# Silent Hill Speed Walkthrough

by Ghidrah

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SILENT HILL

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SPEED WALKTHROUGH Version 1.0 Title: Silent Hill Producer: Konami For: Sony Playstation Wordpad Created: 8/16/02 Modified: By: Ghidrah Submitted:9/30/02 EMaul: Ghidrah @hotmail.com Revision Date: If anyone wishes to use this guide on their site, I would like to know. I don't have a problem with it's use by others on gaming forums, FAQ sites or being copied for personal use. I'd like to know if it's to be used on a site, just so I could drop by to ensure it hasn't been altered. \_\_\_\_\_ \_\_\_\_\_ MENU 1. Introductiom 2. Insights 3. Walkthrough 4. Comments \_\_\_\_\_ \_\_\_\_\_ 1. Introduction When you're at the speed gaming stage of the game, there isn't any need for character intros, you've played SH way too many times not to know all the characters, no need to waste anymore space on them. If your reading this guide at all, it's becuase your into speeding SH and you're looking for any new tricks and such to help cut more time off your game. Like many, you have the route, items, hostiles positions and habits memorized. But your still hanging around the 1 1/2 hour or even 1 hour level. Are you slamming into walls and objects in rooms and hallways? Do you kill too many uglies? Are you taking too many hits from uglies? Are you picking up too much stuff? Do you end the game with 50 or more rifle and shot gun rounds? More than 10 health drinks, 10 med. packs or 3 Ampoules? Have you eliminated all unnecessary backtracking? These are the first and best places to look for cutting time. Maybe I found cuts you missed, or have tricks for dealing with Bosses or hostiles you haven't considered. If you have a trick I missed, please e-mail me and let me know, if I can duplicate to verify, I'll put it into the SH guide if and when it gets revised, giving the sender full credit for the tidbit. \_\_\_\_\_ \_\_\_\_\_ 2. INSIGHTS This guide is for a Hard Mode Next Fear Game. Even though you may have acquired all the bonus objects in the game, they will not come into play in this game. All the combat bonus items, Chainsaw, Rock drill and Katana are for stopping and killing, counter productive in a speed game eh! Fun for retribution killing I know, but counter productive. I've heard that everyone gets to multiply their ammo count by 9X, for some reason, my game only does 4X. I wish my CD did 9X, I could cut even more items out of the list. 1. Are you walking? Are you walking? There's no walking in Silent Hill! Always run, never walk.

2. Whenever you have to do an about face, use the (L1/R1) buttons, we're talking

3. Ignore all pistol ammo in the game, you'll only use about 5 or 6 rounds in the cafe on the Dactyl. 4. If you're taking lots of hits from the hostiles, you might consider shutting the flashlight off in the tougher areas, some people play the school in the dark. I hit too much stuff, so, I keep the lights on. I'm sure there may be another 30 to 45 seconds of lost time stopping and waiting for knifers to move to advantageous positions brfore continuing the route. I still got hit with the lights off, not as often, but I still got hit. Some CZKs can be run into ands still ignore you, some will lunge way out of there way to stab you. I like to see them fall to the floor as I run by. 5. Boss fights, use the (L2/R2), not absolutely sure on this part, although, I have grown accustomed to using it. I think it may improve the shot to hit ratio. At any rate, it allows you to see your target while firing. This may be important to you at the Sammy fight. 6. There are tonza cut scenes in the game of Silent Hill, get used to "X-ing them out."

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3.

WALKTHROUGH

Put the CD and memcard in and start up the PSX. Load a Next Fear.

1 to 2 seconds on a slow turn times how many turns in th game?

CAFE

Jump the cut scenes with Cybil, Move to the right end of the counter and pick up the map, flashlight and health drink, (hence known as HD). (L1/R1) move to the opposite end of the counter and take the knife and HD. Arm with the pistol. (L1/R1), run to the door, (cut scene). (L2/R2) and shoot the dactyl. Take the radio and exit the Cafe.

