SILENT HILL 2
MATURE
M
CONTENT RATED BY
ESRB
KONAMI
www.konami.com

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

WARRANTY

Konami of America, Inc. warrants to the origin
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If you experience technical problems with you
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Konami of America, Inc.
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a bo
Game Hint & Tip Line for help on this software

Konami Game Hint & Tip Line: 1-900-896-HI
* $0.95 per minute charge
* $1.25 per minute support from a game cou
* Touch tone phone required
* Minors must have parental permission befo

Hints are available 24 hours a day. Live supp
Pacific Time. Prices and availability are subje

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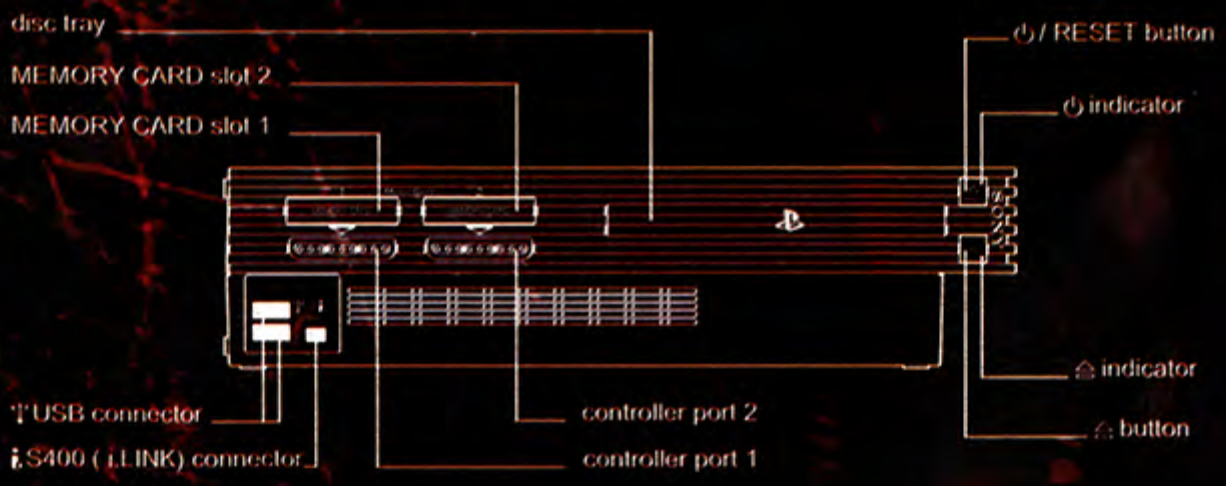
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.

GETTING STARTED

Place the SILENT HILL®2 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using this software.



Memory Cards

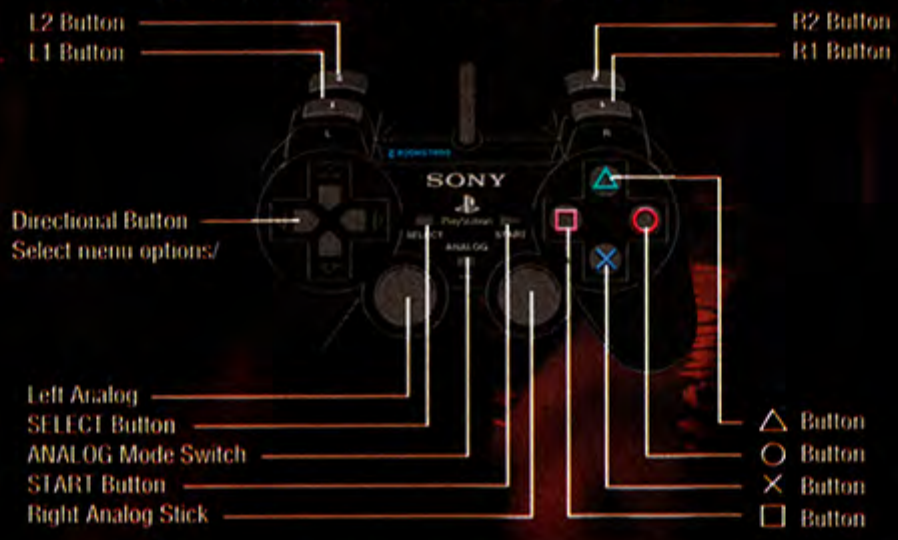
To save game settings and progress, a memory card for PlayStation®2 (8MB) is required. Insert the memory card into MEMORY CARD slot 1 or MEMORY CARD slot 2 of the PlayStation®2 computer entertainment system before starting play. You can load your saved games from the same card, or from any memory card for PlayStation®2 (8MB) containing previously saved SILENT HILL 2 games. PlayStation® game console memory cards cannot be used.

NOTE: SILENT HILL 2 uses at least 94KB of memory card data to save each game. Make sure there is enough free space on your memory card before starting play. Do not insert or remove a memory card while saving/loading games or after the power has been turned ON.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION

DUALSHOCK®2 ANALOG CONTROLLER



Directional Buttons / Left analog stick: Controls movement forward and backwards and also rotates James left and right. Press and hold the Square button during movement to run.

SELECT button / START button: Access the Item Screen (pause). Press the button ▣ to return to game.

L1 button: Strafe left
R1 button: Strafe right
L1 + R1 buttons: Fast 180° turn

L2 button : Search View. Hold down to fixate the camera behind player during play. The search view cannot be used in all locations.

L2 button + Right analog stick: Hold down the L2 button and use the Right analog stick to look around in the desired direction.

R2 button: Press and hold down to draw weapon. Use the Left analog stick or Directional Buttons to aim in the direction of a monster and press the ⊗ button to attack.

