



## IMPORTANT NOTES:

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### 1. About the Guide

Firstly this is NOT a walkthrough for Silent Hill, but simply an item location guide. While it does have the occasional bit of additional walkthrough like notes to it, it will not likely get you through the game the first time.

### 2. Grid Reference

A helpful addition to this guide is that all street areas with maps, the maps have a grid for ease of reference. This goes a long way to helping find these items. I've also included the general descriptions still as leaving just a grid number won't always help. Especially on unmapped indoor areas.

### 3. Compass Direction

Silent Hill's street maps are always pointing north (and streets are generally always north-south or east-west - it may not be realistic but it helps me and you). The only change is interior locations which are facing a certain direction, and not always north.

Take for example the Midwich Elementary School. The buildings entrance and lobby are on the eastern side, and so the classrooms on the right side of the map are on the north side of the building (as also indicated by the maps). If I mentioned the north-eastern classroom on the first floor for example then I'm talking about the class closest to the bottom right corner of the school map.

I'm keeping this compass bearing because it's easier than having to realign to using different directions each time a new building is entered.

### 4. Bonus Camera

If you're coming up short on the item counter then the additional camera angle you can get (it changes the moveable camera angle you can get with L2 to an "over the shoulder" wide shot. With this you can search areas easily and up close making items stick out easier than before.

### 5. Listing Content

The entire guide lists all items you would collect on a complete run for what is considered the "Good+" ending. That is where you do the additional scenes with Kauffman and get the item for Cybil. If you are going for lesser endings then you will be able to skip a few items here and there.

### 6. Missmatching Numbers

I've gone through the game time and time again since the games release in Feb 1999 only to get 203 items, when it says there are 204 items to be collected. My original thought was the "unknown liquid" was the 204th but if you follow this guide, even if you do collect the 203 listed items and then the unknown liquid - you still get 203 items as your end result. I've searched everywhere but came up with nothing... just as a precaution.

Back in 1999 when the game came out I recall the talk of there actually only being 203... as it seems the programmers goofed when it came to including the 204th item (the fact of the matter is that the "Unknown Liquid" as a pickup should count as the one missing). This guide has kept the number 203 to be truthful to the end result, the unknown liquid has been given a "#000" number instead, but other than the maps and bonus items there really is 204 normal items to collect.

Given the number of corrections made to the PAL version I will have to test the item listing in it later on. I know the PAL version still has a number out of 204, but the additional item may have been added or corrected.

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## ii. Update History

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203/204 items listed - but I swear that's all you can find. I'm would otherwise be going mad trying to figure out what I could have possibly missed.

Other than that point, the total is more than enough for a gold rank and the guide is 100% complete.

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## iii. The Sections

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- 1.0 -----> Silent Hill Pt. 1 - The Empty Town
- 2.0 -----> Silent Hill Pt. 2 - Hey, who turned out the lights?
- 3.0 -----> Silent Hill Pt. 3 - Harry, Bully of the Midwich Schoolyard
- 4.0 -----> Silent Hill Pt. 4 - And you thought your school was a nightmare?
- 5.0 -----> Silent Hill Pt. 5 - Back to this ol' hole filled town...
- 6.0 -----> Silent Hill Pt. 6 - This ain't no healing hospital...
- 7.0 -----> Silent Hill Pt. 7 - Hey, where'd that 4th floor come from?
- 8.0 -----> Silent Hill Pt. 8 - Now this is just getting beyond weird...
- 9.0 -----> Silent Hill Pt. 9 - As if it couldn't get any weirder?
- 10.0 -----> Silent Hill Pt. 10 - Bonus Items

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## iv. The List

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1.0 -----> Silent Hill Pt. 1 - The Empty Town

Number	#001
Item	Handgun
Location	Given to Harry by Cybil in the Cafe 5 to 2.
Description	"Handgun received from Cybil. Holds up to 15 rounds."

Number	#002
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Item | Health Drink  
Location | Diner Counter, Cafe 5 to 2.  
Description | "Supplies nutrition to recover a small amount of stamina."

Number | #003  
Item | Flashlight  
Location | Diner Counter, Cafe 5 to 2.  
Description | "One touch on/off switch. In the chest pocket."

Number | #000  
Item | Residential Area Map  
Location | Diner Counter, Cafe 5 to 2.  
Grid Reference | C-7

Number | #004  
Item | Health Drink  
Location | Diner Counter, Cafe 5 to 2.  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | C-7

Number | #005  
Item | Kitchen Knife  
Location | Diner Counter, Cafe 5 to 2.  
Description | "Hard to use, but better than nothing."  
Grid Reference | C-7

Number | #006  
Item | Pocket Radio  
Location | Table, Cafe 5 to 2.  
Description | "Portable radio that emits static when monsters are near."  
Grid Reference | C-7

Number | #007  
Item | Handgun Bullets  
Location | On a bench beside the Cafe 5 to 2.  
Description | "Ammo for the handgun."  
Grid Reference | The line of C-6/C-7

Number | #008  
Item | Handgun Bullets  
Location | On a bench beside the Cafe 5 to 2.  
Description | "Ammo for the handgun."  
Grid Reference | The line of C-6/C-7

Number | #009  
Item | Health Drink  
Location | Sitting on a windowsill by the Bachman side main doors to  
Queen Burger, Cnr of Bachman Road and Matheson Street.  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | D-6

Number | #010  
Item | Health Drink  
Location | On a shelf in the Circle 8 Convenience store on Bachman  
Road.  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | B-7

Number | #011  
Item | Health Drink

Location | On a shelf in the Circle 8 Convenience store on Bachman Road.  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | B-7

Number | #012  
Item | Health Drink  
Location | On a shelf in the Circle 8 Convenience store on Bachman Road.  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | B-7

Number | #013  
Item | First Aid Kit  
Location | On a shelf in the Circle 8 Convenience store on Bachman Road.  
Description | "Heals injury to provide moderate stamina recovery."  
Grid Reference | B-7

Number | Bonus +1  
Item | Channeling Stone  
Location | On the counter in the Circle 8 Convenience store on Bachman  
| Road.  
Description | "A mystical stone possessing power. If used somewhere the  
| result will be... ?"  
Grid Reference | B-7

NOTE: This is used to get the bonus "UFO" ending. You are required to use it in certain places to get ending. For more information see the bonus items section (section 10.0) after the main part of this list.

Number | #014  
Item | Health Drink  
Location | Harry's crashed Jeep on the most northern left side of Bachman  
| Road.  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | A-6

Number | #015  
Item | Handgun Bullets  
Location | Walkway off the "Cheryl" alleyway from Finney Street.  
| Eventually you'll be lead to an area where they are.  
Description | "Ammo for the handgun."  
Grid Reference | D-5

Number | #016  
Item | Handgun Bullets  
Location | Walkway off the "Cheryl" alleyway from Finney Street.  
| Eventually you'll be lead to an area where they are.  
Description | "Ammo for the handgun."  
Grid Reference | D-5

Number | #017  
Item | A note "To school"  
Location | Walkway off the "Cheryl" alleyway from Finney Street.  
| Eventually you'll be lead to an area where they are.  
Description | "'To school' is written in Cheryl's handwriting."  
Grid Reference | D-5

Number | #018  
Item | Steel Pipe  
Location | Walkway off the "Cheryl" alleyway from Finney Street.  
| Eventually you'll be lead to an area where they are.

