



Wiki Guide PDF

Silent Hill: Downpour

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Basics

Menu

Continue: Continue the game where you left off.

New Game: Begin a new game.

Load Game: Load game data.

Options: Change game settings.

Extras: Statistics, Credits, Gallery, Collectibles

Difficulty

Not only do you get to choose the general difficulty for the game, but you also get to choose the difficulty level in regards to puzzle. There's Easy, Normal, and Hard for both.

Saving

Instead of having unique save points like the previous Silent Hill games, Downpour features an automatic save system.

Controls

PS3:

Up on d-pad: Select/display menu item

Right on d-pad: Quick heal

Left on d-pad: Holster gun

Down on d-pad: Use lighter

Left joystick: Select items/move/shake off enemy

Left joystick + R1: Run

Right joystick: Rotate camera

L3: Turn flashlight on/off

R3: Zoom camera

X: Select/interact with items

Circle: Cancel/discard items/put away flashlight

Square: Attack

Triangle: Block

L1:

Look back

L2: Lock on/aimv R2: Throw item/fire gun/toggle display

Start: Pause

Select: Open journal

Xbox 360:

Up on d-pad: Inventory/Health Packs

Left joystick: Move around (Clicking it down turns the flashlight on/off)

Left joystick + RB: Run

Right joystick: Rotate Camera (Clicking it down zooms the camera in)

A: Select/Interact

B: Cancel/Discard item

X: Attack (hold for strong attack)

Y: Block

LB: Look behind you

LT: Lock on/Aim Weapon

RT: Throw item/Fire Weapon

Start: Pause Menu

Back: Open Journal

Options

These are the settings that can be manipulated under Options.

- Invert Look X Axis
- Invert Look Y Axis
- Subtitles
- Action Prompts
- Tutorial Hints
- Object Highlighting

For 3D TVs:

- Frame Packed Stereo 3D
- Depth

You can also change the brightness of the screen.

Extras

The extras of Silent Hill: Downpour include:

- Statistics
- Credits
- Gallery
- Collectibles

Game Statistics

Progress

Side Quests

Total time spent in game

Real world

Otherworld

Journal

Inventory

Books

Total distance covered

Walking

Running

Falling

Sliding

Puzzles solved

Items collected

Mysteries

Objects

Gadgets

Maps

First Aid Kits

Weapons

Ammo

Items used

Time spent using gadgets

Lighter

Flashlight

UV light

Weapons destroyed

Enemies killed

Enemies killed by firearms

Enemies killed by melee attacks

Walkthrough

Welcome to Silent Hill: Downpour. I was saddened to see mediocre to average reviews of this game. Fortunately, trade bonus and a coupon still netted me a game from a favorite series of mine for less than \$10 so I'll survive. There is an install after which the menu screen allows game selection, options, extras. I meander to settings because my flight-sim days dictate that I invert y-axis for everything. Anyways...

The opening cutscene rolls...

A guard addresses you as "Murphy" and the game walks you through an intro as well as basic controls. Follow the guard until he stops and speaks to you. Open the door, you can now see that opening a door does a quick first-person/over the shoulder viewpoint. In the shower room notice the knife on the bench. Listen to the guard and turn on the showers as told. When prompted, pick up the knife for another cutscene...

Now we learn combat. Attack the "sequestered prisoner" using the 'square' key. Holding R1 allows faster movement and L1 does a look behind view. The 'triangle' key blocks. After leaving him bleeding like a stuck pig (get it?), go over to the bench again and pick up a stick/club/piece of wood and apply some usage of the 'square' key. And finally you'll be able to unleash the one-two for the knockdown.

Cutscene... Walk forward until another cutscene...

And use 'select' for your journal once you regain control. Wander until you find a downed tree blocking the path. Pendleton will crouch and move under the tree. Keep following the path and continue across the tree bridging a gap.

Cutscene...

Forest

Walkthrough - Intro & Forest

For now, just follow the guard through the hall and into an open room, then go through the double doors on your own. Turn on all of the faucets in the room and then go to the bench in the corner of the room by the other double doors and pick up one of the weapons. After the cutscene, start attacking the guy. When the first weapon breaks, go back to the bench and get the knife and attack him again. Once you've stabbed him, you can punch him a bit until the next cutscene starts. Again, you'll just be doing a little restricted walking until the next cutscene.

Forest

Move forward, past where the bus is, and duck under the tree log. When you get to a slight opening where crows bust out, go that way through the narrow passage. Walk forward and pick up the **flashlight** next to the dead body, then go back and go the other way. Keep following the path without turning left at all. You'll come to a chasm.

