ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: Lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms–children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front-or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer of the manufacturer to determine if video games can be played on your set.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

http://www.replacementdocs.com

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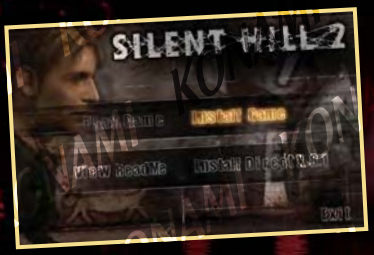
Thank you for purchasing SILENT HILL 2 for the PC. To get the most from your gaming experience, we suggest you read this manual before starting play. Additionally, please keep it in a safe place so you can refer to it easily. (Note: Konami does not reissue manuals.)

INSTALLING THE GAME
insta_lling the game

In order to play SILENT HILL 2, you must first install the program on your computer's hard drive. CD1 contains an Autorun screen that automatically guides you through the installation process.

1. Insert CD1 into your computer's CD-ROM drive.
2. Once the Autorun screen appears, click INSTALL GAME.
3. Follow the onscreen installation instructions.
4. Make sure to install DirectX 8.1 at the end of the installation process.



If the Autorun screen does not appear:

1. Double-click on the MY COMPUTER icon on your computer's desktop. On computers running Windows XP, the MY COMPUTER icon can also be found on the START menu.
2. Double-click on the CD-ROM drive showing the SILENT HILL 2 icon.
3. Double-click Autorun.exe
4. After the Autorun screen appears, click INSTALL GAME to begin installation.

Once you have successfully installed the game, you're ready to play!

BEGIN PLAYING

Now that you've installed the game, there are several ways to begin playing:

1. The Autorun screen will appear each time you insert CD1 into your CD ROM drive. Click PLAY GAME to run the game.
2. You may also begin the game by clicking on the Windows START button, then selecting Programs>Konami>Silent Hill 2>Play Silent Hill 2.
3. If you chose to add a desktop shortcut during installation, double-click the SILENT HILL 2 icon on your desktop.

NOTE: You will need to have CD1 in your CD-ROM drive in order to play SILENT HILL 2.

AUTORUN MENU

PLAY GAME	Launches Silent Hill 2
UNINSTALL GAME	Uninstalls Silent Hill 2 from your hard drive
VIEW README	Opens a document with additional information about Silent Hill 2
INSTALL DIRECTX 8.1	Installs DirectX version 8.1, which is required by Silent Hill 2
EXIT	Exits to the Windows desktop

CONTROLS

FUNCTION	KEYBOARD	GAMEPAD
Turn Left	Left (arrow)	Left
Turn Right	Right (arrow)	Right
Move Forwards	Up (arrow)	Up
Move Backwards	Down (arrow)	Down
Step Left	A	Button 13
Step Right	D	Button 14
Action	Space	Button 1
Cancel	ESC	Button 4
Skip/Pause	P	Button 10
Run/Guard	Left Shift	Button 2
Search Mode	S	Button 7
Inventory	I	Button 9
Light On/Off	L	Button 11
Map	M	Button 5
Use Health	H	Button 3
Aim Lock	F	Button 8
Next Weapon	E	Button 6
Prev Weapon	Q	
Reload	R	Button 12
Un-Equip Weapon	~ (tilde)	
Quick Save	F5	
Quick Load	F9	

The controls listed above can be completely customized to your own configuration in the CONTROL OPTIONS menu. Select the function you wish to change, press ENTER, and then press the key/button you wish to assign to that function. You may only assign 1 function per key/button. Select RESET to return the controls to the default settings.

In addition, you can directly select your weapons by using the number keys on the keyboard:

Wooden Plank	1
Steel Pipe	2
Handgun	3
Shotgun	4
Hunting Rifle	5
Great Knife	6
Chainsaw	7
Hyper Spray	8
Revolver	9
Chinese Cleaver	0

By default, the Control Type is set to Rotational Style. Pressing Left and Right will rotate your character left and right, and pressing Up will move your character forward in the direction he is facing. If the Control Type is set to Directional Style, your character will immediately move in the direction you press (Left, Right, Up, Down).

If you are playing with a gamepad or joystick, you may have an easier time controlling the character by changing the Control Type to Directional Style. If your controller has an analog stick, we recommend that you change Walk/Run Control (under Game Options) to Analog.

Three years ago, James Sunderland's wife Mary became seriously ill and passed away. James attempted to pull his life back together after the tragic loss but struggled to get back on his feet. The emotional pain and emptiness left James in a constant state of mourning.

