

Silent Hill Handgun Speed Guide

by CVXFREAK

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Silent Hill for the PlayStation/PSone
A Handgun Speed Guide by CVXFREAK
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Version 4.0
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Welcome to my Silent Hill: Handgun Speed Guide. This guide is for expert players who want to get the game done in a good amount of time (1 & 1/2 hours) with using ONLY the Handgun given by Cybil. So no playing with the Shotgun, Hunting Rifle and Emergency Hammer. You should have played the game at least twice to understand the full concept of the game. Really, it's not too difficult to beat this with the Handgun ONLY. Enjoy!

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1. Updates
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August 4, 2003
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UPDATE: You know, it's been nearly two years since I updated this guide. Just so you know, I fixed a lot of stuff up.

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September 3, 2001
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UPDATE: I added someone to the credits and a disclaimer at the bottom. I also fixed the word "Congradulations!" It was spelled wrong.

=====
August 24, 2001
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UPDATE: I added the transcriptions of the Files in the game. I corrected some spelling errors. I also added some "Plot Points" in the game. This game is VERY confusing in plot. Added a new version of Silent Hill-GBA's Play Novel Silent Hill. Enjoy the update!

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August 1, 2001
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UPDATE: I started Version 1.0 today. I will finish tomorrow or Friday.

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2. Controls
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L1 & R1 Button

Step left or right. Press both simultaneously to make Harry turn 90*.

L2 Button

Search view.

R2 Button

Press and hold to prepare weapon.

D-Pad and Analog Stick

Move character and select options

Analog Mode Switch

Turns left stick on or off.

Select Button

Access Item Screen

Start Button

Pause game. Skip scenes.

Circle Button

Turn flashlight off.

Triangle Button

Open map.

X Button

Attack with R2, Decide, Search

Square Button

Run, Cancel actions

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3. Character Bios

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The Good Guys

Harry Mason

Role: Protagonist

Age: 32

He is the father of the missing Cheryl Mason. His wife died 4 years ago and now Cheryl is his only family left. He decided to take Cheryl to Silent Hill to reveal a secret about her. Now that she's missing, he'll go to great leaps to find her.

Cheryl Mason

Role: Harry's Daughter

Age: 7

She is a sweet and normal child who likes drawing. Now someone has taken her for reasons unknown. Will she make it? And why does she look A LOT like Alessa Gillespie?

Cybil Bennett

Role: Police Officer

Age: 28

Cybil received a call from her office to check Silent Hill out. She runs into Harry at the cafe and now she's working with him to get Cheryl back. Besides Lisa Garland, Cybil Bennett is the only ally of Harry's.

Lisa Garland

Role: Alchemilla Hospital Nurse

Age: 32

Lisa finds Harry in the Evil Hospital. She is scared stiff and always seems irritated. She doesn't know what's going on. She also hasn't seen Cheryl. Besides Cybil Bennett, Lisa Garland is Harry's only ally.

The Bad Guys

Dahlia Gillespie

Role: Worshipper

Age: 60+

This woman seems to know what's going on in Silent Hill. She gives Harry and Cybil clues about where to go next. But how does she know? She also seems to have lost her daughter, Alessa, in a fire. Is she really an ally to Harry, Cybil and Lisa? We'll see...

Michael Kaufmann

Role: Doctor

Age: 40+

He runs into Harry in the hospital. He is shady and is holding a briefcase with the contents unknown. How is he involved with what's going on? Can he help save Cheryl in time?

Alessa Gillespie

Role: Dahlia's Daughter

Age: 14

She is Dahlia's daughter. She appears in front of Harry throughout his adventure. Cybil also saw her go to the lake and Lisa took care of her. What is she after? And why does she look like an older version of Cheryl? What's her connection to Cheryl?

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4. Monsters

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Demon Babies

Location(s):

Midwich Elementary School, Amusement Park

Damage:

None

Radio Sound:

Fairly High

Comments:

These are harmless, so don't waste ammo. If you try to hit or shoot them, you'll essentially be doing nothing but shooting think air.

Demon Apes

Location(s):

Central Silent Hill, Lakeside Silent Hill

Damage:

Fairly Low to Medium

Radio Sound:

Fairly High

Comments:

Use the Handgun, but always step back while shooting to avoid their hopping lunges which can prove to be fatal.

Demon Birds

Location(s):

Old Silent Hill, Central Silent Hill, Lakeside Silent Hill

Damage:

Low to Fairly Medium

Radio Sound:

High

Comments:

Always use the Handgun. A few shots should be able to take them down, but it's really hard to outrun them, so basically kill them wherever you see them.

Demon Kids

Location(s):

Midwich Elementary School, Amusement Park

Damage:

Fairly Low to Medium

Radio Sound:

High

Comments:

Use the Handgun. These little guys use knives to swipe and attack Harry, which do lots of damage. Kill them before they're close to reaching you.

Demon Dogs

Location(s):

Old Silent Hill, Central Silent Hill, Lakeside Silent Hill

Damage:

Light

Radio Sound:

High

Comments:

The animals are the fastest ground enemy in the game, but it's actually very easy to avoid them. Only kill them if you find it necessary.

Demon Lizards

Location(s):

Sewers

Damage:

Medium to High

Radio Sound:

None

Comments:

These are a very dangerous breed of enemy, and it's best you avoid getting damaged by them in the sewers.