#### OUTSIDE

"X" out the cut scenes turn left and run toward Matheson Str. Ignore the dactyl and proceed east to N. Ellroy Str. (not sure what it is, name looks different on the map than it does on the street sign).

Turn south at the corner, ignore the dactyl, cross over the plank, get the KEY. Exit over the plank, you are heading north on Ellroy to the intersection at Finney and Ellroy. Head east at the intersection to the cruiser and get the key.

(Looks like the cruiser was wrecked attempting to leave town when the shift took place)  $% \left( \left( {{{\rm{D}}_{\rm{s}}}} \right) \right)$ 

Head west at a run, stay to the left side of the street so that you can find the Liquor Store, turn south into the alley and continue till you see the fence on the right. Enter fence area, KEY. Return to Finney Str. Continue west on Finney past Bachman Rd., stay on the left side of the street till you get to the alley between the wooden fence and the Fish & Fries restaurant. Run down the alley past the dogs to the end, turn left and enter the gate. There's one dog in the tight alley, ignore it, even if it takes a bite. Pass through the next gate and take the page telling of the school only, (L1/R1). Exit and return to Finney Str. Turn west and proceed to and head south down Levin Str.. Stay to the left side of the street till about half way down, (radio noise) then angle off to the right side, staying in the street till the radio noise stops then cross into the grass area so you can make the turn west onto Matheson Str. Get the dog house note on the ground, (L1/R1). Return to Levin, stay on the left side, on the sidewalk. Ignore the dog on the right and the dog behind the dog house. Take the KEY and enter the house. Ignore the Med Pack, (hence known as MP). Run to the back door. Use the KEYS on the back door and exit the house.

(Ever notice the map on the wall near the back door? it says "keys for eclipse" When you walk out the door, the lights in the sky go out?)

Exit the back yard through the gate that leads to the alley at the west end of the yard. Enter the alley, turn south and stay on the alley. There will be at least one dactyl and 2 dogs before the intersection. Cross Matheson, re-enter the alley and continue south to Bloch Str. Turn west on Bloch to Midwich Str. and south again to the School. Once on Midwich stay in the street till you pass the 2 cars, you'll then be approaching the school entrance. Cross over to the school side sidewalk and take the walkway to the schools front door. Ignore the 2 dogs and occassional dactyl.

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SCHOOL

#### GOLD MEDAL

Run through the foyer to the Lobby/Office hall. If you have a problem with Crazed Zombie Knifers, take a right in the lobby and enter the Infirmary. There is an HD in the cabinet and a MP on the bed, try and ignore both if possible.

Take the double doors in the Office/Lobby to the Courtyard. Cross to the opposite side of the Courtyard, avoid the Crazed Zombie Knifers, on your way to the rear 1st Fl. Hallway.

Crazed Zombie Knifer, (hence known as CZK, Knifer or CZ)

Enter the rear hall, hold forward/left, run into and slide off the wall to the left of the double doors. This gives you a second to the see the CZK to your left and beyond the corner, which also sees and heads for you. Adjust your run counter clockwise around him to the opposite side of the hall continue south to the double doors leading to the "Teacher's Rooms Hall. Go up the stairs to the 2F hallway.

Run through the double doors to the left to the Chemistry Hallway. Ignore CZK, 1st left door. Get the Acid, exit. Enter Chemistry Room, use acid on the hand, (jump cut scene) and take the Gold Medallion.

Exit the Chemistry room, turn left, run to the enlarged area at the center of the hallway, (near bench). Turn left and wait till two CZKs come into view. Run clockwise around them, proceed to and exit the room at the end of the hall. North side 2nd Fl. Classroom hallway, two CZK walking in it. Stay left, stop at the lockers, wait for CZ to approach then run around it. Try same thing on #2, you might take a stab from #2 anyway. Once the staircase is reached, descend to the 1st fl. Watch out for the knifer to the left, stay to the right side of the stairs as you decend and pass it for the double doors. Unlock the double doors and enter the 1st Fl. Lobby/Office hallway where you began the school horror. The hallway is still empty, exit to the courtyard, put the Gold Medal into the left slot at the Clocktower.