Balance yourself on the fallen log and slowly make your way across it to the other side. Go forward and there will be a cutscene. You'll be given your first choice: Help her or leave her. Your choice.

Spoiler - [Click to see/hide](#)

Go back to the rock wall and Murphy will climb up.

Sky Tram

Walkthrough - Sky Tram

Objective: *Find a way into town.*

Once off the tram, go through the double doors to the right and down the stairs. Move to the opposite corner of this room and go through the door into the train conductor's room. There are a few potential weapons in here (chair, frying pan, beer bottles in the fridge) but nothing else. Find the door off to the right and head through it. Move to the other side of this room and go through another door. Pick up the **Lighter** on the left. There are a few potential weapons in here, including an axe and crowbar. Use the axe to break through the wood boarding up the door here. After you're through, move forward into the left corner and again, break the wood that's boarding up the door and head through it. Go into the left area and pick up the **key**.

Exit this room and then go back up the stairs and use the key on the exit door. Go through this area and you'll end up outside where there will be a cutscene.

Devil's Pit Mine

Walkthrough - Devil's Pit Mine

Objective: *Follow the path down to the train.*

Go through the opening on the left and follow the path to the metal elevator, picking up the fire extinguisher if you want. Press the button to take you down. Head outside and continue straight and you'll be attacked by a couple of screamers. Either kill them or run. Go straight past where they attacked you (there are a couple of wooden weapons you can pick up along the way). There's only one way for you to go. Go down the stairs and the sloping path toward the wooden bridge. Start crossing it and, unsurprisingly, it will collapse. Luckily you can pull yourself up the wooden slats and you'll be on the other side where you wanted to go anyway. Head left and rotate the lever, then go through the opening. There's a rock here for a weapon but more importantly, there's a pick axe to the left, which is just a bit better.

Use the new weapon on the wooden barricade and go through the opening. Once inside, head left through a narrow passage and then through the door. Keep running forward and then left to of the locked elevator to find some stairs. Go up them and then follow the pathway to where there are three valves. All you have to do is rotate the valves left (from left to right) until the water is flowing properly.

On Hard, you'll have to move the middle one first so that it doesn't get stuck on the left one.

Unfortunately, once you try to go back, you'll find that the opening has been closed. Undo what you did with the valves and then once the door has been reopened, push the crate underneath it to prop it open. Turn the valves again like you did before. Go back down the stairs and keep along the right wall, then go through the narrow passage. Move left into the water and first go into the left passageway where you can get some pistol bullets and a first aid kit.

Turn around and head in the other direction. The enemy in the water will attack. Take it out and exit this area. Go back to the valves and move the far right one to the left and you'll now be able to use the elevator. Take it down. After the cutscene, follow the tracks until you're attacked by a screamer. Kill it. Go straight across the bridge while pushing the object out of the way. Go through the opening on the left and down some stairs. Pick up the note on the door and then go through it. Grab the first aid kit inside and then go through the next door (which has a potential weapon next to it). Outside, there are beer bottles to the left, and there will be an enemy crawling around in the ceiling. And yes, it'll be jumping down to fight you. Grab the pick axe on the right. Don't let it land on you since that'll do damage. It's stronger than the screamers and can knock you to the ground. It'll also go back and forth between the ground and ceiling.

Descend the nearby stairs and use the pick axe to get to the ladder, then climb up it. Follow the only walkway there is and use the elevator at the end of it. At the top, start moving forward and there will be a cutscene. Pick either of the two choices it gives you. Once that's done, turn around and head right, then turn the valve you come to. Move through the opening and take a crowbar if you want, then head into the passage. It's dark as hell but the path is linear so it's not difficult to maneuver through.

You'll be entering the Cave of Tears, which sounds downright cheery.

Cave of Tears

Follow the only path available until you come to a more open area where you can actually see. Watch out for another big enemy. Head up the stairs on the left. In the very back of the room on the right is a radio and a hammer. Break through the opening to the left of here and use the detonator. You can also find a first aid kit by breaking the glass of one of the displays.

Head back out to the open area and down the stairs. Move forward and a little right, then down the other set of stairs. Follow the path through an open metal door and then use the elevator at the end. Step off the lift once it stops and watch out for a screamer. Examine the strung up body on the left for a note. Descend the stairs and move into the next area. Go right for a machine that you have to use to get the train working. The code is ABDC on Normal and DEBA on Hard. Get on the train. Even though the ride itself is pretty creepy, there's nothing to actually worry about except one enemy that you'll have to shake off. After the train ride and then the cutscene, head up the stairs, through the opening, and to the left for some more stairs. Move left so you don't walk in the puddle of water and go in that direction to find a button to press. Go up the nearby short staircase and follow the hall until you come to the area with the radio. Go to the right and Murphy will jump through an opening.