Demon Cyclops

Location(s):

Sewers (Midwich Elementary in the Asian Version)

Damage:

Low to Medium High

Radio Sound:

None

Comments:

Encountered more frequently in the Asian Version of Silent Hill, these aren't that dangerous but are still a bit of a threat with their long claws. Kill, or avoid altogether.

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5. Story

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This is from the instruction booklet.

The resort town of Silent Hill slips into desolation, now that the peak of development and growth has passed by. The memories of the tragic fire still haunt the townsfolk, and with the tourist season long past, there is hardly a shadow stirring.

Harry Mason prefers to take late vacations with his daughter Cheryl. This year they've made plans to visit Silent Hill. Due to car trouble, they reach the outskirts of the town late at night. Cheryl is sleeping in the back seat as a motorcycle cop roars past his truck.

Moments later Harry spots the motorcycle dumped on the shoulder. There is no one to be seen. It paints an ominous picture. Suddenly, a shadow appears in front of the car.

Harry turns the wheel in panic. The car slides off the edge and into a gully.

Harry eventually regains consciousness. Cheryl is nowhere to be seen. It is unusually cold. Snow is falling out of season. Where has Cheryl disappeared to?

Harry walks toward the town he sees in the distance.

GAME OBJECTIVE:

Fine Harry's missing daughter, Cheryl.

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6. Combat Tips
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CONSERVE AMMO!

Silent Hill is a bit hard. It is easy to use up a lot of ammo. The bosses, and Demon Apes require a lot of ammo. To conserve ammo throughout the game, strictly use your Handgun (which is the point of the whole guide).

MAKE MULTIPLE SAVES!

If this is your first time, I emphasize on this. Make at least 3 saves. Make one for the school, and progress on the game, but save onto another spot (preferably after the Hospital). Those are definite save areas. If you keep multiple saves, you can then start from an older save if you mess up (EX: Use up too much ammo, miss out on ending-heavy events). If you make multiple saves, you won't have to go through the trouble of playing again to get a slightly different ending.

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7. Old Silent Hill
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OLD SILENT HILL
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OLD SILENT HILL

After the cool looking cut-scene, walk a ways down until you see Cheryl Mason. After her cut-scene, follow her. You'll follow her all the way to an alley. Run down and go through a gate.

ALLEYWAY 1

Look... a creepy corpse. Anyway... Run passed it all the way down. Go through an iron gate at the very end.

ALLEYWAY 2

Walk forward and the entire area will become dark. Strange... anyway, run down passed the wheelchair and the hospital gurney. At the very end are some corpses... let them kill you, and you'll be redirected to another room.

CAFE

Watch or skip the cut-scene with Officer Cybil Bennett. Afterwards, she'll leave after she gives you a HANDGUN. After she leaves, equip the HANDGUN and run to the CAFE counter and grab 2 HEALTH DRINKS, OLD SILENT HILL MAP, KITCHEN KNIFE and a FLASHLIGHT. Once all those have been picked up, attempt to exit. A cut-scene with the RADIO will occur and you'll be attacked by a Winged Demon. Kill it with the HANDGUN. The grab the RADIO. Now you can exit.

OLD SILENT HILL

Well, a cut-scene will prompt you to return to the ALLEYWAY. You can, but it'll only slow you down. But we'll take that path anyway. On a bench left of the CAFE are HANDGUN BULLETS. Using the OLD SILENT HILL MAP, run to the alleyway which is marked on your map.

ALLEYWAY 1

Run through here again. Head through the gate at the end.

ALLEYWAY 2

Well, at least this alleyway is much, much shorter. Nearby are 2 boxes of HANDGUN BULLETS and around the corner are pieces of paper, and a STEEL PIPE. Grab them all, and the paper's will tell you to go to the school. Return to ALLEYWAY 1.

ALLEYWAY 1

Run back to OLD SILENT HILL.

OLD SILENT HILL

Using the map, guide yourself to MATHESON STREET as west as you can get. You'll get more notes. Head to the western block of LEVIN ST. and look for a doghouse over by some of those skinless dogs. Look inside for a HOUSE KEY. Use it on the house behind the doghouse. But don't enter it for now.

With the house unlocked, make your way to the top bridge on the map. It is northeast of the CAFE. At the end is a police car with a key. It is the KEY OF LION. Once you have that, run down to a small alleyway behind the CAFE on the map. When you get to it, run south, hugging the right wall until you see a fence. Enter it.

BASKETBALL COURT

Look around for a HEALTH DRINK and the KEY OF WOODMAN. With those in hand, exit the room.

OLD SILENT HILL

When you're on the alleyway, run down south and turn left when you

emerge onto Matheson Street. Run to the very eastern part of Matheson and turn right on the intersecting street. Hug the right part of the street (from Harry's perspective) and then cross a wooden 2 X 4 when you reach the chasm. In a mail box is a KEY OF SCARECROW. With 3 keys on hand, return to the house you unlocked. I call it the DOGHOUSE.

DOGHOUSE

Run down and collect everything you see in here. Then run to the backdoor and use all 3 of the keys you just collected. You'll get drawings on your maps, but they're only the location of the 3 keys you just acquired. Anyway, with the door unlocked, go through...

DOGHOUSE BACKYARD

Step forward and the cit will get dark, just like before. Unfortunately, you lost your lighter in the battle with those... things. But the FLASHLIGHT from the CAFE should be able to light the area. Grab the HEALTH DRINKS and exit the room through the gate at the end.