#### SILVER MEDAL

Return to the Lobby/Office. Turn left, enter the double doors, hit the opposite wall hard, slide right to the stairs and return to the 2nd floor. Stop at the top, draw the CZ to you then run clockwise around it to the double doors and enter. Music room hall. 2 CZKs about middle way. Stay left move to the Locker room door and wait. Run counter clockwise around CZKs to the Music room, (sometimes they're spread out a bit more and I get hit). Enter the Music room. Piano, press the keys in following sequence

3,10,11,8,2. (Jump cut scene), get the Silver Medallion. Exit Music room The two CZKs are approaching, stay to right side of hall, knifers will walk toward you, swing wide clockwise around both as they approach. Hard right passed double doors to stairs, CZK to left. 1st fl. stay to right side of stairs passing CZK to Harry's left side. Hit double doors, stay to right side of hall, about half way along lockers. Wait for CZKs to commit then swing clockwise around both to courtyard.

(Sometimes there is a third CZ standing to the left of the double doors) Courtyard doors, exit, quickly place the medalion in the right side slot on the Tower. Return to the Main hall, ignore CZKs. Bear left and through the double doors, hit opposite wall hard and slide passed CZ to basement stairs. Down into the basement, enter the door on the right and activate the boiler. Exit and return to the Clocktower.

At top of basement stairs, hard right to avoid CZ then left to double doors. Follow the same routine as the second pass, (with CZKs) into the Lobby/Office hall. Jump all cut scenes inside and outside of clock tower.

ALTERNATE SCHOOL

### 1st Floor

Run to the doors on the right, (same route as 1st school) Bear left, CZ this end, easy to pass and enter the room on the right near the double doors. Rubber Ball, exit to hallway, go to the other end of the Hallway and take the single door on the left. This room is full of cockroaches, hard right, ignore them and run straight for the exit door. Enter the Hallway, access the second door on the left to enter the classrooms. Get the Key/Picture Card, then enter the next classroom. 4 knifers, enter straight into the room 2 steps along the left wall. (L1/R1) Once the first two CZKs are visible, run a large circle counter clockwise around them along the wall to the opposite side of the room. (This is the only way I have found to give at least a 70% chance of making it through the room untouched. It's important to stay along the wall after you pass the first door, but not to the point where Harry is kind of facing the wall, this move slows Harry down too much and invites a CZ The 1st door to the hall is locked from both sides, so don't waste time there.)

Stay against the wall till the next door at the other end of the room. Exit, enter the double doors. (Main Lobby hall) Stay left, Run into the room, swing right between the 1st and 2nd knifers. (This sometimes puts me into the wall near the court yard doors). Then swing left toward the office run past the knifer that just exited the office to the lounge door.

(If you're too fast, the 3rd knifer, albeit a slow one may get you because it is still too close to the door opening.)

Once inside, use the Key/Picture Card on the door with the same pattern on it. Two Bathroom doors in front of you, enter the right side bathroom. Shotgun, grab it. Back in the 1F Hallway, go to the 2nd classroom door. Run across to next classroom door and enter. As you try to exit this room, the phone will ring. Press Start, then (Rl&L1) run to door. Exit. Hard left, run up the stairs avoiding the CZKs. Proceed all the way up to the rooftop.

#### ROOF TOP

Locate key, plug hole, run water exit roof. Return to 2F

#### 2ND FLOOR HALLWAY

Turn right, get Health Drink on bench, enter door on right. Ignore knifer, run straight to next classroom door. Get the Shotgun shells, exit room, cross hall. Enter, Piano Hallway. Stay left till you see CZ, stop, wait a sec till it begins to track you then swing right around knifer.

Locker Room, open locker (skip cut scene.) Leave room, corpse falls out of locker with Library Reserve Key. Exit Locker room, cross the Piano hallway and stay to the right side all the way to the double doors.

