: On the bulletin board to the left after entering the hospital

---

( ) Sanitarium Map

Area: Cedar Grove Sanitarium/East Solarium

Details: On the table to the right after entering the East Solarium (east side of the First Floor Middle Lobby)

---

( ) Theater Map

Area: Artaud Theater/Lobby

Details: Lying on the bench behind the box office

---

( ) Motel Map

Area: Riverside Motel/Reception

Details: Turn to the left after the cutscene in the Riverside Motel and look on the wall

---

( ) Child's Map

Area: Otherworld Streets of Silent Hill

Details: At the beginning of the Otherworld Streets of Silent Hill, turn to the left and run down that path until you reach a turn to the left and the map will be on the wall before the turn

---

[CL03]

\*\*\*\*\*

FILE LOCATIONS

\*\*\*\*\*

---

( ) Public Notice

Area: Alchemilla Hospital/Front Lobby

Details: On the bulletin board to the left after entering the hospital

---

( ) Doctor's Diagnosis

Area: Alchemilla Hospital/Room 205

Details: On a cart before moving up to the mirror

---

( ) Hurried Note

Area: Alchemilla Hospital/Room 202 (OW)

Details: On a table in Room 202 while in Otherworld

---

( ) Bloody Note

Area: Alchemilla Hospital/Room 204 (OW)

Details: On the box lying on the bed while in Otherworld in Room 204

---

( ) Student's Mnemonic

Area: Alchemilla Hospital/First Floor Women's Restroom

Details: On the wall of the one of the stalls in the Otherworld Women's Restroom

---

( ) Staff Notice

Area: Alchemilla Hospital/Staff Lounge

Details: On a bulletin board in the Staff Lounge

---

( ) Staff Memo

Area: Alchemilla Hospital/Exam Room  
Details: On the desk in the Exam Room.

---

( ) Parking Ticket

Area: Streets of Silent Hill  
Details: Right before getting to the intersection of Toluca and Borden, check the hood of the car to the north

---

( ) 'Magpie' Note

Area: Cedar Grove Sanitarium/First Floor Middle Lobby  
Details: Under the door to the Doctor's Office - walk straight ahead after entering and it's the door on the left.

---

( ) Status Report, 3/12/1960

Area: Cedar Grove Sanitarium/East Solarium  
Details: On the desk in the northeast corner of the East Solarium

---

( ) Iron Lung Warning

Area: Cedar Grove Sanitarium/TB Ward  
Details: Lying on the iron lung machine on the east side of the TB Ward

---

( ) Female Seclusion

Area: Cedar Grove Sanitarium/Female Dorm 5  
Details: On a chair in the southwest corner of Female Dorm 5

---

( ) Status Report, 2/7/1961

Area: Cedar Grove Sanitarium/Patient Belongings  
Details: On the desk in the Patient Belongings room

---

( ) Police Report

Area: Cedar Grove Sanitarium/Laundry (OW)  
Details: On the set of shelves to the left while walking to the middle of the Laundry in Otherworld

---

( ) Clipboard File

Area: Cedar Grove Sanitarium/Male Seclusion (OW)  
Details: On a chair in the Otherworld Male Seclusion

---

( ) Amber Basement Report

Area: Cedar Grove Sanitarium/West Basement Storage Room  
Details: On the desk after returning from Otherworld via the mirror in the West Basement Storage Room (OW)

---

( ) Patient Notes

Area: Cedar Grove Sanitarium/Dr's Office  
Details: On the desk in the Dr's Office

---

( ) Child's Drawing

Area: Cedar Grove Sanitarium/First Floor Middle Lobby  
Details: This will be appear in the middle of the floor of the lobby after picking put the Jocasta Artifact from the Dr's Office

---

( ) Bloody Cap

Area: Streets of Silent Hill/Butcher Shop  
Details: In front of the inside entrance to the Butcher Shop

---

( ) Newspaper

Area: Streets of Silent Hill/Lumber Yard  
Details: Lying on a stack of lumber after turning to the left after the fixed camera angle

---

( ) Napkin

Area: Streets of Silent Hill/Greenfield Apartments  
Details: Lying to the left of the bed with the body on it

---

( ) Theater Program Page

Area: Artaud Theater/Lobby  
Details: On a sign by the entrance to the Auditorium

---

( ) Technician's Warning

Area: Artaud Theater/Curtain Controls  
Details: Hanging on the controls for the curtain

---

( ) Handwritten Diary

Area: Artaud Theater/Director's Office  
Details: On the middle of the desk

---

( ) Production Notes

Area: Artaud Theater/Men's Dressing Room  
Details: Lying in front of the mirror that can be touched to go to Otherworld

---

( ) Wiring Notes

Area: Artaud Theater/Lighting Box  
Details: Lying across from the stage light bulbs

---

( ) Sketches

Area: Artaud Theater/Costume Storage  
Details: On a table with a sewing machine on it

---

( ) Repression and Coercion

Area: Artaud Theater/Otherworld Library Stage  
Details: Lying on the middle table in the library

---

( ) An Id Torn Into

Area: Artaud Theater/Otherworld Library Stage  
Details: Lying on the middle table in the library

---

( ) Astral Projection: The Perfect Assassin?

Area: Artaud Theater/Otherworld Library Stage  
Details: Lying on the middle table in the library

---

( ) Manifestations and Delusions

Area: Artaud Theater/Otherworld Library Stage  
Details: Lying on a podium in the back of the library

---

( ) Closed Case

Area: Streets of Silent Hill/Public Records Office  
Details: On the right counter behind the main counter

---

( ) Altered Police Report

Area: Streets of Silent Hill/Public Records Office  
Details: In the office on the left side of the building

---

( ) Shop Note

Area: Streets of Silent Hill/ Andy's Books  
Details: Behind the register

---

( ) Till Receipt

Area: Streets of Silent Hill/General Store  
Details: On the counter across from the save point

---

( ) Guest Register

Area: Riverside Motel/Reception  
Details: Walk forward after the cutscene and pick up this file from the front counter

---

( ) "To my beloved wife"

Area: Riverside Motel/Room 306 (OW)  
Details: On the wall before exiting the room while in Otherworld

---

( ) Note on the Ritual

Area: Riverside Motel/Room 503  
Details: On the desk by the clock and TV

---

( ) Janitor's Note

Area: Riverside Motel/Maintenance Room  
Details: On the counter by the Redeemer and Health Drink

---

( ) "Shotgun" photo

Area: Riverside Motel/Maintenance Corridor  
Details: On the table at the end of the corridor

---

( ) Duty Log

Area: Riverside Motel/Manager's Office  
Details: On the desk

---

( ) "To my absent wife"

Area: Riverside Motel/Diner  
Details: On the table next to the jukebox

---

( ) Washing Machine Guide

Area: Riverside Motel/Laundry  
Details: On the ironing board in the middle of the room

---

( ) "Snakebite" photo

Area: Riverside Motel/Cleopatra Room  
Details: In the bedroom

---

( ) Telegram

Area: Riverside Motel/Rose Suite  
Details: In the front room

---

( ) "Overdose" photo

Area: Riverside Motel/Rose Suite (OW)  
Details: On the wall in the Rose Suite of Otherworld

---

( ) "Stabbing" photo

Area: Riverside Motel/Nero Room (OW)  
Details: Hanging on a pipe in the second room

---

( ) "Broken Heart" photo

Area: Riverside Motel/Maintenance Corridor (OW)  
Details: On the desk at the end of the corridor while in Otherworld

---

( ) "To a ghost"

Area: Riverside Motel/Maintenance Room

Details: On the floor while moving toward the exit

( ) Yellowed Page

Area: Otherworld Streets of Silent Hill/Room with Hole in Wall (OW)

Details: On a cabinet right beside the entrance door

[CL04]

\*\*\*\*\*

ITEM LOCATIONS

\*\*\*\*\*

The following section is a list of all the items in the game. All of them are listed by room or area name and are listed in the order that they are presented in the main walkthrough.

\* Items will sometimes not appear in a certain area. It all depends on how well you are doing. For instance, there were some Health Drink pickups that didn't appear for me in the Sanitarium while on my Tesla Rifle playthrough.

-----  
STREETS OF SILENT HILL

----- ITEM(S) -----

[ ] Map of Silent Hill - Travis receives this upon starting in the town after the cutscene in the middle of Crichton St.

[ ] Health Drink - Under a light pole in the northwest portion of the bench area near the "To Central Silent Hill" phrase.

[ ] Health Drink - On a trash dumpster at the end of the alley to the east of the Post Office.

[ ] Room 502 Key - Climb the staircases in the alley to the east of the Post Office and this will be right next to the second floor door of the Post Office. (SECOND PLAYTHROUGH ONLY!)