△ View map in map window. When finished viewing the map, press the
⊗ Triangle button to return to game
Attack (while holding the R2 button) / Search / Confirm selection
▣ Press and hold to run / Cancel selection
◎ Turn flashlight on/off

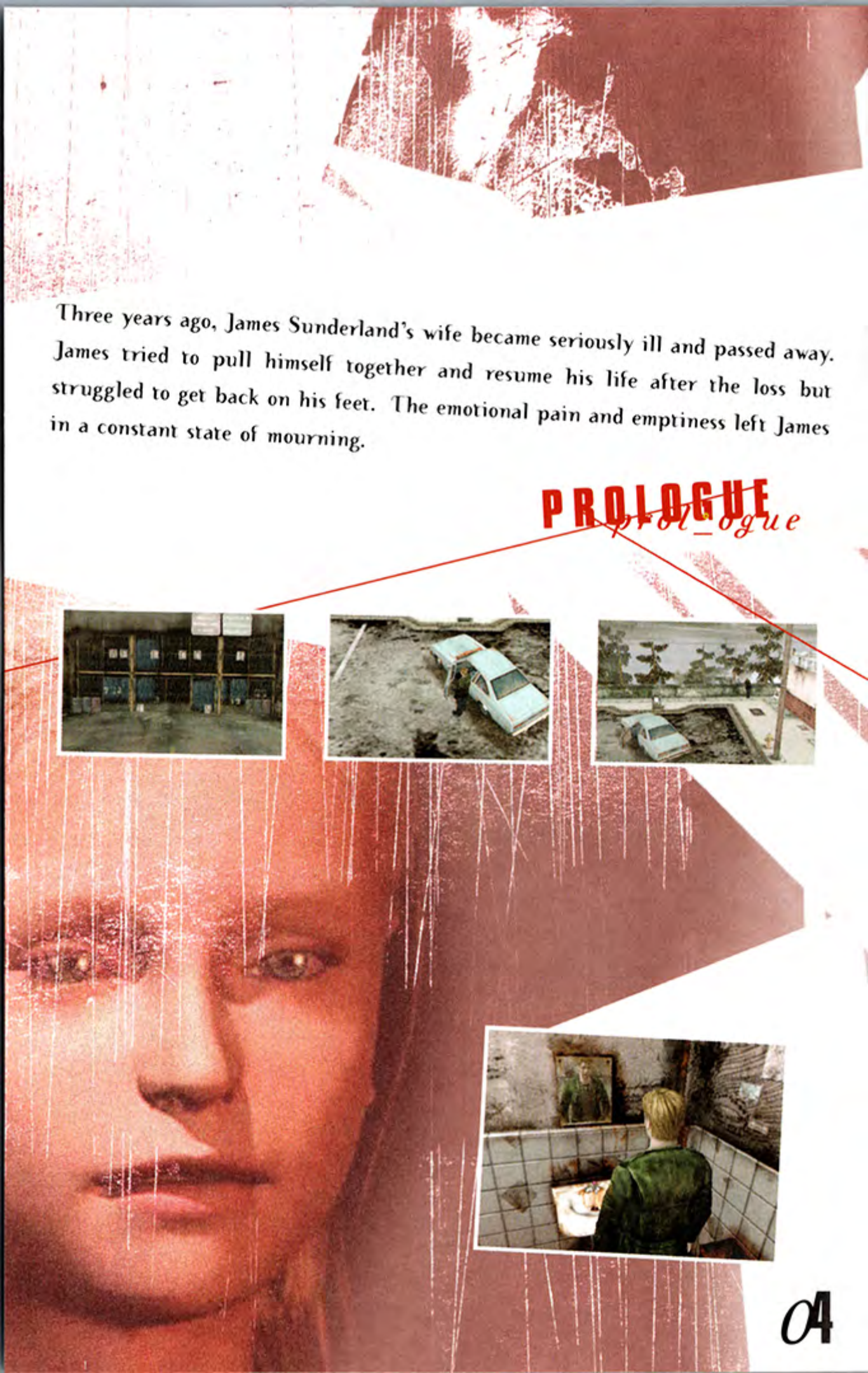
Other Controls

Soft Reset : Press the *L1 + L2 + R1 + R2 + SELECT + START* buttons simultaneously to soft reset the game and return to the Title Screen.

NOTE: Controller settings can be customized in the OPTIONS menu.

Three years ago, James Sunderland's wife became seriously ill and passed away. James tried to pull himself together and resume his life after the 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, the same name as his late wife. In the letter, Mary writes *"Silent Hill, our sanctuary of memories... I will be waiting for you there."*

James is confused and disturbed by the letter. He questions if Mary is somehow really alive or if someone is playing a hoax on him.

"I still don't believe it. The dead can't send letters, yet I came here to see my Mary..."

"Our sanctuary of memories – What does that mean? This place is too full of memories..."

Shrouded in mystery and driven by the desire to uncover the truth, James sets off into the world of Silent Hill...
As the fog grows thicker, James realizes that the town is nearby.

"The only way to get to the center of town is through this tunnel, but there must have been an accident or something because the entrance is blocked."

"But wait..."

"The map shows a single road through the forest that leads to the town. Looks like the only way to get to the town is to take this road on foot."

"I can't see anyone in this thick fog, or should I say I don't feel anyone."

"I see a run-down building nearby."

"There's no one inside. I am alone in the mirror's reflection."

"I look at the man in the mirror and mutter a question..."

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

STARTING THE GAME

After the introductory screens are displayed, the Title Screen will appear. Select NEW GAME, CONTINUE, LOAD or OPTION using the Directional Buttons or left analog stick. Enter the selection with the ⊗ button or START button. Cancel the selection with the ▢ button.

NEW GAME

Select NEW GAME to play a game from the beginning. Choose between the main game and the additional game. It is highly recommended that you complete the main game prior to playing the additional game. Subsequent menus will prompt you to select an Action and Riddle difficulty level. Use the following chart to help select the desired levels. Once you have selected the difficulty level, it cannot be changed later in the game.