PROLOGUE

prol_ogue

Then one day, a cryptic letter arrives signed by Mary, written in her own handwriting. In the letter, Mary has written:

In my restless dreams, I see that town. Silent Hill.
You promised you'd take me there again someday.
But you never did.
Well I'm alone there now...
In our "special place"...
Waiting for you...

James is confused and disturbed by the letter. He questions whether Mary is somehow still alive or if this could be a cruel hoax.

"I still don't believe it, yet I must go back to Silent Hill to find the truth. Our special place – what does that mean?"

Shrouded in mystery and driven by the desire to uncover the truth, James sets off for the town of Silent Hill...

As James approaches Silent Hill, the fog begins to thicken. The main road into the center of town seems to be completely blocked off. James decides to leave his car behind and continues on foot. He enters an old decrepit building by the side of the road and stares at his reflection in the mirror.

"Mary...Could you really be in this town?"

STARTING THE GAME

MAIN MENU

After the introductory screens are displayed, the Main Menu will appear. The following selections will be available (certain options may not be available until you have saved a game):

LOAD	Load a saved game
CONTINUE	Continue from your last saved game
NEW GAME	Start a new game
OPTIONS	Adjust the game options
MOVIES	View movies you have unlocked in the Movies Menu
EXIT	Exit to the desktop

Highlight a menu item by pressing up and down on the keyboard or gamepad. and press ENTER to make your selection. You may also use the mouse to make your selection.

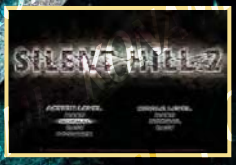
NEW GAME

Select NEW GAME to start a new game. There are 2 scenarios that are available to play:

Main Scenario:	LETTER FROM SILENT HEAVEN
Sub-Scenario:	BORN FROM A WISH

In the Main Scenario, you control James Sunderland on his journey through Silent Hill. In the Sub-Scenario, you play an additional character named Maria. It is highly recommended that you complete the Main Scenario first.

After selecting the scenario, a new menu will appear, allowing you to select the Action and Riddle difficulty levels. The difficulty levels may not be changed once you begin a new game, so choose wisely!



ACTION LEVEL

HARD:	Higher number of enemies; they are stronger and faster
NORMAL:	Standard difficulty
EASY:	Weaker enemies; chainsaw weapon available
BEGINNER:	Enemies can be defeated with 1 or 2 hits; chainsaw weapon available

RIDDLE LEVEL

HARD:	Riddles are more difficult and clues are vague
NORMAL:	Standard difficulty
EASY:	Riddles are simplified and hints are provided

NOTE: There is no riddle difficulty level in the additional Sub-Scenario.

PLAYING THE GAME

Objective

James has returned to Silent Hill to uncover the truth about his late wife Mary. As James ventures deeper into town, he must successfully overcome the increasingly difficult challenges that await him. What is the origin of the mysterious letter? What other dark secrets lay within Silent Hill?

EXPLORATION

As you explore the town of Silent Hill, keep an eye out for additional supplies and special objects. If James is interested in a particular object, he will turn his head in the direction of the object. Walk up to the object and press ACTION (Space by default) to pick up or interact with the object.

Hold down the SEARCH MODE key (S by default) to move the camera behind James, and press Left, Right, Up and Down to look around the current location. Search Mode will not work in certain areas, where the camera angles are fixed.

MAP

If James has a map in his possession, press the MAP key to view the map (M by default). Press ACTION to zoom in and out, and use the cursor keys to scroll the map in the direction you press. If the map includes multiple floors, press Up/Down to view the additional map pages.

As James searches certain areas, he will automatically make notations on the map with a red marker. The green pointer on the map represents James' current position and orientation.

Map - Zoom Out

Map - Zoom In

INVENTORY

Press the INVENTORY key to access the Inventory Screen (I by default). The Inventory Screen contains extensive information about your health and the items you are carrying.

Inventory Items

Highlight an item in your inventory by pressing Left or Right and press Enter to select the item. The commands that are available for each item will appear under Command in the upper right corner. Use Up and Down to highlight a command, and press Enter to select it. For example, you may Use or Examine an item, or Equip, Unequip and Reload a weapon.

Combine Items

If the solution to a puzzle requires you to use several items at once, the Combine command will appear. To combine items, choose the first item and select Combine. Press ESC to back out, select the next item and Combine. When you are ready to use the combined items, select Use.

Memo

The game will automatically track important notes and information that you have discovered. If you wish to review the information, access the Memo Menu and select the proper message. The latest messages are listed first.

