

Silent Hill Origins Speed Walkthrough

VVVV

by MetalGearRexus

Updated to v1.00d on Apr 28, 2008

=====
Silent Hill: Origins Speed Walkthrough (PSP)

Written by: Ali H. Dia aka MetalGearRexus

e-mail: MetalGearRexus@hotmail.com

Version 1.00

Started on April 22 2008 - Finished on April 25 2008
=====

=====
=TABLE OF CONTENTS=
=====

I. INTRODUCTION

II. BEFORE YOU EMBARK ON YOUR ADVENTURE [SH1]

III. SPEED WALKTHROUGH

i. Welcome to Silent Hill [SH2]

ii. Alchemilla Hospital [SH3]

iii. Back to Silent Hill [SH4]

iv. Cedar Grove Sanitarium [SH5]

v. Back to Silent Hill (2) [SH6]

vi. Artaud Theater [SH7]

vii. Back to Silent Hill (3) [SH8]

viii. Riverside Motel [SH9]

ix. Otherworld Silent Hill [SH10]

IV. TIME RECORDS - SUBMIT YOUR RUN TIME(S) [SH11]

V. LEGAL DISCLAIMER, CREDITS AND THANKS, ABOUT ME [SH12]
=====

=====
=I. INTRODUCTION=
=====

Silent: Hill Origins is one of those games that come as an acquired taste - some really dig it while others find it another black sheep in the Silent Hill family (next to Silent Hill 4). You can tell I'm Type 1: I enjoyed this game so much, I decided to write my first FAQ ever--of any shape or form--for it - a speed walkthrough of the game that will help you achieve one of the game's more challenging accolades: Sprinter (finish the game in under 2 hours). I hope you'll find this FAQ helpful, since it's one of the motivators behind my first-time effort. Thanks for listening and enjoy!

My Silent Hill: Origins review -

<http://www.gamefaqs.com/portable/psp/review/R124413.html>
=====

=====
=II.BEFORE YOU EMBARK ON YOUR ADVENTURE=
=[SH1]=====

- This speed run will take plenty of shortcuts to get you to the ending as quickly as possible, so there will be SPOILERS pertaining to PUZZLE SOLUTIONS.
- When I say go to your right, what I mean is Travis' right, not right from your perspective. Most of the times I mention Travis in such directions, but in case I forgot to, keep this in mind.
- I take it you've already finished the game when attempting this, or are at least really good at controlling Travis and working your environment, so I won't go into petty details.
- The gauntlet you receive for finishing the game the first time through will make the goal of achieving the SPRINTER accolade much easier.
- You can go for other accolades while attempting this; Cartographer, Daredevil, and Fireman are three accolades you can attempt on this run. If you're real good and follow the walkthrough properly, you should be able to save Alyssa at the burning house in record time, look less than 25 times at your map, and not have to save (just run past enemies whenever you can and use the Gauntlet on your second play through).
- Don't be shy of using those energy drink, especially on long strolls.
- Skip cutscenes: press start during a cutscene then hit "O" to skip it.
- Travis will turn his head to look at various items; this should help you find items faster.
- Your FLASHLIGHT can light up dark areas but at the same time bring unwanted attention. Use quick glimpses of it on your environment to save yourself of the dark and enemies.
- The run will focus on getting you only the basic and key items on your journey through the Hill; feel free to swerve out of the guide's way to grab health items and whatnot.
- Plenty of people wonder why the finishing move (press X while enemy squirms on the ground) doesn't work all of the time. The key to this is to stand still and press X (no flinging the nub all over the PSP; just stand there over the soon-to-be-corpse and press X)

=====

=====
=III.SPEED WALKTHROUGH=
=====

#The following enclosures indicate what they stand for:#

#CUTSCENE *AREA* #MIRROR#
#<GET ITEM> >USE ITEM<
#[PUZZLE SOLUTION] ++WEAPON++
#####

=====
=i. Welcome to Silent Hill=
=[SH2]=====

1. Follow the road until you access CUTSCENE
2. Go forward and right up the stairs; CUTSCENE
3. Open the door straight ahead
4. Go straight, left, right, straight ahead and then left; CUTSCENE
5. Go back the road you came; CUTSCENE
6. Go straight ahead then left (Alyssa will bring down wall of fire); go straight, right behind the sofa, then cross another fire barrier; take a left and out the door
7. Head straight, left, and out the door; CUTSCENE