ACTION LEVEL

HARD: Monsters are very strong and fast
NORMAL: Standard difficulty
EASY: Weak monsters and simplified controls
BEGINNER: Enjoy the storyline, drama and puzzles of Silent Hill 2 without fighting

RIDDLE LEVEL

HARD: Riddles are complex
NORMAL: Standard difficulty
EASY: Riddles are simplified and hints are provided
BEGINNER: Riddles are very easy

NOTE: Regardless of the difficulty levels selected, the game scenarios and endings will be the same. There is no riddle difficulty level in the additional game.

CONTINUE

Select CONTINUE to resume playing a previously saved SILENT HILL 2 game using data saved on a Memory card (8MB) (for PlayStation®2). For more information on saving and loading, see page 2.

NOTE: The CONTINUE option will not appear on the Title Screen until a previously saved SILENT HILL 2 data file exists or after a check point is cleared within the game.

LOAD

Select LOAD to choose a specific SILENT HILL 2 data file from a Memory Card (8MB) (for PlayStation®2). At the Load Screen, select the desired game using the Directional Buttons or left analog stick and enter your selection with the ⊗ button. For more information on saving and loading, see page 2.

NOTE: The LOAD option will not appear on the Title Screen until a previously saved SILENT HILL 2 data file exists.

OPTION

Select OPTION to adjust game settings. Follow the on-screen menus for additional information.

NOTE: Game settings can also be adjusted during game play by pressing the START or SELECT buttons to bring up the Item Screen. Select OPTION from the Item Screen to adjust game settings.

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 challenges that await him. In some situations, defeating/avoiding monsters and solving puzzles will be necessary. If James can persevere the obstacles, information regarding the origins of the mysterious letter might be revealed and possibly even darker secrets.

How to use the map

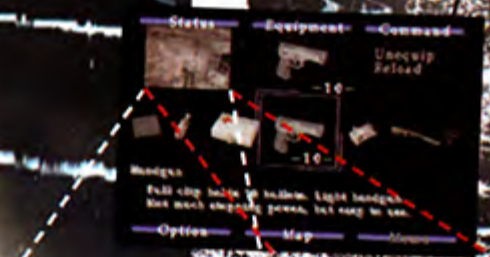
If James has a map in his possession, press the △ button to view the map. Use the ✕ button to zoom in/zoom out. When the map is zoomed in, use the Directional Buttons or left analog stick to view specific areas. If the map consists of multiple floors, press the Up/Down Directional Buttons to view the additional map pages. As James searches certain areas, he will automatically make notations on the map in red marker. The green pointer on the map represents James' current position.

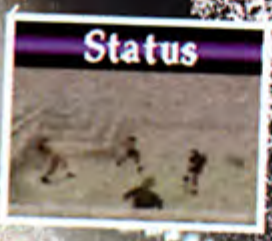
Field

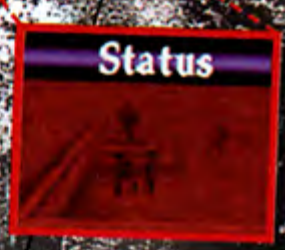
During the game, control James using the Directional Buttons or left analog stick. When James is near objects or items, press the ✕ button to search the immediate area. Important information or useful items may be discovered.

Game Over

The upper left corner of the Item Screen (accessible by pressing the START or SELECT buttons) will show James' current health status inside the Status Box. The current health status of James is determined by color, which will gradually turn red as health decreases. If the vibration function is enabled (accessible in the OPTIONS menu), the controller will begin to shake more violently as James receives more damage. This is an effective tool for gauging current health status during normal game play. James will die when his health is completely depleted. Use items, such as the First aid kit and Energy drink to replenish James' life gauge. For more information on items, see page 16.