-----  
ALCHEMILLA HOSPITAL

== Front Lobby ==

----- ITEM(S) -----

[ ] Public Notice file, [ ] Hospital Map

== Second Floor Corridor Outside Intensive Care ==

----- ITEM(S) -----



[ ] Hammer

== Room 205 ==

----- ITEM(S) -----

[ ] Doctor's Diagnosis file

== Room 205 (OW) ==

----- ITEM(S) -----

[ ] Scalpel, [ ] Health Drink, [ ] \*\*PLASTIC LUNGS\*\*

== Second Floor Corridor Outside West Staircase (OW) ==

----- ITEM(S) -----

[ ] Portable TV

== Room 202 (OW) ==

----- ITEM(S) -----

[ ] \*\*GOLDEN EGG\*\* , [ ] Hurried Note file

== Room 204 (OW) ==

----- ITEM(S) -----

[ ] Drip Stand, [ ] Bloody Note file

== Southwest Staircase (OW) ==

----- ITEM(S) -----

[ ] Hammer, [ ] Energy Drink

== First Floor West Corridor (OW) ==

----- ITEM(S) -----

[ ] Alcohol Bottle

== First Floor Women's Restroom (OW) ==

----- ITEM(S) -----

[ ] Student's Mnemonic file, [ ] \*\*PLASTIC LIVER\*\*

== First Floor Women's Restroom ==

----- ITEM(S) -----

[ ] Energy Drink, [ ] \*\*STAFF LOUNGE KEY\*\*

== Staff Lounge ==

----- ITEM(S) -----

[ ] Energy Drink, [ ] Toaster, [ ] \*\*EXAM ROOM KEY\*\*, [ ] Staff Notice file

== Exam Room ==

----- ITEM(S) -----  
[ ] Alcohol Bottle, [ ] Typewriter, [ ] \*\*PLASTIC STOMACH\*\*,  
[ ] \*\*PLASTIC INTESTINE\*\*, [ ] Staff Memo file

== Room 204 (OW) ==

----- ITEM(S) -----  
[ ] \*\*PLASTIC HEART\*\*

== Exam Room ==

----- ITEM(S) -----  
[ ] \*\*GLASS EYES\*\*

== Lobby (OW) ==

----- ITEM(S) -----  
[ ] Portable TV, [ ] Energy Drink, [ ] Health Drink

== Exam Room (OW) ==

----- ITEM(S) -----  
[ ] Scalpel

== Doctor's Office ==

----- ITEM(S) -----  
[ ] \*\*FUTURE PIECE\*\*

STREETS OF SILENT HILL

----- ITEM(S) -----  
[ ] Jagged Wood - Take Canyon Street to the far north then this will be  
standing along the broken portion of the street near the end.

[ ] Energy Drink - After moving down the path leading away from the hospital,  
go south along Canyon Street and this will be on the west  
side in front of a cardboard box.

[ ] Health Drink - On the police car near the energy drink up above.

[ ] Health Drink - Find the Lumber Yard on the map then move down the alley in  
front of it. This item will be at the far northeast end by  
a fence.

[ ] Jagged Wood - Southwest of the intersection of Cielo and Borden this will  
be sticking in the ground near the first tree.

[ ] Energy Drink - At the far east side of Cielo Ave., check near the south wall to see this next to a brick fence.

[ ] Hammer - Northeast of the intersection of Cielo and Borden leaning up against a strip of fence.

[ ] Meat Hook - In about the middle of Cielo Ave., move south to find this on the ground near a dumpster and a car.

-----  
== Butcher Shop (Front Room) ==

----- ITEM(S) -----  
[ ] Health Drink, [ ] Meat Hook, [ ] Energy Drink  
-----

== Butcher Shop (Back Room) ==

----- ITEM(S) -----  
[ ] First Aid Kit, [ ] Energy Drink, [ ] Meat Cleaver  
-----

STREETS OF SILENT HILL

----- ITEM(S) -----

[ ] Energy Drink - After stepping out of the alley leading away from the  
[ ] Target Pistol Ammo Butcher Shop, find the next alley to the east and this  
will be on top of the second dumpster at the end of  
the alley.

[ ] Parking Ticket file - Right before getting to the intersection of Toluca  
and Borden, check the hood of the car to the north.

[ ] Crate - Northeast of the intersection of Toluca and Borden, behind a brick  
wall on a dumpster - north side of the street of Toluca Ave.

[ ] Jagged Wood - Check the trash cans to the east of the crate pickup.

[ ] Wrench - On the hood of a car almost directly across from the front  
[ ] Health Drink gate of the Sanitarium on Acadia Rd.

[ ] Target Pistol Ammo - Near a tree in the north middle portion of the  
Sanitarium Courtyard.

[ ] Alcohol Bottle - On a window seal on the north portion of the Sanitarium  
building.

-----  
CEDAR GROVE SANITARIUM

== First Floor Middle Lobby ==

----- ITEM(S) -----  
[ ] 'Magpie' Note file  
-----

== West Solarium ==

----- ITEM(S) -----  
[ ] ++TARGET PISTOL++, [ ] Target Pistol Ammo, [ ] Target Pistol Ammo,

Filing Cabinet,  Health Drink

== East Solarium ==

----- ITEM(S) -----  
 Sanitarium Map,  Health Drink,  Status Report, 3/12/1960 file

== First Floor East Corridor Outside East Staircase ==

----- ITEM(S) -----  
 Drip Stand

== Storage ==

----- ITEM(S) -----  
 Tire Iron,  Screwdriver,  Target Pistol Ammo,  Target Pistol Ammo,  
 Energy Drink

== East Staircase ==

----- ITEM(S) -----  
 Target Pistol Ammo,  Wrench

== Second Floor West Corridor Outside West Staircase ==

----- ITEM(S) -----  
 Energy Drink

== Second Floor Storage ==

----- ITEM(S) -----  
 Alcohol Bottle,  Alcohol Bottle,  Shotgun Ammo,  Shotgun Ammo,  
 First Aid Kit

== TB Ward ==

----- ITEM(S) -----  
 Iron Lung Warning file,  \*\*BASEMENT KEY\*\*

== Basement Middle Corridor ==

----- ITEM(S) -----  
 Jagged Wood,  Target Pistol Ammo

== Basement Middle Storage ==

----- ITEM(S) -----  
 Drip Stand,  Target Pistol Ammo

== Basement Corridor Outside Northeast Staircase ==

- - - - - ITEM(S) - - - - -  
[ ] Meat Hook  
- - - - -

== Northeast Staircase ==

- - - - - ITEM(S) - - - - -  
[ ] Razor  
- - - - -

== Female Treatment Room (OW) ==

- - - - - ITEM(S) - - - - -  
[ ] Target Pistol Ammo  
- - - - -

== Second Floor Corridor Outside Northeast Staircase ==

- - - - - ITEM(S) - - - - -  
[ ] Alcohol Bottle  
- - - - -

== Northeast Staircase (OW) ==

- - - - - ITEM(S) - - - - -  
[ ] Target Pistol Ammo  
- - - - -

== Basement Corridor Outside Northeast Staircase (OW) ==

- - - - - ITEM(S) - - - - -  
[ ] Meat Hook, [ ] Target Pistol Ammo, [ ] Target Pistol Ammo, [ ] Shotgun Ammo  
- - - - -

== Female Dorm 3 (OW) ==

- - - - - ITEM(S) - - - - -  
[ ] Energy Drink, [ ] Target Pistol Ammo  
- - - - -

== Women's Restroom (OW) ==

- - - - - ITEM(S) - - - - -  
[ ] Kitchen Knife  
- - - - -

== First Floor Corridor Outside Northeast Staircase ==

- - - - - ITEM(S) - - - - -  
[ ] Tire Iron, [ ] Typewriter  
- - - - -

== Female Dorm 5 ==

- - - - - ITEM(S) - - - - -  
[ ] Baton, [ ] Duty Log file, [ ] Female Seclusion file, [ ] Target Pistol  
Ammo, [ ] Table Lamp, [ ] \*\*PATIENT BELONGINGS KEY\*\*  
- - - - -

== Patient Belongings ==

- - - - - ITEM(S) - - - - -
- [ ] Shotgun Ammo, [ ] Shotgun Ammo, [ ] Status Report, 2/7/1961 file,
- [ ] Typewriter

== Patient Belongings (OW) ==

- - - - - ITEM(S) - - - - -
- [ ] Shotgun Ammo, [ ] ++SHOTGUN++

== Day Room (OW) ==

- - - - - ITEM(S) - - - - -
- [ ] Poker, [ ] Shotgun Ammo, [ ] First Aid Kit

== East Solarium (OW) ==

- - - - - ITEM(S) - - - - -
- [ ] Filing Cabinet, [ ] Shotgun Ammo

== Laundry (OW) ==

- - - - - ITEM(S) - - - - -
- [ ] Shotgun Ammo, [ ] Police Report file, [ ] Health Drink

== East Staircase (OW) ==

- - - - - ITEM(S) - - - - -
- [ ] Target Pistol Ammo

== East Pipe Room (OW) ==

- - - - - ITEM(S) - - - - -
- [ ] \*\*INTERVIEW ARCHIVES KEY\*\*

== Basement Corridor Outside Northeast Staircase (OW) ==

- - - - - ITEM(S) - - - - -
- [ ] Energy Drink

== East Basement Storage Room (OW) ==

- - - - - ITEM(S) - - - - -
- [ ] Hammer, [ ] Ampoule

== Archives ==

- - - - - ITEM(S) - - - - -
- [ ] Portable TV, [ ] Shotgun Ammo

== Archives (OW) ==

- - - - - ITEM(S) - - - - -  
[ ] Katana  
- - - - -

== Second Floor West Staircase (OW) ==

- - - - - ITEM(S) - - - - -  
[ ] Toolbox  
- - - - -

== Northwest Staircase (OW) ==

- - - - - ITEM(S) - - - - -  
[ ] Hammer  
- - - - -

== Male Seclusion (OW) ==

- - - - - ITEM(S) - - - - -  
[ ] Baton, [ ] Clipboard file  
- - - - -

== Room 1 (OW) ==

- - - - - ITEM(S) - - - - -  
[ ] Razor  
- - - - -

== Infirmary (OW) ==

- - - - - ITEM(S) - - - - -  
[ ] Scalpel, [ ] \*\*DR. HARRIS' KEY\*\*  
- - - - -

