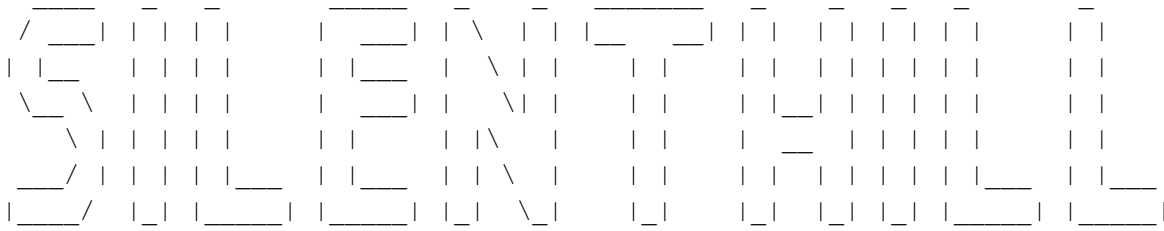


Silent Hill Memo FAQ

by Conquerer

Updated to vFinal on Jan 2, 2020



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||

S I L E N T H I L L M E M O F A Q

|| ----- ||

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Silent Hill

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Developer: KCET (Team Silent)

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Publisher: Konami

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Original Platform: PlayStation

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Genre: Adventure

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Origin: Japan

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Number of Players: 1

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Initial Release Date: February 23, 1999

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ESRB Rating: "M" for Mature

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W A N T T O R A T E T H I S F A Q ?

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|| If you feel that this FAQ has helped you in any way and ||

|| you wish to thank me, feel free to do so by appropriately ||

|| rating it wherever possible. Thank you. ||

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1.

U P D A T E S

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[12/31/2019] - New Year's Eve - 27 KB [FINAL]

Refresh update after sprucing up my walkthrough all these years later.
Added a few more memos and name plates that were missing. Also for
whatever reason this FAQ was wrongly listed under Silent Hill 2 on
GameFAQs for so many years, so now it's at least in the right section.

[08/04/2003] - 14 KB

First finished and sent in.

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2.

F R E Q U E N T L Y A S K E D Q U E S T I O N S

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Q: What are memos?

A: In the real world they're usually small notes for reminders, updates,
and so on, regularly used in business. In Silent Hill 2 they are notes
that often contain important information pertaining to puzzles, finding
items, or just serving as interesting lore.

Q: Is there any way to read a memo again without returning to where it was
found?

A: No, unfortunately not in this game like later titles since there is no
Memos section of your inventory. If you do want to read a memo again
you can find them all here.

Q: What exactly is "Leonard Rhine The Monster Lurks" going on about?

A: It's just a reference or homage to Dean Koontz's novel "Phantoms" and
its film adaptation, where a similar message is found written on a
mirror, "Timothy Flyte The Ancient Enemy". Put them next to each other;
notice anything? Each word is the same length:

Leonard Rhine The Monster Lurks
Timothy Flyte The Ancient Enemy

Q: Can you not read certain memos if you missed earlier ones?

A: Yes, this happens in a few cases. If you don't read the first Leonard
Rhine note on the 1F Boy's Washroom wall of the Nightmare School, Harry
won't think the later book in the Library Reserve is interesting enough
to read. Same goes for the botany book on the third floor of Nowhere,
which Harry won't read if you didn't read the police station chalkboard
also talking about it.

Q: What's the deal with the newspaper article about Alessa in the house

fire?

A: For whatever reason it only appears in the PAL and Japanese versions, while it does remain in the North American version's code but cannot be found in-game. Even in the other versions it seems to appear at random. As for the article, it's debatable whether the boiler being the cause of the actual fire is true or if it's a cover up by the Order. But the event itself is what split up Alessa's soul into two halves: her current form as one half and Cheryl as the other.

Q: Why is the Video Tape all static and near impossible to view?

A: It's only that way if you try to play it in the hospital. Find the TV and VCR behind the storage room in the Phaleg hall of Nowhere to play and view the entire videotape without interruption.

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3. M E M O S
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Tape Transcripts

Video Tape

m e m o s

The following are all the various notes and messages found throughout the game, captioned with green font. Unlike later games, they are not stored nor viewable anywhere else except their original locations.

