



PlayStation®

Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lit room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

See back page of this manual for Customer Service Nos.

NOTICE

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1

Player



Memory Card
1 block



Analog Control
Compatible



Vibration Function
Compatible

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C O N T R O L S

set up your *console* according to the instructions in its instruction manual. make sure the power is off before inserting or removing a compact disc. insert the *silent hill*™ disc and close the *disc cover*. insert *game controllers* and turn on the *console*. follow on-screen instructions to start a game!



GETTING STARTED

deFault configuration _ anaLog controller (DUAL SHOCK)

L1 & R1 button_press L1 or R1 to make harry side step left or right.

press L1 and R1 simultaneously to make harry turn around

L2 button_search View

R2 button_press and hold to make Harry prepare his weapon (provided weapon is equipped)



select button
opens up the item screen

start button
pauses the game_skips movies

analog mode switch
turns the left stick on (LED:
RED) or off (LED: OFF)
note: the vibration function can
be turned on and off from the
options screen

directional buttons/left stick
moves harry forward & back and
also rotates him left & right

- turns light off/on [after finding flashlight]
- △ map window (after finding a map)
- × button attack [while pressing the R2 button]/decide\search
- press and hold to run/cancel actions on menu screens



*note: you may have a controller that looks like this. if so, the
directional buttons must be used*

03 *Prologue*



*the resort town of silent hill slips into quiet desolation,
now that the peak of development and growth has passed by...*



P R O L O G U E

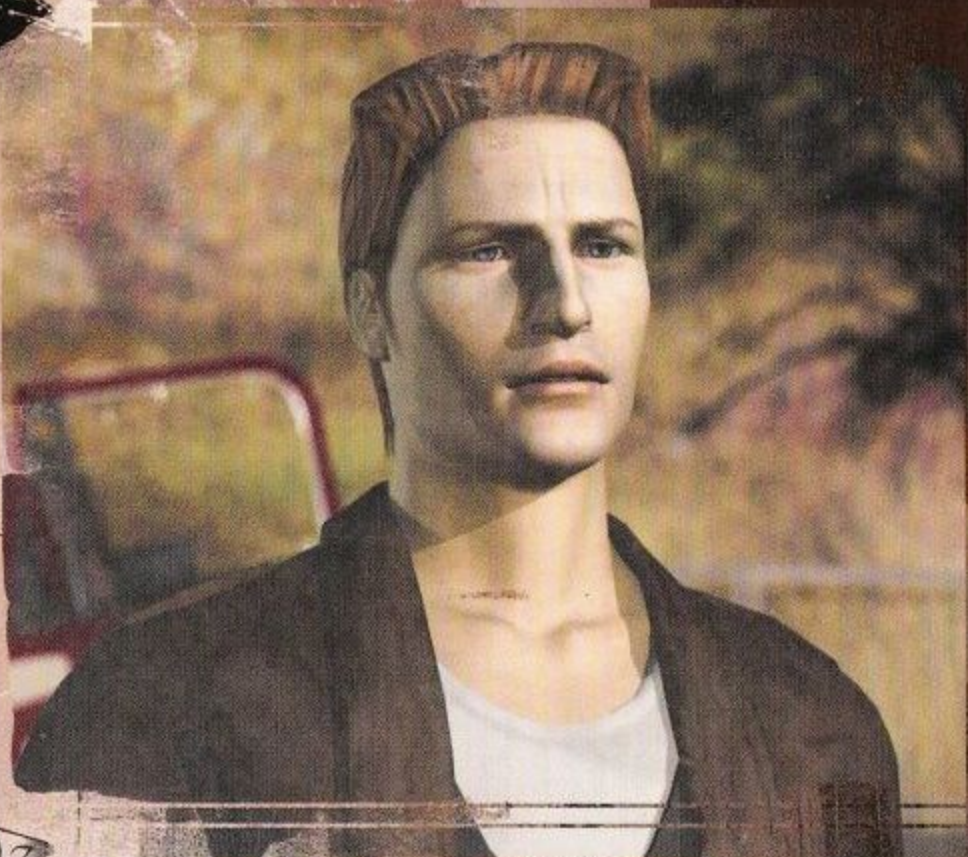
the memories of a tragic fire 7 years ago still haunt the townsfolk, and with the tourist season long past, there is hardly a shadow stirring.