=====
=ii. Alchemilla Hospital=
=[SH3]=====

1. Go left, up the wall, follow the wall to the right, enter the gates, then open the door to *ALCHEMILLA HOSPITAL*
2. <MAP> to Travis' right; go past the save and into the door straight ahead
3. Go left and through the door straight ahead
4. Follow the lounge; CUTSCENE; go into elevator and up the 2nd floor; open door to the left
5. CUTSCENE; turn off your flashlight and go into room *205*
6. Press X to check mirror; go back out; CUTSCENE; check mirror again; CUTSCENE
7. <PLASTIC LUNGS> to the left; open the door
8. Go left, right, then straight through the door ahead
9. Go right and into room *202* <GOLDEN EGG>; get out and go into room *204* [312319 is the key to the safe] <PLASTIC HEART>; get out back to lounge and right down the hall and into the stairs room; head down the stairs and open the door
10. Go right and insert >GOLDEN EGG< into the *Women's Bathroom*; go in
11. Go into the toilet cubicle and open the lid <PLASTIC LIVER>; use #MIRROR#; go to toilet cubicle again and grab <STAFF LOUNGE KEY>; go out of the women's restroom, right through the door, and straight into the *STAFF LOUNGE* >STAFF LOUNGE KEY<
12. Go to Travis' right and get the <EXAM ROOM KEY>; get out of the room, straight across to the opposite door, and straight ahead and enter the door to

the right back to the beginning area. >EXAM ROOM KEY< on first door to Travis' right.

13. <PLASTIC STOMACH> and <PLASTIC INTESTINE> from the sinks. [INTESTINES, STOMACH, LIVER, HEART, then LUNGS are the order of which the plastic organs should be inserted]; <GLASS EYES>; get out

14. Go left and out the door; take third door to the right back into the women's restroom; access #MIRROR#; get out.

15. Left and to the last door on the right, >GLASS EYES<; open door, then take first door on the right, then door on the left.

16. BOSS FIGHT: just stab and throw whatever's in your possession to get rid of the (semi)boss; grab the piece to access CUTSCENE.

17. Go out the back exit

=====

=====

=iii. Back to Silent Hill-

=[SH4]=====

1. Go past then round fixation and into the alley; go right at the end of the alley onto *CANYON STREET*; keep heading down, take a right, then at the barricade take a left into the back alley; take a right then a left at the next turn into *LOW St.*; Enter the *BUTCHERS*.

2. Backdoor; CUTSCENE; backdoor.

3. Travis' right then then take a left; keep heading down the road; take a left when you hit a wall; go inside the gates on your right; keep going straight (don't mind the road) and open the door.

=====

=====

iv. Cedar Grove Sanitarium=

=[SH5]=====

1. Go straight ahead, go left, then door to your right; ++TARGET PISTOL++ on chair with doll and some ammo for the gun next to it; get out.

2. Get to the opposite side of the hallway and take the door to your left; <MAP> to the right as soon as you enter; go into door on the right.

3. CUTSCENE; take a left and into the first *STORAGE ROOM* on Travis' left to pack on ammo; get out then right down the hall and access the door on the left *stairs*; go upstairs to *2nd floor*

4. Go right and into the *STORAGE* room on the left at the end of the hall to get loaded on ammo; get out and right down the hall and into the door opposite the stairway door.

5. Go straight across round the balcony and into the *TB WARD* (door on the right). Access the iron lung machine; [Press 1st button twice; press 5th button twice; press third button twice; follow this order or it won't work]; Grab <BASEMENT KEY>; get out.

6. Take Travis' left round across the balcony again then across the door you came from into the area; go across the door straight ahead into the stairway room; get down to basement (there are some ammo in the back here) and use your >BASEMENT KEY< to get inside.