Run forward and pick up the map on the table. Exit this building and you'll be outside.

Silent Hill Part 1

Walkthrough - Silent Hill Part 1

Objective: *Escape from Silent Hill.*

Go left and down several staircases. Head into the parking lot and there's a wrench by the truck if you want it. There's also an axe near the building by the trash cans. Use your weapon to break the wood and go inside the building. To the left is an opening Murphy will duck through. Go to the left side of the street and toward the porch of the second house there. There will be a **flashlight** on the railing. There's also a rake leaning against a tree. Head left next to the house and go right into the backyard. On the second porch is a first aid kit.

On your second playthrough and if you have a shovel, you can also dig up an item here for as part of a side quest.

Now leave the yard and go down the stairs. Move right and you'll be attacked by a couple of screamers. Keep going straight and make your way onto the road. Move left on that street and then north. Go right on McCammon street and go to the very right. Head up a short staircase to find a birdcage that you can open. Do so to activate the Bird Cage side quest.

Objective/side quest: *Set all of the birds free*

Keep in mind that this side quest can't be completed all at once. You'll find more bird cages as you go along. It's also possible to catch "phantom" police cars. Locate one before heading to the police station. Go out of this yard and move basically straight but a little right to where you can slip through the wall of a building. Move left for a document and then go back to the previous room and cross the plank. There's a first aid kit and flashlight in here.

Objective/side quest: *Identify each patrol car's call number.*

Pick up the axe and use it to break the wood in front of the door, then head through it. There's another document in the next room as well as a radio and a **painting** (Despair). Turn around and go to the previous room. On the left wall you can see a chalkboard with numbers/letters on them, though some are somewhat erased. These are the numbers to use on the dispatcher to recall the cars. Go over to the dispatcher and input them:

D375
C466
B557
A648

You can now leave the station. Once you go back through the wall, head right and through the yard. There will be a picture on the ground to pick up in the left corner. Go basically straight to the other side of the street into an opening and there will be another note on the left.

Turn around and go to the other side of the street and head east on Campbell. There will be some stairs leading down to an item that will help with a trophy/achievement. Go down them and through the door at the end. Move straight ahead and into the little area on the left for a **painting** (Sunrise). Head back to the street and follow it until it turns into Lansdale, then follow that while staying in the left side.

You'll come to a house that you can enter the yard of. Move through the path to the left and into the backyard. There will be what seems to be a harpoon next to a bench. Pick it up and then turn around and go toward the house. Use the harpoon to pull down the ladder and then climb up it.

On your second playthrough, in this backyard will be another item to dig up for the Digging up the Past trophy/achievement.

Go right at first and get the picture on the barrel at the end of the walkway. Turn around and follow the path left and then do a balancing act across the thin planks. Head inside the room.

Apartment

There will be a meat cleaver in the drawer of the desk. There's a first aid kit in the one on the other side of the room. Go through the door, through the room, and through another door. Go slightly left and through the door. Move through the bathroom on the left to reach the bedroom and grab the pistol bullets from the desk drawer. Turn around and leave this room. Once back in the hall, go right this time and up some stairs. Check the door on the right for a note.

Head inside and go left through the bathroom. Pull the metal bed frame away from the wall and then examine the box of stuff. You'll get the **money box**, **locket**, **war medal**, and **gold watch**.

Objective/side quest: *Return the stolen items to their rightful owners.*

Exit this room and then go through the only other door in this hall. Move into the room and toward the table. Place the locket here. Head inside the bedroom to the table with the lamp and place the watch on the arm. Head downstairs to the previous floor and go into the room farther in on the right. Go through the door on the right for a kid's bedroom. Place the money bank next to the left bed. Return to the previous area and go down the stairs. Run right and go through the door on the left. Go near the rocking chair and pick up the **painting** (Wonder). Move through the other door here and go near the bed for the location to place the war medal. Exit this apartment and go back to where the stairs are. Head in the direction directly across from the end of the stairs.

Silent Hill Part 2

Walkthrough - Silent Hill Part 2

Objective: *Find a way to the radio station.*

Head to the left and go through the alley, then go right out onto Laymond Ave.

In your second playthrough, there's another item here to dig up before you head onto Laymond Ave.