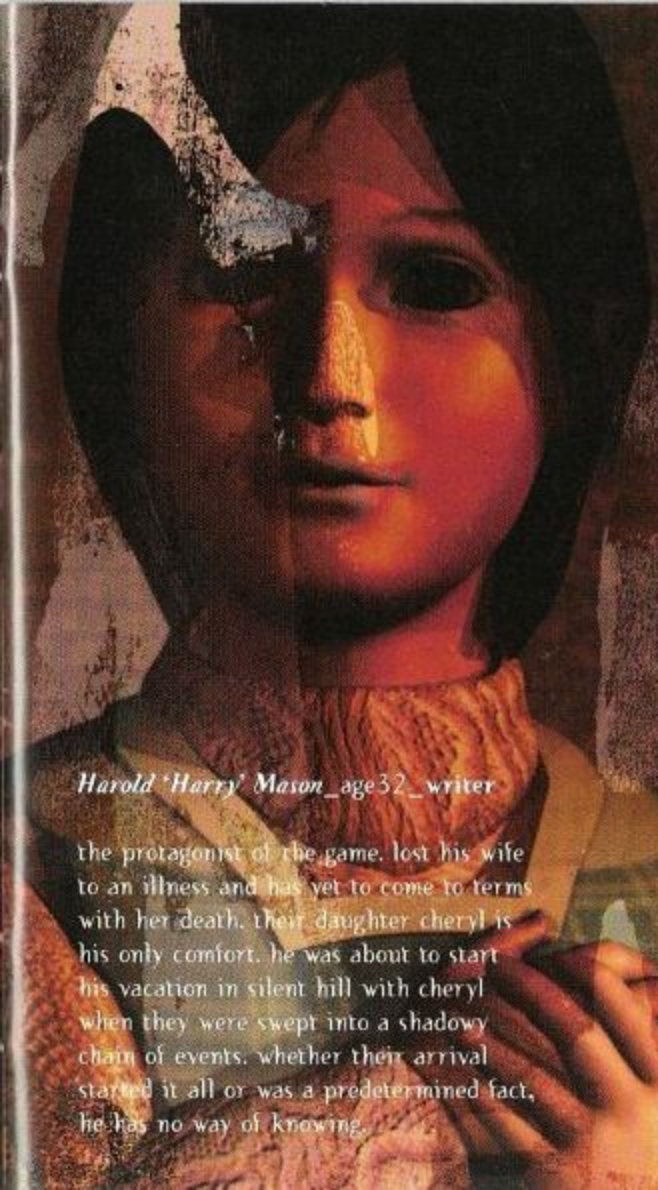
harry mason prefers to take late vacations with his daughter cheryl. this year they've made plans to visit silent hill, but due to car trouble, they reach the outskirts of the town late at night. cheryl is sleeping in the back seat as a motorcycle cop roars past their truck.

moments later harry spots the motorcycle discarded on the side of the road. 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 of the road and into a gully.

harry eventually regains consciousness. cheryl is nowhere to be seen and it is unusually cold. snow is falling out of season. where has cheryl disappeared to? harry walks toward a town he sees in the distance...

game objective _ find harry's missing daughter, cheryl.