7. Take a right then another right then go inside the first door on your left; go to the end of the hallway and inside the door on your right *STAIRS*; Go up to the *2nd floor* and open the door.

8. Go right and straight down the hall into *FEMALE HYDROTHERAPY*; go to the right and drain the water; get out and go into the second door on Travis' right; access #MIRROR#; there are some ammo on the bed; get out

9. Go right then left into the *STAIRS* room; open the door to *1st floor*

10. Go right and down the corridor to access a live CUTSCENE; open the door straight ahead of Travis to get into the *WOMEN'S RESTROOM*; access #MIRROR#; go into the open toilet cubicle and flush down the key; get out

11. Go straight ahead and open last door on your right; get the *PATIENT BELONGINGS KEY*; get out, down left, then right into the next hallway; keep going straight, unlock the door, then enter.

12. Go left then right and into the door on your right *EAST SOLARIUM*; get out the door on your left; go right then open the door straight ahead >PATIENT BELONGINGS<; Get the ammo on your right then go to the back and access #MIRROR#; get ++SHOTGUN++ and ammo; get out

13. Go down left and through the door straight ahead; again go straight, open the door, and head down the stairs and into the *BASEMENT*; go round to the right and head straight to the end of the corridor into *EAST PIPE ROOM*; go to the back of the room and grab the <INTERVIEW ARCHIVES KEY>; go out and straight ahead; open the door and access #MIRROR#; get out

14. Go right then left; open the door and go up to the 2nd floor; go straight ahead and open the door into the lobby; go right and open the door on the left >INTERVIEW ARCHIVES KEY<; access #MIRROR#; get out

15. Take Travis' left then another left and straight into the door ahead; go straight ahead, open the door, and go down the stairs into the *BASEMENT*; take a left then another left then go into the door on your right; run through the long corridor and access the stairs on the left towards the end; enter the 1st floor

16. Go down left, take another left, then access the door on your left (lefties ahoy!)*INFIRMARY* Go to the back and initiate the puzzle; [1st doll: green pill, 2nd doll: blue pill, 3rd doll: blue pill, 4th doll: red pill, 5th doll: yellow pill]; <DR. HARRIS' KEY>; get out; go to the right, upright, and then to the only door on the right; go down to the *BASEMENT*

17. Go down the long hallway and enter door; go to the door on your left; access #MIRROR#; get out; go left then door to the right; go up to the first floor

18. Go straight ahead and unlock door; go left then access the door on the left >DR. HARRIS' KEY<; get the <JOCASTA ARTIFACT>; get out

19. Now we need to get all the way to *WOMEN'S RESTROOM* opposite the *FEMALE SECLUSION*; go to the left and access the door on the left *EAST SOLARIUM*; get out the other door; take a left then a right and open door; go straight ahead

and open the next door; open the first door on your right; access #MIRROR#; get out; go straight ahead and use the >JOCASTA ARTIFACT< from the menus to enter FEMALE SECLUSION; CUTSCENE; just access the door ahead

20. CUTSCENE; BOSS FIGHT: just keep your distance and empty your ammo into *SPOILERS* your momma (LOL); when you're out of ammo fling your throw-ables at her; once she's down grab the piece; CUTSCENE

21. Go down left; get <THEATER TICKET> found on the table; get out

=====

=====

=v. Back to Silent Hill (2)-

=[SH6]=====

1. Take the <LUMBERYARD KEY> from the car. Head out the gate and take Travis' left; Take right at the intersection; keep running forward till the end of the road and take a right into the backalley and into the Butcher's place. Open the two doors to arrive at the other side.