(Most times CZ has back turned to Harry and is far enough away from wall to pass, sometimes not, Once commited, Harry can't tell till it's too late and a bite and stab ensues)

Exit to hallway. Once in the hallway, swing clockwise to the opposite side of the hallway and proceed to the next door at the far end of the hallway. Enter the classroom, once in head for the next classroom door. As you begin to move into the room, a CZ will be directly in front of you, (you can't see it till it's too late) As you enter the room, do a gentle curve to the left around the CZ to the door and enter the next room.

(It's very important to complete the arch around the CZ and to hit your mark on the door, pretty much all the CZs are in this end of the classroom. If you get hit by one, you can figure on taking some serious stabbing and needing a few HDs,)

 $3~{\rm CZKs}$  in this room, turn hard right and hug the wall all the way around to the opposite end of the classroom and exit. Use the staircase and return to the first floor.

#### 1ST FLOOR

Avoid the knifer, bear right while running to the double doors, unlock . This is the Rubber Ball hallway. Most times I swing between CZ#1 and CZ#2, sometimes, I must hug the wall on the right and slide between it and CZ#1 to the Courtyard doors. exit to the Courtyard, get the Classroom Key at the drain.

Return to the 2nd floor Chemistry hallway backtracking through the Rubber ball hallway.

#### 2ND FLOOR

Chemistry Hallway, two knifers, stay left, swing right, passing between CZ1 and 2, swing back left passing the 2nd CZ and enter the Library Reserve. Exit and pass through next room to the hallway. In the Hallway, unlock the 1st door on the left. More knifers, count to 3 or 4 and run. Keep Harry's left side along the walls to next class room door. Enter and get Health Drink on the chair. Exit near the staircase, down to basment, take the left door, two boxes of Shotgun Shells. Exit enter old Boiler room/New Valve Puzzle room. Left Valve, Turn Right once, Right Valve, Turn Left twice Take elevator to sub basement, jump the cut-scene.

#### DRAGON

Kill the Dragon, Arm with shot gun, no other weapon you have at this point in the game can get the job done as quickly and as safely as the shot gun. Jump the cut scene, as you're freed from the cut scene, (L2/R2) and fire six rounds as you walk toward the central hub. Release and press (R2) again for four more rounds as the dragon approaches.

(The realease and repress of (R2) eliminates the need for Harry to do the reload scene thereby cutting a bit more time out.)

The dragon will stop and begin to drool or bleed white stuff onto the floor.

(I wonder if that is a metaphor for white claudia which may elude to the dragon/heroin references in the past)

You'll stand your ground here, continue to hold (L2/R2), while keeping both thumbs hovering over the (X) and (DOWN) buttons. Music begins, the dragon moves trying to put the sqeeze on Harry, this forces Harry to involuntarily backup a tad. As soon as the mouth starts to open, hit the (X) and (DOWN) buttons.You'll back step while firing 2 rounds only. The dragon's mouth will close, move forward to it's mouth, wait for the mouth to reopen and repeat the process. Move up to the mouth and repeat the process when the mouth opens the third time. It will only require 1 round on the third attempt. A total of 15 rounds to smoke the dragon.

(I used to waste so much ammo on this guy. The pistol and the laser are useless against the dragon when speeding.)

Jump cut scenes, pick up the KEY and exit school.

(The school is over, all in all a pain in the butt, however, a quick pain in the butt. It seems like the CZKs are a bit more aggressive than the Resident Evil zombies, and maybe a tad smarter than the DC raptors. It's possible it just seems that way because you're in close quarters through the halls, hateful lungers too)

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### SILENT HILL

Head for house. Exit the school, run out to the street and cross to the other side. Once on the oither side, stay to the left side of the street. Take the first alleyway on your left. move to the right side of the alley. Continue straight till you see the dog run at you, run between it and the garage with the blood on it to the short alley on the right. Enter the house's backyard. Enter the house, exit house. Run southeast to the intersection of Bradbury and Levin. Continue east till you approach the 2nd bench on the right side of the street, get HD on bench. Left at the ally. Run north along the alley till you get to Bloch Str. Turn east, run to and enter the Church. Skip cut scenes, get key, Flauros. Exit Church and head east to the bridge. Stay to the right side of the bridge, run to Bridge control, enter Control room, get HD start bridge, exit. Continue crossing the bridge to Central SH, stay to right side of the bridge. Turn right on Crichton Str. and run south to Koontz Str. turn onto Koontz swing over to the right side of the street and enter the Hospital gate. Run to and enter the Hospital doors before the dog things get you.