Description | "3' long steel pipe. Long range but of limited use."  
Grid Reference | D-5

Number | #019  
Item | Handgun Bullets  
Location | Beside the cop car on the broken bridge at the eastern end of  
| Finney Street.  
Description | "Ammo for the handgun."  
Grid Reference | B-9

Number | #020  
Item | Key of "Lion"  
Location | In the open boot of the cop car on the broken bridge at the  
| eastern end of Finney Street.  
Description | "The to the garden of the house. Found in patrol car's trunk."  
Grid Reference | B-9

Number | #021  
Item | Key of "Scarecrow"  
Location | In the mail box at the most southern point of Ellroy Street.  
Description | "The key to the garden of the house. Found in mailbox blocked  
| by a fallen tree."  
Grid Reference | E-8

NOTE: Just thought the description here was odd. Seems the team originally planned to have a tree blocking the path (which perhaps you may have cut with the chainsaw or found some other way to get around) but decided not to do that in the end. But accidentally left the description in.

Number | #022  
Item | Health Drink  
Location | Beside where you got the Key of "Scarecrow"  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | E-8

Number | #023  
Item | Key of "Woodman"  
Location | Sitting beside the dogs head in the Basketball Court/Yard  
| behind a gate in an alley stretching between Finney and  
| Matheson Streets. More or less behind the cafe.  
Description | "The key to the garden of the house. Found in the basketball  
| court."  
Grid Reference | C-7

NOTE: I don't know how the Wizard of Oz goes in Japan, but the character is supposed to be the Tin Man not the "Woodman" - I've always found this funny. LOL

Number | #024  
Item | Health Drink  
Location | Sitting on top of a Trash Bin just beside the Key of "Woodman"  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | C-7

Number | #025  
Item | Handgun Bullets  
Location | End of the short alley way off Matheson Street, between  
| Bachman Road and Ellroy Street.  
Description | "Ammo for the handgun."  
Grid Reference | E-7

Number | #026  
Item | Handgun Bullets  
Location | End of the short alley way off Matheson Street, between  
| Bachman Road and Ellroy Street.  
Description | "Ammo for the handgun."  
Grid Reference | E-7

Number | #027  
Item | First Aid Kit  
Location | End of the short alley way off Matheson Street, between Levin  
| Street and Bachman Road.  
Description | "Heals injury to provide moderate stamina recovery."  
Grid Reference | E-5

Number | #028  
Item | Health Drink  
Location | At the doorway to the last house on the eastern side of Levin  
| Street. Right before the hole in the ground.  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | E-4/E-5

Number | #029  
Item | A note "Doghouse"  
Location | Western end of Matheson Street.  
Description | "'Doghouse' and 'Levin St.' are written in Cheryl's  
| handwriting."  
Grid Reference | D-4

Number | #030  
Item | House Key  
Location | Inside the bloody Dog House half way up Northern Levin Street.  
Description | "The house key hidden in the dog house."  
Grid Reference | C-4

NOTE: You need to get item #029 before this key will appear.

Number | #031  
Item | First Aid Kit  
Location | On a cabinet inside the house.  
Description | "Heals injury to provide moderate stamina recovery."  
Grid Reference | C-4

Number | Bonus +2  
Item | Katana  
Location | Inside the only (once) locked room in this house.  
Description | "Traditional single edged Japanese blade."  
Grid Reference | C-4

NOTE: To get this bonus weapon you'll have to meet certain ending criteria. For more information on this see section 10.0 about the bonus items.

Number | #032  
Item | Handgun Bullets  
Location | On the dining table inside the house.  
Description | "Ammo for the handgun."  
Grid Reference | C-4

Number | #033  
Item | Handgun Bullets

Location | On a shelf inside the house.  
Description | "Ammo for the handgun."  
Grid Reference | C-4

Number | #034  
Item | Health Drink  
Location | On the kitchen counter inside the house.  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | C-4

2.0 -----> Silent Hill Pt. 2 - Hey, who turned out the lights?

Number | #035  
Item | Health Drink  
Location | On the table in the backyard of the house.  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | C-4

Number | #036  
Item | Health Drink  
Location | On the table in the backyard of the house.  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | C-4

Number | #037  
Item | Handgun Bullets  
Location | By the eastern bridge supports of the broken bridge at the  
| northern most point of Midwich Street.  
Description | "Ammo for the handgun."  
Grid Reference | B-2

Number | #038  
Item | Health Drink  
Location | By the eastern bridge supports of the broken bridge at the  
| northern most point of Midwich Street.  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | B-2

Number | #039  
Item | Health Drink  
Location | On some trash bins on the eastern side of the alleyway  
| stretching between Matheson and Bloch Streets.  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | E-3

Number | #040  
Item | Handgun Bullets  
Location | Sitting on the ground by some trash bins on the western side  
| of the alleyway stretching between Matheson and Bloch Streets.  
Description | "Ammo for the handgun."  
Grid Reference | E-3

Number | #041  
Item | Health Drink  
Location | Sitting on the front right side seat of the School Bus, parked  
| on the western side of Midwich Street just south of the  
| school's entrance.  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | G-2



Number | #042  
Item | Health Drink  
Location | Sitting on the front right side seat of the School Bus, parked  
| on the western side of Midwich Street just south of the  
| school's entrance.  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | G-2

3.0 -----> Silent Hill Pt. 3 - Harry, Bully of the Midwich Schoolyard

Number | #000  
Item | Midwich School Map  
Location | Sitting on one of the benches on the left side of the lobby as  
| you enter the school.

NOTE: Interior maps of course don't have grid references so from now on until  
you exit the school there will be no reference mentions, only room names  
and specific locations by name and/or compass bearing.

Number | #043  
Item | Handgun Bullets  
Location | On the table in the small office room behind the Reception,  
| Midwich School, 1F.  
Description | "Ammo for the handgun."

Number | #044  
Item | First Aid Kit  
Location | Sitting on the bed in the Infirmary, Midwich School, 1F.  
Description | "Heals injury to provide moderate stamina recovery."

Number | #045  
Item | Health Drink  
Location | Sitting inside the cabinet beside the Infirmary's bed, Midwich  
| School, 1F.  
Description | "Supplies nutrition to recover a small amount of stamina."

Number | #046  
Item | Handgun Bullets  
Location | On a bench in the unmarked room at the middle of the west side  
| of the Midwich School, 1F. The doors beyond it would lead to a  
| playground at the back of the school, but they don't open.  
Description | "Ammo for the handgun."

Number | #047  
Item | Health Drink  
Location | On a desk at the front of the southwestern class room, Midwich  
| School, 2F.  
Description | "Supplies nutrition to recover a small amount of stamina."

Number | #048  
Item | Handgun Bullets  
Location | Sitting on the floor of the girls toilets, Midwich School, 2F.  
Description | "Ammo for the handgun."

Number | #049  
Item | Chemical  
Location | Sitting on the shelf in the Lab Equipment Room of the Midwich  
| School, 2F.

Description | "The label reads, 'Concentrated hydrochloric acid.' Found in  
| the lab equipment room."

NOTE: Harry will also note the Glucose and Distilled Water in this room if you look around. This has sparked years of debate on the reasoning for their inclusion.

Number | #050  
Item | Handgun Bullets  
Location | Sitting on the rear bench of the Chemistry Lab, Midwich  
| School, 2F.  
Description | "Ammo for the handgun."

Number | #051  
Item | Gold Medallion  
Location | Held inside the statue of the "Old Man's Hand" sitting on the  
| bench of the Chemistry Lab, Midwich School, 2F.  
Description | "A picture of a block tower is engraved on the surface. Found  
| in the chemistry lab."

NOTE: You need to use the chemical on the statue of the "Old Man's Hand" to get the Gold Medallion.