== West Basement Storage Room ==

- - - - - ITEM(S) - - - - -  
[ ] Amber Basement Report file  
- - - - -

== West Staircase ==

- - - - - ITEM(S) - - - - -  
[ ] Wrench  
- - - - -

== Dr.'s Office ==

- - - - - ITEM(S) - - - - -  
[ ] Drip Stand, [ ] \*\*JOCASTA ARTIFACT\*\*, [ ] Patient Notes file  
- - - - -

== First Floor Middle Lobby ==

- - - - - ITEM(S) - - - - -  
[ ] Child's Drawing file  
- - - - -

== Female Seclusion ==

- - - - - ITEM(S) - - - - -
- [ ] Baton

== Female Patient Room #5 ==

- - - - - ITEM(S) - - - - -
- [ ] \*\*PAST PIECE\*\*

== First Floor Middle Lobby ==

- - - - - ITEM(S) - - - - -
- [ ] \*\*THEATER TICKET\*\*

STREETS OF SILENT HILL

- - - - - ITEM(S) - - - - -
- [ ] \*\*LUMBER YARD KEY\*\* - In the trunk of the car outside of the Sanitarium.

== Butcher Shop (Front Room) ==

- - - - - ITEM(S) - - - - -
- [ ] Bloody Cap file

== Lumber Yard ==

- - - - - ITEM(S) - - - - -
- [ ] Hammer, [ ] Newspaper file, [ ] Hammer

STREETS OF SILENT HILL

- - - - - ITEM(S) - - - - -
- [ ] Meat Hook - While on Ash Rd. enter the yard of the first east house to find this next to the hedge.
- [ ] Energy Drink - Follow the hedge of the east house mentioned above to find this further south.
- [ ] Target Pistol Ammo - Find the alley around the house directly south of Ash Rd. to find this.
- [ ] Health Drink - Near the second door of the first house on Midway Ave.
- [ ] Health Drink - In front of the third door on the west side of Acadia Rd.
- [ ] Jagged Wood
- [ ] Target Pistol Ammo - In an alley to the north of the curved portion of Industry Ave.
- [ ] Target Pistol Ammo - Northwest of the curved portion of Industry Ave., look
- [ ] Target Pistol Ammo behind the dumpster next to the building.
- [ ] Crate



- [ ] Target Pistol Ammo - In the alley by the Tavern east of Industry Ave.
- [ ] Hammer - Lying up against the fence to the east of Greenfield Apartments.
- [ ] Energy Drink - Lying up against a dumpster in the alley east of Greenfield Apartments.
- [ ] Baton

== Greenfield Apartments ==

- ITEM(S) -----
- [ ] Toaster, [ ] Screwdriver, [ ] Target Pistol Ammo, [ ] Target Pistol Ammo,
  - [ ] Table Lamp, [ ] Napkin file, [ ] Razor, [ ] First Aid Kit

STREETS OF SILENT HILL

- ITEM(S) -----
- [ ] Service Pistol Ammo - Walk behind the fence west of the Greenfield Apartments and these will be at the end of the path behind the fence.
  - [ ] Service Pistol Ammo - In the alley east of the Artaud Theater.
  - [ ] Meat Hook
  - [ ] Health Drink - In the small alley west of the Artaud Theater.
  - [ ] Shotgun Ammo

ARTAUD THEATER

== Lobby ==

- ITEM(S) -----
- [ ] Theater Map, [ ] Wrench, [ ] Health Drink, [ ] Theater Program Page file

== Auditorium ==

- ITEM(S) -----
- [ ] Health Drink

== Storage ==

- ITEM(S) -----
- [ ] Typewriter

== Stage ==

- ITEM(S) -----
- [ ] Jagged Wood

== Curtain Control ==

- ITEM(S) -----
- [ ] Iron Weights, [ ] Kitchen Knife, [ ] Service Pistol Ammo,
  - [ ] Technician's Warning file

== Corridor Outside Curtain Control ==

- ITEM(S) -----  
[ ] Hammer  
-----

== Corridor Outside Dressing Rooms ==

- ITEM(S) -----  
[ ] Health Drink, [ ] Portable TV, [ ] Shotgun Ammo  
-----

== Director's Office ==

- ITEM(S) -----  
[ ] \*\*SUN TOTEM\*\*, [ ] ++SERVICE PISTOL++, [ ] Service Pistol Ammo,  
[ ] Health Drink, [ ] Handwritten Diary Page file  
-----

== Men's Dressing Room ==

- ITEM(S) -----  
[ ] Katana, [ ] Production Notes file  
-----

== Director's Office (OW) ==

- ITEM(S) -----  
[ ] Service Pistol Ammo, [ ] \*\*BALCONY CORRIDOR KEY\*\*  
-----

== Second Floor West Corridor ==

- ITEM(S) -----  
[ ] Target Pistol Ammo  
-----

== Lighting Box ==

- ITEM(S) -----  
[ ] \*\*125W LIGHT BULB\*\*, [ ] \*\*250W LIGHT BULB\*\*, [ ] \*\*500W LIGHT BULB\*\*,  
[ ] \*\*750W LIGHT BULB\*\*, [ ] First Aid Kit, [ ] Shotgun Ammo, [ ] Screwdriver,  
[ ] Wiring Notes file  
-----

== East Staircase ==

- ITEM(S) -----  
[ ] Health Drink  
-----

== East Corridor Next to Lobby ==

- ITEM(S) -----  
[ ] \*\*MOON TOTEM\*\*  
-----

== Third Floor Corridor Outside of Costume Storage (OW) ==

----- ITEM(S) -----  
[ ] Kitchen Knife, [ ] Rifle Ammo, [ ] ++HUNTING RIFLE++  
-----

== Costume Storage ==

----- ITEM(S) -----  
[ ] Katana, [ ] Health Drink, [ ] Sketches file  
-----

== Third Floor Corridor Outside of Costume Storage ==

----- ITEM(S) -----  
[ ] Ampoule  
-----

== Orchestra Storage ==

----- ITEM(S) -----  
[ ] Iron Weights  
-----

== Third Floor Corridor Outside Catwalks ==

----- ITEM(S) -----  
[ ] Rifle Ammo  
-----

== Stage (w/ curtain up) ==

----- ITEM(S) -----  
[ ] Shotgun Ammo  
-----

== Otherworld Forest Stage ==

----- ITEM(S) -----  
[ ] \*\*STAGE OFFICE KEY\*\*  
-----

== Otherworld Library Stage ==

----- ITEM(S) -----  
[ ] Repression and Coercion file, [ ] An Id Torn Into file,  
[ ] Astral Projection: The Perfect Assassin? file,  
[ ] Manifestations and Delusions file, [ ] Ampoule, [ ] Rifle Ammo,  
[ ] Rifle Ammo  
-----

== Stage Office ==

----- ITEM(S) -----  
[ ] \*\*PROP CONTROL LEVER\*\*  
-----

== Otherworld Cave Stage ==

----- ITEM(S) -----  
[ ] \*\*FALSEHOOD PIECE\*\*  
-----

== Front Lobby ==

- ITEM(S) -----  
[ ] \*\*MOTEL KEY\*\*  
-----

== Public Records Office ==

- ITEM(S) -----  
[ ] Filing Cabinet, [ ] Rifle Ammo, [ ] Rifle Ammo, [ ] Closed Case file,  
[ ] Typewriter, [ ] Altered Police Report file, [ ] Service Pistol Ammo,  
[ ] Service Pistol Ammo  
-----

STREETS OF SILENT HILL

- ITEM(S) -----  
[ ] Energy Drink - On the ground by the driver's side of a police car on Wein  
[ ] Baton St.  
  
[ ] Hammer - Check on the east side of Canyon St. near the police car (east  
side).  
  
[ ] Shotgun Ammo - In the alley on the east side of Green Pharmacy.  
[ ] Crate  
  
[ ] Service Pistol Ammo - Lying near the north side of Green Pharmacy close to  
the alley.  
  
[ ] Health Drink - Lying on a table on the south side of Cafe Sun.  
  
[ ] Service Pistol Ammo - On the north side of Cafe Sun close to the tables.  
  
[ ] Service Pistol Ammo - Follow Wilson St. to the end and check along the east  
Energy Drink side.

== Andy's Books ==

- ITEM(S) -----  
[ ] ++ASSAULT RIFLE++, [ ] Assault Rifle Ammo, [ ] Assault Rifle Ammo,  
[ ] Shop Note file, [ ] \*\*BOOKSTORE KEY\*\*  
-----

STREETS OF SILENT HILL

- ITEM(S) -----  
[ ] Toolbox - Lying next to the entrance door of Alchemilla Hospital.  
  
[ ] Shotgun Ammo - On a dumpster inside the gates of the hospital.  
[ ] Shotgun Ammo  
[ ] Health Drink  
  
[ ] Health Drink - At the end of the alley on the east side of the Post Office.  
[ ] Tire Iron  
  
[ ] Assault Rifle Ammo - On a bench across the street from the Post Office.  
[ ] Assault Rifle Ammo

[ ] Kitchen Knife - Sticking out of the map display for Silent Hill on the east side of Crichton St.