Title: A note "To school"
Location: At the end of the center Finney Street back alley path, Old Silent Hill.

Content:

To school

Title: A note "Doghouse"
Location: On the ground by the demolished Matheson Street, just west of the intersection with Levin Street, Old Silent Hill.

Content:

Doghouse
Levin st.

Title: Keys for Eclipse map
Location: Posted beside the locked back door of the Levin Street house, Old Silent Hill.

Content:

[Map with writing and markings]

Keys
for
Eclipse

[Three locations are pointed out with an arrow, circle and line]

Title: School headstone
Location: At the right of the path to the front doors of Midwich

Elementary, Old Silent Hill.

Content:

Midwich Elementary School

Title: "Alchemy laboratory"

Location: On the front desk of the Reception, Midwich Elementary School
1F.

Content:

10:00

"Alchemy laboratory"

Gold in an old man's palm.
The future hidden in his fist.
Exchange for sage's water.

Title: "A place with songs and sound"

Location: On the back desk in the Reception, Midwich Elementary School 1F.

Content:

12:00

"A place with songs and sound"

A silver guidepost is
untapped in lost tongues.
Awakening at the ordained order.

Title: "Darkness that brings the choking heat"

Location: On the front desk of the Reception, Midwich Elementary School
1F.

Content:

5:00

"Darkness that brings
the choking heat"

Flames render the silence,
awakening the hungry beast.
Open time's door to beckon prey.

Title: Gold plate

Location: Engraved under the left slot of the courtyard clock tower,
Midwich Elementary School 1F.

Content:

A Golden Sun

Title: Silver plate

Location: Engraved under the right slot of the courtyard clock tower,

Content:

A Silver Moon

Title: "A Tale of Birds Without a Voice"

Location: On the chalkboard in the Music Room, Midwich Elementary School
2F.

Content:

"A Tale of Birds Without a Voice"

First flew the greedy Pelican,
Eager for the reward,
White wings flailing.

Then came a silent Dove,
Flying beyond the Pelican,
As far as he could.

A Raven flies in,
Flying higher than the Dove,
Just to show that he can.

A Swan glides in,
To find a peaceful spot,
Next to another bird.

Finally out comes a Crow,
Coming quickly to a stop,
Yawning and then napping.

Who will show the way,
Who will be the key,
Who will lead to
The silver reward.

Title: Locker Room notice

Location: On the noticeboard in the Locker Room, Midwich Elementary School
2F.

Content:

Warning. Don't forget to
take all of your possessions
after using the lockers.

Title: Locker Room sign

Location: On the walls in the Locker Room, Midwich Elementary School 2F.

Content:

NO
RUNNING OR PLAYING
IN THE LOCKER ROOM

Title: "The Monster Lurks" bloody note
Location: On the wall by the hanging corpse in the Boys' Washroom,
Nightmare School 1F.
Content:

Leonard Rhine
The Monster Lurks

Title: "The Monster Lurks" book
Location: On the shelf in the Library Reserve, Midwich Elementary School
2F (must first see "The Monster Lurks" bloody note to read).
Content:

Chapter 3:
"Manifestation of Delusions"

...Poltergeists are among these.
Negative emotions, like fear,
worry or stress manifest
into external energy with
physical effects.

Nightmares have, in some cases,
been shown to trigger them.

However, such phenomena do not
appear to happen to just anyone.

Although it's not clear why,
adolescents, especially girls,
are prone to such occurrences.

Title: The Hunter and the Lizard
Location: On the center table in the Library, Nightmare School 2F.
Content:

Hearing this, the hunter
armed with bow and arrow said,
"I will kill the lizard."

But upon meeting his opponent,
he held back, taunting,
"Who's afraid of a reptile?"

At this, the furious lizard
hissed, "I'll swallow you up
in a single bite!"

Then the huge creature
attacked, jaws opened wide.

This was what the man wanted.
Calmly drawing his bow, he shot
into the lizard's gaping mouth.

Effortlessly, the arrow flew,
piercing the defenseless maw,
and the lizard fell down dead.