Number | #052  
Item | First Aid Kit  
Location | On the front desk of the Library, Midwich School, 2F.  
Description | "Heals injury to provide moderate stamina recovery."

Number | #053  
Item | Handgun Bullets  
Location | On a desk at the front of the northeastern class room, Midwich  
| School, 2F.  
Description | "Ammo for the handgun."

Number | #054  
Item | Handgun Bullets  
Location | On a desk at the back of the northwestern class room, Midwich  
| School, 1F.  
Description | "Ammo for the handgun."

Number | #055  
Item | Silver Medallion  
Location | Will fall to the floor after you solve the piano puzzle in the  
| Music Room, Midwich School, 2F.  
Description | "A picture of a clock tower is engraved on the surface. Found  
| in the music room."

NOTE: Before you can access the piano to solve this puzzle you will need to take the Gold Medallion to the clock tower in the courtyard down on the first floor and use it on the left side of the tower. This will give you the access to the piano. After getting the Silver Medallion you should do the same again, placing the Silver one on the right side. After that head to the basement of the school and turn the schools boiler on then return to the tower for a final time and check the door in the middle.

4.0 -----> Silent Hill Pt. 4 - And you thought your school was a nightmare?

Number | #056  
Item | Handgun Bullets

Location	On a bench in the unmarked room at the middle of the west side   of the Alternate Midwich School, 1F.
Description	"Ammo for the handgun."
Number	#057
Item	First Aid Kit
Location	On a bench in the unmarked room at the middle of the west side   of the Alternate Midwich School, 1F.
Description	"Heals injury to provide moderate stamina recovery."
Number	#058
Item	Rubber Ball
Location	On a table in the Storage Room, Alternate Midwich School, 1F.
Description	"Florescent pink rubber ball used by children."
Number	#059
Item	Picture Card
Location	On a table in the northwestern classroom, Alternate Midwich   School, 1F.
Description	"A rectangular card with a picture of a key. Found on a desk   in a classroom."
Number	#060
Item	Health Drink
Location	Sitting on a bench outside the northeastern classroom,   Alternate Midwich School, 1F.
Description	"Supplies nutrition to recover a small amount of stamina."
Number	#061
Item	First Aid Kit
Location	Sitting on a table in the Infirmary, Alternate Midwich School,   1F.
Description	"Heals injury to provide moderate stamina recovery."
Number	#062
Item	Health Drink
Location	Sitting inside the cabinet beside the desk in the Infirmary,   Alternate Midwich School, 1F.
Description	"Supplies nutrition to recover a small amount of stamina."
Number	#063
Item	Ampoule
Location	Sitting on a wheelchair in the lobby of the Alternate Midwich   School, 1F.
Description	"Relieve pain to recover stamina to high. Effect lasts for a   while."
Number	#064
Item	Handgun Bullets
Location	Sitting on the couch in the room behind the reception,   Alternate Midwich School, 1F.
Description	"Ammo for the handgun."
Number	#065
Item	Handgun Bullets
Location	Boys toilets, Alternate Midwich School, 2F.
Description	"Ammo for the handgun."

NOTE: To get to the toilets on the second floor, enter the girls toilets on first floor. Doing so will transport you to the ones on the second floor.

Exit the room and then enter the boys one from there. To return to the first floor all you need to do is re-enter the girls toilets, then exit again.

Number | #066  
Item | Handgun Bullets  
Location | Boys toilets, Alternate Midwich School, 2F.  
Description | "Ammo for the handgun."

NOTE: To get to the toilets on the second floor, enter the girls toilets on first floor. Doing so will transport you to the ones on the second floor. Exit the room and then enter the boys one from there. To return to the first floor all you need to do is re-enter the girls toilets, then exit again.

Number | #067  
Item | Shotgun Shells  
Location | Boys toilets, Alternate Midwich School, 2F.  
Description | "Ammo for the shotgun."

NOTE: To get to the toilets on the second floor, enter the girls toilets on first floor. Doing so will transport you to the ones on the second floor. Exit the room and then enter the boys one from there. To return to the first floor all you need to do is re-enter the girls toilets, then exit again.

Number | #068  
Item | Shotgun  
Location | On the floor at the back of the Boys toilets, Alternate Midwich School, 1F. You need to open the door at the back of the room to get it.  
Description | "Fires in a wide radius. Holds up to 6 rounds."

Number | #069  
Item | Handgun Bullets  
Location | On a chair in the upper Teacher's Room in the southwest corner, Alternate Midwich School, 1F.  
Description | "Ammo for the handgun."

Number | #070  
Item | Health Drink  
Location | Sitting on a bench in the hallway as you arrive on the 2nd Floor (beside the southwestern classroom), Alternate Midwich School, 2F.  
Description | "Supplies nutrition to recover a small amount of stamina."

Number | #071  
Item | Handgun Bullets  
Location | On a chair in the classroom located in the southwest corner, Alternate Midwich School, 2F.  
Description | "Ammo for the handgun."

Number | #072  
Item | Shotgun Shells  
Location | On a chair in the classroom located in the southeast corner, Alternate Midwich School, 2F.  
Description | "Ammo for the shotgun."

Number | #073  
Item | Library Reserve Key

Location | From the locker in the Locker Room, Alternate Midwich  
| School, 2F.  
Description | "The key to the school's 2nd floor library reserves. Picked up  
| in the locker room."

NOTE: Even though you have the key to the Library Reserve, you'll still need another key afterwards to progress. To get it requires you do something on the 3rd floor rooftop, so if you do this now it will save you time later on. Read the note for the next item for more information.

Number | #074  
Item | Classroom Key  
Location | The drain in the schools courtyard, Alternate Midwich School,  
| 1F.  
Description | "The tagged classroom key found hanging in the drainpipe on  
| the roof."

NOTE: To first get this key you have to go to the 3rd Floor. Go outside onto the roof and find the drain running around the top.... at it's end you'll find a hole with a key hanging out of reach. Trace the drain back till you find another hole. Plug this with the Rubber Ball you got earlier on. Continue following the drain back until you reach a valve. Turn the valve and the water will flow and knock the key down to the courtyard where you will find it.

Return to the 2nd Floor and go to the Library Reserve to continue.

Number | #075  
Item | First Aid Kit  
Location | Sitting on the shelf in the Library Reserve, Alternate Midwich  
| School, 2F.  
Description | "Heals injury to provide moderate stamina recovery."

Number | #076  
Item | Handgun Bullets  
Location | Sitting on a table in the Library, Alternate Midwich School,  
| 2F.  
Description | "Ammo for the handgun."

Number | #077  
Item | Health Drink  
Location | Sitting on a chair in the northeastern classroom, Alternate  
| Midwich School, 2F.  
Description | "Supplies nutrition to recover a small amount of stamina."

Number | #078  
Item | Health Drink  
Location | Sitting on a bench outside the northeastern classroom,  
| Alternate Midwich School, 2F.  
Description | "Supplies nutrition to recover a small amount of stamina."

Number | #079  
Item | Shotgun Shells  
Location | Sitting on a table in the basement storage room, Alternate  
| Midwich School, B1F  
Description | "Ammo for the shotgun."

Number | #080  
Item | Shotgun Shells  
Location | Sitting on a table in the basement storage room, Alternate

	Midwich School, B1F
Description	"Ammo for the shotgun."
Number	#081
Item	Ampoule
Location	Sitting on a table in the basement storage room, Alternate   Midwich School, B1F
Description	"Relieve pain to recover stamina to high. Effect lasts for a   while."
Number	#082
Item	K. Gordon Key
Location	Sitting on the floor of the Boiler Room, Midwich School, B1F.
Description	"The tag says, 'K. Gordon;" found in the school's boiler   room."