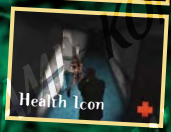
PLAYING THE GAME

MAP

View the current map (see MAP for more information).

OPTIONS

Adjust the game options (see OPTIONS for more information).



HEALTH

The Status box sits at the upper left corner of the Inventory Screen and represents your current health status. As James' health deteriorates, the Status box will blink and gradually turn red. If James takes too much damage he will die. Use health items such as the first aid kit and energy drink to replenish his health. While playing the game, if you notice a red icon blinking on and off in the lower right corner of the screen, this indicates that James' health is critically low. You can use a health item directly without going to the Inventory Screen by pressing the HEALTH key (H by default).

COMBAT

You will encounter some horrible and twisted creatures during your journey. Fortunately, you'll find various weapons along the way. Before entering combat, equip your weapon of choice in the Inventory Screen, or use the number keys to select the weapon directly.

When an enemy approaches, face the enemy and ready your weapon by holding AIM LOCK (F by default), then press ACTION to attack. If you are able to knock down the enemy, you can run up to the enemy and press ACTION to smash it with your foot. Crunch!

PAUSE MENU

If you wish to pause the game at any time, press ESC or the PAUSE key to bring up the Pause Menu. There are several selections available on the Pause Menu:

RESUME	Resume playing the game
SAVE GAME	Save your current game
LOAD GAME	Load a saved game
OPTIONS	Adjust the game options
QUIT	Quit back to the Main Menu

SAVE & LOAD

SAVE

You can save your progress at almost any time by pausing the game and selecting SAVE GAME. This will bring up the Save Game Menu. "Save possible" represents an empty save slot. Select the slot you wish to save your game to, and press Enter. Your saved games will be named by your current location. Press Right on your saved game to display information including the game time, and the actual date/time that the game was saved. If you wish to delete a saved game, select the saved game and press Backspace.

You may encounter strange red objects during the game; these are save points. There is absolutely no difference between saving at a save point and saving through the pause menu.

You can also save your game without pausing by pressing the Quick Save key (F5 by default). There is only 1 quick save slot; if you quick save again, the older save will be overwritten. The saved game will automatically be named "Quick Save".

NOTE: During boss battles, you will be unable to save your game; you must defeat the boss enemy first!

LOAD

You can load a saved game at any time by selecting LOAD GAME from the Main Menu or Pause Menu. Highlight the saved game you wish to load and press Enter.

During the game, you may also load a quick save game by pressing the Quick Load key (F9 by default). This will load the last game that was quick saved.

2 3 4

1 *Wooden Plank:* A large wooden board with a few nails hammered through the end. The plank is thin enough to hold in one hand and swing easily.

2 *Handgun:* Ordinary handgun that loads ammunition from magazines. Use the handgun for long distance attacks, but be resourceful with the ammunition. Let the enemies get closer to maximize the damage of each shot.

3 *Handgun bullets:* Boxes of ammunition.

4 *Chainsaw:* Slow but powerful weapon. You may find one of these lying around on Beginner and Easy combat difficulty levels.

WEAPONS AND ITEMS

5

6

7

8

5 *First-Aid kit*: Replenishes a lot of health. Try to use these only when you are seriously injured or out of health drinks.

6 *Health drink*: Replenishes a little health.

7 *Radio*: Appears to be broken and is not receiving any broadcasts. All you hear is white noise. However, it becomes louder when there are enemies nearby. This might be useful after all...

8 *Flashlight*: Can be turned on or off. This is an essential item for navigating through and searching dark areas. However, it may alert enemies to your position.

NOTE: There are lots of additional weapons and items to be discovered within Silent Hill.

The Options Menu includes the following selections:

GAME OPTIONS	Game Options Menu
ADVANCED OPTIONS	Advanced Options Menu
CONTROL OPTIONS	Control Options Menu, see CONTROLS for more details
CONTROL TYPE	Rotational Style: Left/Right rotates character, Up moves character forward in the direction he is facing Directional Style: Character moves immediately in the direction pressed
VIBRATION	Level of vibration for gamepads that support vibration/rumble
LANGUAGE	English is the only option
SUBTITLES	Enable subtitles (ON/OFF)
SPEAKER CONFIG	Speaker configurations (options may differ based on audio card)
BGM VOLUME	Background Music Volume
SE VOLUME	Sound Effects Volume

GAME OPTIONS

The Game Options Menu includes additional gameplay options:

WEAPON CONTROL	Normal: Hold Aim Lock key to use weapon Switch: Toggle Aim Lock key to use weapon
MAP	Default size for map (Zoom In/Zoom Out)
WALK/RUN CONTROL	Default movement speed (Walk/Analog/Run) Walk is default, change to Analog for analog sticks
VIEW CONTROL	Normal: Hold Search Mode key to look around Switch: Toggle Search Mode key to look around
BLOOD COLOR	Change normal blood color (red) to different color

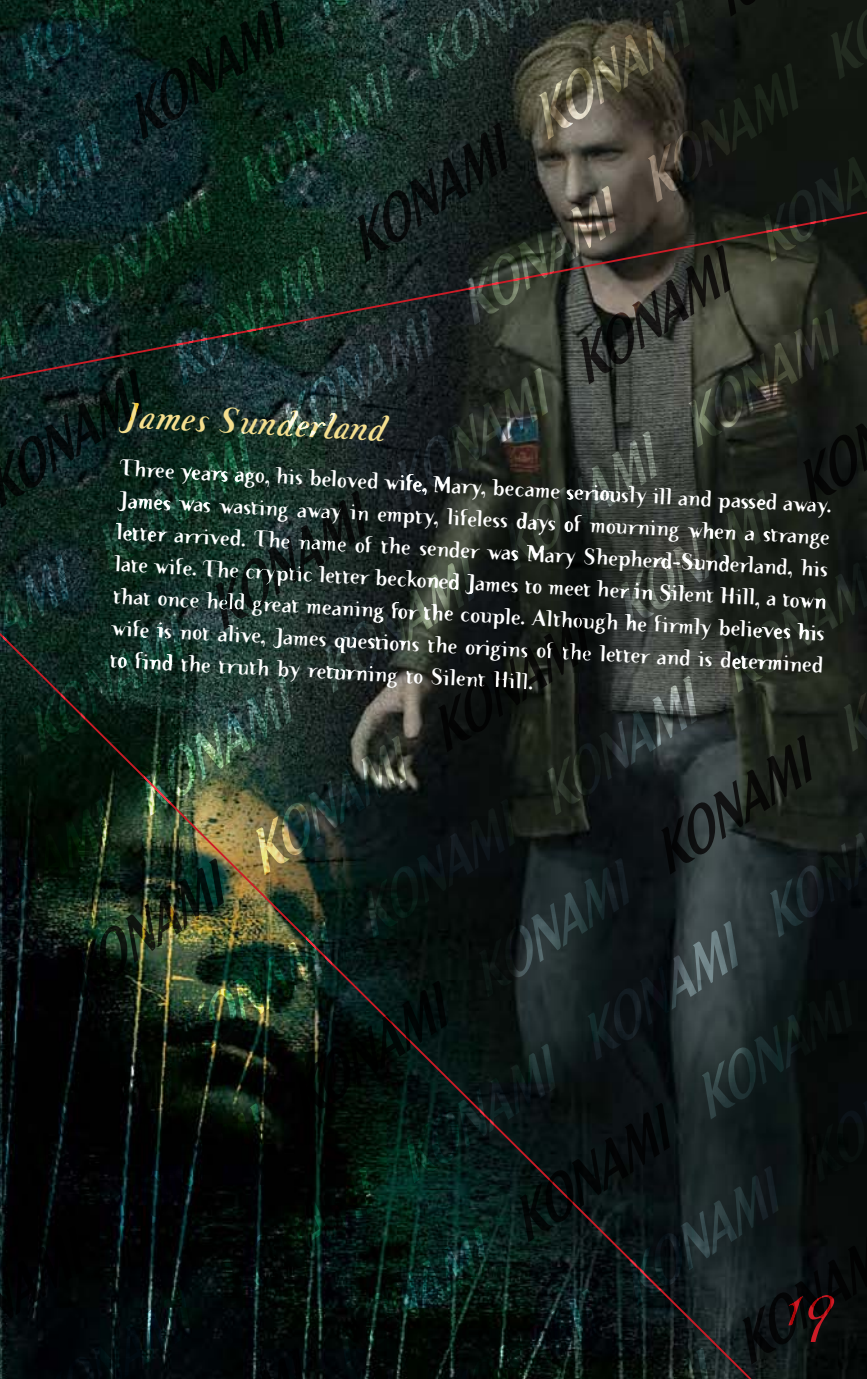
ADVANCED OPTIONS

The Advanced Options Menu includes advanced hardware options. Some of these options may not be available if your hardware cannot support them.