[ ] Rifle Ammo - Across the street from the General Store in a trashcan.

[ ] Rifle Ammo

== General Store ==

----- ITEM(S) -----  
[ ] Ampoule, [ ] Service Pistol ammo, [ ] Service Pistol Ammo,  
[ ] Assault Rifle Ammo, [ ] Toolbox, [ ] Screwdriver, [ ] Health Drink,  
[ ] Till Receipt file, [ ] Broken Pole

STREETS OF SILENT HILL

----- ITEM(S) -----  
[ ] Energy Drink - On a crate across from the south side of the General Store.  
  
[ ] Health Drink - On the ground down the alley between Midway and Cielo.  
  
[ ] Assault Rifle Ammo - On the northeast side of Allen Storage. The camera angle hides this small piece of street on the east side of Allen Storage.

[ ] Tire Iron - On a crate near the alley to the west of Allen Storage.  
[ ] Rifle Ammo  
[ ] Health Drink

[ ] Shovel - All in the Scrapyard.  
[ ] Assault Rifle Ammo  
[ ] Energy Drink  
[ ] Target Pistol Ammo

[ ] Rifle Ammo - Near some dumpsters to the west of the Scrapyard.

[ ] Shotgun Ammo - Check in the alley area in between the Scrapyard and Blue Catfish Diner.  
[ ] Shotgun Ammo

[ ] Energy Drink - On the southwest side of the building to the west of  
[ ] Health Drink Allen Storage.  
[ ] Assault Rifle Ammo

[ ] Crate - Move to the south along Riverside Dr. and stay on the  
[ ] Target Pistol Ammo east end to find a secret alley outside the map near Blue Catfish Diner with these items.

Riverside Motel

== Reception ==

----- ITEM(S) -----  
[ ] Motel Map, [ ] Guest Register file, [ ] \*\*ROOM 306 KEY\*\*

== Area Outside Rooms 300 - 304 and 206 - 209 ==

----- ITEM(S) -----

[ ] Crate

== Room 209 ==

ITEM(S)

[ ] Rifle Ammo

== Room 302 ==

ITEM(S)

[ ] Light Stand

== Second Floor Area Outside Rooms 310 - 314 and 315 - 319 ==

ITEM(S)

[ ] Health Drink

== Room 312 ==

ITEM(S)

[ ] Shotgun Ammo, [ ] Shotgun Ammo

== Room 316 ==

ITEM(S)

[ ] Light Stand

== Room 308 ==

ITEM(S)

[ ] Shotgun Ammo

== Room 306 (OW) ==

ITEM(S)

[ ] "To my beloved wife" file

== Room 309 (OW) ==

ITEM(S)

[ ] Spear, [ ] Health Drink

== Area Outside Reception (OW) ==

ITEM(S)

[ ] Shotgun Ammo, [ ] Shotgun Ammo

== Area Outside Rooms 300 - 305 and 206 - 209 (OW) ==

ITEM(S)

[ ] Pitchfork

== Room 301 (OW) ==

----- ITEM(S) -----

[ ] First Aid Kit

== Room 209 (OW) ==

----- ITEM(S) -----

[ ] Spear

== Room 503 ==

----- ITEM(S) -----

[ ] Note on the Ritual file

== Area Outside Rooms 500 - 504 ==

----- ITEM(S) -----

[ ] Shovel

== Maintenance Room ==

----- ITEM(S) -----

[ ] Toolbox, [ ] Redeemer Ammo, [ ] Health Drink, [ ] Janitor's Note file

== Maintenance Corridor ==

----- ITEM(S) -----

[ ] Broken Pole, [ ] \*\*MANAGER'S OFFICE KEY\*\*, [ ] "Shotgun" photo file

== Manager's Office ==

----- ITEM(S) -----

[ ] Filing Cabinet, [ ] Assault Rifle Ammo, [ ] Duty Log file

== Area Outside Rooms 105 - 108 ==

----- ITEM(S) -----

[ ] Tire Iron, [ ] Jagged Wood

== Room 108 ==

----- ITEM(S) -----

[ ] Redeemer Ammo, [ ] ++REDEEMER++, [ ] Assault Rifle Ammo, [ ] Health Drink,  
[ ] Crate

== Room 106 ==

----- ITEM(S) -----  
[ ] Kitchen Knife, [ ] Rifle Ammo, [ ] Rifle Ammo  
-----

== Kitchen ==

----- ITEM(S) -----  
[ ] Meat Gaff, [ ] Meat Cleaver  
-----

== Diner ==

----- ITEM(S) -----  
[ ] "To my absent wife" file  
-----

== Game Room ==

----- ITEM(S) -----  
[ ] Pool Cue, [ ] Pool Cue, [ ] Pool Cue, [ ] Pool Cue, [ ] Pool Cue,  
[ ] \*\*TOKEN\*\*  
-----

== Room 102 ==

----- ITEM(S) -----  
[ ] Rifle Ammo, [ ] Rifle Ammo, [ ] Light Stand  
-----

== Laundry ==

----- ITEM(S) -----  
[ ] Health Drink, [ ] Washing Machine Guide file, [ ] \*\*CLEOPATRA KEY\*\*  
-----

== Cleopatra Room ==

----- ITEM(S) -----  
[ ] Portable TV, [ ] Rifle Ammo, [ ] "Snakebite" photo file  
-----

== Rose Suite ==

----- ITEM(S) -----  
[ ] Shotgun Ammo, [ ] Telegram file, [ ] Typewriter  
-----

== Rose Suite (OW) ==

----- ITEM(S) -----  
[ ] "Overdose" photo file  
-----

== Hearted Pool Area (OW) ==

----- ITEM(S) -----  
[ ] \*\*JEWELLED HEART\*\*, [ ] Rifle Ammo, [ ] Rifle Ammo  
-----

== Diner (OW) ==



----- ITEM(S) -----  
[ ] \*\*ORNAMENTAL DAGGER\*\*  
-----

== Nero Room (OW) ==

----- ITEM(S) -----  
[ ] Shotgun Ammo, [ ] "Stabbing" photo file, [ ] Meat Cleaver  
-----

== King Suite (OW) ==

----- ITEM(S) -----  
[ ] First Aid Kit  
-----

== Maintenance Corridor (OW) ==

----- ITEM(S) -----  
[ ] Spear, [ ] "Broken Heart" photo file  
-----

== Maintenance Room (OW) ==

----- ITEM(S) -----  
[ ] "To a ghost" file  
-----

== Reception ==

----- ITEM(S) -----  
[ ] \*\*ROOM 500 KEY\*\*  
-----

== Room 500 (OW) ==

----- ITEM(S) -----  
[ ] \*\*TRUTH PIECE\*\*  
-----

== Storage Room ==

----- ITEM(S) -----  
[ ] Redeemer Ammo, [ ] First Aid Kit  
-----

== Storage Box Room ==

----- ITEM(S) -----  
[ ] Ampoule, [ ] Assault Rifle Ammo, [ ] Wrench, [ ] \*\*PRESENT PIECE\*\*  
-----

STREETS OF SILENT HILL (OW)

----- ITEM(S) -----  
[ ] Ampoule - From the starting point, turn right and these will be by the  
[ ] Shovel barrel at the end of that side.

[ ] Child's Map - Continue on the main path and this will be on a wall as the



\* Here's a little note I'd like to mention about gaining the Bad Ending. I actually got the Bad Ending unintentionally on my second playthrough while trying to get the Brawler Accolade.

My stats for that playthrough:

|                                           |     |
|-------------------------------------------|-----|
| Total enemies killed using melee weapons: | 12  |
| Total enemies killed using firearms:      | 46  |
| Total enemies killed using fists:         | 73  |
|                                           | --- |
| Total enemies:                            | 131 |

Now, I'm not saying to not try for 200 enemies, but keep the above in mind. I'm going to look into this more with a later playthrough. It really sounds like the requirement is over 100 enemies compared to the supposed 200.

=====  
Special Save File  
=====

After beating the game, you will be given the option to save once again. Save this "Special Save File" and it will retain all of your accolades (accomplishments) for that file and allow you start from the beginning of the game and make use of your unlocked outfits and items.

This file will have a "Cleared" phrase for the current level. Be sure to save you special save file (clear file) upon beating the game each time.

=====  
Extra Weapons  
=====

For the following unlockables, perform the task labeled then load up the saved clear file that is saved once the game is beaten.

- Moon Gauntlets - Beat the game.
- Night Vision Goggles - Achieve the "Stalker" Accolade (costume)
- Tesla Rifle - Receive the UFO ending. (aka. Achieve the "Ambassador" Accolade)
- Great Cleaver - Receive the Bad Ending (aka. Achieve the "Butcher" Accolade).
- Fire Axe - Achieve the "Firefighter" Accolade and Travis will begin the game with this weapon next playthrough.

=====  
Extra Costumes/Accolades  
=====

For the following unlockables, perform the task labeled then load up the saved clear file that is saved once the game is beaten.