5.0 -----> Silent Hill Pt. 5 - Back to this ol' hole filled town...

Number	#083
Item	Handgun Bullets
Location	On the cabinet in front of you when you enter the back of K.   Gordon's house.
Description	"Ammo for the handgun."
Grid Reference	G-4

Number	#084
Item	Handgun Bullets
Location	On the bench in the kitchen of K. Gordon's house.
Description	"Ammo for the handgun."
Grid Reference	G-4

Number	#085
Item	Health Drink
Location	At the top of the stairs of the house on the northern most   point of Southern Levin Street. Eastern side.
Description	"Supplies nutrition to recover a small amount of stamina."
Grid Reference	Line of F-4/F-5

Number	#086
Item	Health Drink
Location	Sitting on a bench on the north side of Bradbury Street   between Levin Street and the alleyway to the east of it.
Description	"Supplies nutrition to recover a small amount of stamina."
Grid Reference	G-5

Number	#087
Item	Handgun Bullets
Location	Sitting by some rubbish bags and a bin on the eastern side of   the alleyway between Bradbury and Bloch Streets.
Description	"Ammo for a handgun."
Grid Reference	G-5

Number	Bonus +3
Item	Chainsaw
Location	Sitting in the broken window of Cut-Rite Chain Saws on the   southern side of Bloch Street. To the west when you come out   of the alley.
Description	"Power tool used for cutting down trees, etc., highly deadly."
Grid Reference	F-5

NOTE: You won't be able to collect this as an item the first time until you get some gas for it. I'll tell you when to find this.

Number | #088  
Item | "Flauros"  
Location | Sitting on the podium at the front of the Balkan Church.  
Description | "Pyramid shaped object found in the church. Purpose and use  
| unknown."  
Grid Reference | F-7

Number | #089  
Item | Drawbridge Key  
Location | Sitting on the podium at the front of the Balkan Church.  
Description | "Key to operate the drawbridge. Found in the church."  
Grid Reference | F-7

Number | #090  
Item | Health Drink  
Location | Sitting by the wall sitting on a candle stand at the front  
| left of the church.  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | F-7

Number | Bonus +4  
Item | Gasoline Tank  
Location | Inside the garage of the Gas Station on the corner of Bloch  
| and Ellroy Streets.  
Description | "Fuel for chainsaws and rock drills."  
Grid Reference | F-8

NOTE: I guess the description gives it away. You can use this gasoline tank to get either the chainsaw from "Cut-Rite Chainsaws" or hold onto it for a few minutes longer and get the Rock Drill. Once you've been through the game after getting one item, you'll be able to get the second as well. Personally I go for the Chainsaw first.

Number | #091  
Item | Handgun Bullets  
Location | Sitting beside the car parked in the garage of the Gas Station  
| on the corner of Bloch and Ellroy Streets.  
Description | "Ammo for the handgun."  
Grid Reference | F-8

Number | #092  
Item | Handgun Bullets  
Location | Sitting behind the Gas Station on the corner of Bloch and  
| Ellroy Streets. Beside the VOWO truck.  
Description | "Ammo for the handgun."  
Grid Reference | F-8

Number | #093  
Item | Shotgun Shells  
Location | Sitting behind the Gas Station on the corner of Bloch and  
| Ellroy Streets. Beside the VOWO truck.  
Description | "Ammo for the shotgun."  
Grid Reference | F-8

Number | #094  
Item | First Aid Kit

Location | Sitting on the first set of stairs on the southern side of the  
| Bloch Street bridge.  
Description | "Heals injury to provide moderate stamina recovery."  
Grid Reference | Line of F-8/F-9

Number | #095  
Item | Shotgun Shells  
Location | Sitting on the first set of stairs on the southern side of the  
| Bloch Street bridge.  
Description | "Ammo for the shotgun."  
Grid Reference | Line of F-8/F-9

Number | Bonus + 5  
Item | Rock Drill  
Location | Sitting in the small engine room under the Bloch Street  
| Drawbridge's control room.  
Description | "A tool used in road construction to create holes in the road  
| for poles."  
Grid Reference | F-9

NOTE: You can use the gasoline tank you got from the gas station to get either the chainsaw from "Cut-Rite Chainsaws" or get this Rock Drill. Once you've been through the game after getting one item, you'll be able to get the second as well. Personally I go for the Chainsaw first instead of this drill, but it's up to you.

Number | #000  
Item | Shopping District Map  
Location | Sitting on a chair in the Bloch Street Drawbridge's control  
| room.  
Grid Reference | F-9

Number | #096  
Item | Health Drink  
Location | Sitting on the boxes in the Bloch Street Drawbridge's control  
| room.  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | F-9

NOTE: You now switch maps from the Residential Street map to the Shopping District map for grid references and general bearings.

Number | #097  
Item | Health Drink  
Location | Sitting on a barrel by the small control booth on the northern  
| side of the bridge.  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | C-2

Number | #098  
Item | Handgun Bullets  
Location | Sitting on the stairs on the southern side of the bridge.  
Description | "Ammo for the handgun."  
Grid Reference | D-3

Number | #099  
Item | Shotgun Shells  
Location | Sitting on the bench inside the Police Station (Cnr. of  
| Crichton and Sagan Streets).  
Description | "Ammo for the shotgun."



Grid Reference | C-4

Number | #100  
Item | Handgun Bullets  
Location | Sitting on the counter inside the Police Station (Cnr. of  
| Crichton and Sagan Streets).  
Description | "Ammo for the handgun."  
Grid Reference | C-4

Number | #101  
Item | Handgun Bullets  
Location | Sitting on the counter inside the Police Station (Cnr. of  
| Crichton and Sagan Streets).  
Description | "Ammo for the handgun."  
Grid Reference | C-4

Number | #102  
Item | Handgun Bullets  
Location | Sitting on the desk inside the small detectives office beside  
| the waiting room (left/west side door).  
Description | "Ammo for the handgun."  
Grid Reference | C-4

Number | #103  
Item | Shotgun Shells  
Location | Sitting on the second desk inside the small detectives office  
| beside the waiting room (left/west side door).  
Description | "Ammo for the shotgun."  
Grid Reference | C-4

Number | #104  
Item | Health Drink  
Location | Sitting on one of the outdoor tables of Cafe Sun, on the  
| corner of Koontz and Simmons Streets.  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | E-6

Number | #105  
Item | Handgun Bullets  
Location | Sitting on the west side of the small alley on the southern  
| side of Koontz Street.  
Description | "Ammo for the handgun."  
Grid Reference | F-6

Number | #106  
Item | Health Drink  
Location | Sitting on the east side of the small alley on the southern  
| side of Koontz Street.  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | F-6

6.0 -----> Silent Hill Pt. 6 - This ain't no healing hospital...

Number | #000  
Item | Alchemilla Hospital Map  
Location | Behind the main reception desk, Hospital, 1F.

Number | #107  
Item | First Aid Kit

Location		On a box behind the main reception desk, Hospital, 1F.
Description		"Heals injury to provide moderate stamina recovery."
Number		#000
Item		Alchemilla Hospital Basement Map
Location		Sitting on a desk in the Doctor's Office, Hospital, 1F.
Number		#108
Item		Basement Key
Location		On the conference desk in the conference room, Hospital, 1F.
Description		"The hospital basement door key, found on the table in 1st floor conference room."
Number		#109
Item		Plastic Bottle
Location		Shelf at the back of the Kitchen, Hospital, 1F.
Description		"Empty bottle found in the kitchen of the hospital."
Number		#110
Item		Health Drink
Location		On the bench in the Kitchen, Hospital, 1F.
Description		"Supplies nutrition to recover a small amount of stamina."
Number		#000
Item		Unknown Liquid
Location		On the floor in the Director's Room, Hospital, 1F.
Description		"Red liquid found in a broken vial in the Hospital Director's room."