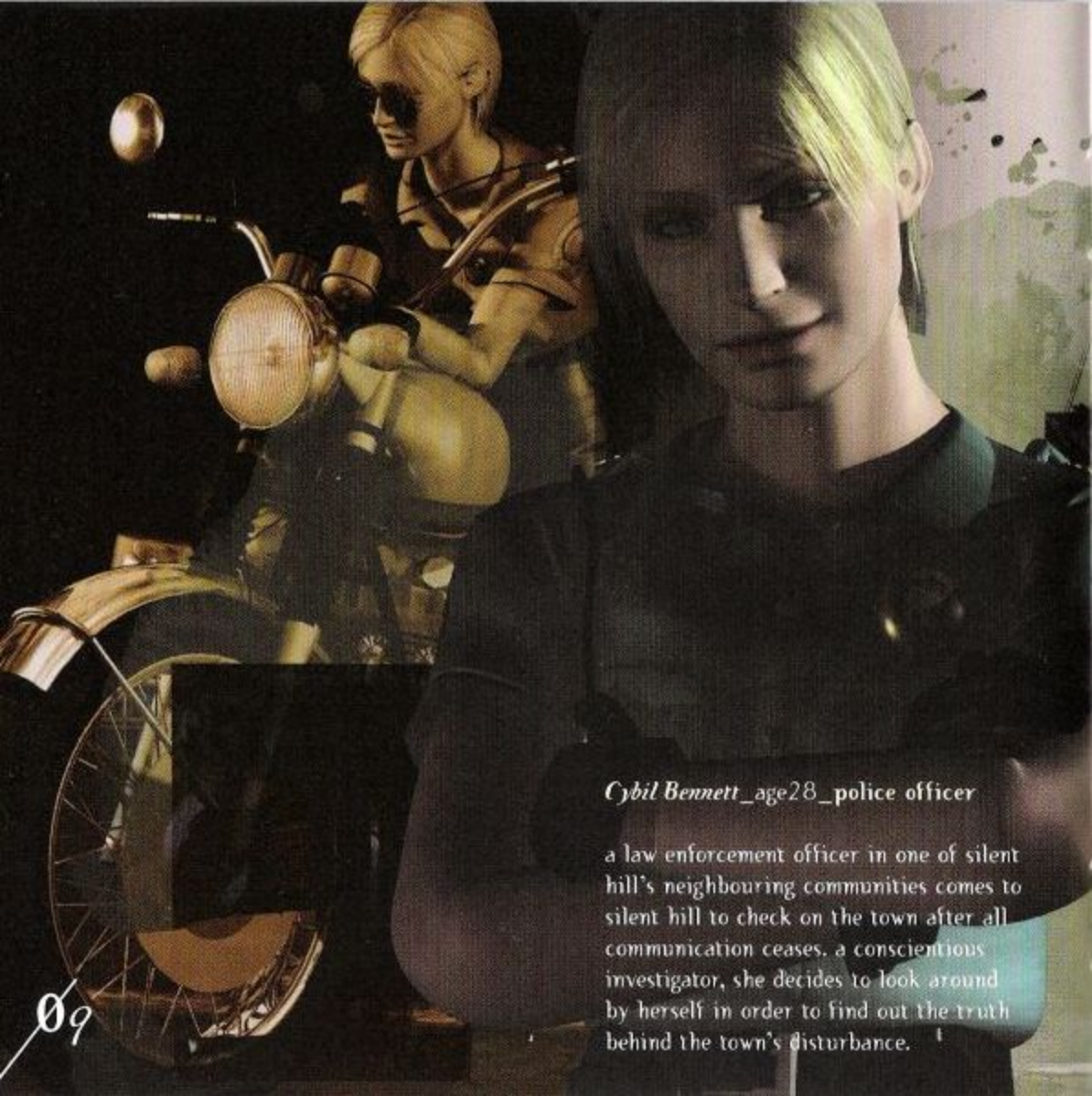
Cheryl Mason_age7_harry's daughter

just a normal, sweet-natured girl who lives with her father after losing her mother at a young age. chooses silent hill as the place to spend their vacation, but awaiting her there was an experience far more bizarre than anything she could ever imagine.

Harold 'Harry' Mason_age32_writer

the protagonist of the game. lost his wife to an illness and has yet to come to terms with her death. their daughter cheryl is his only comfort. he was about to start his vacation in silent hill with cheryl when they were swept into a shadowy chain of events. whether their arrival started it all or was a predetermined fact, he has no way of knowing.