- Ambassador - Receive the UFO ending.
- Brawler - Kill 50%+ of all enemies with only your fists.
- Butcher - Receive the Bad ending.
- Cartographer - Looked at map less then 25 times.
- Codebreaker - Input the Konami Code during your second playthrough or up.
- Collector - Collect more then 300 items.
- Daredevil - Finish the game without saving.
- Explorer - Distance ran or walked greater then 22.5 km.
- Fireman - Save Alessa in the beginning burning house in less then 80



A LONELY ROAD

```
=====
--                               AREA: OUTSIDE SILENT HILL                               --
-                               TYPE: FMV/Dialogue                                   -
--                               WHEN: After beginning the game                       --
```

(a radio conversation)

Travis: Who'd I just pass there? ...That you, good buddy?

Trucker: Treetop tall and wall-to-wall. Travis, you messed up sonofabitch.  
What you doin' on my road?

Travis: Late on a gig, bud. I'm takin' a shorcut past Silent Hill; stoppin'  
for coffee as soon as I hit Brahms. I'm beat.

Trucker: Bad dreams still keepin' you awake? I told you man, a girl or two  
would go a long way. ...Sleep like a baby with a chick in your cab.

Travis: Guess I just don't meet the right girls, bud.

Trucker: Maybe if you weren't always blabberin' about-- (static) remember how  
or why...

Travis: Hey chill. You don't see me bringin' up your issues.

Trucker: (laughs) No need. My old lady keeps me fully informed of my failings.  
The girl keeps notes.

Travis: You mean she hasn't left you yet?

Trucker: (laughs) Any day now. See you 'round, Travis. Take it easy.

Travis: 10-4. Catch ya later, buddy.

```
=====
A MYSTERIOUS GIRL
=====
```

```
--                               AREA: Outside Silent Hill                               --
-                               TYPE: Cutscene                                   -
--                               WHEN: After beginning FMV                       --
```

(Travis steps away from the driver's door and gazes upon the surrounding area.  
He suddenly catches the glimpse of a girl on the road up ahead. The girl turns  
and stares at Travis.)

Travis: Huh...?

(The girl turns and runs down the road leading to Silent Hill)

Travis: Hey, come back!

```
=====
THE BLAZING BUILDING
=====
```

```
--                               AREA: Streets of Silent Hill                               --
-                               TYPE: Cutscene                                   -
--                               WHEN: After entering Silent Hill                       --
```

(While stopping to catch his breath Travis notices a burning house)

Travis: Not fog... it's smoke... my God!

(Travis looks to the side of the house and sees a woman peaking around the edge. The woman looks at Travis then leans back against the side of the building. Not wanting to leave, the woman finally runs away as a girl screams from inside the house.)

Travis: Someone's in there!

(Travis fights off the intense heat while approaching the front yard and quickly enters the burning building)

=====  
SAVING THE GIRL  
=====

-- AREA: Burning House --  
- TYPE: Cutscene -  
-- WHEN: After walking up to the burned girl --

(Travis notices a burned girl on the floor and walks up to her)

Alessa: (opens her eyes) Let me burn.

Travis: You're coming with me.

(Travis picks up the badly burned girl)

=====  
SOMEBODY, HELP HER  
=====

-- AREA: Burning House --  
- TYPE: Cutscene -  
-- WHEN: After stepping out of the burning house with the burned girl --

(Travis moves away from the building as the roof nearly caves in on him with the girl in his arms. He lays her down in the grass)

Travis: (catches breath) ...Safe now.

(Travis looks around the area)

Travis: Hey! Someone help her! Where is-

(Travis begins to faint as sounds of an ambulance in the distance are heard)

Travis: ...everyone?

(The ambulance's siren continues to fill the air as a much deeper siren noise starts to drown out the ambulance with it's heavy tone)

(Travis wakes up on a bench in the middle of a foggy town)

Travis: (catches breath) Where am I?

(Travis walks toward a map display)

Travis: ...Silent Hill? What happened last night? That girl... Did she make it? They would've taken her to the hospital. (Travis find the local hospital on the map) ...Koontz street. I need to see if she's okay.

=====

FINALLY, A DOCTOR!

=====

-- AREA: Alchemilla Hospital --  
- TYPE: Cutscene -  
-- WHEN: After entering the First Floor Corridor Outside Elevator --

(While walking down the corridor, Travis notices a man waiting on the elevator)

Travis: Hey! You a doctor?

(The man turns around while standing in front of the elevator doors)

Dr. Kaufman: Can I help you?

Travis: That fire last night, the girl who was burned? Is she here?

Dr. Kaufman: A girl? We've received no new patients in the last day or so.  
Was she hurt?

Travis: She was burned all over!

Dr. Kaufman: Are you a relative? What did you say her name was?

Travis: I don't know her name. I was the one who saved her from the fire.  
She must have been brought here. Is there another hospital?

(The man presses the elevator button)

Dr. Kaufman: I'm sorry. Perhaps someone in reception could help you. (steps  
into the elevator) I have urgent business to attend to. Goodbye.

(The elevators doors close. The elevator goes up to the second floor)

=====

MAYBE THIS NURSE WILL HELP

=====

-- AREA: Alchemilla Hospital --  
- TYPE: Cutscene -  
-- WHEN: After entering the corridor next to the elevator corridor on the --  
- second floor of Alchemilla Hospital -

(Travis notices a woman with her back turned standing up ahead)

Travis: Miss?

(Travis continues to stand and watch the woman figure as she twitches)

Travis: You okay?

(The figure turns its back revealing no face and Travis jumps back)

Travis: ...What!?

(The woman dashes frantically toward Travis with a syringe in her hand. Travis  
looks around him and finds a hammer on a nearby seat.)

```
=====
--                AREA: Alchemilla Hospital                --
-                TYPE: Cutscene                            -
--    WHEN: Upon interacting with the mirror in Room 205 once Alessa has --
-                appeared on the other side                -
```

(Travis continues to examine the image of the girl on the other side of the mirror)

Travis: You're the girl from the fire... How did you...

(Travis touches the bloody handprint on the mirror and his image on the other side begins to spasm then he is pulled into Otherworld. He looks through the mirror and sees the normal world through the mirror glass - he is now in the dark world on the other side of the mirror.)

Travis: I'm seein' things. This ain't right.

(Travis continues to view the normal world through the other side of the mirror)

```
=====
                        GAINING THE FUTURE PIECE
=====
```

```
--                AREA: Alchemilla Hospital                --
-                TYPE: Cutscene                            -
--    WHEN: After picking up the Future Piece of the Flauros in the Doctor's --
-                Office (OW)                              -
```

(Travis holds up the Future Piece of the Flauros)

Travis: What is this?

(Alessa appears from behind Travis as he steps to the side and stares at Travis)

Travis: You... What was that thing!?

(A loud siren suddenly sounds as Alessa continues to stare)

Travis: This... isn't... happening.

(Travis holds his hands toward his face and begins to weaken then he eventually falls on his hands and knees as Alessa steps toward him shortly. He faints shortly afterward)

```
=====
                        FIRST MEETING WITH LISA
=====
```

```
--                AREA: Alchemilla Hospital                --
-                TYPE: Cutscene                            -
--    WHEN: Plays after the "Gaining the Future Piece" cutscene --
```

(Travis lies on a bench in the hospital lobby)

Nurse: Are you okay?

(Travis looks toward Lisa)

Nurse: Sorry, did I startle you? My name is Lisa. I'm a trainee here. Are



you waiting for someone?

Travis: No. No, I'm just... well. I'm done here.

(Travis stands up while talking)

Travis: Name's Travis. Nice to meet you, Lisa.

Lisa: You sure, you're okay? You look a little shaken up. ...Sorry.

Travis: No, it's okay. To be honest. I've been a little off all day. I was in a fire last night--think it boiled my brain a little.

Lisa: The fire in the business district? How awful. I heard about that. No one knows how it got started. And that poor girl, Alessa Gillespie... To die like that...

Travis: (surprised) Alessa? She died?

Lisa: Yes. Sorry, Did you know her?

Travis: No. but... Nevermind.

Lisa: Well, I have to run. Dr. Kaufman wants to meet me over at Cedar Grove Sanitarium and he'll be mad if I'm late! Maybe see your around? Take it easy, Travis...

Travis: You too, Lisa.

(Lisa turns and walks away as Travis looks on)

=====  
FIRST MEETING WITH DHALIA  
=====

-- AREA: Sanitarium --  
- TYPE: Cutscene -  
-- WHEN: After exiting from the east end of the East Solarium --

(Travis notices a woman walking toward as she chants)

Dhalia: (chanting)

Travis: (interrupts) You were at the fire! I saw you there.

Dhalia: Of course you did. That was my house... burning. My daughter, Alessa. You were the one who saved her?

Travis: Yeah. She was your daughter? Why did ya leave her? Why did no one help? You all left that girl to burn.

Dhalia: So we did. The world is stranger than you think.

Travis: You're crazy! What happened to her!? Lisa said she was dead.

Dhalia: Alessa is with those who care for her. Do not trust her, Travis. She does not know what she is doing.

Travis: How do you know my name?

(Dhalia begins to walk away)

Travis: Hey, answer me!

(Dhalia walks away)

Travis: They're all crazy.

=====

YOU REALLY ARE DEAD

=====

-- AREA: Sanitarium --  
- TYPE: Flashback Dialogue -  
-- WHEN: After stepping into the middle of the Second Floor Corridor Outside --  
- East Staircase (OW) -

Female Voice: Arrrrrrrgh! I've always hated you! You and your devil son!