NOTE: You will need the plastic bottle from the kitchen to get the Unknown Liquid. All you need to do is use the bottle and the liquid will be collected. This item can be collected regardless of ending, however it is only used for certain endings in the end.

7.0 -----> Silent Hill Pt. 7 - Hey, where'd that 4th floor come from?

Number		#111
Item		Shotgun Shells
Location		On the bed in room 302, Alternate Hospital, 3F.
Description		"Ammo for the shotgun."
Number		#112
Item		Health Drink
Location		On the gurney in room 304, Alternate Hospital, 3F.
Description		"Supplies nutrition to recover a small amount of stamina."
Number		#113
Item		Plate of "Turtle"
Location		Back wall of the mens bathroom, Alternate Hospital, 3F.
Description		"Square, blue plate with a picture of a 'Mock Turtle.'"
Number		#114
Item		Handgun Bullets
Location		Shelf in the storage room, Alternate Hospital, 3F.
Description		"Ammo for a handgun."
Number		#115
Item		First Aid Kit
Location		Shelf in the storage room, Alternate Hospital, 3F.

Description | "Heals injury to provide moderate stamina recovery."  
Number | #116  
Item | Blood Pack  
Location | Shelf in the storage room, Alternate Hospital, 3F.  
Description | "200ml blood pack. Found in the hospital storage room."

Number | #117  
Item | Plate of "Cat"  
Location | Hanging on the back wall of room 306, Alternate Hospital, 3F.  
Description | "Square, yellow plate with a picture of a 'Cheshire Cat.'"

Number | #118  
Item | Lighter  
Location | Sitting on the bed in room 201, Alternate Hospital, 2F.  
Description | "Oil lighter found in Room 201."

Number | #119  
Item | Plate of "Hatter"  
Location | Hanging on the back wall of room 204, Alternate Hospital, 2F.  
Description | "Square, green plate with a picture of a 'Mad Hatter.'"

NOTE: You'll have to distract some weird worm things sucking on some blood on the floor. To do this use the Blood Pack you picked up earlier. Harry with throw it to the side and they'll go for that allowing you to get the plate off the wall.

After this you can't explore any more of the second floor, so head back out to the stairwell and down to the first floor.

Number | #120  
Item | Handgun Bullets  
Location | Sitting on a desk in the office, Alternate Hospital, 1F.  
Description | "Ammo for a handgun."

Number | #121  
Item | Health Drink  
Location | Sitting on a bench in the kitchen, Alternate Hospital, 1F.  
Description | "Supplies nutrition to recover a small amount of stamina."

Number | #122  
Item | Plate of "Queen"  
Location | Sitting on the desk in the Director's Office, Alternate Hospital, 1F.  
Description | "Square, red plate with a picture of a 'Queen of Hearts.'"

Number | #123  
Item | Health Drink  
Location | In the broken vending machine at the northern end of the corridor, Alternate Hospital, 1F.  
Description | "Supplies nutrition to recover a small amount of stamina."

Number | #124  
Item | Health Drink  
Location | In the broken vending machine at the northern end of the corridor, Alternate Hospital, 1F.  
Description | "Supplies nutrition to recover a small amount of stamina."

Number | #125  
Item | Health Drink

Location | In the broken vending machine at the northern end of the  
| corridor, Alternate Hospital, 1F.  
Description | "Supplies nutrition to recover a small amount of stamina."

NOTE: Return to the second floor and use the 4 plates to gain access to the  
rest of the second floor. The colors are in this order starting from  
the top. White, Blue, Orange, Green, Violet, Yellow, Grey, Red.

Number | #126  
Item | Basement Storeroom Key  
Location | On the gurney in the Operating Room, Alternate Hospital, 2F.  
Description | "The hospital basement storeroom key found in the operating  
| room."

Number | #127  
Item | Disinfecting Alcohol  
Location | On the gurney in the Intensive Care Unit, Alternate Hospital,  
| 2F.  
Description | "Isopropyl alcohol bottle found in ICU at the hospital."

Number | #128  
Item | First Aid Kit  
Location | On a chair in room 206, Alternate Hospital, 2F.  
Description | "Heals injury to provide moderate stamina recovery."

NOTE: Now make your way to the basement.

Number | #129  
Item | Hammer  
Location | Leaning against the wall in the Generator Room, Alternate  
| Hospital, B1F.  
Description | "Emergency hammer. Highly damaging, but hard to use."

Number | #130  
Item | Health Drink  
Location | Sitting on the end of a gurney in the morgue, Alternate  
| Hospital, B1F.  
Description | "Supplies nutrition to recover a small amount of stamina."

Number | #131  
Item | Ampoule  
Location | Sitting on the end of a gurney in the morgue, Alternate  
| Hospital, B1F.  
Description | "Relieve pain to recover stamina to high. Effect lasts for a  
| while."

Number | #132  
Item | Handgun Bullets  
Location | On a shelf in the basement storage room, Alternate Hospital,  
| B1F.  
Description | "Ammo for a handgun."

Number | #133  
Item | Shotgun Shells  
Location | On a shelf in the basement storage room, Alternate Hospital,  
| B1F.  
Description | "Ammo for a shotgun."

NOTE: After picking up the icons, push the shelf away from the corner and then  
go into the second part of the store room. Here use the alcohol and

lighter to gain access to the second floor basement.

Number | #134  
Item | Video Tape  
Location | Sitting on the gurney in the only accessible room on the  
| right side of the basement's second hallway, Alternate  
| Basement, B2F.  
Description | "Nothing on the label. Found on 2nd floor hospital basement."

NOTE: If you want to see this tape then when you leave the second floor  
basement, head to the third floor, room 302. And use it on the VCR there.

Number | #135  
Item | Examination Room Key  
Location | Sitting on the machine beside the bed in the only accessible  
| room on the left side of the basement's second hallway,  
| Alternate Basement, B2.  
Description | "Found in patient room in the 2nd floor basement."

8.0 -----> Silent Hill Pt. 8 - Now this is just getting beyond weird...

Number | #136  
Item | Antique Shop Key  
Location | Sitting on the desk in the Examination Room, Hospital, 1F.  
Description | "The tagged key with a shop name on it that Dahlia left at the  
| hospital."

Number | #137  
Item | Axe  
Location | Wall of the "other church" hidden behind the Antique Shop.  
Description | "Small one hand axe. Moderately effective as a weapon."  
Grid Reference | A-7

Number | #138  
Item | Rifle Shells  
Location | Sitting in one of the jewelry stands of the Jewelry Store of  
| the Alternate Silent Hill Town Center (Shopping Mall), 2F.  
Description | "Ammo for the hunting rifle."  
Grid Reference | B-7

Number | #139  
Item | Rifle Shells  
Location | Sitting in one of the jewelry stands of the Jewelry Store of  
| the Alternate Silent Hill Town Center (Shopping Mall), 2F.  
Description | "Ammo for the hunting rifle."  
Grid Reference | B-7

Number | #140  
Item | First Aid Kit  
Location | Sitting in one of the jewelry stands of the Jewelry Store of  
| the Alternate Silent Hill Town Center (Shopping Mall), 2F.  
Description | "Heals injury to provide moderate stamina recovery."  
Grid Reference | B-7

Number | #141  
Item | Hunting Rifle  
Location | Outside of the broken shop display once you fall down from the  
| second floor, Alternate Silent Hill Town Center (Shopping  
| Mall), 1F.