BRIGHTNESS LEVEL	Raise or lower brightness level
SCREEN POSITION	Adjust screen position
NOISE EFFECT	Toggle noise effect (ON/OFF)
HIGH RES. TEXTURES	Toggle high resolution textures (ON/OFF)
RESOLUTION	Set screen resolution
SHADOWS	Enable dynamic shadows (ON/OFF)
FOG	Set fog complexity (Complex/Simple)
ADVANCED FILTERS	Enable advanced filter effects (ON/OFF)
LENS FLARE	Enable lens flare effects (ON/OFF)
SOFTWARE 3D SOUND	Use software or hardware 3D sound

NOTE: If you wish to increase overall performance on your machine, you can lower the resolution, set fog to simple, and turn off the noise effect, shadows, advanced filters and lens flare. The game won't look as nice, but it will run faster.

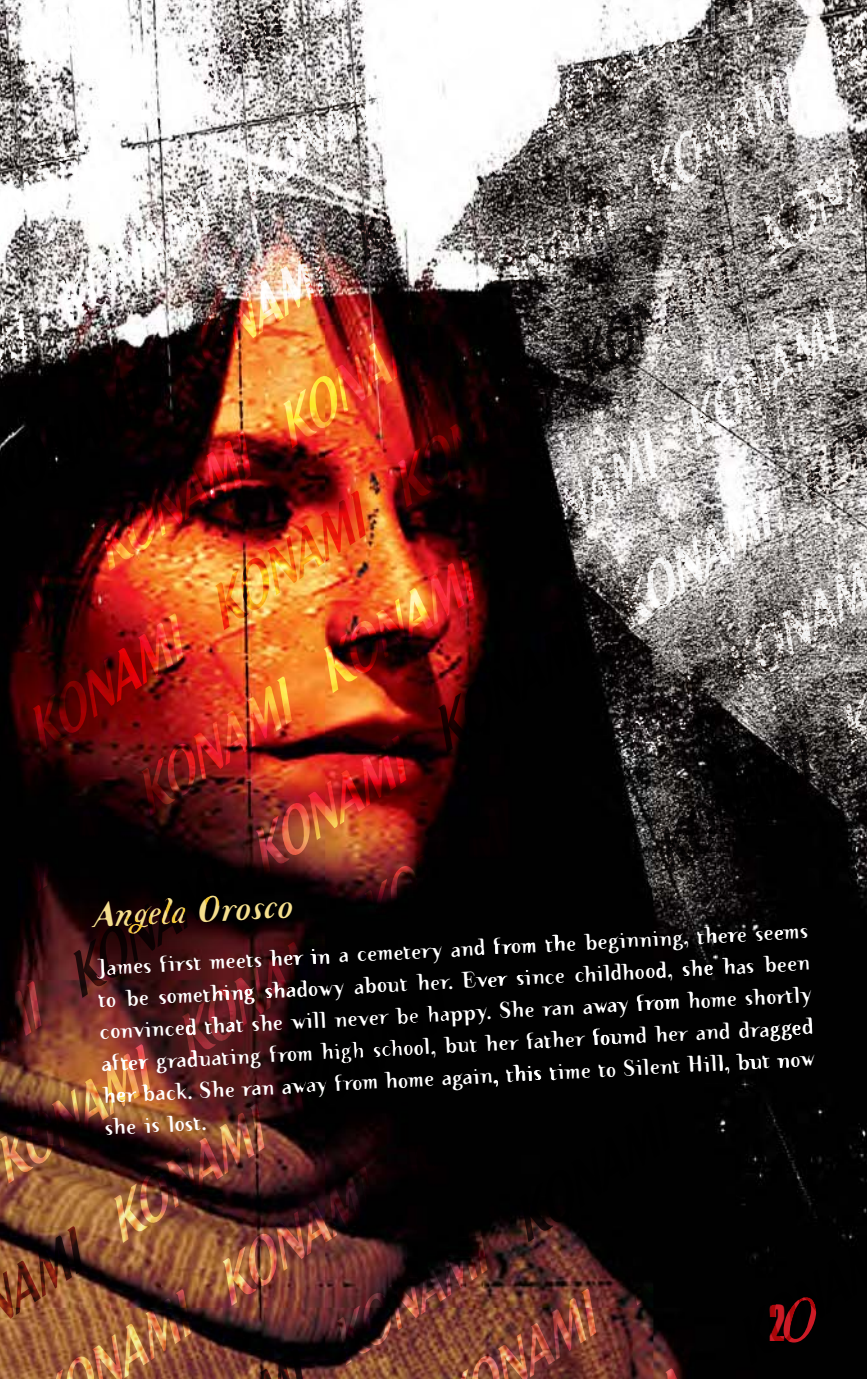
CHARACTERS



James Sunderland

Three years ago, his beloved wife, Mary, became seriously ill and passed away. James was wasting away in empty, lifeless days of mourning when a strange letter arrived. The name of the sender was Mary Shepherd-Sunderland, his late wife. The cryptic letter beckoned James to meet her in Silent Hill, a town that once held great meaning for the couple. Although he firmly believes his wife is not alive, James questions the origins of the letter and is determined to find the truth by returning to Silent Hill.