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## HOSPITAL

Enter, skip cut scenes with Kaufmann. (L1/R1), Exit room to 1st floor hall. 1F Hallway, head for the third door on the right wall. Pass through the first room and into the 2nd room. Pick up the Basement Room Key. Exit to 1st Fl. Hallway, next door on right. Kitchen, Glass Bottle, Exit, (next door). Put red liquid in Glass Bottle. Exit to the Basement door, turn left enter 1st door on left side of basement area, start generators. Exit and enter the Elevator, check out levels two and three by rattling the double doors. This unlocks a hidden fourth floor Enter the 4th floor.

### ALTERNATE HOSPITAL

Exit the Elevator, pass through the double doors and run to stairs. Descend to the third floor, enter the double doors.

#### 3rd Floor

Turn right, enter first door on the right, Bathroom door, get the Turtle block. Exit, go right through the double doors. 1st door on the right, get Medpack and Blood Pack. Exit to Hallway. Right, run to the door on the right with Zombie Nurse, slam her and enter the room. Get the Cat block. Exit, turn right, run to and unlock the Elevator doors. Take the elevator down to the first floor:

#### 1st Floor

Get the 3 HDs from the soda machine, (L1/R1), enter the 2nd door on the left, near the zombie Doctor, get the Queen Block. Exit, turn left run through the double doors separating the two sides of the 1st floor. Run to the stairs and to the 2nd fl.

#### 2nd Floor

Turn left, first door to the left. Run straight to the operating table, grab the Lighter, (L1,R1) run past Nurse and exit the room. Turn left, go to the last door at the end of the hallway. Worm room, use blood, get Hatter block. Exit, turn right, enter 1st door on left put the blocks on the door in this orientation, from 1 oclock, Blue, Green, Yellow, Red. Exit the room, ignore the Nurse, enter the double doors in front of you . Shoot the Nurse. Enter the door. Ignore the Nurse, run by her, get the Basement Storeroom Key on the table. (L1/R1), return to the Hallway. On your way to the hallway, the Nurse might have gotten back up, you might have to spank her again. Once in the hallway, enter the next door on the right. Get the Alcohol. Exit, turn right, run to and unlock the Elevator doors. Elevator, to the Basement

#### Basement

Turn left and unlock the 2nd door on the right. Move the shelves for the hidden door. Pour the Alcohol on the trapdoor, then light it. Enter sub Basement

#### Sub Basement

Six slow Nurses waiting in the two hallways. Pass the first nurse on the right and swing left past the 2nd one, enter the door on the left. Go to the last room on the left in the 2nd hallway for the Examination Room Key, (jump the cut scene in the room to get to the key faster).

Return to the basement, take the stairs to the 1st fl., turn left, run to the double doors separating the two 1st Fl sides. Swing right between the doctor and the door. Enter the room, ignore the slow doctor and enter the Examination Room. (Jump the FMV and cut scenes). Grab the Antique Shop Key on your way out. Once outside the hospital, exit through the gates and turn right on Koontz Str.Continue to Simmons Str. Turn left on Simmon's all the way to the Antique Shop.

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#### ANTIQUE SHOP

The Antique Shop is just a bunch of cut scenes, an excuse for Cybil to add some more detail to the story. Jump all the cut scenes and exit to the Shopping mall. Climb the escalator to start the next set of cut scenes. (Jump all the cut scenes), climb the escalator to the 2nd floor. Bear left at the head of the stairs, and enter the Jewelry Shop. Get the 2 boxes of rifle ammo and Med in the Jewelry Shop then exit to the broken floor where the 2 larva are mouing on the corpse.