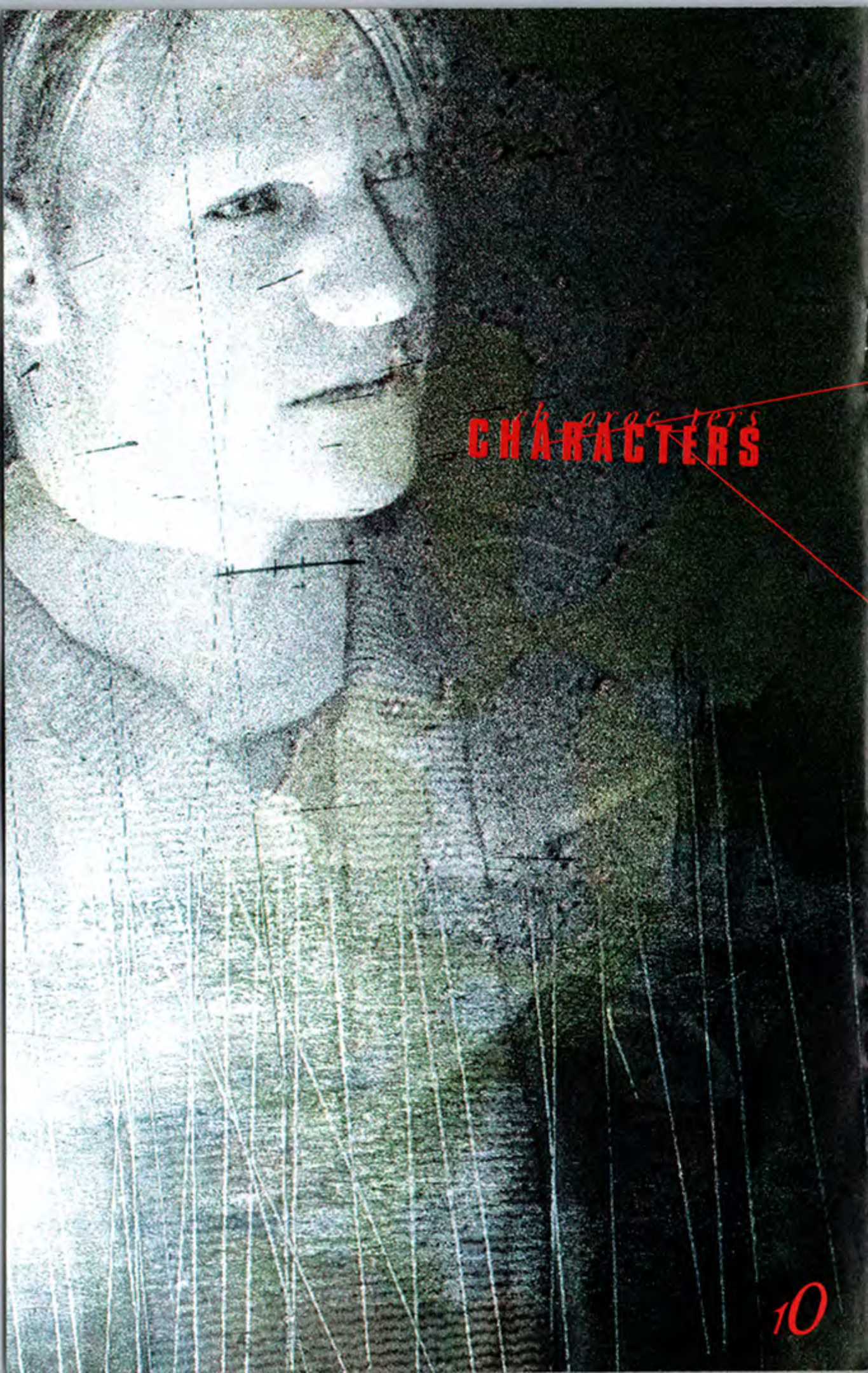


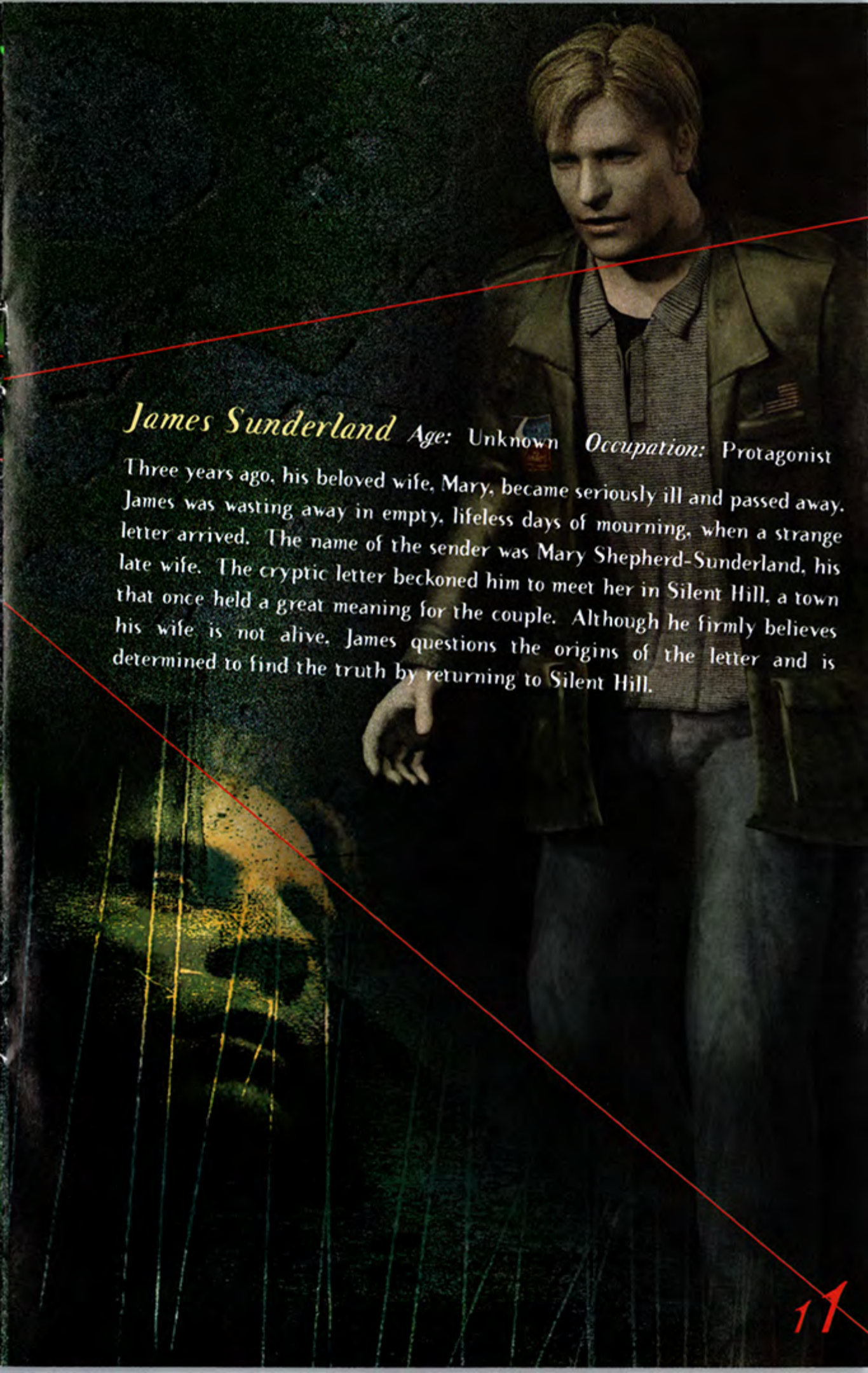




Saving Progress

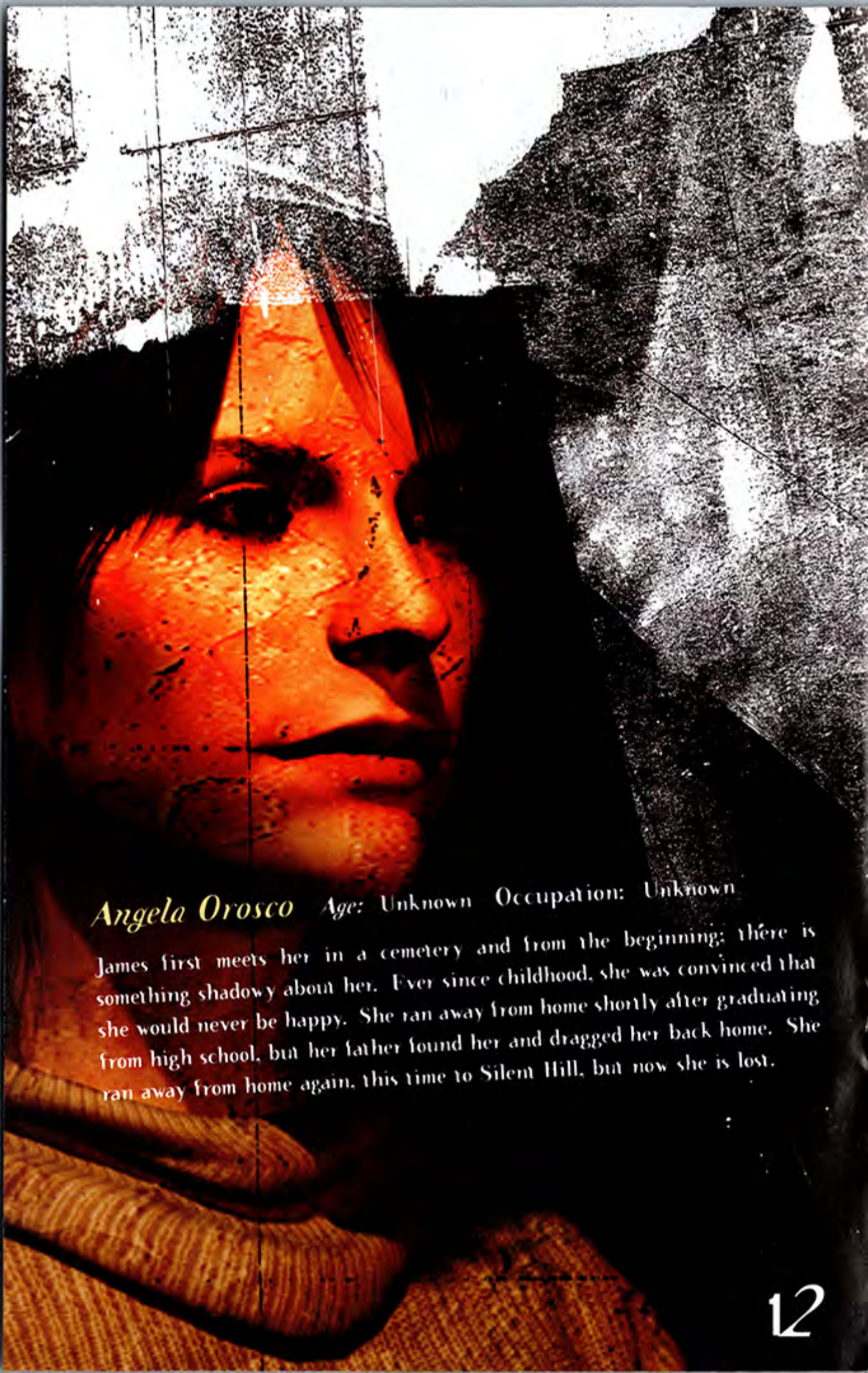
A game can be saved at any one of the various save points scattered throughout Silent Hill. The save points are easily identified as mysterious red objects. When James is facing a save point, press the ⊗ button to access the Save Screen. Game progress can be saved any number of times at save point locations. Follow the on-screen instructions to save your current progress.