KONAMI

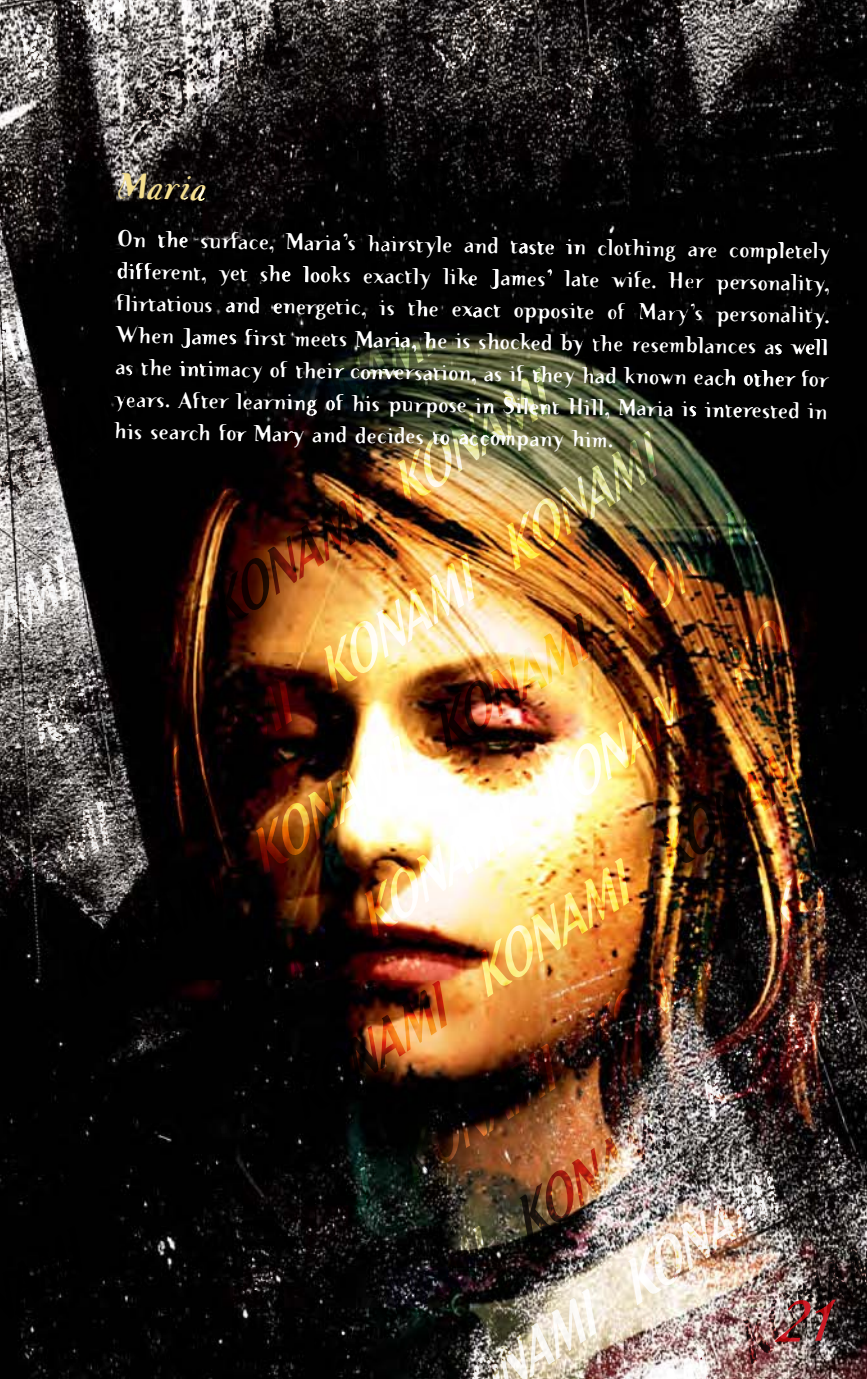


Angela Orosco

James first meets her in a cemetery and from the beginning, there seems to be something shadowy about her. Ever since childhood, she has been convinced that she will never be happy. She ran away from home shortly after graduating from high school, but her father found her and dragged her back. She ran away from home again, this time to Silent Hill, but now she is lost.

