



COVERS XBOX 360™ AND
PLAYSTATION® 3 COMPUTER
ENTERTAINMENT SYSTEM

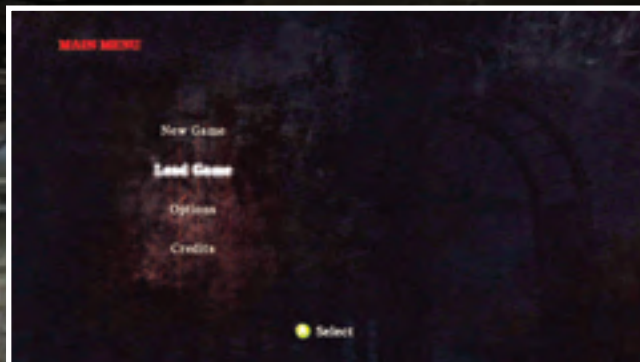
BASED ON A GAME
RATED BY THE
ESRB MATURE 17+
M

Written by
OffBase Productions

GETTING STARTED

THE MAIN MENU

Select **START** at the Title Screen to get the Main Menu. Once there, you can select the **New Game** option to start a new game; **Load Game** to continue an old game; **Options** to adjust game settings; and **Credits** to view the names of the talented people who worked on this game.



GAMEPLAY CHOICES

----- New Game -----

Ready to begin the horrifying journey through the streets of Silent Hill? If you're ready, select **New Game** to begin the adventure. You can select **Normal** or **Hard** difficulties based on how much of a challenge you desire. On **Normal** difficulty, the creatures aren't too difficult to defeat and the amount of ammo and health pickups are set to a default amount. On **Hard** difficulty, the monsters are tougher and there are fewer ammo and health pickups.

----- Load Game -----

Access the **Load Game** Menu to resume a game from your last save point.

----- Options -----

Access the **Options** Menu to tweak many of the game's settings. Adjust the controls here to so that they match your personal style of gameplay.

----- Display/Audio -----

Through the **Display/Audio** Menu, you can adjust the **Display Brightness**, **Music Volume**, **Dialogue Volume**, **Radio Volume**, and **Sound Effects Volume**.

----- Game Options -----

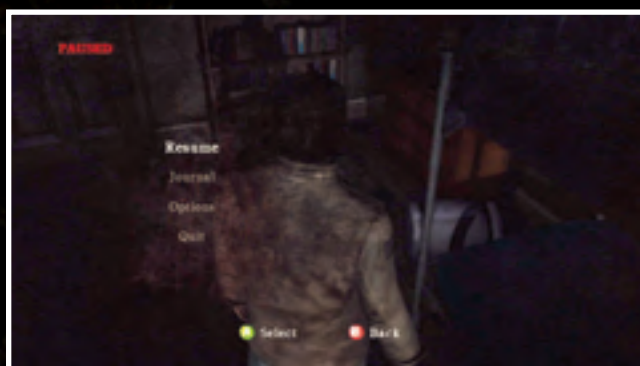
Tweak the game options in this menu to change things like **Toggle Inverted Aim**, turn **Subtitles** and **Vibration** on and off, and even change the destination of save files from one storage device to another.

----- Button Config -----

Not happy with the way the controller is set up? You can alter the controller configuration through this menu and change the layout to one that better suits your liking.

THE PAUSE MENU

Press **START** at anytime during gameplay to access the **Pause Menu**. From this menu, you can find **Alex's Journal**, the **Options** Menu, and choose to quit to the **Main Menu**.



Getting Started

SURVIVAL 101

Silent Hill can quickly change from a sleepy resort town to a hellish death trap in mere moments. If Alex Shepherd aims to live long enough to see the light at the end of the tunnel, he must use his brains and his brawn to survive the monsters roaming the streets. Learn to adapt to the movement and attacks of the enemy and Alex may just make it out alive.