WESTERN OLD SILENT HILL

Using the map, guide yourself to the MIDWICH ELEMENATARY SCHOOL on Midwich Street. When you get to Midwich Street, hug the right block and you'll see a fenced off area. Remember that area for later. Proceed to the school and you should see a sign. Emerge through the doors (take any door you like). You're now in the first big level of the game, MIDWICH ELEMENTARY SCHOOL.

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8. Normal Midwich Elementary School
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Welcome to the school. Though if you agreed to the game and went back to the alleyway you would have found some notes saying Cheryl is in the school. Reality is, she isn't. But we HAVE TO explore the school to find the keys for the Church and Hospital.

Grab the map and examine it. NOTE: NORTH is pointing RIGHT on the map (--> N)! Remember that to avoid confusion later on.

Go through the double doors, turn right and go through the first door on the right. It's the infirmary. Save the game and grab the First Aid Kit and Health Drink.

Exit back and go through the double doors to the west (remember map's directions). In the courtyard, examine the clock tower (RE3 anyone?) It's 10:00. Avoid or kill the Demon Kids and proceed south in this room through double doors. Check the map- you should be near the south stairs.

Climb them. Upstairs, take the nearest door, avoiding Demon Children. In the next room, head to the first door on the left. Inside the Chemical Storage, grab the Hydro Acid and head next door to the Chemistry Lab.

Use the Hydro Acid on the little hand thing on the table to get the Gold Medallion. Backtrack to the Clock Tower and insert the Gold Medallion somewhere on the side. Then examine the time. It's 12:00. Go back upstairs. Pass the doors leading to the Chemistry Hall and go down the hall. Turn left at the double doors.

Look on the map. You should be near the Music Room. Inside the music room, examine the piano. Some keys are bloody. Now press these following

keys on
the piano.

1. Second White Key.
2. Second to last White Key.
3. Last Black Key.
4. Third to last White Key.
5. First Black Key.

The Silver Medallion will be revealed. Grab it. Exit the room and pass the Locker Room. You should be near the north stairs. Go down them. Go through the nearest double doors and you should be outside the Infirmary. Save and head to the Clock Tower. Insert the Silver Medallion. Now read the time. It's 5:00. Go back to the Infirmary Hall.

Pass through the double doors passed the Infirmary and go down the north stairs to the basement. Go to the right door and power up the genrator. Return to the Clock Tower. Go inside.

Head down the ladder, across the next room, and up another ladder. You are now in Evil Midwich Elementary School.

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9. Evil Midwich Elementary School
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After examining the weird symbol, head west (remember map directions). Head to the left single door (the door to the stairs is blocked). Inside, grab the Rubber Ball. Now travel to the other side of the hall. Enter the next room and access the classroom in the next hallway.

Grab the Picture Card. Head to the connecting classroom. Now dodge the Demon Kids and exit the classroom. You should be near a fence. Head through the double doors nearby.

Stop and save, heal, whatever at the infirmary. Now go across the hall. The west double doors lead to the courtyard and we don't need to go there now. Unlock them, though. Now look at the double doors to the south. They are locked, but detour into the single door to the left.

It's the Picture Room. Look at the weird door. Insert the Picture Card and go through. To the right, unlock the double doors, but don't go through- they are they other side of the locked double doors in the Infirmary Hall.

Ignore the bathrooms. They lead to the Shotgun which you don't need. Go into the next classroom. Travel to the stairs via the next classrooms. On your way the phone will ring. Skip the scene.

Once you reach the stairs, unlock the nearby double doors, which lead to the hall near that room where you got the Rubber Ball. Climb the stairs. Aim for the roof. Look for the valve and start the water. It will fall through a hole. Go to that hole and insert the Rubber Ball.

Now start the water again and it will bypass the hole to another hole. A key in that new hole will fall. We'll get the key but first the Library Reserve Key.

Pass the Music Room and head to the Locker Room. Inside, examine the moving locker and look inside- nothing! Move and a corpse will fall out

of the locker. Look at it for the Library Reserve Key.

Go back to the courtyard. Near the double doors (not near the Clock Tower) is a pipe. Look at it for the Classroom Key. Aim for the Library Reserve. Unlock it, head through the main library and into the classrooms. Use the Classroom Key.

Now pass through the classrooms. Head down the north stairs. Near the bottom of the north stairs is the other side of that gate. Unlock it, pit stop at the Infirmary and save. Now go to the basement. Head through the left door first and grab the Ampoule. You need that for the last boss of the game.

Now head to the other door. There are valves. Turn the left one RIGHT once and the right one LEFT twice. Go through and down the lift to the first boss fight!

BOSS 1

LIZARD GUARDIAN
DIFFICULTY: MEDIUM

This boss is tricky. You need to be quick and hopefully you've been collecting Handgun Bullets and dodging a lot. Arm the Handgun. Shoot it's tail, but keep moving. Don't let it get near you with its mouth. When you damaged it with 20- 30 bullets, it opens its mouth, QUICKLY fire into its mouth for it to die. Fire 3 solid shots or Harry dies.

BOSS 1

After the Lizard Guardian dies, daytime hits again and the school isn't bloody anymore- its back to normal. But it's still snowing. And Cheryl isn't here like she said. Grrrrrrrr.