(sound of door closing)

Male Voice: Oh God, Helen! (breaks down) My dear, dear Helen. You really are dead. What will I do?!

=====

THE DEVIL CHILD

=====

-- AREA: Sanitarium --  
- TYPE: Flashback Dialogue -  
-- WHEN: After stepping toward the desk in the Archives --

Female patient: I had to do it.

Doctor: You had to? Please, help me understand.

Female patient: That's what you do with pests. That's what you do, isn't it? And he was a pest. Oh, he was a bad boy. Always has been. I tried to pretend he wasn't... but they were there to make sure I didn't forget.

Doctor: They?

Female patient: The people in the mirrors. (low voice) They see it all! What's really going on.

Doctor: And it was their idea?

Female: Yes. They saw the devil inside of him. I had to kill him! My responsibility. My flesh and blood. I brought him into this world so I had to take him out of it! Good wombs can bear bad sons, they say. I know you think what I did was wrong.

Doctor: I just want to understand...

Female: No! You want to keep me locked up, doctor. But you can't. I can leave whenever I want. I can step through that mirror and into their world. This world is just a daydream.

Doctor: Helen.

Female: When will they bring me my boy?

=====

YOU KNOW WHO'S IN THERE

=====

-- AREA: Sanitarium --  
- TYPE: Cutscene -  
-- WHEN: After entering Female Seclusion of Otherworld --

(Travis steps toward Lisa as she sits huddled in a chair beside the door to patient room 5)

Travis: Lisa? You're here too? Can you see all this stuff? Is it all... dark for you too?

Lisa: I... It's so sad. They can't do anything for her. She just sits there... She wants her boy so badly.

Travis: Who are you talkin' about? Is the girl inside? Alessa? Is Alessa in there?

Lisa: No... No! (stands up) You KNOW who's in there! (gets up and leaves)

(Travis looks toward patient room 5)

=====

MEMORIES OF MOMMA

=====

-- AREA: Sanitarium --  
- TYPE: Cutscene -  
-- WHEN: After entering Patient Room 5 (OW) --

(Flashback sequence plays. A young boy looks toward the back of the room.)

Young boy: Momma? Daddy said you were dead. Are you dead?

(a grotesque figure is shown inside of a cage hanging from the ceiling in the direction the boy is speaking)

Momma: I'm not dead. Locked away! Out of sight, out of mind. Not dead. I asked them to bring my-

(Flashback sequence ends and Travis stands where the young boy was)

Momma: (continues) boy to me.

Travis: ...Momma.

Momma: Come here boy. Let Momma take a look at you!

(Travis backs away and tries to open the door but it is locked. The creatures moves close to Travis.)

=====

GAINING THE PAST PIECE

=====

-- AREA: Sanitarium --  
- TYPE: Cutscene -  
-- WHEN: After retrieving the Past piece of the Flauros in the Sanitarium --

(picks up the Flauros piece)

Travis: This is just like before.

(turns around to find Alessa once again)

Travis: What's happening here? That thing, it... couldn't have been. Are you making this happen? Are you doing this?

(sirens sound as Alessa stares at Travis and begins to back away)

Travis: Wait. No... No, don't go. (staggeres closer to Alessa) I need to know...

(Travis collapses)

(Travis suddenly awakens in the Lobby of the Sanitarium)

=====  
SHE'S A STAR  
=====

-- AREA: Artaud Theater --  
- TYPE: Cutscene -  
-- WHEN: Cutscene with Lisa in the Artaud Theater --

(Travis walks further into the Auditorium as Lisa silently sits in one of the audience chairs and looks on with an amusing stare)

(Travis notices Lisa out of the corner of his eye then turns to her)

Travis: What are you doing in here, Lisa?

Lisa: Sorry if I scared you... I thought I was the only one in here.

Travis: It's dangerous.

Lisa: (playful tone) Dangerous? You're kidding!

(Lisa stands up)

Lisa: ...The door was open, so I let myself in. I just love the theater, Travis. I want to be an actress. But mom was a nurse, and her mom was a nurse, so I'm going to be a nurse. I've got what it takes though... I can't stop thinking about you, Travis.

(Lisa approaches Travis and puts her arms around him)

Lisa: I want you. You're all I think about. Let's get the hell out of this crazy town... Run off--the two of us. We could be so good together...

(Lisa giggles then spins and steps away from Travis playfully)

Lisa: See? I could be a star!

Travis: Heh heh heh heh. Yeah...

Lisa: Well, see you around.

(Lisa walks away and leaves Travis)

=====

A SUDDEN NOSEBLEED

=====  
-- AREA: Artaud Theater --  
- TYPE: Flashback Dialogue -  
-- WHEN: After moving halfway across the stage in the Theater --

Female voice: Beseech you, Father.

Male voice: Hence! Hang not on my garments.

Female voice: Sir, have pity; I'll be his surety.

Male voice: Silence. One word more shall make me chide thee. If not  
hate thee. What...(coughs) An advocate for an imposter!  
(coughs) Hush! (coughs) thou thankest there is no more  
such-- (coughs)

Female voice: You okay, Tony?

Male voice (Tony): Yes, yes... Fine! Just a headache... A damned nosebleed.  
You mind if we stop for a moment.

=====  
I CRIED TO DREAM AGAIN  
=====

-- AREA: Artaud Theater --  
- TYPE: Flashback Dialogue -  
-- WHEN: after retrieving the Stage Office Key from the tree in the --  
- Otherworld Forest scenery stage -

Male voice: Be not afeard; the isle is full of noises, Sounds and sweet airs,  
that give the delight, and hurt not. Sometimes a thousand  
twangling instruments will hum about mine ears, and sometimes  
voices... That, if I then had waked after long sleep would make me  
sleep again; and then in dreaming, the clouds methought would open  
and show riches. Ready to drop upon me that, when I waked, I cried  
to dream again.

=====  
GAINING THE FALSEHOOD PIECE  
=====

-- AREA: Artaud Theater --  
- TYPE: Cutscene -  
-- WHEN: After defeating the Caliban boss in the Artaud Theater --

(Travis picks up the Flauros piece)

Travis: You need these, don't you?

(Travis looks around with the Falsehood Piece held high and waits for Alessa to  
appear)

(Alessa steps out from behind the fallen Caliban. She looks down at the fallen  
creature then kicks it. She moves toward Travis and stares)

(The familiar siren noise sounds as Alessa continues to stare. Travis grabs  
his head and begins to collapse)

Travis: Not again!

(Travis wakes up on a bench in the Lobby of the Theater)

=====

THE RIVERSIDE MOTEL

=====

-- AREA: Artaud Theater --  
- TYPE: Cutscene -  
-- WHEN: After picking up the Motel Key from the dead puppet (Ariel) body --  
- in the Artaud Theater lobby -

(Travis holds the key in front of him and examines it)

Travis: Riverside Motel...

(a flashback of a small boy flickers over Travis for a brief second)

Travis: I think I've been there before.

=====

A GRIEVING PARENT

=====

-- AREA: Riverside Motel --  
- TYPE: Flashback Dialogue/Cutscene -  
-- WHEN: While peeping into Room 500 for the first time in the Maintenance --  
- Corridor -

(A grieving man stands and stares at a calendar on the wall)

Father: Helen... every time I look in his eyes, I see you. It's not enough. I  
can't be there for him. There's too much pain in this world without  
you. That thing that stole your body... it had the right idea.

=====

THE LUCKY QUARTER

=====

-- AREA: Riverside Motel --  
- TYPE: Flashback Dialogue -  
-- WHEN: In the Game Room after collecting the Token and walking away --

Young Travis: Could I have some money for the pinball?

Father: Yes. About this afternoon...

Young Travis: It's ok. I just want to play the pinball.

Father: Sure. There. I'm going back to the room for a little while.  
Wait for me here.

=====

AN UNINVITED GUEST

=====

-- AREA: Riverside Motel --  
- TYPE: Cutscene -  
-- WHEN: After Travis drops through the hole of the Cleopatra Room and lands --  
- in the Rose Suite below -

(Travis lands on the floor of the Rose Suite bathroom then dust himself off and  
steps out of the room. He looks around the corner and sees Lisa and Dr.  
Kaufman as they hurriedly dress in the bedroom when he walks further into the  
room. Both of them get up from the bed.)

Travis: Lisa...?

Lisa: (annoyed) Travis.

(Lisa leaves as Dr. Kaufman approaches Travis)

Dr. Kaufman: You have a habit of popping where you're not wanted, Mr. Grady.  
Isn't it time you left town?

Travis: I can't.

Dr. Kaufman: Try harder.

(A calm, yet disgusted Dr. Kaufman exits the room)

=====  
MEMORIES OF DADDY  
=====

-- AREA: Riverside Motel --  
- TYPE: Cutscene -  
-- WHEN: Upon entering Room 500 (OW). --

(A flashback shows Young Travis walk into Room 500 only to find his father  
dangling from the ceiling with a rope around his neck)

Young Travis: Daddy... I won the game. I still got a quarter left... You want  
the quarter? Daddy... wake up. Please Daddy.

Father: I'm not sleeping, son.

Young Travis: Daddy...

Father: You knew I wasn't sleeping. Why did you stand there for so long?  
It wasn't right.

Young Travis: Please Daddy!

Father: It wasn't healthy, son.

(Flashback ends and Travis stands in place of young Travis and backs up in  
disbelief)

Travis: Daddy, this is insane.