GAME CONTROLS

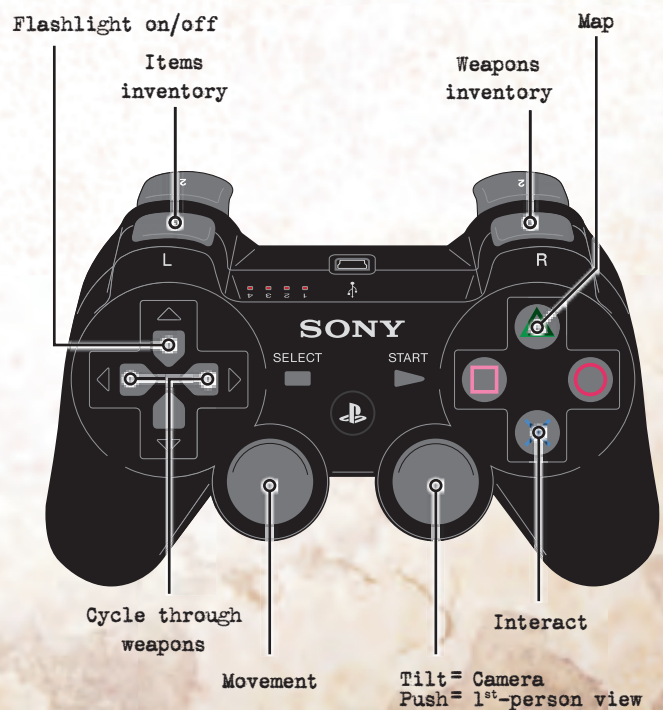
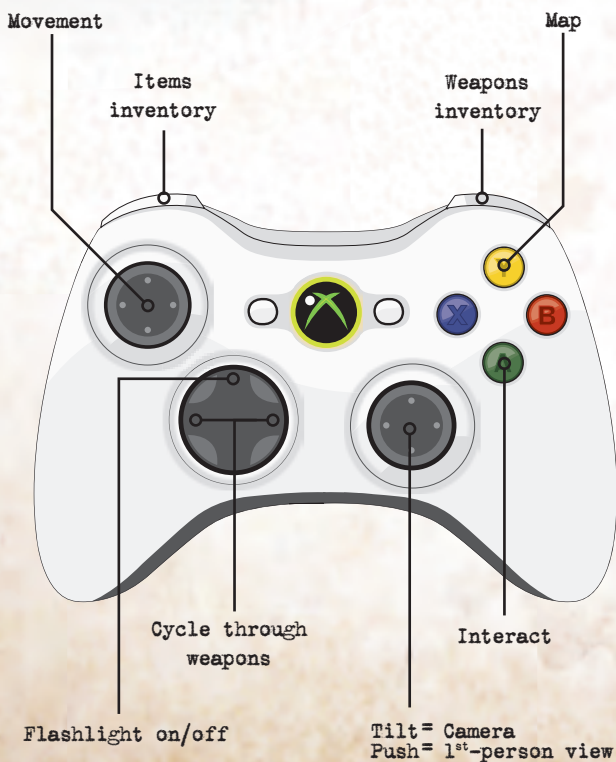
As a war veteran, Alex is no stranger to combat. He is capable of performing various attacks with all sorts of weapons.

GENERAL TACTICS

To unlock the secrets that weigh down Alex, you must explore and actively search for answers to uncover the mystery of Silent Hill. To do so, you need to understand how to move and interact within the world of Silent Hill.



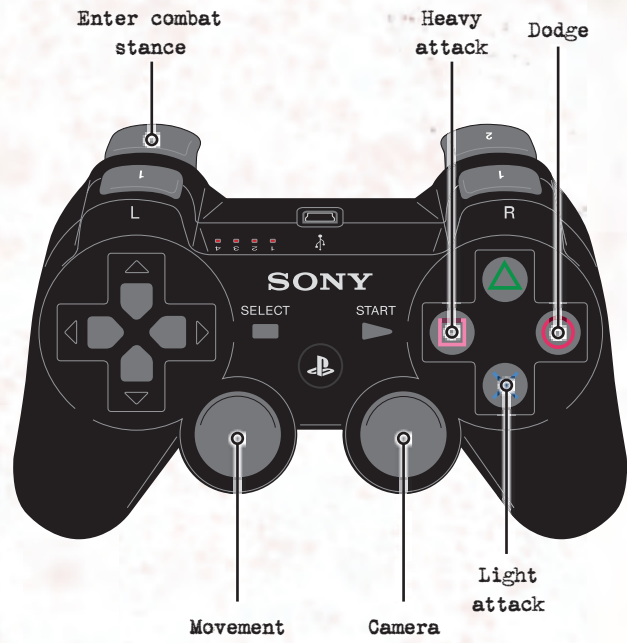
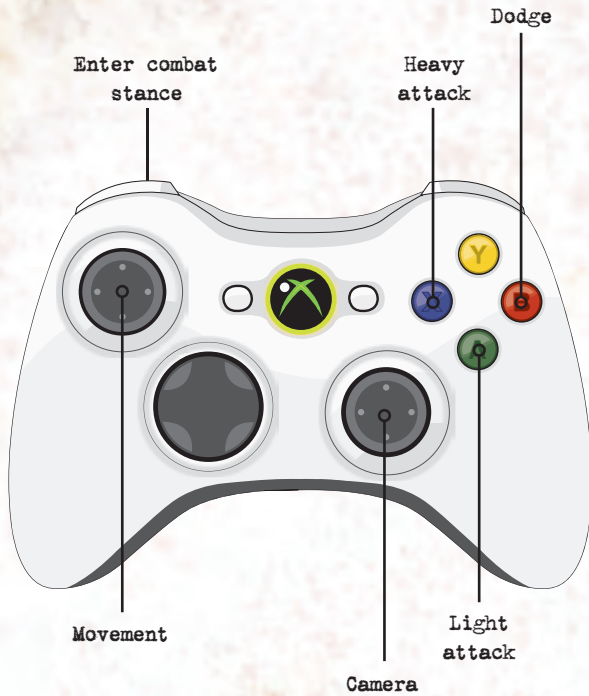
Movement Controls (Xbox 360 & PS3)