Title: Church plate

Location: Beside the front door to Balkan Church, Old Silent Hill.

Content:

Balkan Church

Title: Drawbridge Control Tower plate

Location: On the wall by the steps of the control tower on the Bloch
Street bridge, Old Silent Hill.

Content:

Orridge Bridge Control Room

Title: Officer Gucci

Location: On the right side of the desk near the chalkboard in the side
room of the Police Station, Central Silent Hill.

Content:

Coroner Seals called.

Officer Gucci is unlikely to
be murdered. He apparently
died naturally.

But, medical records show
Officer Gucci had no prior
symptoms of heart disease.

Title: Police Station chalkboard

Location: On the chalkboard in the side room inside the Police Station,
Central Silent Hill.

Content:

Product only available in
selected areas of Silent Hill.

Raw material is White Claudia,
a plant peculiar to the region.

Manufactured here?

Dealer = manufacturer?

Title: Hospital plate

Location: Beside the front gate to Alchemilla Hospital, Central Silent
Hill.

Content:

Alchemilla Hospital

Title: Hospital generator note

Location: On the panel of the generator in the Generator Room, Alchemilla Hospital BF.

Content:

The in-house generator powers elevators, ICUs and operating rooms only.

Title: Nurse Center riddle

Location: On the wall by the plate door in the Nurse Center, Nightmare Hospital 2F.

Content:

Clouds flowing over a hill.

Sky on a sunny day.

Tangerines that are bitter.

Lucky four-leaf-clover.

Violets in the garden.

Dandelions along a path.

Unavoidable sleeping time.

Liquid flowing from a slashed wrist.

Title: Alessa portrait

Location: On the control panel in the sickroom in the second hallway of the basement's secret basement, Nightmare Hospital B2. Also found in the identical Nowhere room.

Content:

[Portrait of a young girl]

Alessa

Title: Indian Runner diary

Location: On the counter by the register inside Indian Runner, Silent Hill Resort Area.

Content:

August 20

He came by. I handed over the package that the woman left here.

September 12

He showed up at Norman's, too.

Don't want to be involved with the likes of them anymore, but...

I'm getting creeped out even more than before.

Thought of leaving town, but I'm afraid of what will happen if I do.

Title: Grocery List
Location: On the back wall behind the counter of Indian Runner, Silent Hill Resort Area.
Content:

3 loaves of bread.
3 cartons of milk.
2 dozen eggs.

Deliver to back door daily 8 a.m.
Rear entrance code 0886
Norman Young

Title: Norman's Motel photograph
Location: On the back wall behind the counter of Indian Runner, Silent Hill Resort Area.
Content:

[Photo of a man standing in front of a motel]

Norman's Grand Opening.

Title: PTV newspaper article
Location: On the coffee table in the motel office lounge, Silent Hill Resort Area. Same newspaper is found in Alchemilla Hospital's 1F Medicine Room with the article clipped out.
Content:

Investigation stalled.
"PTV" dealers still at large.

Suspicious deaths continue.
Like the anti-drug mayor, a narcotics officer dies of a sudden heart failure of unknown origin.

Title: Norman's Motel diary
Location: On the desk in the motel office lounge, Silent Hill Resort Area.
Content:

September 10

Took package.
Told to sit on it awhile.

Don't want to get involved,
but can't disobey...

He's probably linked to the death
of the mayor and others.

Title: Amusement Park billboard
Location: Just west of the Sewers manhole entrance on W. Sandford Street,
Nightmare Resort Area.
Content:

LAKE SIDE AMUSEMENT PARK

Title: Desk scratches
Location: Etched into the desk in the middle of the Classroom, Nowhere BF.
Content:

Go home.

Thief.

Drop dead.

Title: The Grim Reaper's list
Location: The slate beside the keypad door in the Ophiel hall, Nowhere 1F.
Also found in the 2F west wing of Nightmare Hospital.
Content:

The Grim Reaper's list

35 Lydia Findly
60 Trevor F White
18 Albert Lords
45 Roberta T Morgan
38 Edward C Briggs

Title: Slate riddle
Location: The slate at the end of the Ophiel hall, Nowhere 1F. Same slate
is present but blank in the Nightmare Hospital 2F west wing.
Content:

Names engraved
On a lithograph.
The Grim Reaper's list.