2. Go right and head up; keep going up until you hit the wall and walk by it to the right; once you find the alley by town hall go in then take a right; go left at the second intersection; >LUMBER YARD KEY< on the gate to your right; go inside

3. Right, straight, left, straight, right, straight, right, left, and out the lumber yard.

4. Go to Travis' left and follow the road till you arrive at the intersection; go right and you'll see blood tracks; follow them to arrive at the *GREENFIELD APARTMENTS* up the stairs

5. Head right, left, then right into the bathroom; drop down the hole; go out the main entrance

6. Go ahead and into the right towards the ticket booth; use your ticket via the menu then enter the theater

=====

=====

-vi. Artaud Theater-

=[SH7]=====

1. Get the theater map off the bench; go through the door opposite the bench into the *AUDITORIUM*; head down; CUTSCENE; go to the left and open the door; enter the door to Travis' right

2. Walk to the opposite side of the stage and open the door to *CURTAIN CONTROL*; enter the door next to the save;

3. Go into the door to the left; move forward; CUTSCENE; continue down and go left; keep going forward till you get to a right; open the door straight ahead (*DIRECTOR'S OFFICE*); get the <SUN TOTEM>; there's also a ++SERVICE PISTOL++ in here; get out.

4. Head back down, left, then into the last door on your left; access #MIRROR#; get out, go right then another right at the end, and into the door straight ahead (again *DIRECTOR'S OFFICE*); grab the <BALCONY DOOR KEY>; get out; go

down, left, last door on your left (*MEN'S DRESSING ROOM* again) and access #MIRROR#; get out

5. Open the door straight ahead; open door on your right; get out the other door; cross the stage into the storage; get out the other door; get down the stairs then head right and out of the auditorium; take the stairs on your right

6. Open the door on your right >BALCONY CORRIDOR KEY<; go into the second door on your left; grab the four *LIGHT BULBS* off the shelg; get out; go down the stairs on your left and open the door; open the door on your right; head down the stairs then open door

7. Grab <MOON TOTEM> then get out the door on your right; head down straight and open the door; open the door straight ahead and access #MIRROR#; get out; head down and open the door straight ahead; head down straight and open the door

8. Open the door to Travis' left; head up the stairs; Insert the >SUN TOTEM< into the right square hole and the >MOON TOTEM< into the left square hole (via the menu); open the door

9. Open the door up the stairs; open the last door to the left; open first door on your right; head down then right to grab yourself a ++RIFLE++; head back and open the last door on your left; access #MIRROR#; get out

10. Get out the door on your left; open the second door on your right (CATWALK); Insert the light bulbs into their sockets; the projector go from A to D in the order you pass them by; [A = 500; B = 125; C = 750; D = 250]; turn on the machine at the end of the catwalk; get out

11. Head right and out the door; head down the stairs and out the door; head out the door straight ahead; get down the stairs and out the door; head out the door to your right; head down and enter the door to your left *CURTAIN ROOM*

12. Pull up the now-green switch; get out the door on your left; get out and to the right; access the scenery and props control pannel; [1st scenery switch; 2nd props switch]; enter the mirror; go up and get the <STAGE OFFICE KEY> situated in the tree; get out

13. Head back into the *CURTAIN ROOM*, get out the other door, and open the door on your left; head straight, take a left, then a right, and then a left to open the last door on your right >STAGE OFFICE KEY<; get in; <PROP CONTROL LEVER> on the table; leave

14. Go left, left, straight ahead, then left and out the door; open the door on your right into the curtain control room and get out the other door; go back to the panel and use the >PROPS CONTROL LEVER<; [2nd scenery and 3rd props]; get inside mirror

15. CUTSCENE; BOSS FIGHT: again, keep distance and empty whatever you have into him; another strategy is to stay behind him (the side that isn't his head) and just keep shooting, smashing, and beating the crap out of him; CUTSCENE; grab the piece for another CUTSCENE

16. Get the <RIVERSIDE MOTEL> from the corpse on the floor; get out of the theater

=====
=====

=vii. Back to Silent Hill (3):=
=[SH8]=-----

1. Head right and all the way to the end of the street. Go to the right of the dead end and enter *ANDY'S BOOKS*
2. Access the cash register and enter [213] to get the <BOOKSTORE KEY>. The cardboard soldier in here is holding an ++ASSAULT RIFLE++; get out the back
3. Head down the road then take a left at the intersection; keep heading down until you arrive at a dead end; go into the door on the right into *GENERAL STORE*; get out the door past the save
4. Keep going straight then into the first right you see into an alley; head down the alley then go right; follow the road until you see an entrance to the right through the fencing; go through the door ahead

-viii. Riverside Motel:-
=[SH9]=-----

This is the main contender for biggest level alongside Cedar Grove Sanitarium, but what's beautiful about it is that the key parts to finishing it off make it feel really small (just follow these steps cautiously)...