MELEE COMBAT CONTROLS

Sometimes it's impossible to avoid the darkness altogether. When this occurs, Alex must fight the foe that waits him. To survive the monsters lurking in the dark, it's imperative to learn how to wield a knife, pipe, axe or some other kind of weapon. Even more important is learning how to dodge and roll out of the way to avoid incoming attacks.

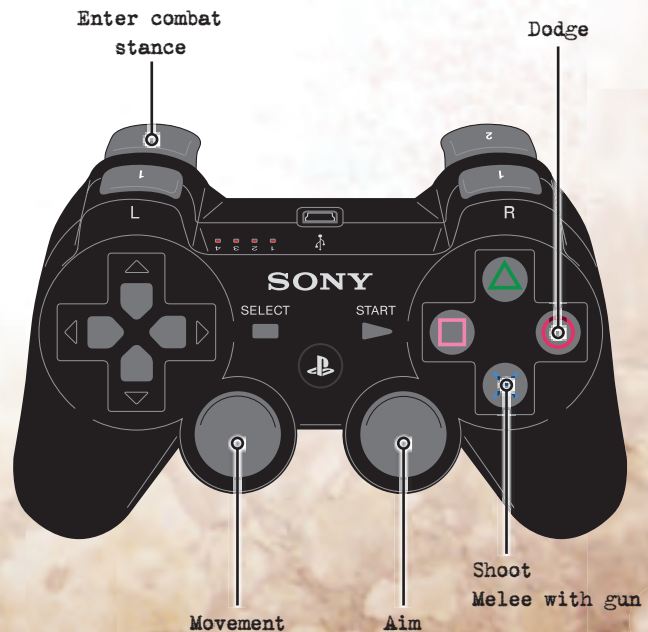
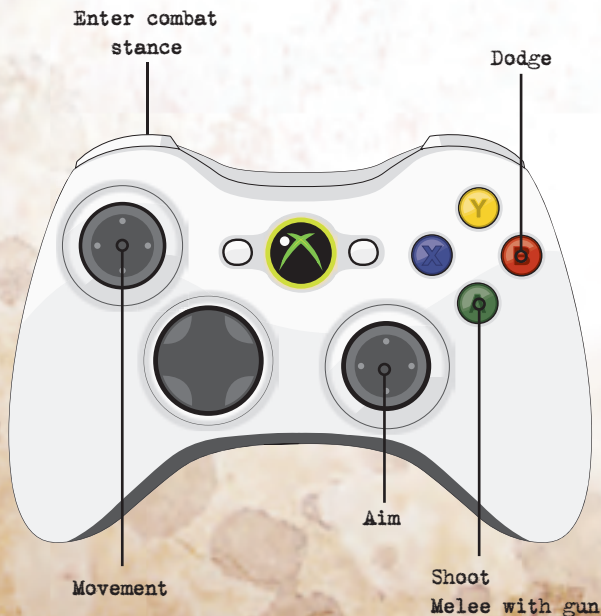
Melee Combat Controls (Xbox 360 & PS3)



GUN COMBAT CONTROLS

Some monsters in Silent Hill definitely don't play fair. When the action gets too hectic, switch to one of Alex's firearms to level the playing field. Although guns provide an advantage from a distance, it's important to be very conservative when shooting. Ammo is very scarce in this game and even if one foe is sent packing, there is almost always a tougher foe lurking around the next corner.