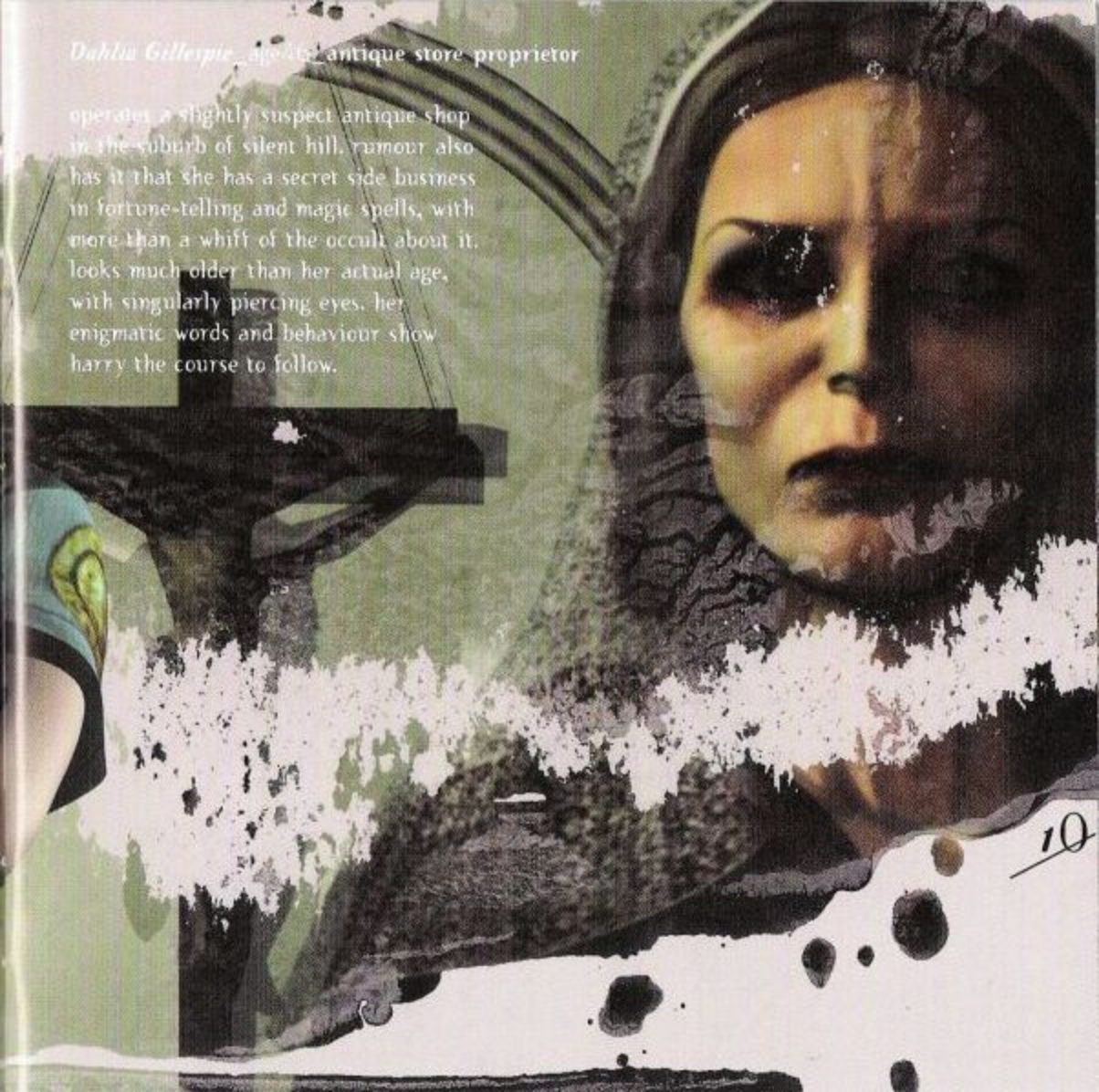


Cybil Bennett_age28_police officer

a law enforcement officer in one of silent hill's neighbouring communities comes to silent hill to check on the town after all communication ceases. a conscientious investigator, she decides to look around by herself in order to find out the truth behind the town's disturbance.

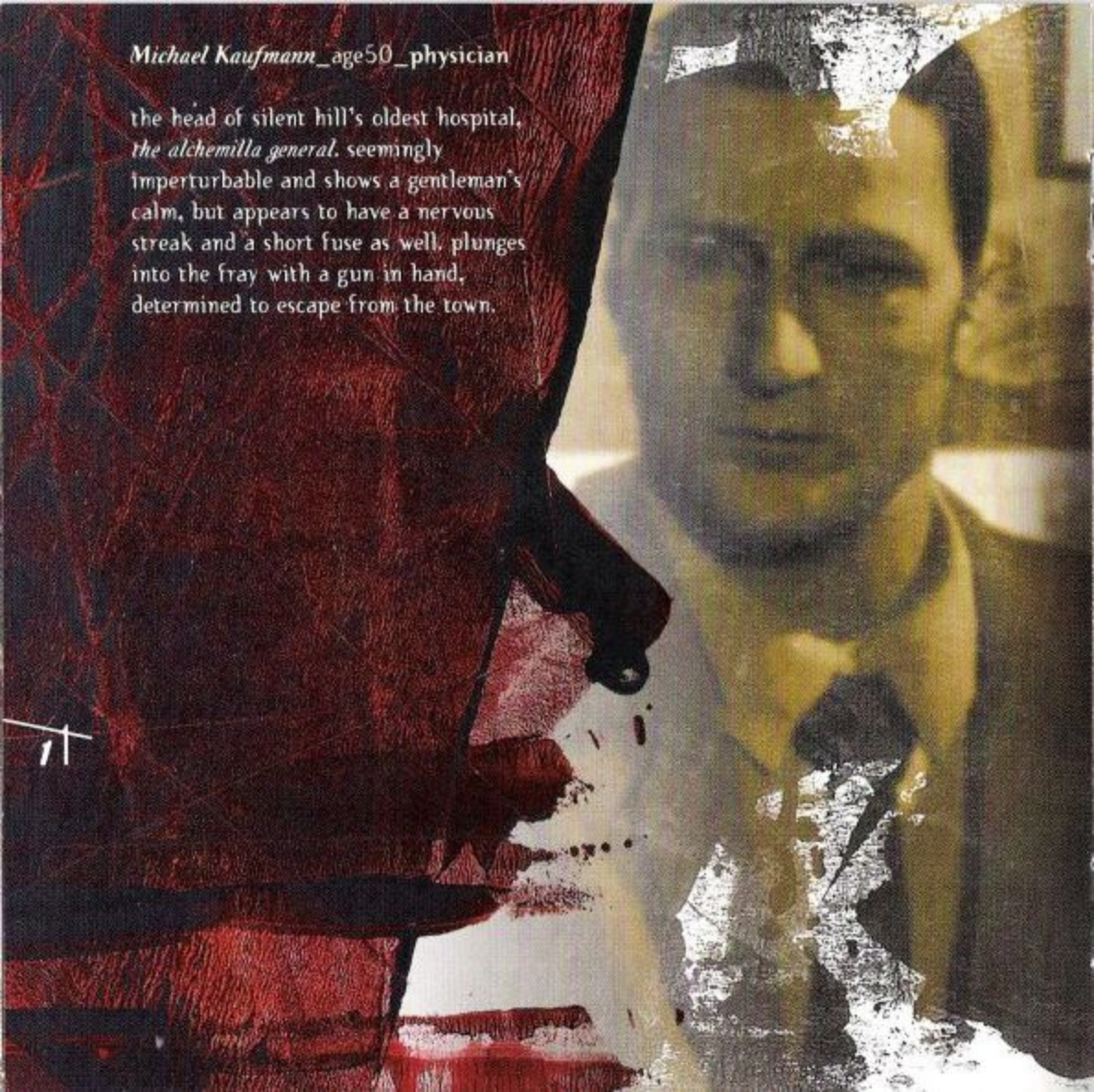
Dahlia Gillespie, antique store proprietor