characters
CHARACTERS



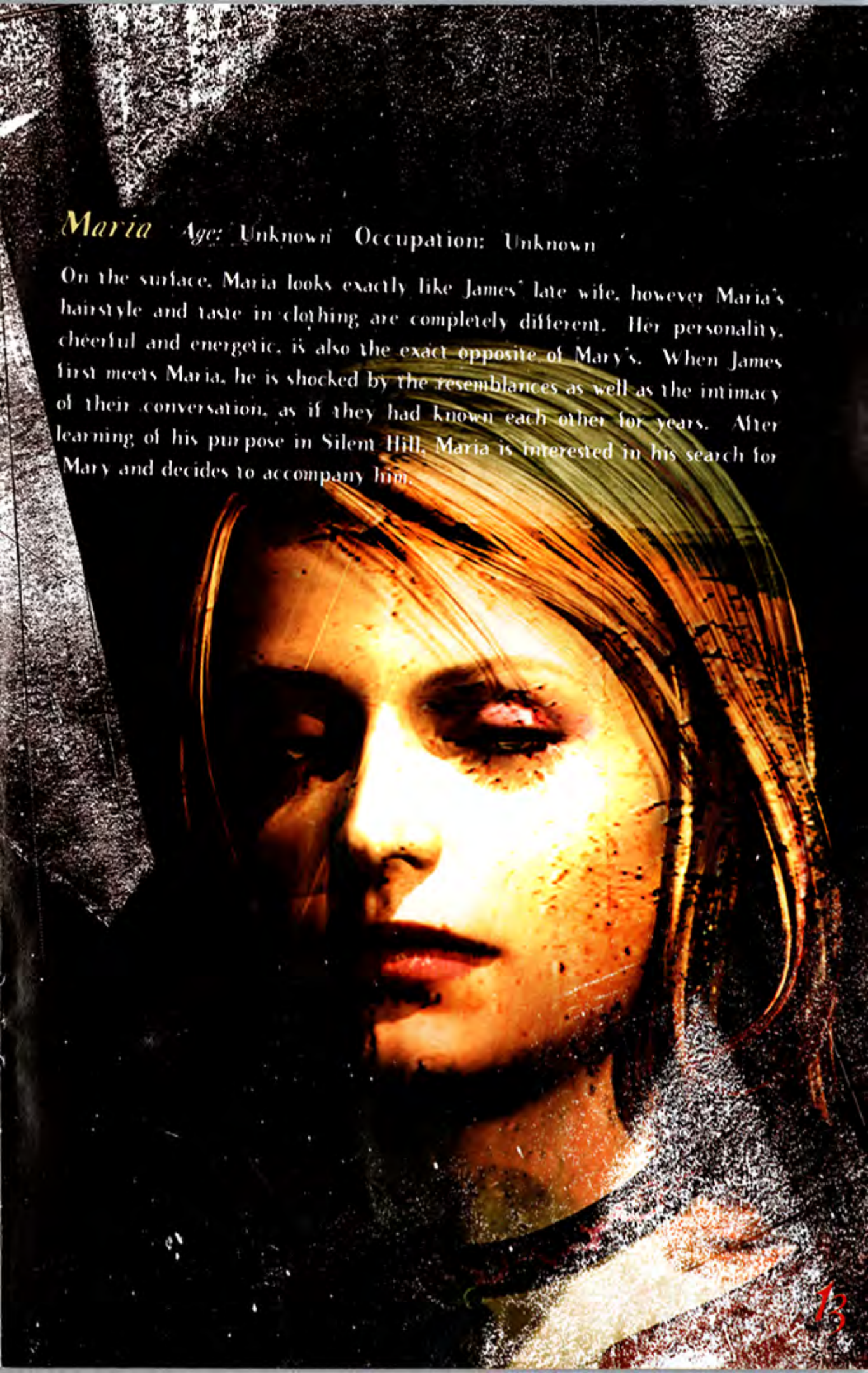
James Sunderland *Age:* Unknown *Occupation:* Protagonist

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 him to meet her in Silent Hill, a town that once held a 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.