1. Go forward and up the stairs. Go in >Motel Key<; CUTSCENE; get the <MOTEL MAP> from your left; go behind the counter and get <ROOM 306 KEY>; go out the door on your right.
 2. Head down left until you arrive at a staircase; keep running forward until you arrive at the other end of the stairs; get down; go to room 306 and unlock the door; access #MIRROR#; get out
 3. Go left, past the first door, and enter the second door; go straight and into the first door on your left; go down straight maintaining a right side bias; take a right when you arrive towards the end and keep towards the right on the wall; enter the second door on the right (*ROOM 503*); access #MIRROR#; get out
 4. Go right straight ahead and into the green door *MAINTENANCE ROOM*; head right and go inside the somewhat-secret hole on your right; head straight down and grab <MANAGER'S OFFICE KEY> off the table; get out; leave through the green door; go straight up and open the door to your right; head down the alley and unlock the door on the other side; go in
 5. Keep going straight up and once you arrive at the big gate unlock the small gate to its left; you're in the beginning area; climb the stairs and go in; unlock the door straight ahead >MANAGER'S OFFICE KEY<; go inside; get out the door on the left
 6. Head into first motel room on your left (*ROOM #108*); grab the ++REDEEMER++ and ammo; get out; continue going left until you arrive near the dumpsters; go left (mmm lovely sight); go inside
 7. CUTSCENE; BOSS FIGHT (BUTCHER): just keep going round the kitchen table emptying your shots into him; he's much weaker than we were given image of; once Travis butchers the butcher, get out the door on the left
- P.S.: Apparently the game can glitch here; I grabbed the Meat Clever as soon as

I downed the Butcher and the cutscene played; Travis wasn't able to open any door after that; oh well back to my last save at this point

8. Head out the door on the left; go down to Travis' right, skip the first door and enter the second door to your right *GAME ROOM*; go up the stairs and grab a <TOKEN> from the only-functioning pinball machine; get out

9. Head up left and enter the door straight ahead (and left of the stairs; LAUNDRO MAT); insert the >TOKEN< into the washing machine via the menu; going clockwise (starting after 12 o'clock), I will number the options 1 to 8; [6,4,8,1] <CLEOPATRA KEY>; get out where you came from

10. Head up the stairs; keep going around until you arrive at the first door with a yellow mark "Cleopatra"; open it >CLEOPATRA KEY<; go to the back, into the bathroom, and down the hole; CUTSCENE; (the white powder on the desk is quite the touch in the wacky hill); go back where you went down from; access #MIRROR#; get out of the bathroom, straight ahead, and out the room

11. Go left, once you're past the fence, keep to the wall in front of Travis and head up it and enter the only room on the left; obtain <ORNAMENTAL DAGGER>; get out; go right, round the fencing, then head down towards the pool; go down the pool stairs and grab the <JEWELLED HEART> from the bottom; get out the pool and keep heading left until you hit the fence; head left and round the obstacles and keep going towards the stairs; go up

12. The 2nd door on your right *NERO* will have a narrow slit cut in it; use the >ORNAMENTAL DAGGER< via the menu; go inside; go into the back, into the bathroom, and go down the hole; head out and there will be a huge hole in the wall to your left; embrace it

13. Head up right and open the door; follow the metallic flooring and get out the door; head into the fourth room on your left (*ROOM 503*); access #MIRROR#; get out, head right and into the door straight ahead (green door); go straight then take Travis' right; use the >JEWELLED HEART< via the menu on the heavy duty vice here to get <WEDDING RING>; go back out the green door

14. Keep heading forward and open the door on the right; head down the alley and then enter the left door; go straight up and open the door left the big gate; go up the stairs and enter the door; go round the counter and access the rotary calendar; [06,12,1961] use the >WEDDING RING< via the menu; grab <ROOM 500 KEY> from the key holder behind you; get out the door you came in from