operates a slightly suspect antique shop in the suburb of silent hill. rumour also has it that she has a secret side business in fortune-telling and magic spells, with more than a whiff of the occult about it. looks much older than her actual age, with singularly piercing eyes. her enigmatic words and behaviour show harry the course to follow.



Michael Kaufmann_age50_physician

the head of silent hill's oldest hospital,
the alchemilla general. seemingly
imperturbable and shows a gentleman's
calm, but appears to have a nervous
streak and a short fuse as well. plunges
into the fray with a gun in hand,
determined to escape from the town.



Lisa Garland_age23_nurse

a nurse on duty at alchemilla general hospital, ordinarily a cheerful woman, but is obviously terrified of something at the moment, however, even she herself seems not to know what the source of that fear is.



Alessa ?

an enigmatic young girl who makes appearances throughout harry's quest. her identity remains unknown...



I T E M S



01 *portable first-aid kit*

let's you recover a significant amount of life

02 *kitchenknife*

can be found in the cafe-restaurant, can be used as a temporary weapon, but has a low assault capability and a very limited range

03 *lead pipe*

04 *handgun*

given to you by cybil and extremely useful in the first half of the game. fire at close range since accuracy will decrease significantly at a distance. in addition, keep track of the ammunition left and choose wisely between fighting and fleeing; you will run out of ammo very quickly otherwise

01



02



03



04



05 handgun ammunition

06 flashlight

an important item that lights up the dark, switches on and off at will and is indispensable in searching and fighting, on the other hand, it can betray your presence to enemies in the distance

07 pocket radio

dead to regular broadcasting; it may be broken or perhaps there are no transmissions to catch. however, this is a button item that indicates approaching creatures with static noise

08 dietary supplements

let you recover a small amount of life

14



M A P

15

*maP*_once you obtain a map in the course of the game you can display it by hitting the  button



hit the up/down directional buttons to look at different floors of a multi-storied structure

magnify with the , move during magnification using the directional buttons. hit the  button again to restore scale

information such as dead-ends and locked/unlocked state of doors are automatically entered into the map as the protagonist continues his search

S A V I N G



save *6*_memo stands will regularly appear in the course of the game for the character to record the events that occurred. hit the action button against the memo stand to bring up the *save screen*, highlight a save file and hit the  button

*continue*_selecting *continue* when the option is displayed on the title screen will reopen the game from the last point it was saved

*load*_selecting *load* when the option is displayed on the title screen will bring up the *load screen*, highlight a previous save and hit the  button

*field*_operate harry using the directional buttons/left stick while in the field. try hitting the  button in front of various objects; you may find important information or items

G A M E O V E R



*gAme ovEr*_the upper left corner of the *item select* screen will show harry's life gauge. the life gauge is indicated by colour, which changes from green [healthy] to red [low stamina]. harry will die when the life gauge is empty. press the *select* button to view the *item select* screen