#### THE LARVA

Do the larva, (jump the cut scene). Run to, pick up and arm with the Rifle . Quickly move away from the spot where the Rifle was taken. (L2/R2) and fire 2  $\,$ rounds into the Larva, this is a short duration above ground, don't waste another round on it. Quickly move to the broken screen on the sandy floor, good place to wait) Count to 2 or 3 and move foreward about 5 steps as the music signifies that the larva is surfacing. (L1/R1), (L2/R2) and fire. The best positioning is to hopefully be directly in front of it on a long crawl over the floor. You may get up to 5 rounds into it before it goes under. Follow the same routine as before, wait a few seconds, run, (L1/R1) then (L2/R2) and fire. If you don't waste ammo, it will take between 8 and 9 rounds. Remember, use the (L1/R1) then (L2/R2) and fire technique. The sound of a hit is different than the sound of a miss plus you don't see the blood squirt on impact, so don't waste any rounds firing into the air. After the 8 or 9 rounds, the larva gives up and curls into a ball. Shortly after, it dives under then surfaces to crash through the glass door. (Jump the cut scene). Exit to the street, it's a long dark run back to the Hospital,. You end up on Sagan Str. running west toward the bridge. Turn south at the intersection of Sagan and Crichton Strs.back to Koontz and to the Hospital. Jump the cut scenes with Lisa. Exit to the Post Office and do the Moth.

#### THE MOTH

I've found no faster rule to killing the moth, I can do it on average in 57 seconds, using from 18 to 22 rounds . I've tried using the top area, (water Tower) with the Rifle, pistol and laser, running and standing ground. Same technique on the main roof.. The best time over med use over ammo use is by staying on the main roof and running quarter and half circles around the moth. I don't believe it matters which direction you run, I end up switching direction a few times during the event. Fire one round only and move a guarter to half circle around the moth. Fire and move, fire and move to another position on the roof. Keep this maneuver going and you'll notice the BG music quickening the beat at around 30 seconds into the event. Around 40 something seconds the beat kicks up another notch and volume picks up. At 50 something seconds the volume gets louder still and Mothboy kisses the big night flower goodby The moth may sneeze dust or whatever it is off and on and jab his jabber into the air a number of times through the event. If you have the presence of mind to be careful of where you are, you can avoid the worst of it and end up using no meds through the conflict. I still end up in the red. I'm beginning to think that the conflict may be on a Hits/Time clock. Exit the roof.

Run to the Bridge cross it and appear at the Water Pump Sta. Shoot off the lock and drop down into the sewer.

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#### 1ST SEWER

Run the sewer maze. When you finish jumping the ladder cut scene, turn right and start running. The first section is straight, you'll end up at the waterway. Turn left and shoot the "What The Heck Is That?" with 2 rounds from the shot gun. A 2nd thing is coming up your 6, so don't dally, you're bound to take at least one hit.

(hence known as ... I give, not a clue ... wait, how about Clickers from the sound they make on the stone floors they sound like they're tap dancing) Continue left till the corner, bear left till the crossover grating comes into view on your right. Run over it and turn right to the next crossover grating. Take this grating to the other side and turn left to the next grating, run across this grating to the gate. From this point, it's kind of straight foreward to the peg board with the KEY. You must return to and pass the tunnel you entered this place from. There will be from 1 to three more clickers to smoke before the fence barrier with gate. Enter the gate, locate the 2nd ladder to exit this section of the sewer.

#### 2ND SEWER

Get the MP, you'll be doing a left, right and right to the gates. Pass through the three gates to get the last KEY in the sewer. The place is crawling with clickers, but they are more or less easy to out manuever. From the last key, you'll retrace your steps back through the three gates and continue on to the fourth gate and finally the exit from the sewer to the outside ground level.