Description | "Holds up to 6 rounds."  
Grid Reference | B-8

Number | #142  
Item | Rifle Shells  
Location | Sitting on the counter inside the Alternate Police Station  
| (Cnr. of Crichton and Sagan Streets).  
Description | "Ammo for the hunting rifle."  
Grid Reference | C-4

Number | #143  
Item | Handgun Bullets  
Location | Sitting on the counter inside the Alternate Police Station  
| (Cnr. of Crichton and Sagan Streets).  
Description | "Ammo for the handgun."  
Grid Reference | C-4

NOTE: After this you'll go through some events at the hospital and then you'll be heading to the sewers. Because of the way the sewers are, you'll need to get to a location before finding a map... and this map will be helpful for finding the items down here. So here is how to find the map from the starting point.

Head straight for a long time until you come to the end of the tunnel. From here head left and follow this side of the walkway until you reach a corner. Follow the corner then cross the first metal bridge. On the other side head right and just follow where the path takes you (you can't go anywhere else). Eventually you'll go through a unlocked gate. Follow this path around again and you'll eventually come to a room with a desk.

Number | #000  
Item | Sewer Map (Connecting To Resort Area)  
Location | Sitting on a desk in the upper sewer section.

NOTE: Thankfully this map has a grid reference. Now to get the rest of the items down here in the sewer.

Number | #144  
Item | Sewer Key  
Location | Hanging on the rack to the right of the desk where the map  
| was, Resort Sewers, B2.  
Description | "Sewer passageway door key."  
Grid Reference | B-7

Number | #145  
Item | Health Drink  
Location | Sitting on the ground near the most northwestern corner of  
| the map, Resort Sewers, B2.  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | B-4

Number | #146  
Item | Handgun Bullets  
Location | Sitting on the ground near the most northwestern corner of  
| the map, Resort Sewers, B2.  
Description | "Ammo for the handgun."  
Grid Reference | B-4

Number | #147  
Item | Shotgun Shells

Location | Sitting on the ground near the most northwestern corner of  
| the map, Resort Sewers, B2.

Description | "Ammo for the shotgun."

Grid Reference | B-4

Number | #148

Item | Rifle Shells

Location | Sitting on the ground on the other side of the water from the  
| last three items, Resort Sewers, B2.

Description | "Ammo for the hunting rifle."

Grid Reference | B-4

NOTE: Just backtrack and cross the bridge, then run to the end on the other  
side. The ammo will be sitting there.

Number | #149

Item | First Aid Kit

Location | Sitting on the ground near the most southeastern corner of the  
| map, Resort Sewers, B2.

Description | "Heals injury to provide moderate stamina recovery."

Grid Reference | F-5

Number | #150

Item | First Aid Kit

Location | Sitting on the platform to the right of the top of the ladder,  
| Resort Sewers, B1.

Description | "Heals injury to provide moderate stamina recovery."

Grid Reference | B-3

Number | #151

Item | Health Drink

Location | In the first junction room as you reach the end of the first  
| tunnel section, Resort Sewers, B1.

Description | "Supplies nutrition to recover a small amount of stamina."

Grid Reference | C-7

Number | #152

Item | Handgun Bullets

Location | In the first junction room as you reach the end of the first  
| tunnel section, Resort Sewers, B1.

Description | "Ammo for the handgun."

Grid Reference | C-7

Number | #153

Item | Sewer Exit Key

Location | Sitting in the water at the end of the lower branch, down at  
| the southwestern end of the Resort Sewers, B1.

Description | "Key to exit from the sewer to the resort area, which was  
| dropped in the water."

Grid Reference | E-2

Number | #154

Item | Handgun Bullets

Location | Lying inside the remains of the building next to where you  
| exit the sewers from on Bachman Road.

Description | "Ammo for the handgun."

Grid Reference | A-5 (Resort Map)

Number | #155

Item | Rifle Bullets

Location | Lying inside the remains of the building next to where you  
| exit the sewers from on Bachman Road.

Description | "Ammo for the hunting rifle."

Grid Reference | A-5 (Resort Map)

Number | #156

Item | First Aid Kit

Location | Lying inside the remains of the building next to where you  
| exit the sewers from on Bachman Road.

Description | "Heals injury to provide moderate stamina recovery."

Grid Reference | A-5 (Resort Map)

Number | #000

Item | Resort Area Map

Location | From the map board sitting near you exited from the sewers, by  
| the footpath of Bachman Road.

NOTE: Until again mentioned the next series of items come from events which go  
towards the "Good+" ending rank. If you do not wish to get this ending  
then skip items between now and item #169. Another note about this will  
be made there.

Number | #157

Item | Kaufmann Key

Location | Sitting on the floor in Annie's Bar near the dead monster.

Description | "A '3' is written on the tag. The key was thought to have been  
| dropped by Kaufmann."

Grid Reference | B-6

Number | #158

Item | Receipt

Location | Sitting on the floor in Annie's Bar near the dead monster.

Description | "Receipt from General Store, thought to have been dropped by  
| Kaufmann."

Grid Reference | B-6

Number | #159

Item | Health Drink

Location | Sitting on the bar in Annie's Bar.

Description | "Supplies nutrition to recover a small amount of stamina."

Grid Reference | B-6

Number | #160

Item | Health Drink

Location | Sitting on the bar in Annie's Bar.

Description | "Supplies nutrition to recover a small amount of stamina."

Grid Reference | B-6

Number | #161

Item | Rifle Shells

Location | Sitting on the counter inside the Indian Runner General Store.

Description | "Ammo for the hunting rifle."

Grid Reference | B-7

Number | #162

Item | Health Drink

Location | Sitting on the counter inside the Indian Runner General Store.

Description | "Supplies nutrition to recover a small amount of stamina."

Grid Reference | B-7



Number | #163  
Item | Safe Key  
Location | Inside the draw behind the counter in the Indian Runner  
| General Store.  
Description | "Key to the safe, found at Indian Runner General Store."  
Grid Reference | B-7

Number | #164  
Item | Magnet  
Location | Inside the owners lounge of the Haerbey Inn Motel on Sanford  
| Street.  
Description | "Long thin magnetic rod with a string attached, in the motel  
| office."  
Grid Reference | C-6

NOTE: To gain access to the office, use the side door located on Weaver  
Street. The code to access the Motel's admin. area is 0886, you get  
this from a memo stuck to the wall inside the Indian Runner General  
Store.

Number | #165  
Item | Health Drink  
Location | Sitting on the bathroom bench in motel room 3 (Kaufmann's  
| Room)  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | C-6

Number | #166  
Item | Motorcycle Key  
Location | In a hole in the floor hidden by the cabinet in motel room 3.  
Description | "Key to an old motorcycle which was dropped between the  
| floorboards in the motel room."  
Grid Reference | C-6

NOTE: You will need to push the cabinet aside then use the magnet to get the  
key.

Number | #167  
Item | Health Drink  
Location | Sitting on the shelves inside the garage in the motel's office  
| block.  
Description | "Supplies nutrition to recover a small amount of stamina."  
Grid Reference | C-6

Number | #168  
Item | Shotgun Shells  
Location | Sitting on the shelves inside the garage in the motel's office  
| block.  
Description | "Ammo for the shotgun."  
Grid Reference | C-6

NOTE: This is the last item from the "Good+" section only. If you're not  
getting the items to avoid this ending then you can stop skipping and  
start collecting from the next item onwards.