O P T I O N S S C R E E N

*eXit*_ends the options mode

*Bright leVel*_adjusts the brightness level of the game screen

*bUttOn conFig*_reassigns controls to buttons

*scReen positIon*_adjusts the display position of the screen

*vibrAtion*_switches on and off the vibration function

*Sound*_switches the dialog channel to stereo/mono

*bGm volUme*_adjusts the volume of the background music

*SE voluMe*_adjusts the volume of the sound effects

T I P S

search view—the camera's point of view switches to a *search view mode* while L2 button is pressed. in the *search view*, the camera shows a subjective view [direction of the character's gaze] instead of the usual shot of the character and his surroundings. this POV has a wide range of use, such as scanning the immediate area and peeking around corners. learning to use the *search view* effectively is the first step towards mastering the game. [the *search view* will not work in certain places]



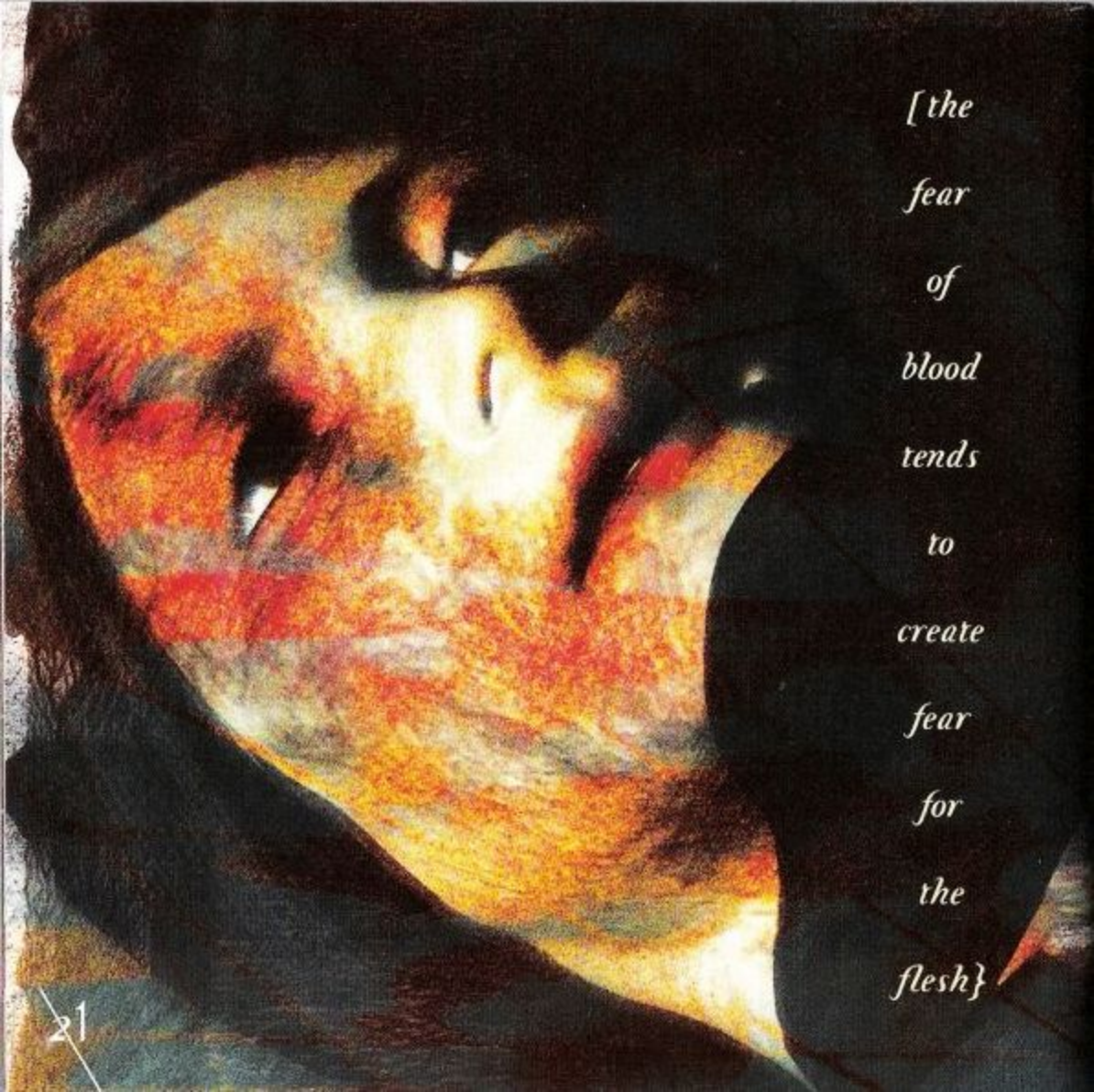
flashlight—the creatures search out the protagonist's location using their vision and hearing; until they perceive his presence, they will not attack even if he is right in front of them. this means that turning off the flashlight and remaining still in a shadowed area until the creatures pass by will allow you to avoid unnecessary fighting. however, commands such as *investigate* and *read map* are not available with the flashlight off. in addition, the hit percentage for the gun will do down in the dark, and all considered, searching with the flashlight off is practically impossible