15. Go down the stairs and open the door ahead; go straight down keeping to your left, past the stairs, and inside the door; go down the alley and enter the door to your right; enter *ROOM 503*;; access #MIRROR#; get out; CUTSCENE; open the door >ROOM 500 KEY<; go inside; Head down the stairs; open the door; CUTSCENE

16. BOSS FIGHT: Just keep strafing and shooting the bastard; grab the piece; CUTSCENE

=====

=====

=ix. Otherworld Silent Hill:=
=[SH10]=====

1. Get out the door on your right; get out the next door; head left and grab the last piece off the ground; I'll number the piece 1 to 4 from left to right; [use piece 3, press square twice, press R1; use piece 1, press square twice,

press R1; use piece 2, press square twice, press R1; use piece 4, press square once]; CUTSCENE

2. Go inside the door; go right, downright, and open the last door on your right; go upstairs and open the door; head left then get out by the exit

3. CUTSCENE; head left; there's a map on the wall that'll point you to the exit; in case you're going for the cartographer accolade, here are some pointers:

4. keep going straight up; when you arrive at a fence, go right then go at the first left; keep heading up, past the tree, to the right of the house and up, then take a right at the end; go round the tree hole, keep heading straight, then take a right towards the dead end; keep going straight up and past any obstacle you come across; at the end, head to the right and go inside

5. Get down the stairs and enter the door; there's a hole in the back of this room; crawl through; get out, up to the right, and straight ahead; CUTSCENE

6. BOSS FIGHT: Bosses don't have any real strategies in this game; just strafe and shoot the hell out of it;

=====

=====
=IV.TIME RECORDS - SUBMIT YOUR RUN TIME(S)=
=====

So you've finished the game and got the Sprinter accolade? Feel like bragging? Why don't you send me your best times for the game along with a picture proof? Proofs will be uploaded to photobucket and times will be immortalized in this here section. Got what it takes to be #1? Send in your numbers...

=====

=====
=V.LEGAL DISCLAIMER, CREDITS AND THANKS, ABOUT ME=
=[SH11]=====

LEGAL DISCLAIMER

This document is Copyright 2008 Ali H. Dia. It may not be reproduced nor retransmitted in any form without prior consent from the author. This document may not be altered, published, sold, given as incentive to buy, etc. without advance permission from the author. This includes but is not limited to posting on your website, linking to my guide, copying parts of my guide as your own, or citing content from my guide. My e-mail address is MetalGearRexus@hotmail.com if you wish to contact me asking for permission. All outside sources which have contributed to the making of this guide in some form have been cited in my CREDITS AND THANKS section of the guide. All trademarks are property of their respective owners.

#List of sites that have my permission to host this Walkthrough#
#####

<http://www.gamefaqs.com>
<http://ign.com>
<http://www.supercheats.com>
<https://www.neoseeker.com/>

CREDITS AND THANKS

- My father who gave me everything I ever asked for
- My family for always making me feel at ease
- My three cousins who got me into gaming
- KONAMI for creating the Silent Hill series and this game
- SONY for creating a wonderful portable gaming system
- GameFAQs for giving gamers a place to feel at home
- All the sites that have my permission, for accepting and hosting my guides

ABOUT ME

Hey there! Name's Ali Dia and I'm currently taking residence all the way over in Lebanon. I'm 23 years of age and I do what most people at this age do - getting my Accounting degree soon and working with my father. I LOVE GAMING, and that's why I recently decided that I'm going to do something about it - FAQs, Reviews, and whatever links. I'm still green in the area though, and this little guide is my first-time effort. I'm pretty sure that the more guides I'll write, the better I become and the less hassle I'll face - this guide took me much more time than expected, and it's really small.

Here's my GameFAQs page -

<http://www.gamefaqs.com/features/recognition/20811.html>

My lup page -

<http://www.lup.com/do/mylUp>

and this anime/gaming site I ended up writing reviews for -

<http://www.tokidokijournal.com/>

So yes, my history is pretty small in the world of gaming, but I wholeheartedly intend to make my resume MUCH BIGGER.

Thanks for listening and I hope to write more soon! BYE!