You'll see a cut-scene with Alessa as she vanishes. Grab the Gordan Key and head upstairs. Harry will hear bells from the church- Balkan Church. We need to get there. Go to the reception desk in the Infirmary Hall. Read it to uncover the location of the Gordan House, which we need the Gordan Key for.

Save at the Infirmary and say goodbye to Midwich School, but we'll be back here for a quick mission after the Evil Central Silent Hill area. Exit the school.

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10. Balkan Church
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Using the Old Silent Hill Map (North is pointing up again), travel to the Gordan House's backyard. Here are the directions.

1. From the school, turn right to the bus. Inside, collect the Health Drinks.
2. Head west on Bradbury and up the next alley.
3. Turn right at the bloody garage into the backyard of Gordan's house.

Like the Levin St. House from earlier, we need to use this house to get across chasms. Collect the Bullets. Go through the front of the house. Continue for the church. Directions are:

1. Turn right from Gordan's.

2. Then turn left on Bradbury. H
3. Head up the next alleyway.
4. Turn right to Balkan Church.

In the church, you meet Dahlia Gillespie. She tells you to go to the hospital across the drawbridge in Central Silent Hill. When Dahlia leaves, travel to the alter and grab the Drawbridge Key and Flauros.

Exit the church and turn right. Keep heading for the bridge. Unfortunately, it's raised. We need to lower it. Head into the Orrige Bridge Control Room, on the 2nd floor. Use the Drawbridge Key Dahlia gave you and the bridge will lower. Grab the Central Silent Hill Map. Now cross the bridge towards Central Silent Hill. Goodbye *for now* Old Silent Hill!

Head to the Police Station using the map for navigation. Inside, if you didn't get the Shotgun at Midwich Elementary School, it will be here. Grab it if you want, but you won't use it. But if you died against the Guardian Lizard, grab it just in case. The Police Station isn't like the one in Resident Evil 2 and Resident Evil 3, so don't expect adventure. Travel to the hospital now.

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11. Normal Alchemilla Hospital
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Inside the yard, head to the right entrance. Dodge the Demon Dogs. Inside, save the game. Now head through the only unlocked door in the room. Inside, you'll meet Kaufmann and discover Harry's wife has been dead for 4 years.

After the guy leaves, turn right and then through the next room. You'll be on the other side of the reception desk. Grab the map and proceed back to the Kaufmann Room. There, head through the other door there (across from where you first came in). Pass through the next room to the next room to the hallway. Examine the first room near the blocked double doors.

Pick up the Basement Map- you need it for the attic (hahahahahaha). Continue to the Conference Room and grab the Basement Key. If you don't want to save Cybil, skip the next section and head for the basement.

GETTING A "+" ENDING

If you want an ending where there's a "_____" at the end (EX: Bad +/- Good +), follow these next steps. Or skip it if you want a non-+ ending.

Head to the Kitchen. Grab a Plastic Bottle. Head to the Director's Room and use it to scoop a bottle of Aglophatis. Now continue.

END GETTING A "+" ENDING

Go to the basement and use the Basement Key. Down in the basement, go to the Generator Room (use the map) and restore power to the elevators. Head to the elevator in the basement and ride it to 2F. In 2F, inspect the doors that are blocked. Ride the elevator to floor 3 now.

Inspect the doors and they are blocked. Now go back into the elevator and a 4F will have appeared!! Take the elevator to 4F... Welcome to Evil

Alchemilla Hospital!

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12. Evil Alchemilla Hospital
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Well, the place is bloody like the Evil Midwich School. But since you already went to the Evil Midwich School, you will have experience with this place since it's virtually identical. Your map is your best friend because you can get confused on which floor you are in since 2F and 3F look the same.

Now go through the next 2 doors. You'll see a staircase. Go down and you are in 3F. On 3F, go to the girl's bathroom and grab the Turtle Plate. Now go through the double doors to the east wing of the hospital. Head to the door on the right.

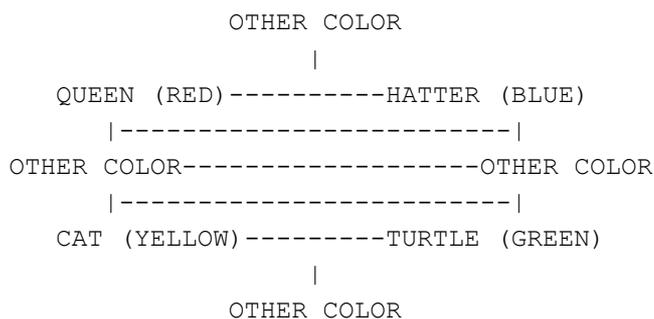
Grab the Blood Pack and the healing items and exit. Run to the second door to Harry's right- look out for the zombie nurse. Shoot it down if you have to. Inside, grab the Cat Plate. Now go to the double doors before the elevator and unlock them (they were locked at first back in the normal area). Head to the elevator.

Ride it to 1F, since the 2F doors are blocked. Go to the Director's Office and pick up the Queen Plate. Examine the vending machines for 3 important Health Drinks. Travel to the stairs to 2F.

Take the first door to the left. Grab the Lighter (Strangely, Harry's Lighter from the alleyway ended up here. HMMMMMM...) and exit. Head out and to the left door at the end.

Use the Blood Pack on the tentacles (even if you brought the Shotgun it's worthless). With the tentacles distracted, grab the Hatter Plate. Now go back to the hall. Go to the Nurse's Center.