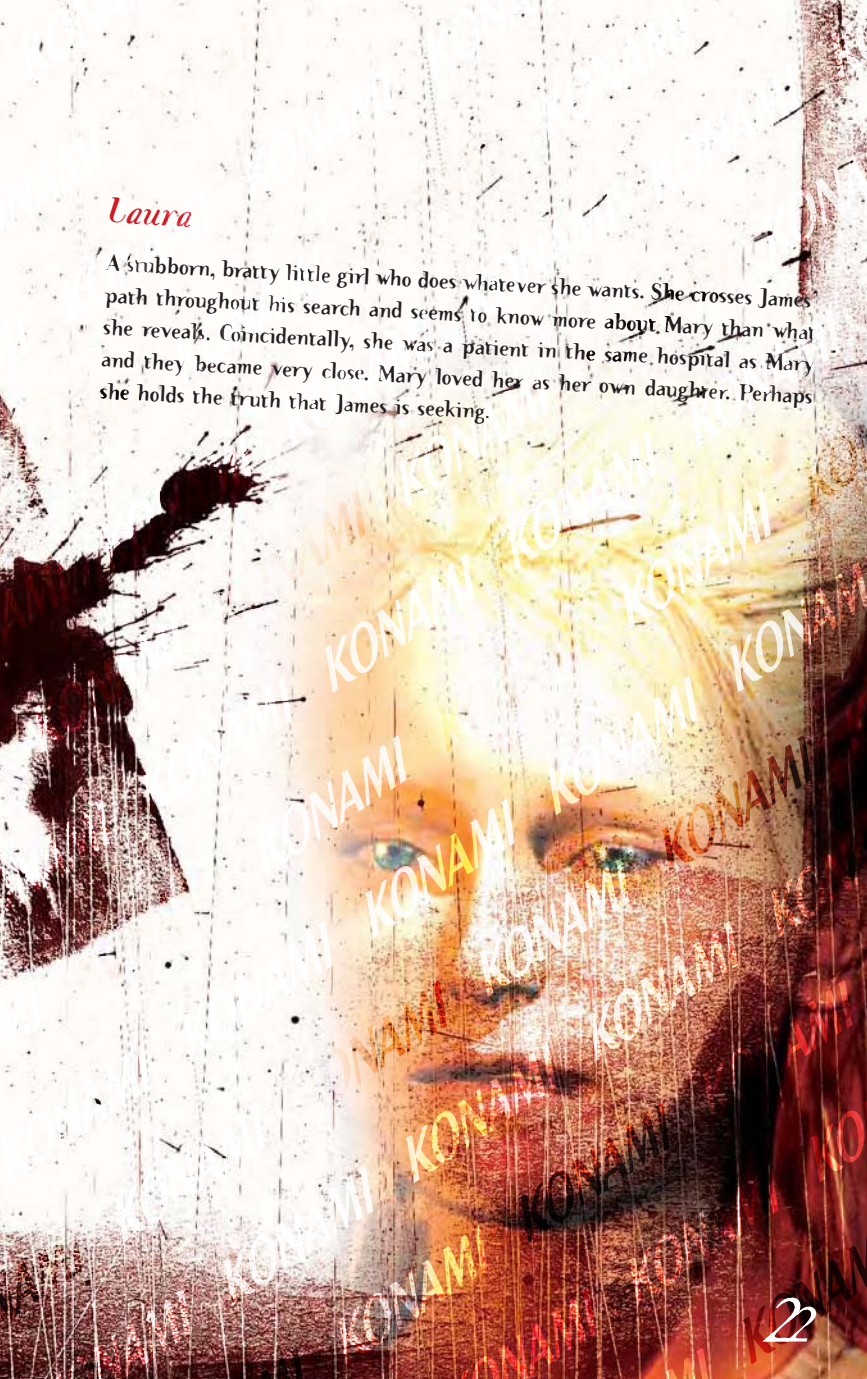
Maria

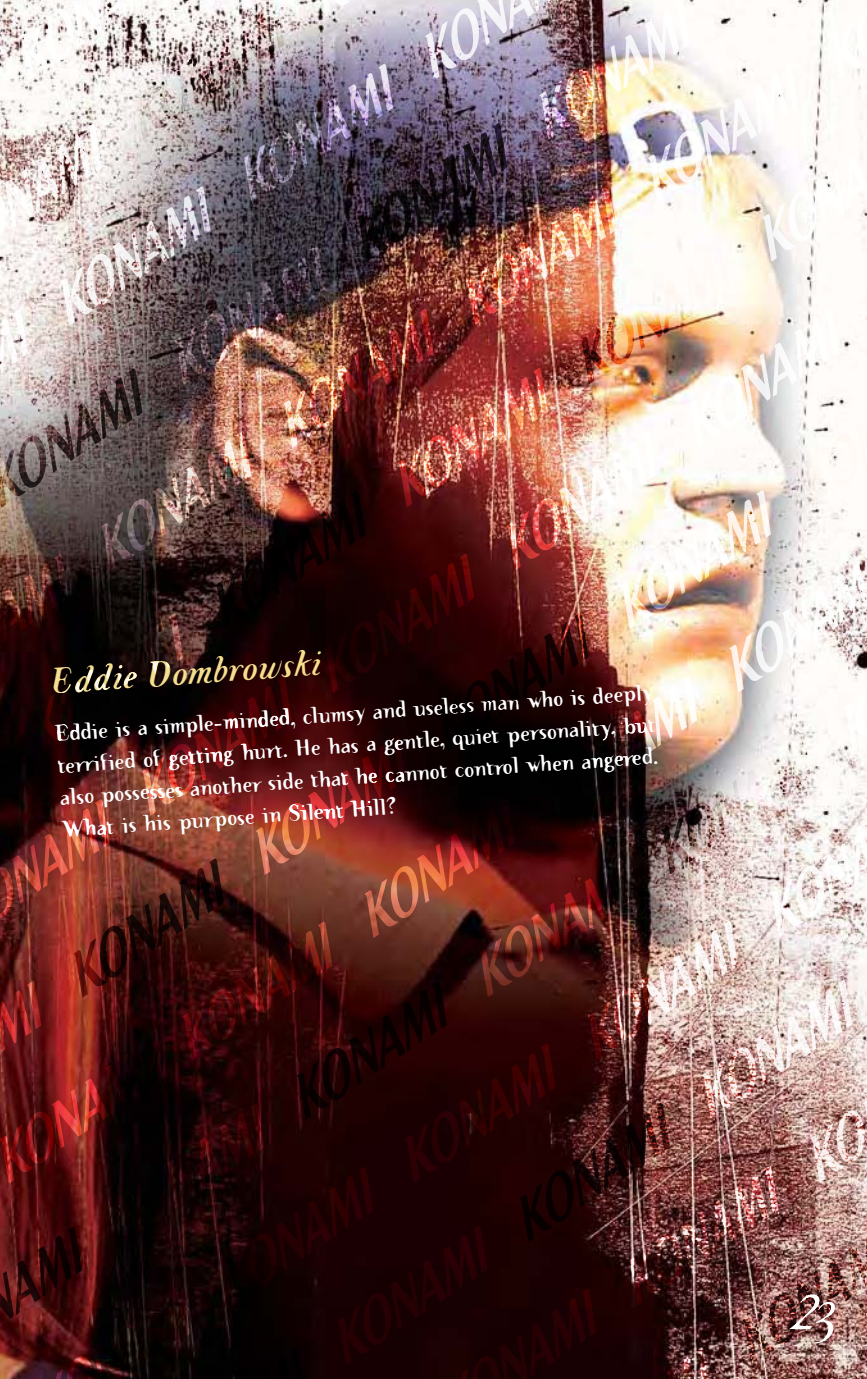
On the surface, Maria's hairstyle and taste in clothing are completely different, yet she looks exactly like James' late wife. Her personality, flirtatious and energetic, is the exact opposite of Mary's personality. When James first meets Maria, he is shocked by the resemblances as well as the intimacy of their conversation, as if they had known each other for years. After learning of his purpose in Silent Hill, Maria is interested in his search for Mary and decides to accompany him.



Laura

A stubborn, bratty little girl who does whatever she wants. She crosses James' path throughout his search and seems to know more about Mary than what she reveals. Coincidentally, she was a patient in the same hospital as Mary and they became very close. Mary loved her as her own daughter. Perhaps she holds the truth that James is seeking.





Eddie Dombrowski

Eddie is a simple-minded, clumsy and useless man who is deeply terrified of getting hurt. He has a gentle, quiet personality, but also possesses another side that he cannot control when angered. What is his purpose in Silent Hill?

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