

Silent Hill FAQ/Walkthrough

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SILENT HILL FAQ

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QUICK RUN-THROUGH

ALLEY, CAFE AND DOGHOUSE.

Follow Cheryl through the gates, through the alley, and up to the dead body. Let yourself get killed by the monster things, and you'll wake in the cafe. Talk to Cybil, get the torch, knife, handgun, health and radio, then kill the flying thing. Save your game, go outside and go back to the alley. Read the notes, get the pipe and ammo. Head towards the school, the road will be blocked off. Get the note saying 'doghouse Levin st'. Head to Levin st, find the house with doghouse outside. Get the house key hidden in the dog house and go inside. Save your game, get the health and ammo, back door will be locked by three locks. Copy info onto your map from the other map next to back door. Go to each place on the map, one key in boot of a cop car, one in a pool of blood near basketball ring in alley, one in a letter box across a tree branch. Unlock the 3 locks, get the health and head out back gate.

MIDWICH ELEMENTARY SCHOOL, HELL MIDWICH ELEMENTARY SCHOOL.

Go to school. Once inside head for the chemistry storeroom on second floor and get acid. Go into chemistry room and pour acid on hand to get the golden medallion. Go down to the courtyard and put the golden medallion in the circle next to clock tower. Head up to the music room and check the piano. Play these notes-D, A, A#, G, C#. Get the silver medallion and put in in the other circle next to clock tower, courtyard. Head to boiler room in basement and press the switch. Go inside the clock tower in courtyard, head up ladders, and out onto the courtyard again, but you'll notice it's weirder now-i like to call it the 'hell version' of that place. Head to the storeroom and get the rubber ball. Go in all the classrooms until you find the picture card. Head to reception, and go through the door. use the picture card on the weird door and go through. Go inside the male toilets in front of you, to get the shotgun. Keep going in and out of both toilets until door comes back, and go back through. Head to the roof and look at the drain hole. There is a key hanging there, so stuff the rubber ball into the other drain hole, and turn the valve. Go down to the courtyard and get the key in one of the corners. Go to the locked classroom, and come out behind the locked gate. Go down to the basement and into the boiler room. Turn the valve on the left right once, then go to the valve on the right and turn it left twice. Go through and down the elevator. Take out your handgun and shoot the beast until it stops and saliva comes out of his mouth. Take out the shotgun, and when the beast gets near you jump back a bit and shoot it in the mouth when

it opens. When it's dead everything will turn normal. Get the K.Gordon key in front of you and go out of the school.(You can also save your game at the infirmary room).

GORDON HOUSE, CHURCH, BRIDGE.

Look at your map. You'll notice an area called old silent hill, just opposite the school. Go to the south-west area of this, and head up the alleyway here. Soon the camera will swing around and show a view from down a path. Go down the path and through the gate, then into the back door of the house using the K.Gordon key. Get the health and ammo and save your game. Go out the front door and head to the church. Talk to Dahlia Gillespie and get the health, Flauros and Drawbridge key off the altar. Save your game and head out the front door. Go down the street and enter the bridge control tower. Get the shopping district map and put the key in the control panel to lower the bridge. Save your game and go across the bridge, then look at the map and head to Alchemia Hospital, located at the bottom-left corner of the map.

ALCHEMIA HOSPITAL, HELL ALCHEMIA HOSPITAL

Once inside the gates turn left and enter the door. Walk forward a bit and you'll hear a gunshot, so go round the corner and go into the first door on your left, to watch the cut-scene with Dr Kauffman. When he's gone go through the door to the right of the door he goes out of, then through to the reception desk. Get the map on the wall, go back through the door, through the next, then into the one opposite Dr Kauffman went out of. Head for the conference room to get the basement key, then go to the kitchen and get the plastic bottle. Go to the director's office and use the plastic bottle to scoop up the liquid spilt behind the desk(you need this later). Go down to the basement and go into the Generator room, then turn on the generator. Go back up to 1st floor and into the elevator. Go up to the 2nd floor, but you'll find the door is locked. Go in the elevator and go to 3rd floor, but this door is locked too. Go back into the elevator and you'll notice a 4th floor button has appeared. Go up to come into the Hell version of the hospital. Search all the rooms all over the hospital, and eventually you should have the video, blood pack, cheshire cat plate, mad hatter plate, mock turtle plate, queen of hearts plate, disinfectant alcohol, lighter.(To get one of the plates you have to go to room 204-the one with the tentacle thing-and use the blood pack to distract it then grab the plate). Go to the nurse centre and look at the door. There will be a puzzle. Place the Mock Turtle plate at the top-right, Mad Hatter at the bottom-right, Cheshire cat plate at the bottom-left, and the Queen Of Hearts plate at the top-left. Search the rooms here for the basement storeroom key then head for the basement storeroom. Once inside go to the cabinet and stand facing the right hand side of it. Push it to reveal a secret door. Go inside and pour the disinfectant alcohol on the vines covering the grate. Then use the lighter to burn the vines, and go inside. Search the rooms for the examination room key. Go backup to the 1st floor then open the door to meet the nurse, Lisa Garland. Then Dahlia Gillespie will come back, and leave an Antique Shop key on the desk near you. Get it and head for the Antique shop, top-right of the map, north of Silent Hill Town Center.