On the far door, place the 4 plates like this:



The door should unlock. Pass through. Kill the Zombies. Go to the Operating Room and grab the Basement Storeroom Key. Go back to the hall and go to the next right door. Grab the Alcohol. Now head to the elevator.

Take it to the basement. Go to the Basement Storeroom via its key. Before entering, head to the morgue, kill the Zombies or drop them and kick them. Inside the Morgue, grab the Ampoule. You need it against the last boss and the next 2.

Go to the Basement Storeroom. Inside, examine the shelf. Push it to reveal a narrow door. Go through. Look for a grate at the end of the room. Use the Alcohol on the vines and then the lighter to burn the

vines away (brings back times from RE1).

Climb down the newly revealed stairs. Cross the hall and you're in a hallway with 6 rooms. Head to the last door on the left. Inside is the Exam Room Key. You need that to end this section.

Go back up the stairs, through the secret door to the Basement Storeroom and ride the elevator to 1F. Go to door right of the jammed ones. In the room, avoid the Zombie and use the Exam Key.

Through it is Nurse Lisa Garland. Skip her chit-chat and the hospital is back to normal! YAY!

Dahlia will come and leave a key on the desk for the "Other" Church. Pick it up. Go to the reception desk and save. Near the reception desk is a payphone. Examine it for the location of the "Other" Church. Leave the hospital.

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13. The Other Church
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From the hospital, take the streets to the Other Church (on the top right corner of the map). You'll hear a siren chasing you, but there really isn't one. Use the Antique Shop key to get in. Inside, push the shelf like in the hospital. Once it's moved, Cybil will come in and tell you she saw Cheryl go to the lake back in Old Silent Hill.

After the conversation, go through the tunnel. Cross it and you arrive in an altar like the Balkan Church. Grab the Axe because you need it for the Sewer Mission (no, not as a weapon). Attempt to leave through the hole in the wall and a scene will occur with Lisa and Cybil.

Suddenly, Harry will have transferred to Evil Central Silent Hill again. He needs to ask Lisa how to get to the lake besides Bachman Rd. (see the lake is south of Old Silent Hill. Gear up and save for the hospital again.

=====
14. Evil Central Silent Hill
=====

Like the last chapter, this chapter is short. Climb the stairs to the street. Continue until you see a hole in the fence of the mall. Go through. Go towards the escalator. You'll see Cheryl on the screen. Ignore this and climb the escalator.

Turn left and keep going until you fall down below. You have to fight the Larva now.

BOSS 2

GUARDIAN LARVA

DIIFICULTY: EASY

Compared to the lizard at the school, this guy is a wimp, but make sure you have at least 30 Handgun Bullets. When it rises from the sand below, shoot it. Run around so it doesn't hurt you from below. If you run out of ammo, you have no choice but to use the Rifle on the wall, which will ruin the whole point of this guide- Handgun only. Once the Larva breaks the wall open, you can escape.

BOSS 2

Look on the map and you are right of the mall (SH Shopping Center). Continue west on Sagan Street. If you needed the Hunting Rifle against the larva, you should detour to the SHPD to get Rifle ammo since another boss is coming.

Continue south on Critchton to the hospital. Go to the room where you saw Lisa, Kaufmann and Dahlia. Inside is Lisa. She tells you to go to the waterworks next to Midwich Elementary School. After the scene, go back outside.

Across the hospital gates, climb a flight of stairs. You have to fight a boss AGAIN!

BOSS 3

GUARDIAN MOTH

DIFFICULTY: MEDIUM

Take the Pistol and begin firing and moving at the same time. If you idiotically ran out, you have to use the rifle or the axe from the "Other" Church. Hit it fast and strong because it can spew poison. After about 30 bullets, it topples.

BOSS 3

Normal Silent Hill hits again. We have to find Cheryl at the lake. The lake is located south of Old Silent Hill, but we need the sewers to bypass the chasms. The sewer entrance is in that fenced area we passed as we approached the school.

Gear up and find any ammo lying around town, especially at the Police Station if you missed ammo there. Cross the bridge back to Old Silent Hill. You'll automatically be taken to the waterworks. Take the ax and hack at the gate.

The gate will open, but the sewers are dangerous. Go back to Midwich Elementary School. Brings back memories! Save at the infirmary at the Midwich School and go down the ladder.

=====
15. The Sewers Near Midwich Elementary School
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Yup, Old Silent's Hill's trash gets dumped here. Yuck. Down here, you have a quick mission. Grab the map. Then turn left until you reach a fork. Turn left and turn the first right you see. Then turn left and then another right.

Inside, find the Sewer Key. Now go back to where the tunnels forked And unlock the gate. Proceed through the next ladder. Head straight and turn your second right. Keep going straight and look at the gate. We need to make another right. Keep going through doors.

Then you'll see the key in the water. Grab it and avoid the Demon Frog's attack. Avoid them and run back to the gate. Climb the ladder and you will emerge on Bachman Rd. on the other side of the chasm- Lakeside Silent Hill!

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16. Toward The Lighthouse
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Look at the board for the last map of the game. Now you have a choice. You can skip the next section and go to the lighthouse and meet Cybil there or go meet Kaufmann and put Cybil on hold. It's your choice. Keep the Handgun armed- there are many enemies and it's now dark.