Angela Orosco *Age:* Unknown Occupation: Unknown

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

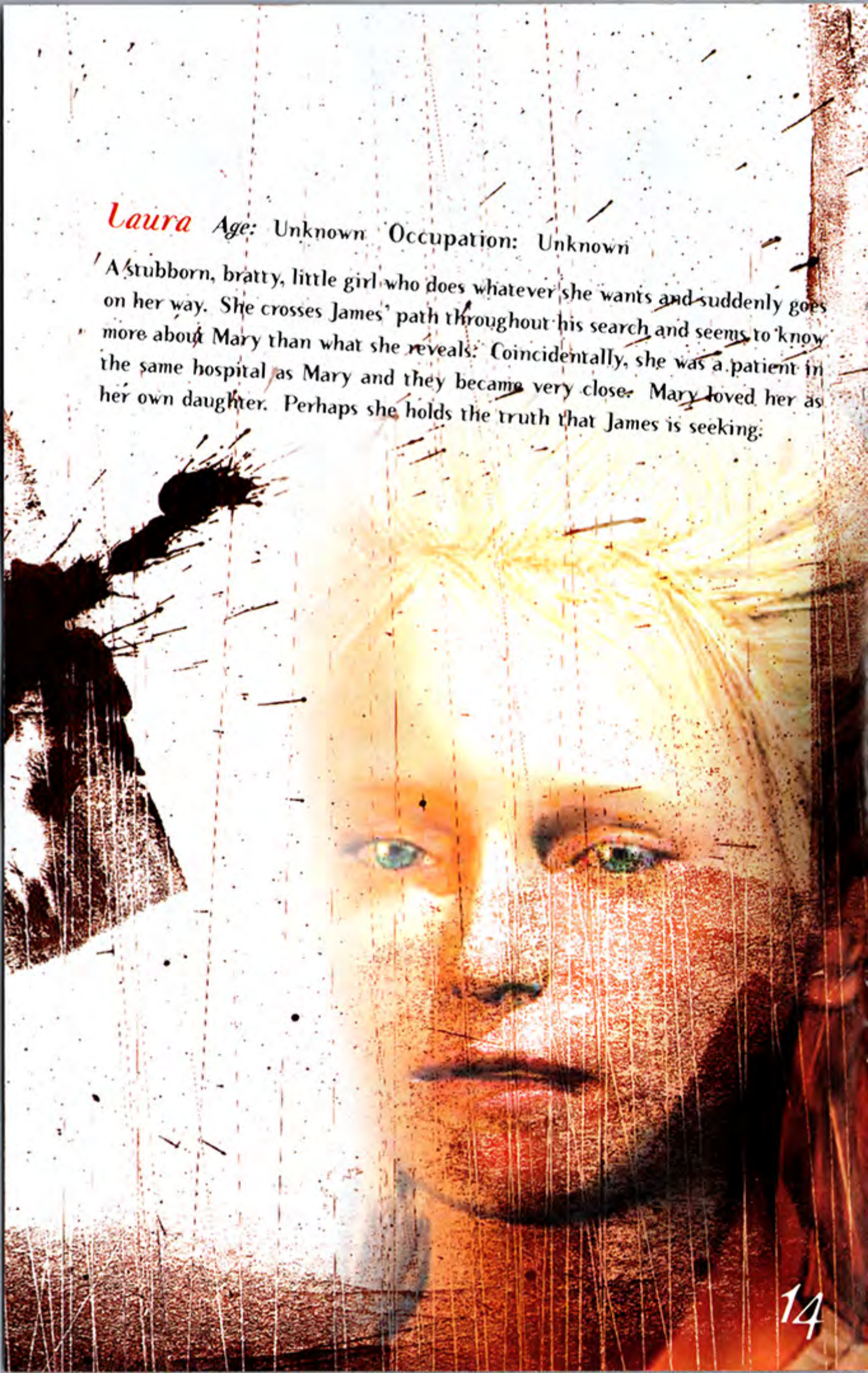


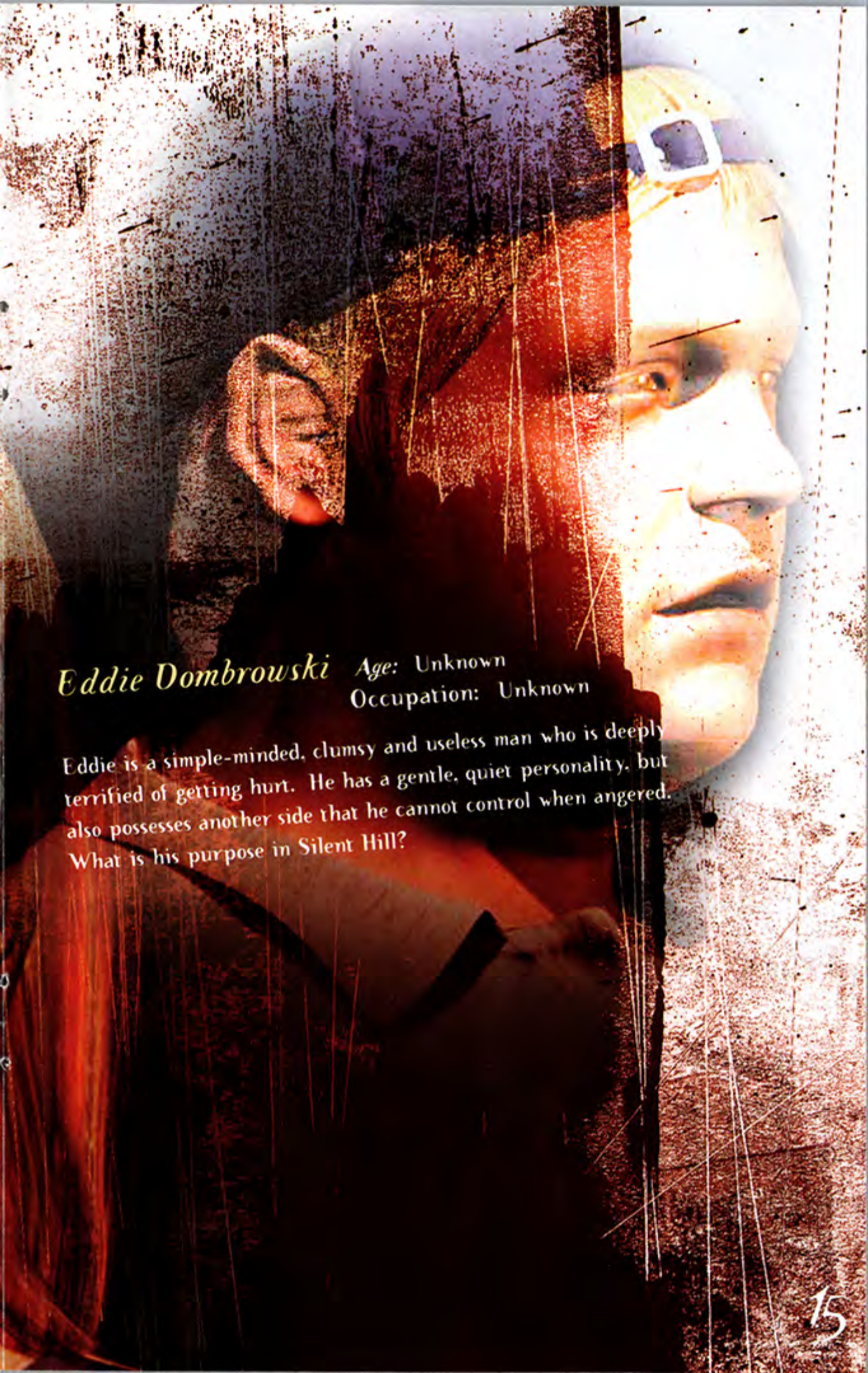
Maria *Age:* Unknown *Occupation:* Unknown

On the surface, Maria looks exactly like James' late wife, however Maria's hairstyle and taste in clothing are completely different. Her personality, cheerful and energetic, is also the exact opposite of Mary's. 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 *Age:* Unknown *Occupation:* Unknown

A stubborn, bratty, little girl who does whatever she wants and suddenly goes on her way. 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

Age: Unknown
Occupation: Unknown

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?

2 3 4

1 *Wooden Plank:* A large wooden stick with a few nails on the tip. The length is between 32-40 inches. The wood is thick enough to hold in one hand and swing it easily. The style of this wooden plank is very similar to wood used at construction sites.

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

3 *Handgun bullets:* Boxes of ammunition.

4 *First aid kit:* Replenishes a lot of stamina. Try to use these only when you are seriously injured or out of health drinks.

WEAPONS AND ITEMS

5

6

7

8

5 *Health drink:* Replenishes a little stamina.

6 *Mary's Letter:* The letter from Mary inside a plain white envelope. The back of the envelope says "Mary."

7 *Radio:* It may be broken or just not receiving any broadcasts. All you hear is white noise. However, for some reason, it becomes louder when there are monsters nearby. A very important item.

8 *Flashlight:* Can be used to light up dark areas. Can be turned on and off. An essential item for fighting and searching; however it will alert monsters to your position.

NOTE: James can discover additional weapons and items that are hidden throughout Silent Hill.