Father: Time you faced up for what happened. Your mother and I...  
will see you in Heaven, son.

(Travis father's glasses fall off as he begins to spasm. The built up memories  
of Travis' father form a nightmarish creature in place of his father's image)

=====  
GAINING THE TRUTH PIECE  
=====

-- AREA: Riverside Motel --  
- TYPE: Cutscene -  
-- WHEN: After collecting the Truth Pieces of Flauros piece in Room 500 (OW) --

Travis: How is this even possible? Dad... How could he do that to himself?  
(looks around for Alessa) Why won't you let me forget!? Why are you

doing this to me!? Come out! Come out... I've got your... your THING for ya!

(Alessa appears behind Travis. Travis turns to face her)

Travis: Happy? You dug up my parents, what now?

(Travis begins to step toward Alessa while talking and grabbing her)

Travis: When do we get to look inside your sick little mind?

(Alessa continues to stare at Travis as a siren is heard. Alessa has a slight hint of a smile this time as Travis starts to fall.)

Travis: Uh! Ah! (begins to breathe heavily then faints)

(Travis wakes up on a shelf in the Hospital Storage Room)

Travis: This isn't right.

=====

GAINING THE PRESENT PIECE

=====

-- AREA: Alchemilla Hospital (Basement) --  
- TYPE: Cutscene -  
-- WHEN: After picking up the Present piece of the Flauros in the Storage --  
- Box Room -

(Travis picks up the Present piece of the Flauros and looks at it)

Travis: This is the last one.

=====

RELEASED FROM THE FLAUROS

=====

-- AREA: Alchemilla Hospital (Basement) --  
- TYPE: Cutscene -  
-- WHEN: After assembling the Flauros pieces in the Storage Box Room --

(Travis holds the assembled Flauros. The Flauros drops to the ground and starts to float. The pieces come apart while floating in the air and then explode in a blinding flash of light that floors Travis)

(Alessa appears)

Travis: ...You're here!?

(Alessa stands and looks over her physical form. She begins to step toward the nearby door.)

Travis: Wait!

(Alessa stands in front of the door and looks at it. The symbol of Samael appears on the door and Alessa walks through the door like a ghost.)

=====

THE DARKNESS SPREADS

=====

-- AREA: Alchemilla Hospital --  
- TYPE: Cutscene/FMV -



-- WHEN: After exiting the hospital --

(Travis steps down the Hospital stairs and sees Dhalia in front of the entrance)

Dhalia: What have you done? You broke the spell! Now she is free.

Travis: I just want to end this. I thought that's what she wanted too? I want out! Could you help me?

Dhalia: You want out!? Haha! Far too late for that. Even with your misguided help, she can't stop us now. The Ceremony begins. Finally, she will birth God! Her she comes. Look upon what you have wrought.

(Travis looks to the top of the Hospital stairs and sees Alessa. Alessa floats in place and stares at Travis as the ground starts to crumble below her. She floats down the stairs as all the concrete and buildings around the area begin to deteriorate starting from the ground directly underneath her. Travis watches the ground rot around him as Alessa's hatred and pain spread throughout the streets of Silent Hill and engulf the town in a living darkness. With a worried look Travis runs away.)

=====  
FACING THE DEMON  
=====

-- AREA: Otherworld Streets of Silent Hill --  
- TYPE: FMV -  
-- WHEN: Travis exits the Cult Anteroom --

(Travis steps toward a room with chanting robed figures that are gathered around the same burnt girl that he rescued from the fire in the burning house)

Dr. Kaufman: She's really worked you over, hasn't she?

(Dr. Kaufman steps out from a dark corner)

Dr. Kaufman: I'm surprised to see you. We had assumed you'd just leave. Well, time to put her pawn to sleep... Goodnight.

(Gas suddenly rises up from the ground around Travis as causes him to cough. He fans the mysterious gas away then falls)

(While lying on the ground with a slight awareness, he sees Dr. Kaufman approaching him as the cult members continue to chant in the background. Dr Kaufman suddenly turns as he hears Dhalia)

Dhalia: She's here! We need to begin this now!

Dr. Kaufman: Don't worry Dhalia! With him out of the way, she has no conduit for her power.

(Travis begins to sink further into unconsciousness while on the ground)

Alessa: Momma? Momma? What is it?

Dhalia: Don't touch!

Alessa: Ow. It's hot!

Dhalia: Leave it be. It is a cage for a demon. Contained, his power will

focus yours. Release him, and we will all burn in the fires of Hell.

(Travis appears in a large red circle and looks around the current room. A large demon appears to his side. The demon opens a portion of its chest and begins to spew flames. The heat from the flames rushes toward Travis as he puts his hands up to shield the hot gust)

=====  
GOOD ENDING  
=====

-- AREA: -- --  
- TYPE: FMV -  
-- WHEN: After beating the game for the first time --  
- or after defeating less than 130 enemies on the next playthrough -

(Travis steps down the road while looking back behind him as he walks away from Silent Hill. He turns and looks ahead then spots his truck in the distance. He looks back around then pulls his truck key out of his pocket. After examining it, he looks upward then walks further up the road toward his truck.)

(Travis walks up the driver's door of his truck. He opens the door then steps up into the vehicle and shuts the door. The camera zooms into side mirror as Travis looks toward it. A tune begins to play as Travis sees Alessa holding a baby in the mirror. He smiles then glances at his speedometer - "366", the same number he saw that triggered fragmented memories from his past earlier. Travis presses the button below the speedometer to reset it back to "0". Travis starts up his truck then drives down the road. Alessa watches the truck depart.)

=====  
GOOD ENDING (Extra Dialogue)  
=====

-- AREA: -- --  
- TYPE: FMV -  
-- WHEN: Plays after Good Ending FMV --

Woman: Harry, it's a baby!

Harry: It's a girl. Go on, hold her.

Woman: Cheryl... we'll call her "Cheryl".

(static interrupts then all is silent)

Dr. Kaufman: Half the soul is lost, the seed lies dormant.

Dhalia: The other half is not lost. We'll use a summoning spell. Hearing her pain, it is sure to come.

Dr. Kaufman: It will take time.

Dhalia: We can wait.

(Static interference. A siren sounds.)

=====  
BAD ENDING - THE DEMON CHILD AWAKENS  
=====

-- AREA: -- --

- TYPE: FMV -  
-- WHEN: After beating the game and defeating 130+ enemies --

(A flickering light on the ceiling causes Travis to open his eyes. He looks to his sides and begins to struggle as he notices that his arms and legs are strapped to a bed. He continues to struggle on the blood-soaked bed as memories of a needle being injected into his arm and a group of bottles lying to the side containing some unknown chemical cloud his mind. He continues to struggle as the camera shifts to show the same bottle of chemicals and syringes that he suddenly remembered.)

(The light continues to flicker above as Travis begins to hallucinate... or possibly remember)

Woman: What are you talking about? I'm not your mamma. Please--No!

(An image of The Butcher flickers through his mind)

Man: Scuse me sir. Motel's closed for the season. Wait--! (screams)

(Travis gets down on his knees and looks at his hands as an image of The Butcher flickers over him completely overshadowing his presence)

Richard Grady: What are you doing, son? Careful, daddy's--!

(Travis wakes up once again on the bed while still strapped to the same blood-soaked mattress from before. He continues to struggle as the camera zooms out)

=====

UFO ENDING - A DREAM COME TRUE

=====

-- AREA: Riverside Motel --  
- TYPE: Anime FMV -  
-- WHEN: After unlocking Room 502 with the Room 502 key found near the --  
- beginning of the game -

(Travis walks up to Room 502 with the Room 502 Key in hand. He stands in front of the door then inserts the key into the keyhole)

Travis: Huh? ...Doesn't fit.

(Travis turns and looks toward the sky and watches the moon)

Travis: The lonely moon... you've always been there for me, haven't you?

(A UFO suddenly flies down from the sky in front of the moon. Travis looks watches it from below with his shocked eyes. The UFO hovers over him then sends out a beam from below. An alien and a dog with a space helmet float down from the UFO)

Dog: Ruff! Ruff!

(The happy dog barks as the alien looks toward it with a frown. Both the alien and dog look toward Travis with a face of intense joy as each of them hold up a hand and wave at him.)

Alien: Greetings, Travis!

Travis: You seen my truck? I have to find my truck.

Dog: (whispers in the alien's ear) Ruff! Ruff!

Alien: Your truck is on our planet.

(Travis raises his hands with a sudden burst of excitement as he looks toward the alien and his dog companion with starry-eyes. A piano tune plays to help define this happy occasion... this moment of relief... this end to all of Travis' built up anxiety!)

Alien: Come with us.

(The alien points at a smiling Travis while holding the happy dog)

Travis: Can I drive?

Alien: You drive stick?

(The trio ride the beam back into the UFO. The UFO flies away)

=====

SONG 1 - "Shot Down in Flames"

=====

-- WHEN: In front of Travis' truck as he walks toward Silent Hill --

- VOCALS: Mary Elizabeth McGlynn -

Is it lonely where you are?  
In there... Dad?  
Does the darkness know your name?  
Does Mom?

What's it like?  
Can you feel?  
She said her blood turns to ash  
Laughing...  
Dad, do you know what you've done this time to me?

Oh...

Burning eyes can't forgive you  
Howling moon drives on  
And deep in me  
Your illusion  
What you see in me  
Is...