ANTIQUÉ SHOP, RETURN TO HOSPITAL

When you're inside, save your game and push the cabinet opposite you to reveal a hole. Watch the scene with Cybil then go through the tunnel and get the axe in the next room. Try to go back through the tunnel, then watch the scene with Cybil, then the one with Lisa. you'll wake in the antique shop, but the hell version. Go outside and go through the broken gate at Silent Hill Town center. Go up the escalator and watch the scene with Cheryl on the TV. At the top go left and run forward, and you'll fall down a hole. When the giant slug appears, shoot it before it goes into its' hole. Keep doing this(With the shotgun) until it dies. Go through the door it smashes through, and head for the hospital. When

inside go through the door on your left, just past the reception. Watch the conversation with Lisa and Harry, then go outside, straight ahead and up the stairs. Kill the moth creature then head for the waterworks, next to Midwich Elementary school.

SEWERS

When you get there smash the lock off with the emergency hammer, then go down into the sewer. Just go through the sewer and eventually you'll come to a desk, so get the map and sewer key, then use the map to guide yourself out of this boring place.

I THINK YOU CAN FINISH THE REST OF THIS GREAT GAME ON YOUR OWN.....

Ok. That was just a quick sorta run through of all the main things you have to do. There are other rooms, items etc. to explore. But before i go, here's some tips etc. and how to get some of the different endings.

THOSE ANNOYING PUZZLES.....

Ok here's a quick guide to the main puzzles in the game.

PIANO PUZZLE-MIDWICH ELEMENTARY SCHOOL

Play these notes to get the silver medallion-D, A, A#, G, C#
These are actual piano notes, not just starting from A. A letter then # means the little black note just above and in front of that letter.

DAHLIA'S ALTAR PUZZLE

There is one part of the game near the end where there are two doors on either side of Dahlia's altar in the hospital. Use the camera you find and take a photo at each picture on each side of the altar. This makes a shape on the picture, use it to press the buttons on the doors in that shape.

THE KEYPAD PUZZLE IN THE HOSPITAL

Near the end again there is a part with a key pad and letters all over it. Type ALERT to get into the next room, where something happens to Lisa.....

PLATE PUZZLE

At the plate bit in the nurse center at the hospital, place the mock turtle in the top right of the puzzle, mad hatter at the bottom right, cheshire cat at the bottom left, and the queen of hearts at the top left.

VALVE PUZZLE AT SCHOOL THAT LEADS TO THE BOSS

There is a puzzle to get to the boss of the elementary school. Turn the valve on the left right once, then the valve on the right left twice.

ENDING STUFF

There are things you can do throughout the game that affect what ending you have. Remember that stuff you scooped into the plastic bottle at the hospital? Later at the amusement park Cybil turns into a zombie. Splash it on her when she runs out of ammo to turn her back to normal. Also when you get to the Resort area of the game, go to Annie's bar on the map where you can find Dr Kauffman again. There is no way to save Lisa, so don't bother trying. When you get a good+

ending, (Save Kauffman and Cybil) start a Next Fear mode game and go to the Convenience Store, where you can find a thing called the channelling stone. if you use it in all the right places you get the UFO ending. The places to use it are-

1. The roof of the lighthouse
2. Inside the boat
3. The roof of the school
4. Outside the apartments at the motel.
5. Inside the hospital gates before you fight anyone.

if you do that you'll get the UFO ending.

MONSTER GUIDE

BEHEADED MONSTERS- These little guys are really slow, so use the pipe or hammer. If there is more than two, use the handgun to kill some of them, then finish the last two off with the pipe or hammer.

PTERODACTYLS- These things get really annoying, just run away.

DOGS- Run away.

GHOST BABIES- These things are just here to scare you. The radio emits sound when they are around but these guys can't hurt you. They make a squeaking noise that sounds like a mouse.

GHOST MEN- There are only about 2 of these in the game, and you better just run cause they do alot of damage.

ZOMBIE NURSE- these nurses don't do much damage so just use the hammer or pipe. If there are two kill one with the handgun then the other with hammer or pipe. They are really annoying if you have two after you.

ZOMBIE DOCTORS- See Zombie Nurse.

APES- These guys are only in the street and are really annoying so just run away.

There might be a few more guys but thats all i remember.

TIPS

1. if you are surrounded by more than three enemies, just run away, you don't have to kill them.
2. Try to save your ammo for the end boss, it takes a few hits.
3. Try to save your medkits and ampoules for the end boss, the attacks hurt alot.

SPECIAL THANKS

Thanks to Konami, Sony and KCET for making a great game.

Thanks to Game Faqs for making an excellent website.

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If you wish to use it, please e-mail me and ask first at LYLEJASCAM@bigpond.com

It may be a couple of days before i can reply to your emails.

THANKYOU.

A SILENT END.....

And remember, watch out for Silent Hill 2 for the playstation 2, due to hit shelves in Australia Christmas 2001. (I live in Australia). Bye!!! :)

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