Gun Combat Controls (Xbox 360 & PS3)



THE IN-GAME SCREEN

----- The Health Meter -----

The crescent-shaped meter on the left side of the HUD (see the following screenshot) represents Alex's health. This meter will only appear when Alex is taking damage; however, it is also visible when accessing the inventory or weapons menu.

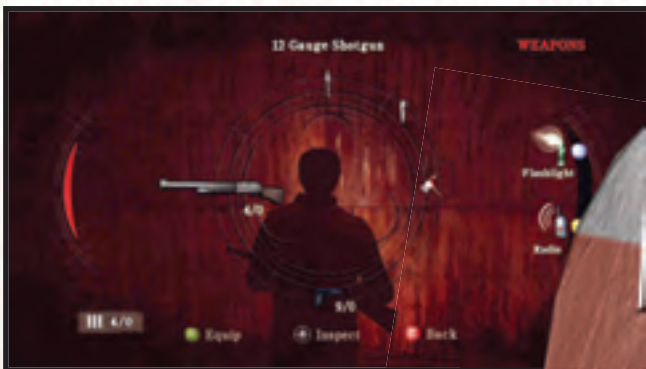


----- Crosshairs -----

The crosshairs provide a visual reference point for aiming Alex's firearms. Simply equip a weapon and focus the reticule on an enemy. Note that the smaller the reticule, the better Alex's aim will be.

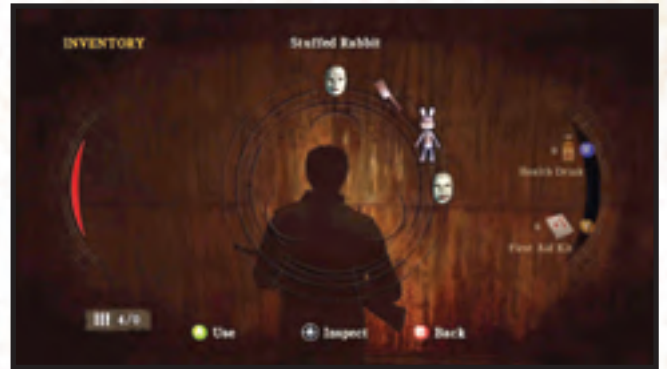
----- Weapon Wheel -----

From the Weapons Wheel, you can view Alex's health bar, change his weapons, and turn his Radio and Flashlight on and off.



----- Inventory Wheel -----

Like the Weapons Wheel, you can check Alex's health bar here as well as access and use items from his inventory. The right side of the screen shows Alex's collection of Health Drinks and First Aid Kits. To use these items, simply press the button that is displayed next to them.



----- Dialogue Menu -----

The world of Silent Hill is filled with a handful of people who all have questions about what is transpiring around them. During these conversations, you can choose Alex's responses via the game's Dialogue Menus. Choose carefully, as some of the things Alex says can never be taken back.





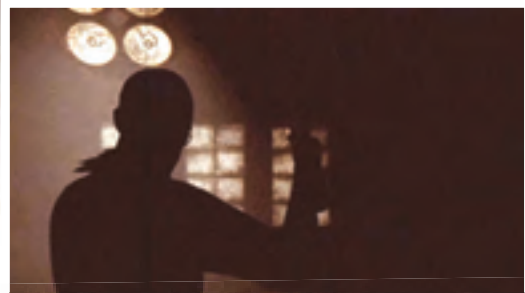
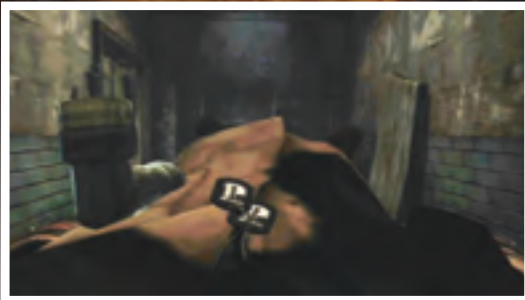
-----Map Data-----

The maps in the walkthrough contain a variety of callouts, some of which are graphical in nature. While using the maps in the walkthrough, you can refer to the following section as a reference to determine one icon from another. Note that the “ammo” icon refers to *all* kinds of ammo, not a specific kind. Also, the various weapons are shown graphically.