Yes, the headcount is set
Young and old lined up
In order of age.

Then, the pathway opens
Awaiting them, the frenzied
Uproar, the feast of death!

Title: Lisa's diary
Location: On the floor in the storage room past the strange keypad door in
the Ophiel hall, Nowhere 1F, after viewing the scene with Lisa.
Content:

Ask doctor to let me quit being
in charge of that patient.

It's too weird.

Still alive,
but with wounds that won't heal.

Told the doctor I quit.
Won't work at that
hospital anymore.

The room is filled with insects.

Even with doors
and windows shut
they get in to spite me.

To the hospital...

Feeling bad.
Need to throw up.
But nothing comes out.
Vomiting only bile.

Blood and pus flow from
the bathroom faucet.

I try to stop it,
but it won't turn off.

Need drug.

Help me...

Title: Left light painting
Location: Left of the altar on the third floor, Nowhere.
Content:

The light to the future.

Title: Right light painting

Location: Right of the altar on the third floor, Nowhere.

Content:

The light illuminating
the darkness.

Title: White Claudia

Location: On the cabinet in the right side third floor room, Nowhere (only
readable if the player read the police station chalkboard).

Content:

WHITE CLAUDIA.

Perennial herb found near water.
Reaches height of 10 to 15 in.
Oblong leaves, white blossoms.

Seeds contain hallucinogen.
Ancient records show it was
used for religious ceremonies.
The hallucinogenic effect
was key.

Title: Newspaper article about house fire

Location: On the back desk in the right side third floor room, Nowhere
(only in PAL and Japanese versions, only sometimes appears).

Content:

(Same thing...)

Investigation stalled.
"PTV" dealers still at large.

Suspicious deaths continue.
First the anti-drug Mayor, now
a narcotics officer dies of
a sudden heart failure of
unknown cause.

(Are there others?
It's pretty old...)

Fire broke out in town.
6 homes destroyed.

Charred body
of Alessa Gillespie(7)
found in aftermath.

Cause of fire currently under
investigation.

Investigations show source
as basement of Gillespie home.
Blaze now believed caused by
malfunction of antiquated
boiler.

(The date of the blaze...
it's the same day
we found Cheryl!)

Title: Door of five rites
Location: On the locked door in Alessa's bedroom in the Phaleg hall,
Nowhere 1F.
Content:

[Above five uniquely-shaped depressions]

thou posses them
to guard thy spirit
evoke five rites
unveil thy fate

t a p e t r a n s c r i p t s

=====

This contains a full transcript for the one recorded tape that is found in
in the game as an item.

Title: Video Tape
Location: Found on the table in the first right room in the second hallway
of the basement's secret basement, Nightmare Hospital B2. Can
be partially-viewed with mostly static by using the VCR in room
302 of Nightmare Hospital, or fully-viewed in the similar room
in the Phaleg hall, Nowhere 1F.
Content:

[When played in the hospital: snow fills the screen and a female voice is
heard on and off through very thick static.]

Still ----- unusua---
-----fever...

---- don't -----
get----- puls----

--- just bare-----

--- skin is -----

Even when I ch----

--zing thro----

Why--

----- chil-----

--won't tell -----

---please...

[When played in Nowhere: an image of Lisa at the end of a table with her head down and hands held near her face. We hear her voice.]

What is it?

Still has an unusually high fever...

Eyes don't open... getting a pulse...

But just barely breathing.

Her skin is all charred!

Even when I change the bandages, the blood and pus just start oozing through!

Why... What is keeping that child alive?

I... can't stand it any longer...

I won't tell a soul ...promise.

So please...

4.

C R E D I T S

=====

In this section I'd just like to thank some people that contributed to

the making and hosting of this FAQ, along with some general thanks.

- Thanks to Team Silent, KCET and Konami for developing and publishing Silent Hill.
- Thanks to GameFAQs, IGN and all other web sites for hosting this FAQ.
- Thanks to everyone who gives this FAQ a good rating. It is much appreciated.

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