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#### OLD SILENT HILL

Out of the sewer, there is a ruined building to your left, ignore the supplies if you can, We're almost done. Run to and turn right onto Bachman Rd.Pass the 1st road on the right. Turn into the next opening on the left to Annies Bar, Kaufmann is in there getting intimate on the floor with some skinless thing with long manicured nails. Skip the horror, pick up the Key and receipt off the floor and snag the 2 HPs on the counter before leaving. Exit the Bar and return to Bachman Rd. Turn left stay to the left side of the road, when the hedges pop up into view, take the walkway through the hedges east to Weaver Str. Turn right and continue on to the back door to the Motel. Press the numbers 0886, enter the building, pick up the magnet and move into the Office area and to the exterior door. Exit, turn right and run to room #3, (Kaufmann's room) Push the bureau, use the magnet to get the Key. Return to the Office and the room in the rear. Enter the Garage, take the HD and shells, use the Key on the bike, (jump the cut scenes).

Exit the Garage and the building through the rear door that was locked. South on Weaver then west on Sandford Str. Continue through the Event change to the boat.

The buildings East Garage and West Garage appear on your left as you run toward the boat. As the West Garage slips by turn south onto the long dock, a dactyl and two dogs will harass Harry to the boat. Enter the boat, (jump the cut scenes) and take the HD and Rifle rounds. Exit the boat make your way to the dock, it's pretty much straight forward head south to the stairs, traverse over the floating docks to the main dock. Continue south to the next set of stairs up, turn south and continue to the next set of stairs pointing north. At the base, turn south again to the next set which will bring you to the base of the Lighthouse. Climb the stairs, enter and climb to the top of the Lighthouse. (Jump the cut scene) and return to the boat. Chunk the dog that climbs the stairs after you, I like to see it fly. Return to the boat, jump the cut scene, leave the boat and climb back up to the top of the dock. Exit the docks, back out on the street, take a left and angle across the street to the fenced in area, the last sewer run. No need for the map here, a simple right, right and left gets you to the manhole in front of the Park. While running in the sewer, look for the telltale yellow splotches on the floor, this is your cue to turn.

#### AMUSEMENT PARK

Enter the Park, bear right, keep the fence and the empty blackness to Harry's right till you spot the Octopus Merry-Go-Round on the right and the benches on the left. Bear left at the benches. The building with Magic written on it appears in front of you, pass it on Harry's left side. A lamp post appears, turn right, stay to the right side of it. Count 13 running steps as you pass the lamp post and do a gentle right, the Carrousel will appear in front of and to the left of Harry. Enter it, press start three times to bring up the Cybil event. Once free from the cut scenes, run right at Cybil, access inventory and chuck the Apple Glottis at her. Jump all the cut scenes to nowhere.

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#### NOWHERE

Most everyone that Plays SH calls this Nowhere, so... who am I to argue? Jump the FMV, follow Lisa out the door for the elevator. Jump the cut scenes and end up on the first floor hallway

Head for the last door on the right, "Basement door". Get the Screwdriver and Pliers. Return to the 1st fl., two slow Nurses in the hallway. Turn left, backtrack to the door to the right of the double doors separating the two sides of the 1st floor. Use the Pliers to get the Ophiel key. Exit, turn left, run to and enter the Ophiel door on the right. 2nd door on the left, enter. I go from right to left 8, 4, 6, Time Stone. Exit and run to the double doors with the ALERT puzzle, do it and run through both rooms to get the star. Exit, (jump the FMV and cut scenes with Lisa). (L1/R1), through the 2nd Bathroom on the left. Turn left enter the Antique door on the left and do the time stone clock thing. Get the Hagith Key. Exit, turn right, run to and through the elevator doors. Enter the elevator, third floor, go to the left door.