GETTING A GOOD ENDING

Go to Annie's Bar. Inside is Kaufmann. After the scene, grab his wallet. Now we need to go to the Motel. Go there now by heading south on Bachman Rd. Turn left in Sandford St., passed the Motel parking lot. Turn the corner left and you'll see a door. On the code pad, enter the code: 0886. The door will open.

Inside the motel headquarters, save the game. Then go into the next area. Inside will be a couch, Newspaper, Magnet and... porno posters. Grab the Magnet and read the Newspaper. It's the same one as the one in the Hospital. It's about the death of the mayor and an officer involving drugs. In the next room, there will be a motorcycle. Go to the Motel parking lot after this. Go to room 3 and use the Kaufmann Key to open the door.

Inside, push the cabinet and use the Magnet on the crack on the floor. Grab the Motorcycle Key- no, you won't be driving a motorcycle. Go back to the room where you saw the... porno posters and go to the motorcycle. Use the motorcycle key and Harry finds the red liquid like the one he scooped at the hospital. Kaufmann will come in and take it in a pissed off way. Good, now you are guaranteed at least the good ending. Now with Kaufmann out of the way, we can meet Cybil and deal with her ending impact.

END GETTING A GOOD ENDING

Whether or not you wanted to save Kaufmann, we should all head west on Sandford. Evil Silent Hill will take over on the way, so beware. When you get to the south pier, go down and then you'll eventually reach a boat. Go through and you'll see Cybil. Then Dahlia will come in. Continue for the lighthouse while Cybil goes to the amusement park. Don't forget the Pistol ammo.

Continue south, using the map for navigation. It's easy to get lost. You'll eventually climb a set of stairs leading to the lighthouse. Inside, save and climb the long set of stairs. You'll Alessa, that girl you saw at Midwich Elementary School.

After she vanishes again, head back for the boat. You'll be taken there after you leave the lighthouse. Back at the boat, you decide to follow Cybil. Go back to Sanford Street. From there, find the sewer entrance near the "To Amusement Park" sign on the map.

It's another set of sewers, but this time the path is completely linear. Go down.

=====
17. The Amusement Park Sewers
=====

There's a cut-scene you must skip. It shows Cybil being attacked by something. Grab the map and follow the map to the other ladder. It's a straightforward path. You'll eventually find the ladder. Just dodge and heal against monsters here. There's a boss fight coming up!

=====
18. The Amusement Park
=====

This is difficult to describe, but you got to find Cybil somewhere in the park. When you find the snack stand with the save point, look to the left and north. You'll find Cybil on a merry-go-round.

BOSS 4

ZOMBIFIED CYBIL

DIFFICULTY: EASY (IF USING RED LIQUID); HARD (IF USING PISTOL)

She's now a zombie like the nurses. If you want a good ending, follow these directions.

SAVING CYBIL

Run behind her and use the liquid you found in the hospital on her back and Cybil will be saved.

END SAVING CYBIL

KILLING CYBIL

Start by pumping her with Handgun rounds. After 40, she'll call it quits and die. She has her gun also, and will shoot you, which takes you from Good health to Danger health. Keep pumping bullets and Cybil will eventually die.

END KILLING CYBIL

BOSS 4

After whatever you do with Cybil, skip the cut-scenes and you end up with Lisa. The cut-scene between Lisa and Cybil's actions reveal Cheryl was adopted and Dahlia is a bad guy. After the scene with Lisa, you are in "Nowhere."

=====
19. Nowhere
=====

After the scene, Harry will be back in something like the hospital's exam room. Go through the door and go down the elevator. When you're done, turn left, ignore the Cheryl ghost and go through the far right door. Go down the stairs and you'll be in a Midwich Elementary School Classroom.

Pass through the other door there and grab the Screwdriver and Pliers. Go back to the now non-working elevator. Go to the door to the right and inside is a pipe. Use the pliers to remove the key from the pipe.

It's the Ophiel Key. Go to the Ophiel Door and unlock it. Head through and head to the doors on the left. Inside, you'll see buttons with a few

astro symbols. On the left one, enter 6; middle one is 4; right one is 8. The Time Stone will be revealed. Go back to the main hall.

From the non-working elevator, there are 3 doors to the right. Go to the 3rd one on the right. It's the Antique Shop where you saw Cybil for the second time. There's no cabinet to push this time, but look at the clock and use the Time Stone to get a Key of Hagith.

(Geez, Konami REALLY likes clocks. In fact, 2 puzzles in the game revolve around this idea. It's the Clock Tower at the school and this clock. Grrrrrr.)

Go to the Hagith double doors and unlock them. Passed them are the elevator doors. Take them to floor 3. On the left door, insert this code on the door to unlock it.

```
O O O
O O X
O X X
```

```
X X O O X X
X X O O O X
O O O O O O
```

The O buttons are the buttons to press. Go through the door. Grab the Birdcage Key. Now take the elevator to floor 2. Go to the 3rd door on the left. It's a shop from the Central Silent Hill mall (one you didn't explore because I didn't tell you to). Grab the Mercury Crest and the Contract Ring. Now go to the double doors and unlock them. Pass through them and you are back in the main hall.

Go to the door left of the non-working elevator. Inside, use the birdcage key and then grab the Phaleg Key. Use it on the Phaleg door. Through it is the secret basement like the hospital one.

Take the door to the right. It's like the hospital kitchen. Use the Contract Ring on the fridge and grab the Melchior Dagger. If you didn't use the Contract Ring, a monster will come out and kill you.