radio—the radio will signal a creature's approach with white noise. the sound will change depending on the direction and number of creatures, so listen carefully. there is no need to turn off the radio when the creatures are nearby, since they cannot detect the radio's sound

gun—because the protagonist is an ordinary civilian with no special training, his marksmanship is not particularly good. even in daytime or with the light on during the night, hitting the target will become increasingly difficult with distance. try shooting from as close range as possible for ammunition conservation as well



{ if_ destiny interferes with reality, one man's determination
may merely be
by what is determined
his fate }



*[the
fear
of
blood
tends
to
create
fear
for
the
flesh]*

Customer Service Numbers

• **Australia** 1902 262 662

Calls charged at \$1.50 per minute.

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• **Österreich** 0900 970 111

Der Anruf unter dieser Nummer kostet max. 41 Groschen/Sek.

Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.

• **Belgique/België/Belgien** 011 280 996

Veuillez appeler notre service clientèle à ces numéros seulement pour une assistance technique concernant la PlayStation.

• **Danmark** +45 33 26 68 20

Åben Man-Tors 16.00-19.00

Du bedes ringe til dette kundeservicenummer for support til din PlayStation.

• **Suomi** 0600 411911

"4,70 fim/min + ppm avoinna ark 17-21"

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• **France** 01 40 88 04 88

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• **Deutschland** 01805 / 766 977

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• **Greece** (00 301) 6777701

Παρακαλούμε να καλείτε αυτά τα Τηλέφωνα Εξυπηρέτησης Πελατών μόνο για τεχνική υποστήριξη για την κονσόλα PlayStation

• **Ireland** (01) 4054022

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• **Italia** 167 520 523

Chiamare i numeri dell'assistenza clienti solo per problemi tecnici riguardanti l'hardware della PlayStation.

• **Nederland** 0495 544 562

Wij verzoeken u deze klantenservicenummers alleen te bellen indien u advies wilt vragen over PlayStation apparatuur.

• **New Zealand** (09) 415 2446

Please call these Customer Service Numbers only for PlayStation Hardware Support.

• **Norge** 2336 6600

• **Portugal** (01) 318 7450

Por favor, contacte os seguintes números do nosso Serviço de Atendimento ao Cliente se tiver alguma dúvida ou problema com qualquer produto de hardware PlayStation

• **España** 902 102 102

Por favor, llama a los siguientes números de nuestro Servicio de Atención al Cliente si tienes problemas con cualquier producto de hardware relacionado con la PlayStation.

• **Sverige** 587 610 00

Vänligen ring följande kundtjänstnummer enbart om problem uppstår på PlayStations programvara.

• **Schweiz/Suisse** 0900 55 20 55

Ein Anruf kostet Fr. 1. -/min.

Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigten um Erlaubnis fragen

• **UK** 0990 99 88 77

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Paris Office,
23, Rue Cambon,
75001 Paris,
France