Health Drink		Combat Knife		Crowbar	
First Aid Kit		Steel Pipe		Ceremonial Dagger	
Serum		Fire Axe		"Chrome Hammer"	
Ammo		MK 23 Handgun		Bluesteel Shotgun	
Save Marker		Shotgun		M14 Rifle	
				Pulaski Axe	

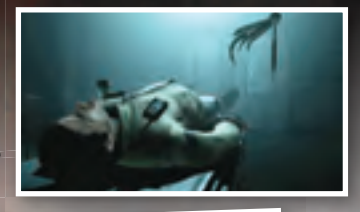
HOSPITAL

Sirens and bombs are exploding inside Alex Shepard's head. Visions of his past still haunt his present, but these horrors can't compare to the circumstances to which Alex has awoken. Strapped against his will to a hospital gurney, Alex is being wheeled through a dilapidated hospital that is being used as a funhouse of death.

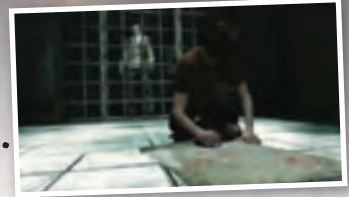


POST-OP CARE

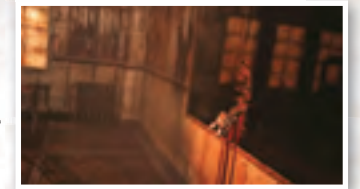
OBJECTIVE 1:
Escape from the hospital . . .



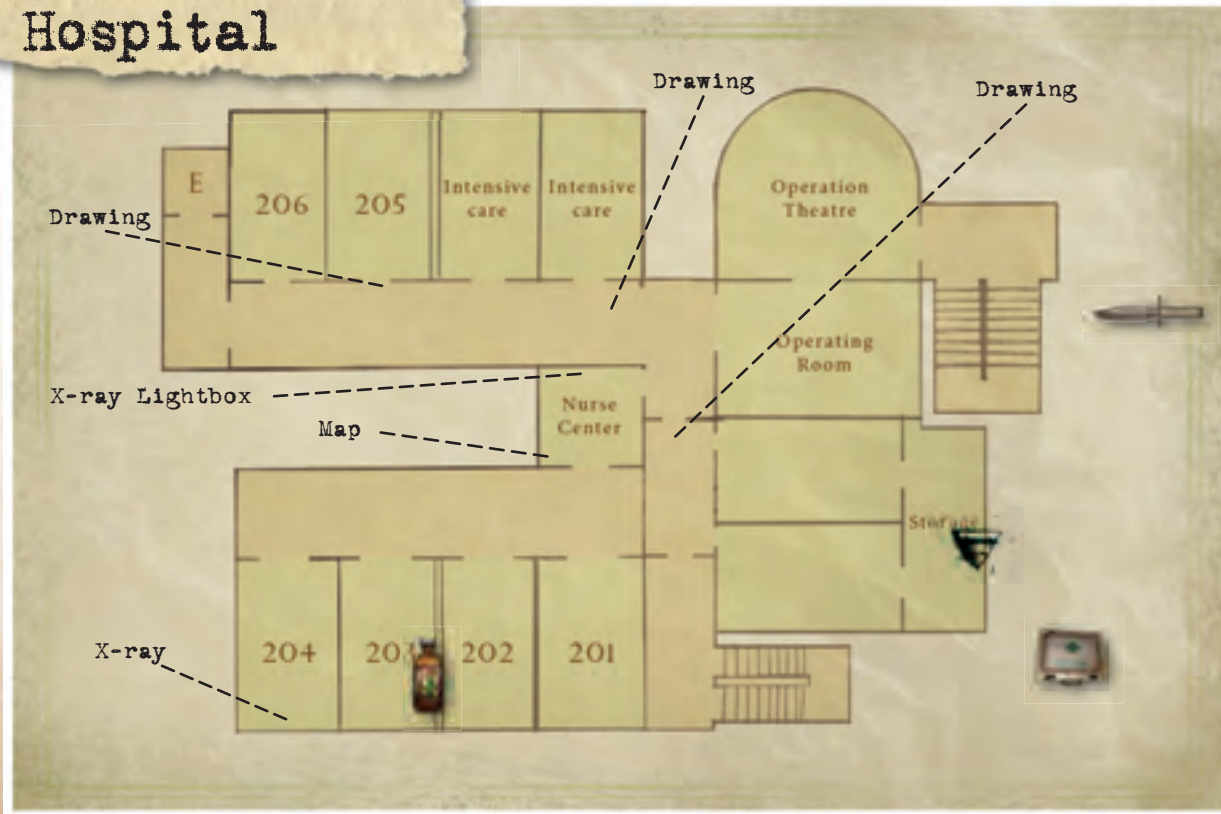
OBJECTIVE 2:
Follow Joshua



OBJECTIVE 3:
Find Joshua's toy



Hospital



ESCAPE FROM THE HOSPITAL

----- Bedridden -----

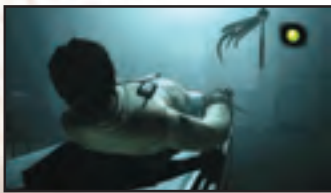
The mysterious doctor finally leaves Alex alone, but as soon he departs, he gets assaulted by an unknown entity. The doctor is skewered, left for dead.