Back in the hallway, Head next door. Inside, look for Jelly Beans of the shelf. Open them for the Bethor Key. Harry must've been hungry... Go to the Bethor Door. Passed it is the hospital generator. Flip the switch like last time. Now go back through the double doors leading to floor 2.

There, go through the only unlocked door. It's a hospital room. Use the Screwdriver on the back plate and grab the Aratron Key. Now explore the double doors in this hall with a pad next to it.

Insert the code: ALERT and go through the next room. There, grab the Solomon Amulet. Go back to the Phaleg Room. On your way out, Lisa will meet her worst fate. In the Phaleg area, go to the far right door. Use the Aratron Key. Inside, skip the scene with Dahlia.

Then grab the Oroboros Disk. Now go to the middle left door and grab the Ankh. Now go to the far, left door. It's Alessa's room. On the back door, use the 5 inserts you found (Disk, Ankh, Crest, Dagger, Amulet). Save and unload the Pistol's bullets (so you have NONE left) and aswell as for any other gun you collected. Make sure you have ZERO bullets and the 2 Ampoules from the school and hospital.

Proceed down the stairs in the next room. It's the final battle.

If you saved Cybil, she'll be there. If you saved Kaufmann, he'll be there and cause a boss change. You face one of 2 bosses.

BOSS 5

ALESSA

DIFFICULTY: EASY

If you didn't save Kaufmann (whether Cybil is dead or not), Alessa won't morph. Load the ampoule you have and then let her attack you. Check your health every time you are hit. The ampoules last about 30 seconds. Since you have no bullets, Alessa will vanish after a minute.

BOSS 5

BOSS 5

SAMAEL

DIFFICULTY: EASY

If you saved Kaufmann (whether Cybil is dead or not), Alessa will mutate. Use the ampoules. Now run around and hope Sam doesn't hit you. Since you have no bullets, Sam will die.

BOSS 5

NOTES: Of course you can fight them with the Pistol. It takes about 60 Bullets for Samael and 40 for Alessa. Good luck!

CONGRATULATIONS! YOU JUST BEAT SILENT HILL WITHIN 1.5 HOURS! Although Vincent Merken's guide has Silent Hill beat in an hour, you used the Handgun, which is quite an accomplishment! Enjoy the ending.

=====
20. Files of Silent Hill
=====

=====
FILE: SCHOOL CLUES
=====

10:00

"Alchemy Laboratory"

Gold in an old man's palm.

The future is hidden in his fist.

Exchange for sage's water.

12:00

"A Place with Songs and Sounds"

A silver guidepost is untapped in lost tongues.

Awakening in ordained order.

5:00

"Darkness that brings choking heat"

Flames render silence.

Awakening the hungry beast.

Open time's door to beckon prey.

=====
FILE: A TALE OF BIRDS WITHOUT A VOICE

=====
First flew the greedy Pelican
Eager for the reward
White wings flailing eager for the reward
Then came s 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 comes out a Crow,
Coming quickly to a stop
Yawning and napping.
Who will show the way
Who will be the key
Who will tend to the silver reward

=====
FILE: CHAPTER 3: MANEFESTATIONS OF DELUSIONS
=====

Poltergeists are among these. Negative emotions, like fear, worry, or no stress manifest into external energy with physical effects. Nightmares have, in some cases, been shown to trigger them. However, one such phenomenon doesn't appear to happen to just anyone. Although it's not clear why, adolescents, especially girls, are prone to such occurrences.

=====
FILE: THE MONSTER LURKS
=====

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 open 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.

=====
FILE: POLICE STATION PRODUCT
=====

Product only available in select areas of Silent Hill. Raw material is white Claudia, a peculiar plant to the region. Manufactured here?
Dealer-manufacturer?

=====
FILE: OFFICER GUCCI NOTE
=====

Coroner seals called.
Unlikely Officer Gucci murdered.
Apparently died naturally.
But medical records show Officer Gucci had no prior symptoms of heart disease.

=====
FILE: ALICE IN WONDERLAND PUZZLE
=====

The clouds flowing over a hill.
Sky on a sunny day.
Tangerines that are bitter.
The lucky four-leaf-clover.
The violets in the garden.
The dandelions along a path.
Unavoidable sleeping time.
Liquid flowing from slashed wrist.

=====
FILE: DAHLIA'S INSTRUCTIONS
=====

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.

=====
FILE: GROCERY LIST
=====

3 loaves of bread
3 cartons of milk
2 dozen eggs

Deliver to the back room daily 8 AM. Rear entrance code 0886.

Norman Young.

=====
FILE: MOTEL BOOK
=====

September 10

Took package. Told to sit on it for awhile. Don't want to get involved, but can't disobey... He's probably linked to the deaths of the Mayor and others.

=====
FILE: NEWSPAPER
=====

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

=====
FILE: DESK NOTE
=====

Go home thief! Drop dead!

=====
FILE: GRIM REAPER LIST
=====

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

=====
FILE: GRIM REAPER NOTE
=====

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!

=====
FILE: LISA'S DIARY
=====

Asked the 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...

=====
FILE: WHITE CLAUDIA INFORMATION
=====

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

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

=====
FILE: DOOR PUZZLE
=====

Thou possesses them to guard thy spirit evoke the five rites unveil thy fate.

=====
FILE: LISA VIDEO
=====

What is it? Still has unusually high fever. Eye's don't open, but she's still breathing... Getting a pulse, skin all charred. Even when I change

the bandages, the blood and pus start oozing through... What is keeping that child alive?! Promise... Won't tell a soul... So, please...