First, go left and then left again to find a first aid kit. Turn around and go straight but then left into the opening. Head down the alley and go left when you can and into the door (watch out for the weeping bat). Go through the second opening on the left for two notes and then another note on the counter in the room straight down the hall.

Now back to where you came out onto Laymond St. Go in the other direction now. Use your money on a vending machine to get a candy bar.

On Hard, the candy machine is found in the alley before Laymond (where you have to go right after leaving the apartment).

On the right, by where the street dead ends, is an object called **healing** that you can pick up. It's in a box.

If you want to place the healing (the two serpent object) where it goes, you have to go back to where you came out of the apartment building. To get there, go all the way south on Laymond Ave. without following the curve that it takes to Lansdale Ave. Directly across from where you end up on that street is a little area you can go into where you can place the healing on top of a type of barrel.

After that, head north on Lansdale Ave. Follow the right side of the street and partway up it you'll come to a ladder that you can pull down like before. Climb up it and enter the window on the left. Grab the first aid kit next to you and then go to the counter to find another Colt handgun (since the other one was lost a while ago). For those who have played SH4, you'll recognize the place. After you've gotten the health and weapon, leave and go back to the street.

Now go to the other side of the street and follow it south until you come across the poster of the missing child.

Objective: *Find the missing girl.*

Follow Lansdale north you come to the dead end on the side street. Cross over to the opposite side of the street (east) and there will be a note on the sidewalk. On the opposite sidewalk will be a bird to set free. Now, cross back over to the west side of the street to where you can see a ribbon on a pole. There will be a note to find here.

Objective: *Follow the girl's trail home.*

First, since you're right here, cross over yet again and go into the bank.

Bank

There's a **flashlight** here off to the right if you want to switch out your current one. Go to the other side of the room where there are some double doors, and go through the single one on the left. Follow the path to the end for a first aid kit and then go back to the double doors. The single door on the right contains a radio and a crowbar. After checking it out if you want to, go through the double doors. Head up the stairs and enter the director's office for a fire axe if you want it. Otherwise, head downstairs. Go into the vault and try to open a drawer. The alarm will sound.

Objective/side quest: *Bank mystery*

Go upstairs and watch out for a screamer. Once you've killed it, one of the drawers of the vault should open, revealing a first aid kit. You'll be repeating this process (it gets a little harder each time) until you've opened all five (yes, there are five) drawers. If you're having trouble, you can go to the very top of the stairs (near the director's office) and stand by the top and the enemies, for whatever reason, won't come up. So you can charge for a powerful shot to hit them and then run back up. Note that this isn't a certainty, but it does work sometimes. After you're done and the alarm has stopped, leave the bank after collecting your goods.

City Streets

You won't be able to actually finish the missing child side quests until later. Go to the end of this street to the north to find a first aid kit. On the opposite side, you can squeeze through a narrow opening. Move through this area and you'll end up on Laymond Ave. Since you're right here, go left and down the stairs. Squeeze through where you can and go down and talk to the guy, then give him your candy bar. He then asks for a coat, which you'll get later. Back up on the street, go north to where it dead ends and pick up an envelope that has three numbers circled: 8, 2, and 7.

Backtrack just a little and go through the opening. At the end is a fire axe, and then you can duck under a damaged wall. Use the numbers you just found to open the door. Go to the area off to the right to find a **painting** (Certainty). Head back out onto the street. You can find a pick axe in the split in the road. Go across the street from the building you were in and you'll find yourself in Logan's Park (after going through the gate). Follow the path on the right for a **Silent Hill Artifact** (it will show up on the Extras menu).

Leaning against the nearby fountain is another harpoon. Straight and right leads to just a radio. Straight and left is a dead end.

On your second playthrough, straight and right actually leads to something to dig up for that respective trophy/achievement.

In other words, go left from the fountain. You'll go down some stairs and then be at the Centennial Building. Head inside.

Centennial Building

Walkthrough - Centennial Building

After the cutscene, go through the door and grab the **map** of the building. Move left through the area and follow the hall to the door. Walk into this area a bit and go all the way left. You can look through the brick door for a bit of a weird scene. Go to the firetruck and use the hose. Pull the lever next to it (on the firetruck) afterward. While it's draining the staircase, head over to the police car. Go to the passenger's side and open the door, then pick up the document.