Alex must hurry if he wants to make it out alive. Repeatedly press the button that appears onscreen to make Alex escape the confines of his gurney. As soon as he is free, access the inventory and turn on Alex's flashlight.



CONTEXT-SENSITIVE EVENTS

To survive in Silent Hill, you must be quick on your feet and adapt to the ever-changing environment. This means that in certain situations, you must quickly perform context-sensitive actions in order to survive certain events. Simply press the corresponding buttons that appear on-screen and, if successful, Alex will act accordingly to escape the situation.



A Doctor's Memo

The patient in room 206 is scheduled to undergo a trans-orbital lobotomy tomorrow. I've mandated that the following medications be doubled on the day of the procedure...

The door to the left is locked, so use the double doors to exit the room and head directly into the adjacent room. Turn to the right and leave the room with the iron lung to enter a small hallway with an iron gate segmenting it. Once in the hallway, turn left toward the iron gates and walk toward its entrance to get a better view of its lone inhabitant.

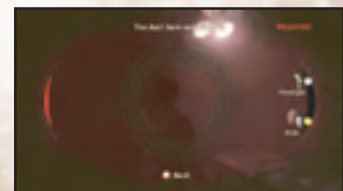


Missing Patient Bulletin

Room 205, patient went missing, last seen in the day room after a confrontation with another...

WEAPONS AND INVENTORY

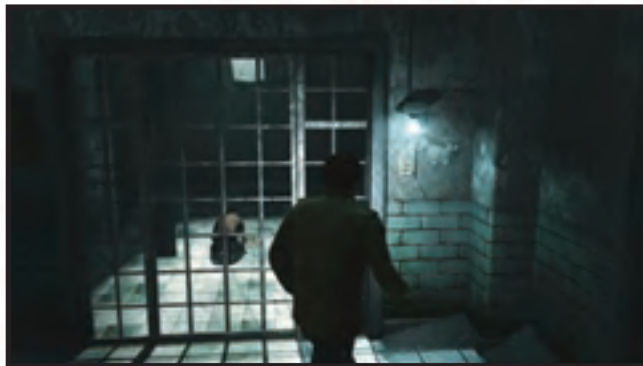
You can access Alex's weapons and items by pressing either the Inventory or Weapons Wheel Buttons. From the Inventory Wheel, you can access key items and health kits. By using the Weapons Wheel, you can access all of Alex's weapons as well as his flashlight and radio.



Hospital

----- Troubled Youth -----

A boy sits in the hallway drawing a picture. Between fits of laughter, he quietly whispers for Alex to “come over”. The cell is currently locked, so locate the keypad to the right of the gates. This keypad unlocks the cell door, but Alex must search for the keycode to save this troubled child.

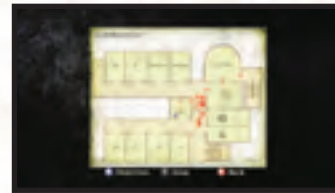


Exit the hallway through the door to the right and enter the next room. Examine the X-Ray lightbox to discover the first three digits of the keycode: **624**. After examining the X-Ray, move to the other side of the room and investigate the map on the bulletin board.



THE MAP

The Map may very well be the most invaluable tool in the game. At anytime in the game, you can access the map to learn Alex's current location and the places where he has or has not been. While progressing through the environment, the map is updated to indicate which doors are locked and which ones are unlocked.



Use the map and Alex's notes if you get lost or are uncertain where to go.

Exit the Nurse's office and head down the hallway. Enter the third door on the left; Alex hears an infant crying as he gets closer to the door. Enter the infant care room and move past the incubators toward the countertop on the left. Pick up the **Health Drink** on the counter, then move toward the broken window on the other side of the room.



SILENT HILL® HOMECOMING

OFFICIAL STRATEGY GUIDE

Written by OffBase Productions

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