Number | #169  
Item | Health Drink  
Location | On a stairway on the southside of the bridge on Sandford  
| Street.  
Description | "Supplies nutrition to recover a small amount of stamina."

Grid Reference		D-5
Number		#170
Item		Rifle Shells
Location		On a stairway on the southside of the bridge on Sandford Street.
Description		"Ammo for the hunting rifle."
Grid Reference		D-5
Number		#171
Item		Health Drink
Location		Sitting on the ground in the small road northeast of the "East Garage" in the Alternate Resort Area.
Description		"Supplies nutrition to recover a small amount of stamina."
Grid Reference		C-4
Number		#172
Item		Shotgun Shells
Location		Sitting on the ground in the small road northeast of the "East Garage" in the Alternate Resort Area.
Description		"Ammo for the shotgun."
Grid Reference		C-4
Number		#173
Item		Handgun Bullets
Location		Sitting on a chair in the cabin of the boat on Lake Side.
Description		"Ammo for the handgun."
Grid Reference		E-3
Number		#174
Item		Rifle Shells
Location		Sitting at the front of the cabin of the boat on Lake Side.
Description		"Ammo for the hunting rifle."
Grid Reference		E-3
Number		#175
Item		Health Drink
Location		Sitting at the front of the cabin of the boat on Lake Side.
Description		"Supplies nutrition to recover a small amount of stamina."
Grid Reference		E-3
Number		#176
Item		First Aid Kit
Location		Down at the very end of the docks on Lake Side on the way to the lighthouse.
Description		"Heals injury to provide moderate stamina recovery."
Grid Reference		F-2
Number		#000
Item		Sewer Map (Connecting to Amusement Park)
Location		On the wall of the Amusement Sewer.
Number		#177
Item		Health Drink
Location		In the small alcove across from the end of the first passageway section, Amusement Sewer.
Description		"Supplies nutrition to recover a small amount of stamina."
Grid Reference		Line D-5/E-5
Number		#178

```

Item          | Handgun Bullets
Location      | Sitting on the ground at the most southern point of the
              | Amusement Sewer map.
Description   | "Ammo for the handgun."
Grid Reference | E-5

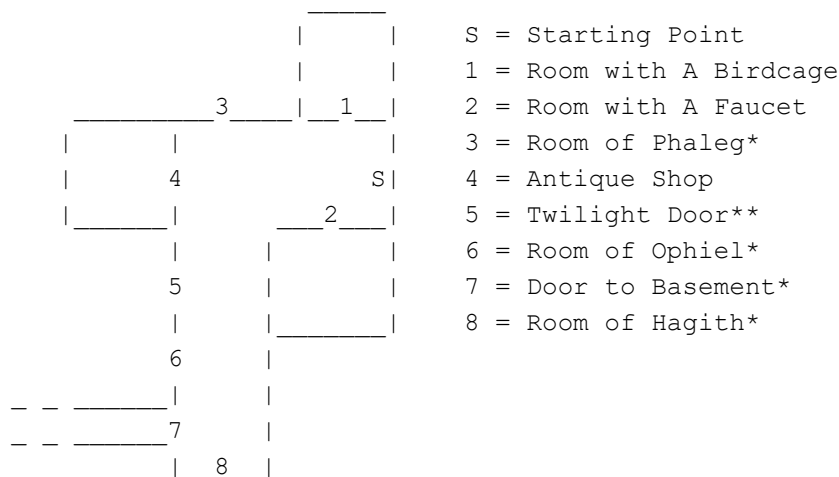
Number        | #179
Item          | Health Drink
Location      | Sitting on the ground at the most southern point of the
              | Amusement Sewer map.
Description   | "Supplies nutrition to recover a small amount of stamina."
Grid Reference | E-5

```

9.0 -----> Silent Hill Pt. 9 - As if it couldn't get any weirder?

NOTE: The final area of the game contains no maps, and so this can get tricky. For this reason I've included a map for this section. Numbers indicate door locations and the list of names for the rooms each door leads to is beside the map. Names with stars beside them indicate they have their own mapped out area.

#### Twisted Hospital Map - Floor 1



\*\* The Twilight Door is locked from here, but however it does lead to the 2nd floor like a warp door. This will be marked again where it appears and you will need to unlock it from the 2nd floor side to use it.

```

Number        | #180
Item          | Handgun Bullets
Location      | Sitting on the bed in the room with a birdcage.
Description   | "Ammo for the handgun."

```

```

Number        | #181
Item          | First Aid Kit
Location      | Sitting on a chair in the Antique Shop.
Description   | "Heals injury to provide moderate stamina recovery."

```

```

Number        | #182
Item          | Shotgun Shells
Location      | Sitting on a table in the Antique Shop.
Description   | "Ammo for the shotgun."

```



Description | "The amulet is a star shaped object with 6 corners named after  
| the ancient magician."

NOTE: Return to the 1st floor and enter the Antique Shop. Use the Stone of Time on the clock there.

Number | #188  
Item | Key of "Hagith"  
Location | In the clockface after the Stone of Time breaks the glass.  
Description | "The word 'Hagith' is engraved on the key."

NOTE: Go and use the key on the door of Hagith, then take the lift to the 2nd floor.

Twisted Hospital Map - Map of Hagith - Hospital Floor 2

				S = Start
		24	27 28	20 = Hallway
				21 = Jammed Door
	23	26	29	22 = Jammed Door
		25		23 = Jewelry Store
			30	24 = Jammed Door
		34		25 = Jammed Door
	22		31	26 = 2nd Hallway
				27 = Jammed Door
	21		32	28 = Jammed Door
		20		29 = The Twilight Door** (Unlock)
			33	30 = Jammed Door
	S			31 = Jammed Door
				32 = Jammed Door
				33 = Ward with Electrified Key
				34 = Examination Room

Number | #189  
Item | Rifle Shells  
Location | Sitting on a desk inside room 23.  
Description | "Ammo for the hunting rifle."

Number | #190  
Item | Crest of Mercury  
Location | Inside one of the display cabinets of room 23.  
Description | "Snake in the symbol of mercury signifies alchemy."

Number | #191  
Item | Ring of Contract  
Location | Inside one of the display cabinets of room 23.  
Description | "Rustic, hefty-looking ring of unknown material."

Number | #192  
Item | Handgun Bullets  
Location | Sitting on a Gurney in the Examination Room (room 34).  
Description | "Ammo for a handgun."

Number | #193  
Item | Camera  
Location | Sitting on the desk in the Examination Room (room 34).  
Description | "Camera with flash."

NOTE: Make your way back to the elevator and up to floor 3. From here all you can do is enter a door on the left or a door on the right. To get them unlocked use the camera on the paintings to find out the codes to unlock the doors. You will find the following inside the rooms:

Number | #194  
 Item | Health Drink  
 Location | Sitting on a shelf in the room on the right side of the 3rd floor.  
 Description | "Supplies nutrition to recover a small amount of stamina."