Using Items

Select desired items using the Left/Right Directional Buttons or left analog stick. The commands available for each item will be displayed in the Command box in the upper right corner. Select an item by pressing the ⊗ button, then select a command from the Command box. Press the ▢ button to cancel an item selection.

Combine

Sometimes the solution to a puzzle will require you to use several items at once. In these cases, the Combine command will appear. Select the necessary items needed to solve the puzzle and combine them into one item. Once the items are combined, use the item to solve the puzzle.

ITEM SCREEN

Status Box

As James' health decreases, this box will gradually turn red. For more information on the Status Box, see Game Over page. 9.

Memo

Hints on how to solve puzzles and important game messages are displayed here. Newer messages are displayed first.

Map

Refer to the map. For more information on maps, see How to use the map page 8.

OPTIONS

The following settings can be adjusted in the OPTIONS *menu.*

Brightness Level: Adjust the brightness of the game screen.

Screen Position: Adjust the position of the game screen.

Button Config: Customize control settings.

Control Type: Twice

3D Type: Press up/down on the left analog stick to move forward/backward and press left/right to turn around.

2D Type: Press the left analog stick in any direction to move in that direction.

Vibration: Select between Off, Soft, Normal, Hard vibration functions.

Auto Load: When this option is set to On, saved data will be loaded automatically upon startup. The game will be continued from the last save point.

Language: Select between English or Japanese language.

Subtitles: Turn in-game dialog subtitles On/Off.

Sound: Toggle the sound between Stereo/Monaural.

BGM Volume: Adjust the volume of the background music.

SE Volume: Adjust the volume of the sound effects.

NOTE: Hidden options are available by pressing the *R1 button* or *L1 button* during the options menu.

Search View

While pressing the L2 button, the camera angle changes to the Search View mode. This mode changes the focus of the camera to where James is looking. In this view mode, the player can look further forward and around corners. Move the right analog stick to look around while in Search View mode. Utilize the Search View to your advantage, however some areas cannot use the Search View mode.

Light and Sound

The monsters have eyes and ears and use these to locate James. If they are not alerted to James' presence, they may not attack. Turn off the flashlight and carefully bypass unnecessary confrontations. However, with the flashlight off, James cannot search or look at the map and his accuracy with projectile weapons will greatly decrease.

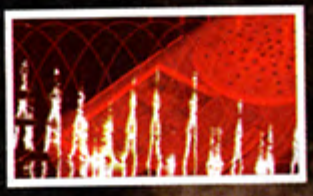
Pay close attention to the sounds in the game, such as echoes and noises to gauge the approximate positioning and location of the sounds. James can stay fully prepared for the worst by listening closely to the atmosphere and environment around him.

S-FORCE

Silent Hill 2 incorporates "S-FORCE", a new state-of-the-art 3D sound technology. This technology emulates a fully 3D surround sound environment through standard two channel audio output. No special equipment is required to enjoy this technology during game play.

Radio

The radio will alert the player to a monsters' presence with white noise. The white noise will change depending on the number and distance of the monsters. Learn how to interpret the pitch of the white noise to identify danger that you cannot see. The monsters cannot hear the radio noise, so turning it off would be foolish.



Weapons

Since James is an ordinary man with no special weapons training, his skill is marginal. Even in daylight or with the flashlight on, his accuracy with weapons is questionable, especially with long-distance attacks. In addition, depending on the amount of pressure applied to the attack button, some weapons will be used with less/more force. Try to let monsters close in to insure a better hit.

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Everyone @ KOA

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CONSUMER SUPPORT

If you need help with SILENT HILL 2 or any other Konami game, you can call the Konami Game Hint & Tip Line for help.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

- 95¢ per minute charge
- $1.25 per minute support from a game counselor
- Touch tone phone required
- Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M. Pacific Time. Prices and availability subject to change. U.S. accessibility only.

Name _____

Address _____

City _____ **State** _____ **Zip** _____ **Phone** _____

Birth Date ____/____/____ **Male** ❑ **Female** ❑ **Email** _____

1. Date Silent Hill® 2 Greatest Hits was purchased

_____

2. Who purchased the game?
1. ❑ Mom 2. ❑ Dad 3. ❑ You
4. ❑ Grandparent 5. ❑ Friend 5. ❑ Other

3. How did you hear about this game?
1. ❑ Friend 2. ❑ TV 3. ❑ Magazine Review
4. ❑ Game Package In Store 5. ❑ Magazine Ad
6. ❑ Rented It 7. ❑ Played or Saw Demo In Store

4. What type of video games do you like?
1. ❑ Action/Arcade 2. ❑ Adventure/Role Play
3. ❑ Sports 4. ❑ Puzzle 5. ❑ Fighting

5. What are your favorite magazines?
1. ❑ Next Generation 2. ❑ PSM
3. ❑ OPM 4. ❑ EGM
5. ❑ Nintendo Power

6. Do you own any other game systems?
1. ❑ GameBoy® Advance
2. ❑ Nintendo GameCube®
3. ❑ PlayStation® game console
4. ❑ PlayStation®2 computer entertainment system

7. How many PlayStation® game console games do you plan to purchase in the next 12 months?
1. ❑ 1 - 5 2. ❑ 6 - 8 3. ❑ 8 - 12
4. ❑ 12 - 15 5. ❑ 15 or more

8. Who else in the family plays the game?
1. ❑ Brother(s) 2. ❑ Sister(s)
3. ❑ Dad 4. ❑ Mom

9. What are your favorite hobbies?
1. ❑ Team Sports 2. ❑ Skateboarding
3. ❑ Movies 4. ❑ Arcade Game Play
5. ❑ Collecting

SLUS-20228GH

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GREATEST HITS

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 2

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Konami of America Inc., 1400 Bridge Parkway, Redwood City, CA 94065

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MATURE
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CONTENT RATED BY ESRB

Animated Violence
Animated Blood