Did you have that dream again?  
Release...  
Breathe  
You're receiving what you said  
Said she  
Never mind  
Emptiness, dead eyes and lost what you found

Maybe there on the edge is your hope  
But you don't look down  
Why?  
There you go saying nothing  
Here's my mind unclear  
Or  
Could it be?

Maybe something has a hold of me  
Like...

=====

SONG 2 - "???"

=====

-- WHEN: Plays during Good Ending credits --  
- VOCALS: Mary Elizabeth McGlynn -

Daylight  
Dark light  
Blinds me  
Am I fading in light?

I can see through the fear, nice try  
Just a matter of time, it's another lie  
When the fire turns cold, who's here?  
It sure looks like it's me

Closer to the source of my pain  
Mirror yours

Oh, I'm not myself  
My God, what have you done?  
Oh, the memories of them keep coming home...

And the nightmares are good, so good  
Will I ever wake up?  
Am I here right now?  
Was the question too hard?  
Dad was right  
He said nightmares are good

Mommy, am I dead now?  
Tell me  
Why do we...?

=====

SONG 3 - "Afflicted"

=====

-- WHEN: Plays during UFO ending credits --  
- VOCALS: Mary Elizabeth McGlynn -

Swear at the walls  
They make fun of me  
Day after day  
Eyes that follow me  
Is it you again?  
Can this be the end, forever?

See through your eyes  
Child's heart that cries  
Raven flight, flies  
And the meaning dies  
As it was before  
It will be no more  
Time does that

Say it again  
Like you said

Does it sound like you?  
Where are you now?  
Does the young one know you're here?  
Breath on the glass  
Once again  
Feel her pull you in  
Nobody leaves  
You won't let you  
You're afflicted

Can you hide who you are?  
Take a look at yourself  
Can you stop what will be?  
You think running will help?  
Can't give up on the past  
When the past never ends  
Now the dead that you raised  
Live in me

What have you done?  
You're insane  
Can you bring God down?  
Plans that you made  
Don't include me  
One more time  
But I will dance  
On the wind  
Breathing in your heart  
Your sacrifice  
Wasn't wanted  
Still you try

Say it again  
Like you said  
Does it sound like you?  
Where are you now?  
Does the young one know you're here?  
Breath on the glass  
Once again  
Feel her pull you in  
Nobody leaves  
You won't let you  
You're afflicted

(The song fades out as the final lines play, but I'm pretty sure the song would repeat. Big thanks to [www.silenthillorigins.com](http://www.silenthillorigins.com) for the song lyric help!)

=====

SONG 4 - "Let Me Out"

=====

-- WHEN: Plays during Bad Ending credits --  
- VOCALS: Mary Elizabeth McGlynn -

Oh yeah, I've been here before  
I can see it with eyes closed  
Shadows that look like blood  
Dead as far as the mind goes  
  
Fear that comes from my head  
Lives in the mirror

Why won't you let me out?  
Does the evil excite you?

Haven't you had enough?  
Does the feeling control you?  
Just when I think I'm okay  
Shadows surround me

All of the monster you are  
I can feel in my head

Let me out, let me out  
Let me out, let me out  
Let me out, let me out  
Let me out, let me out

No more, I'm through  
You win, I'm dead  
You're sorry, sorry?  
No, you're a lie!

It's over,  
Nothing here left alive

Let me out, let me out  
Let me out, let me out

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[EE00]

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\*\*\*\*\*  
SPECIAL THANKS [ST00]  
\*\*\*\*\*

- my parents.

- Ceej and SBAllen from GameFAQs, Stephen from IGN FAQs, Chris and Peter from Cheat Happens, Dennis from Supercheats, and the Neoseeker FAQ staff for always accepting my guides.
- Ned Jordan for allowing me to write reviews for his site. Please visit his site at: [www.gamerstemple.com](http://www.gamerstemple.com)
- Konami and Climax for a job well done.
- AZ (absolutezero) from the AN boards for helping me out with the names of each enemy.
- Mythril Wyrn for some ending corrections and the Fire Axe addition.
- [www.silenthillorigins.com](http://www.silenthillorigins.com) for some of the song lyrics that I had trouble deciphering.
- <http://network-science.de/ascii/> for the ASCII art.

\*\*\*\*\*  
 VERSION HISTORY [VH00]  
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Version 1.0 - (December 3, 2007) - FAQ is complete. A few more sections will be added soon after I complete the game script.

Version 1.1 - (December 5, 2007) - Added many new checklists, the Item Checklist section is now the "Checklist" section. "Harness" enemies were renamed "Remnants" because I like that name better. They are either called Remnants, Harnesses, or Halos from what I have seen across the various message boards.

If you see any bad grammar (typos also) in this guide then email me about it please. I've tried to look over most sections but some have still eluded me. Also, if you happen to know what the song titles are or find mistakes in the lyrics then let me know.

Version 1.15 - (January 23, 2008) - Went through and edited the remainder of the game scenes in the game script that needed touching up and added the "Good Ending" and dialogue after the Good Ending. Added a "Saving the game" section under the Basics section. Fixed one typo in the walkthrough.

The names of the vocal songs are "Shot in Flames", "O.R.T.", "Blow Back", and "Hole in the Sky". I'm not sure which one is which yet, though I'm pretty sure the first one listed above is "Shot in Flames".

Version 1.2 - (March 13, 2008) - Added PS2 controls and "Differences in PS2 version" subsection under the Introduction section. The PSP version and PS2 version are identical from a gameplay standpoint so this walkthrough will work fine for the PS2 version. There is also a nifty little Quick Walkthrough section added below the main walkthrough. It lists everything you need to know to barrel right through the game very quickly.

\*\*\*\*\*  
 CONTACT INFO [CI00]  
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I can be reached at my email address, which is > [berserker\\_kev\(at\)yahoo.com](mailto:berserker_kev@yahoo.com) <, so please contact me if you have any questions, comments, etc. Replace the



(at) with @. I don't mind receiving emails at all. All I ask is for you to try to make the email decent. I realize that some people do not speak perfect English or cannot type that well, so that doesn't really matter to me, but all that I ask is that you try to make it readable. Please put a subject also!

If you found this walkthrough helpful, an email would be most appreciated or you could sign the guestbook on my blog listed below.

\*\*\*\*\*  
ABOUT ME [AM00]  
\*\*\*\*\*

Well, my name is Kevin. I'm 28 years old (as of March 2008) and reside in the US (Mississippi). I've been an avid player of video games ever since I first got an Atari 2600 back when I was 6 years old. I've tried to escape into many other hobbies but always wind up back to square one with video games. My favorite gaming series is Resident Evil by far, then second would be Castlevania. Playing just about any survival horror is a major high point in my gaming experience.

A few of my other interests include horror movies, anime, and I'm a complete message board junkie. You can find me at Artic Nightfall (Berserker) or the Resident Evil or Castlevania IGN message boards (berserker\_kev) from time to time. I'm also a big fan of viewing artwork, though I can't draw myself. Even though I can't draw, I try to be a creative person through writing, and hopefully that reflects in my guides. My dream is to be a professional walkthrough writer, but until then I will continue to publish guides for free on GameFAQs and the various other gaming sites.

For any other info about me, please see my FAQ Writer of the Month interview at IGN:

<http://faqs.ign.com/articles/637/637797p1.html>

-- Berserker's Blog

My own site with game reviews, discussions of my guides (some), and random thoughts about video games. Feel free to post up some comments on the blog. I don't bite... well not that much... and not too viciously...

<http://berserkersblog.blogspot.com/>

-- My other work can be found at both IGN and GameFAQs.

[http://users.ign.com/about/berserker\\_kev](http://users.ign.com/about/berserker_kev) (IGN)

<http://www.gamefaqs.com/features/recognition/21400.html> (GameFAQs)

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CHEAT HAPPENS FEATURED GUIDES [CH00]  
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This is a list of HTML guides with pics that I have done for Cheat Happens. If you like my work in my FAQs found around the various gaming sites then you will find that these guides are similar.

--> Lost Planet

A frozen wasteland. An alien menace. An extreme soldier. The battlefield is set!

[http://www.cheathappens.com/features/lost\\_planet/lp\\_index.asp](http://www.cheathappens.com/features/lost_planet/lp_index.asp)

--> God Hand

Have Fist Will Travel!

[http://www.cheathappens.com/features/god\\_hand/gh\\_index.asp](http://www.cheathappens.com/features/god_hand/gh_index.asp)

--> Dead Rising

Freelance photojournalist Frank West + a mall full of zombies + tons of stores where anything and everything is a weapon = the scoop of a lifetime!

[http://www.cheathappens.com/features/dead\\_rising/dr\\_index.asp](http://www.cheathappens.com/features/dead_rising/dr_index.asp)

--> Tomb Raider: Legend

Lady Croft's next big adventure crosses multiple platforms and delivers on all!

[http://www.cheathappens.com/features/tomb\\_raider\\_legend/trl\\_index.asp](http://www.cheathappens.com/features/tomb_raider_legend/trl_index.asp)

--> Prince of Persia: The Two Thrones

"Come, and I will tell you a tale like none you have ever heard..."

[http://www.cheathappens.com/features/two\\_thrones/poptt\\_index.asp](http://www.cheathappens.com/features/two_thrones/poptt_index.asp)

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Thank you for reading!

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