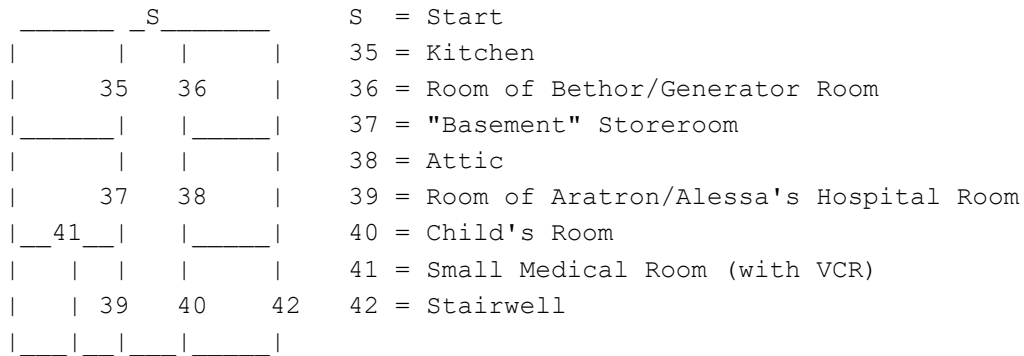
Number | #195  
 Item | Bird Cage Key  
 Location | Sitting in a chair in the room on the left side of the 3rd floor.  
 Description | "Bird cage key with engraved handle."

NOTE: Now return to the first floor and re-enter the room with a birdcage. Use the key on the cage.

Number | #196  
 Item | Key of "Phaleg"  
 Location | Inside the birdcage in room 1, Room with a Birdcage.  
 Description | "The word 'Phaleg' is engraved on the key."

NOTE: Now head through the final door left on the first floor, the door of Phaleg.

Twisted Hospital Map - Map of Phaleg



Number | #197  
 Item | Dagger Of Melchoir  
 Location | Stuck in the door of the fridge in the Kitchen.  
 Description | "The ancient dagger named after the Magi."

NOTE: You MUST make sure you attach the chain together with the Ring of Contract before you take the dagger. If not you will suffer an instant death by something inside the fridge as you try to leave.

Number | #198  
 Item | Handgun Bullets  
 Location | On a shelf in the "Basement" Storeroom (room 37).  
 Description | "Ammo for the handgun."

Number | #199  
 Item | Health Drink  
 Location | On a shelf in the "Basement" Storeroom (room 37).

Description | "Supplies nutrition to recover a small amount of stamina."  
Number | #200  
Item | Key of "Bethor"  
Location | Hidden inside a bag of Jelly Beans sitting on a shelf in the  
| "Basement" Storeroom (room 37).  
Description | "The word 'Bethor' is engraved on the key."

NOTE: You can head into room 41 from here and use the videotape you got earlier on in the VCR here. You'll be able to see all of the tape clearly now.

Number | #201  
Item | Ankh  
Location | Hanging on the wall in the attic (room 38)  
Description | "Elliptical talisman with a cross inside."

NOTE: From here you want to enter the Room of Bethor/Generator Room and turn off the generator power. After this return to the first floor of the twisted hospital map, and go through the Twilight Door. This will take you up to the second floor as this is the only way how after turning the power off. Enter room 33 from here - Ward with an Electrified Key. Except now with the power turned off it's no longer electrified at all. Use the screwdriver to remove the panel on the back wall.

Number | #202  
Item | Key of "Aratron"  
Location | Hanging on the wall behind the metal plate you need to remove  
| with the screwdriver in room 33.  
Description | "The word 'Aratron' is engraved on the key."

NOTE: Now return to the Room of Phaleg and use the key on room 39.

Number | #203  
Item | Disk of Ouroboros  
Location | On the machine beside the bed in room 39.  
Description | "Ring of a snake biting it's own tail."

#### 10.0 -----> Silent Hill Pt. 10 - Bonus Items

Just incase you're only looking for info on the extra items, here is everything you'll find after the first or subsequent playthroughs. These extras do list the locations of the specific items, however if you want more accurate locations check through the above guide.

To specifically find the bonus items in the full listing press Ctrl+F and then search for the word Bonus. This will go through and find all of the items for you.

#### - Bonus +1 - Channeling Stone

"A mystical stone possessing power. If used somewhere the result will be...?"

An extra ending is the answer to that question. You'll need to use the channeling stone in five different locations to get the ending. These locations are:

- On the School's Roof
- Inside the gates of the Alternate Hospital before fighting the Moth

- In the Motel Yard in the Resort Area
- Inside the Boat
- On top of the Lighthouse

After the fifth time on top of the lighthouse the ending will begin.

To find the Channeling Stone you need to make your way to the Circle 8 Convenience Store on Bachman Road right at the start of the game. It will be sitting inside on the counter.

- Bonus +2 - Katana  
"Traditional single edged Japanese blade."

The Katana is still somewhat of a mystery to this day. While people have still tried to figure out the reasoning behind gaining it, some theories that sound plausible haven't even worked for me. It is for this reason I believe you get the Katana from any result which has a major flaw in it. By example the game I used for this item guide had been completed once first and then I went and got the chainsaw.

After this the end screen showed everything additional you can get. No Bad+ ending (ending was Good+), nothing that is normally accredited to it's success. However the time for the "item searching" game was horrible (well into many, many, hours), which makes me believe that the reason why the answers have always varied is due to this. It's just something specifically bad in the rank.

Regardless, you will probably just be given the Katana after playing the game so many times over.

As for where it is found once you have it, when you reach the first house between Northern Levin Street by using the house key from the doghouse, check the only interior door which should be unlocked. Inside will be a stand with 2 blades on it. Too bad you can only take one though eh? :)

- Bonus +3 - Gasoline Tank  
"Fuel for chainsaws and rock drills."

Located inside the Gas Station on Bloch Street, the tank will allow you access to either one of two different weapons located in the town. Once you have one weapon then you can't get another in the same game, but you can however get both of them if you reload the game's "Next Fear" save after you've completed it. This time the one you got the first time won't require any gas allowing you to use the gasoline tank on the second weapon. Both of these weapons are listed below.

- Bonus +4 - Chainsaw  
"Power tool used for cutting down trees, etc., highly deadly."

My personal first choice of the two "gas" weapons. The chainsaw is slow to use but as the description says, highly deadly. You'll find it sitting in the broken window of the "Cut-Rite Chainsaw" store located on Bloch Street.

- Bonus +5 - Rock Drill  
"A tool used in road construction to create holes in the road for poles."



The second of the "gas" weapons. The Rock Drill is harder to use because Harry uses it only one way - single strikes forward. You'll find it in the room under the Bloch Street Drawbridge control room.

- Bonus +6 - Hyperblaster

"High-powered handgun with infrared scope and unlimited bullets."

This is the only Bonus not listed within the main list, this is because you will have this in your inventory after getting the UFO ending. Depending on your rank the strength will be increased, with the best rank (10.0) giving you the best Hyperblaster.

On a side note this gun is modeled on Konami's own lightgun.

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v. The End Bit

Not much to put here, just some requests, links and thanks.

Requests:

- Nothing I don't think. If for some reason the rumor about the 203 items is false and you know where the 204th item is, then e-mail me.

Thanks to:

- Team Silent, for the excellent games.
- Rura Penthe for being cool enough to put up with me at the GX message boards when originally writing the first FAQ for Silent Hill.
- Lisa, Nina, Ryo, Castor, and all the other members of the old school Silent Hill forums at GX in 1999 (now the horribly commercial Gamers.com)
- Konami Europe for allowing us to have the bonus DVD with SH2 (even though they picked FunTV to do it).
- Everyone who helped with the DVD guide and any of my other SH guides.

Links:

- KCET/KonamiTYO  
<http://www.konamityo.com/>
- Konami  
<http://www.konami.com>
- Konami Europe  
<http://www.konami-europe.com>
- Silent Hill.de Europe Website  
<http://www.silenthill.de>
- Silent Hill Sanitarium (Home to the excellent SH Plot Guides)  
<http://www.dark-legacy.org/silent-hill>
- SilentHill2.com Forums  
<http://www.silenthill2.com>

2003 - RMc (mcgregorr@extra.co.nz)

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