1. Top grid: Upside down triangle left

2. Bottom left: Backwards  ${\tt L}$ 

3. Bottom right: Arrow, pointing lower left corner

Enter room, Bird Cage Key on chair. Now, take the elevator back to the second floor. The third door on the left, blocked by a Nurse. Slam her, pump 2 rounds into her if she doesn't move fast enough for you. Enter the "Jewelry Shop". Crest of Mercury and Ring of Contract. Exit, turn left and go to the double doors at the end of the hallway. Pass through them, head straight for the next set of double doors in front of you and unlock them. This brings you back to the lst fl. Hallway. Turn left and enter the Birdcage room. Use the Key on the birdcage Phaleg key, exit. Unlock the Phaleg door outside.

Quickly go to the door immediately to the right, "Hospital Kitchen". Get Dagger of Melchior and use the Ring of Contract. Exit, quickly turn right and slide along the wall to the next door on the right.

(There's a specter close to the door)

Jelly Beans. Take Bethor key from beans, exit. Run straight across the hall to the EYES room. Get the Ankh. Exit straight across the hall run a large loop right to the Bethor Door. Turn the Generator off, exit back to thelst fl. hallway. Enter double doors on the right and turn left. Shoot two of the babies, swing right and run to the end of hallway. Swing back left at the debris on the floor to the last door on the left. Use the Screwdriver, get Aratron key. Return to the hallway, run to the debris on the floor swing left and run down the hallway to the double doors on the right. 1st floor hallway, enter the Phaleg door. Phaleg hallway. Stay right past the Kitchen, turn left, slide along wall tojust passed the debris on the floor. Turn hard right to the last door on the right side of the hallway. Enter door, (jump cut scene), Disk of Ouroboros, exit. Cross hall to last room, place all five artifacts in slots on door. Enter, (jump cut scene), check health make sure you're in the green. Take stairs to end.

FINAL CONFLICT

Jump the cut scene with Dahlia and Cybil.

#### Two options,

1. Stand your ground, if you have at least 4 Med Packs, 3 HDs and 3 Ampules. (L2/R2) and fire away at Sammy. Heal after the first strike, repeat until dead. This saves all that running around in the 2nd option. I prefer this one because I believe it to be slightly faster than the running one. In the 2nd option, at the end of each set of electrical strikes, you must reorient to Sammy to begin firing at him and no where else. This draws time from shooting him which is the most imporant part of ending this game. This way takes about 22 to 24 rifle rounds.

2. If you're light on Meds or just like to conserve for the macho thing, (L2/R2), fire 5 rounds, Sam ought to be smoking at this point, (preparing to send out an electronic death request). Stop firing and run in a somewhat tight circle, to the left or to the right, the direction doesn't matter, Sam is an ambidexterous killer. Stop after Sammy's 3rd strike orient to Sammy try and fire 5 rounds until he begins charging up for another strike. Repeat this until Sammy crokes. This way more often than not, takes 18 to 22 rifle rounds.

When firing at Sammy, as with all bosses, us the (L2/R2) combo while shooting. It allows you to see the target. In Sammy's case, shooting bolts of lightning at Harry, it's nice to see the cloud begin to form around him, but not neccessary. What the (L2?R2) does is target the closest enemy and let you see it too, I think fewer shots miss this way ... maybe.

# 4

COMMENTS

So far, I have brought the time down to 00:45:50 using this route. I always botch something in the game, so it could aways be better. I still spend time trying to remember where and what I'm doing, or turn in the wrong direction for a few steps till I come. I still get hit more than I think I should. Eliminating these last drawbacks will knock maybe another 20 to 30 seconds off the game, maybe a sub 45 minute game is possible, I'm sure there's some speeder out there with the dexterity to smoke this time.

77 items: If I made the count correctly.

13 Health Drinks, 3 Med. Packs,

3 boxes shot gun shells, 3 boxes Rifle rounds.

I had a few more rounds for the Rifle than I needed to complete the game, but not much. I had many more than I needed in the Shot gun, I still fear getting caught without them, I'm sure I could dump another box and still do fine. I'm sure if and when I gain more confidence and finesse, I'll be able to drop a few more of the HDs. The other 55 items, keys emblems, medals, etc are neccessary to the Good + game and can't be ignored. I'm not too sure about the Map at the beginning or the reciept at the Pool Hall.

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