Those are all the files I found. There may be more, so notify me ASAP!

=====
21. Plot Points
=====

Alessa and Cheryl are the same person. They are 2 girls with one half of Samael's soul.

Kaufmann worked with Dahlia to summon Samael through Alessa/Cheryl.

Dahlia is Cheryl/Alessa's mother.

Aglophatis extracts evil from a host, as evidence with Alessa and Cybil.

Silent Hill, the evil one, is Alessa's thoughts of her world, as opposed to Dahlia's light world.

Harry adopted Cheryl.

Dahlia is after Cheryl because she carries the needed should to bring Samael into the real world.

Alessa was supposed to have the full soul, but complications in the ritual put half of it inside her.

White Claudia helped bring Samael into this world via a ceremony.

Lisa was addicted to Kaufmann's White Claudia.

For more information, see President Evil's Silent Hill Plot Analysis as well as Orca782 and CVXFREAK's Plot Analysis on the Silent Hill games.

=====
22. Versions of Silent Hill
=====

SILENT HILL: BETA VERSION

The beta version has a few differences from the final released version.

-The Pipe is found on top of Midwich Street, rather than the alleyway.

-Cybil doesn't appear in the Antique Shop.

-Instead of Cybil telling Harry to go to the lake, Harry decides on his own.

SILENT HILL: JAPAN VERSION

-There are Japanese subtitles when the speech is happening.

-Basically the Japanese version of the American Silent Hill.

SILENT HILL: ASIAN VERSION

-Japanese subtitles.

-Demon Cyclops creatures replace the Demon Children.

PLAY NOVEL: SILENT HILL

-It is a story version of PSX Silent Hill.

-All in FMV.

-Japanese text.

=====
23. Endings
=====

These are descriptions of each of the endings, including the UFO one.

BAD

- Cybil is dead.
 - Dahlia is burned alive.
 - Kaufmann is dead by the time Harry fights Alessa.
 - Harry fights Alessa, who is in human form.
 - Harry doesn't get his baby back.
 - Harry ends up dead in the car crash.
-

BAD +

- Cybil is alive.
 - Dahlia is burned alive.
 - Kaufmann is dead by the time Harry fights Alessa.
 - Harry fights Alessa, who is in human form.
 - Harry doesn't get his baby back.
 - Cybil slaps Harry and tells him to "go."
-

GOOD

- Cybil is dead.
 - Dahlia is burned.
 - Kaufmann lives to extract Samael from Alessa.
 - Harry fights Samael himself.
 - Harry gets a new, soul clean baby.
 - Kaufmann is killed by Lisa.
 - Harry runs out with the baby. He looks up surprised.
-

GOOD +

- Cybil is alive.
- Dahlia is burned.

-Kaufmann lives to extract Samael from Alessa.
-Harry fights Samael himself.
-Harry gets a new, soul clean baby.
-Kaufmann is killed by Lisa.
-Harry and Cybil run out of Silent Hill and look at the new baby.

UFO

-Cybil is dead.
-Harry is dead.
-Kaufmann is dead.

UFO + (Well, not a real ending, but this is if you saved Kaufmann)

-Harry is dead.
-Cybil is dead.
-Kaufmann is alive.
-Aliens come and take Harry away after killing him.

=====
24. Next Fear
=====

When you beat the game once and save, Next Fear becomes available.

Here are some stuff...

-You can get Channeling Stone in Convenience Store at Old Silent Hill.

-Use the Channeling Stone at:

1. Roof of Evil Midwich Elementary School.
2. Courtyard of Evil Alchemilla Hospital (BEFORE FIGHTING WORM)
3. Parking Lot of Lakeside Silent Hill Motel
4. Inside the boat at Lakeside Silent Hill (after talking to Cybil and Dahlia)
5. Lighthouse in Lakeside Silent Hill where you see Alessa.

The UFO Ending will be enabled.

-You can get the Katana in the locked door of the Levin House (NOT the Gordan House)

-You can get fuel in the Gas Station.

Use the fuel:

1. For the Chainsaw at the Store passed Balkan Church in Old Silent Hill.
2. Or Rock Drill in storeroom of Bridge Control Room at Old Silent Hill.

You can get Hyper Blaster after you finish the game with the UFO ending.

=====
25. Conclusion
=====

That's my Silent Hill: Handgun Speed Guide. Hopefully with just the Handgun you can beat the game in 60 minutes. If you want to know about

all the other secrets, look at the other comprehensive guides! Enjoy!

DISCLAIMER: This guide may be similar to Vincent Merken's and he thinks I carbon copied his info and remade it into a Handgun ONLY guide, but I didn't. I beat it fast once with the help of his guide, but I in no way copied him. In fact, you may notice the start of each of our guides are different. The school-end parts are similar because we have no choice but to go linear. I'm sorry if this offends you, Vincent. I surely was.

Thanks to:

*CJayC from GameFAQS.com for posting this.

*My friends and family.

*Konami for making this great game!

*Sony for letting Konami make it for PSone.

*Vincent Merken for writing the Speed Guide for non-handgun owners. My Guide is a tad similar, but I never copied from him. Please read his guide, too.

CVXFREAK

FireEmblemPride@hotmail.com

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Sorry to waste your time reading this, but it has to be said in the form of the new year.

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