Konami Of Europe GmbH,
Berner Strasse 103-105,
60437 Frankfurt/Main,
Germany

Madrid Office,
Orense 34-9a
28020 Madrid,
Spain

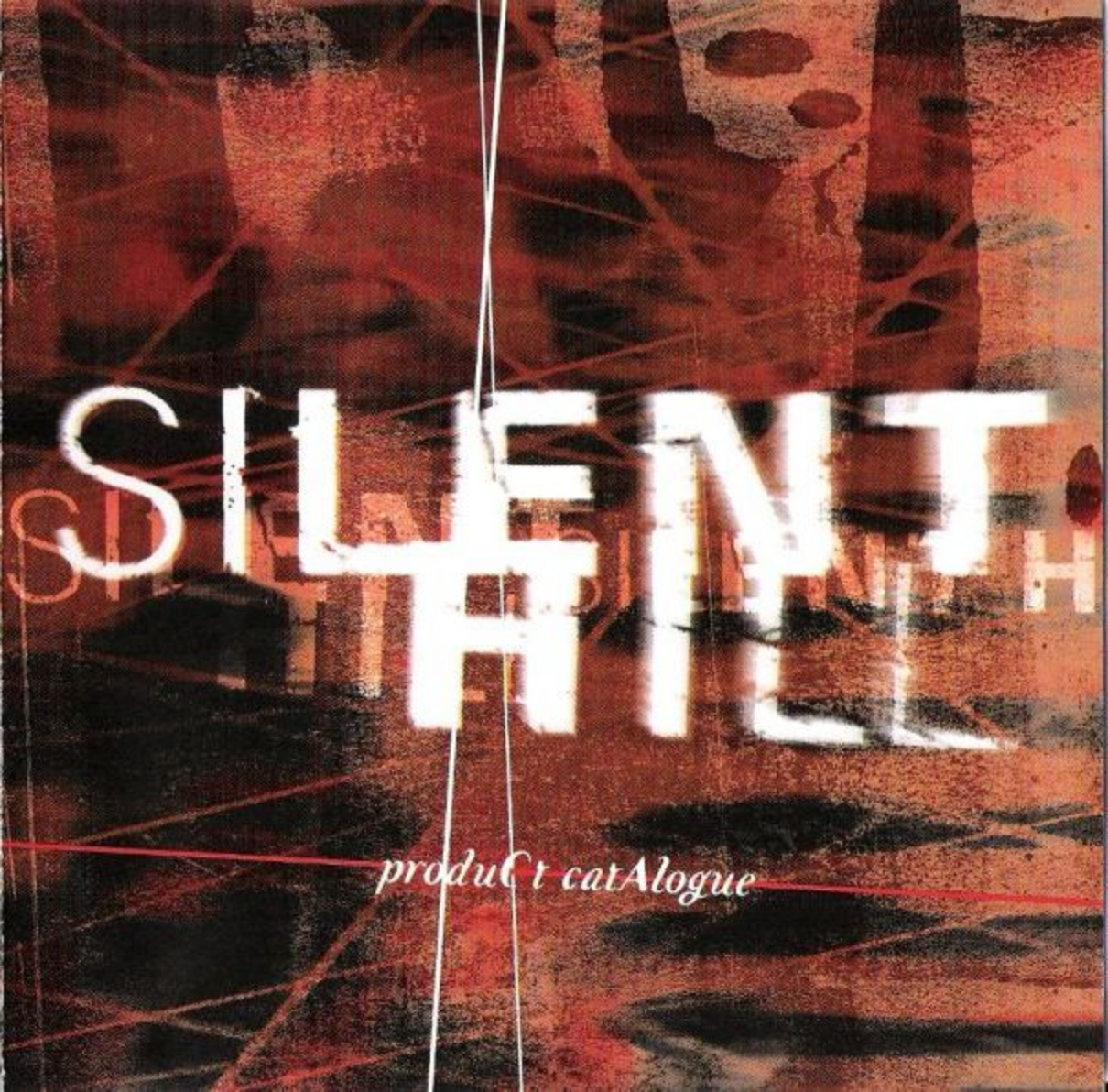
Amsterdam Office,
Royal Dam Center,
Dam 3-7,
1012 JS Amsterdam

Need help with Silent Hill? Konami UK Hotline Number: 0901 4747484
Calls cost 60p per minute. Please obtain bill payers permission before calling. Over 16's only

SLES-01514

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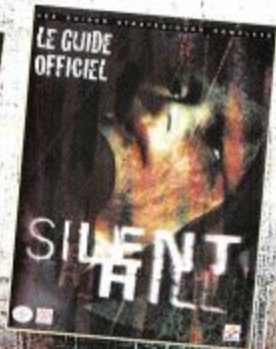
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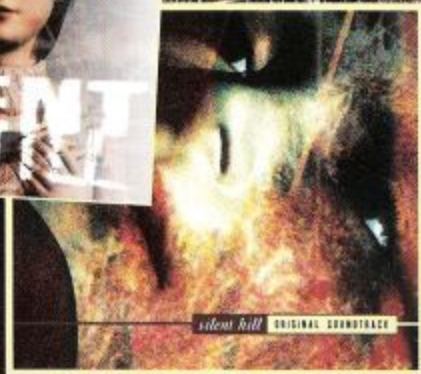
SILENT

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guide books

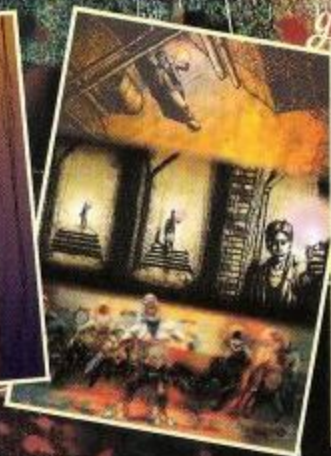


music CD





gRaphic novEl





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