Now head back to the locked door. Pick up a nearby crowbar to break the lock and head down the stairs. Go to the end of the hall and pick up the **security card** near the wheelchair. As soon as you do, the water will start rising again, so run out of there and back upstairs. There will be a couple of enemies when you get there. Run to the entrance of this area and use the security card on the locked door. Move inside and press the button on the right to open the gate. Turn on the radio if you want. Move into the other area inside this room and pick up the first aid kit. Leave this room and go through the gate you just opened (almost directly across from the entrance of the garage). Use the elevator here. Once it stops, step off and grab the fire axe straight ahead.

Go in the opposite direction and follow the linear path until you see some boxes move and you see a dead body on the ground. Climb over the crate in front of you and then examine the area that's lit in purple for the **forensic flashlight**. You can use the UV light to find things you wouldn't notice otherwise. Use the axe to bust through the wood here and then go through the narrow passage. There will be a screamer waiting for you on the other side. Kill it and then go through the nearby door. Move forward a bit and pick up the **map** on the left. Start heading more into the room and something will come crashing down. Make sure to have your UV light on as you go left where there will be books on either side of you. Focus on the right shelf to find a book you can read.

Keep following the path until you're on the other side of the crashed balcony. Go left with the UV light on to find another book to read. Go across from this area (checking out the doll on the left if you want) and push the ladder all the way over. There will also be an enemy to deal with around here. Move to the other side of this book shelf and use the other ladder to grab another book to read. Once you're done, go to the left of this area once again. Follow the trail on the ground (with the UV light on) to the end, where you'll find another document. Now head back to where you pushed the ladder and climb up it. Go all the way to the end and read the book to the right of the door (make sure to have the UV light on). Go through the door when you're done.

Move right and pass through room 208. Follow the hall to the stairs and go down them. Follow the room to the right and you'll hear glass breaking. Use the UV light to keep track of the enemy that has come to life. You can also attack the doll itself (the stationary one). After taking care of that, head through the door. Examine the painting in the back of the room and then go through the door on the right. Run straight and go through the door on the right, which is room 104. Examine the body for an **ID card**. All there is in room 103 is a picture to examine. Head through the door just past room 101 and grab the first aid kit on the left. Now go into room 101 and pick up the pistol bullets on the couch.

Now backtrack a little and go to where you entered this area. Use the ID card to gain access to room 105. Examine the table on the right. This puzzle is a little weird. You basically have to get the envelopes lined up so that the numbers are recognizable and look like they're in the order they're supposed to go in. It ends up being 851136. Take this information and head back up the stairs. At the top, go into the room on the right and use the code on the lock. Go through the next two doors until you're in a hall with a screamer. Head into room 204 and examine the desk for a note. Then climb up onto the upper floor. Pick up another **map** up here and then go right and hop over the damaged wall. Follow the only path available and pick up the first aid kit next to the lamp.

Balance yourself across a couple of thin planks and then watch out for a few dolls. After taking care of them, get some pistol bullets in the room on the right and then head left, following the footprints on the floor with your UV light. Climb down the ladder that you come to and then exit this room via the only door. Now enter room 200. To the right is a book you can read. Now go left to the desk and pick up the **slides**. Head back the way you came via the ladder. This time keep going to the left through some double doors and watch out for multiple dolls. Go to the other side of this room and move the wheelchair out of the way of the elevator doors. Take it down to the second floor then go through the door on the right. Pass through this room and then go through the door on the right to enter the video archive room.

Use the slides on the projector and then look at the screen. It shows a clock face and three different times: IX, VI and I. Exit this room and go over to the locked door. Use the numbers you just found to unlock the door and go through it. Walk over to the body and examine it for an **ID card**. Head into the opening. After the "scene", go to the corner behind the desk to find a document. Exit this area and go back to the video archive room. Head up the stairs and go straight to get a first aid kit. Run to the other side of this place for a book to read. Go back to the elevator and you can now access a new floor with the ID card. Once it stops, go forward and you'll see a sign that says WLMN FM. After passing through the opening, go through the nearby door.

After the cutscene, go through the door in front of you. Follow the hall and go through the left door. In the back area, pick up the **diluent** and then go back into the hall. Examine the door across from you. Turn around and go toward the boxes in the corner. Use the diluent and then the lighter to set a fire, which will cause an Otherworld shift.

Otherworld

Like before, there's a chase scene. Run down the hall and turn the valve at the end to open the fire doors. After that, keep going straight. Go through the double doors on the left when you come to them. Again, keep on the same path without making any turns. Eventually you'll end up in an enclosed space. There will be a valve to turn that you can only see in the mirror. Move into the next area, except that the vortex will show up again.

Run through the door and into another place with a valve. This can get really confusing and seem like you're almost going in circles, but really just keep moving through the areas while making sure not to have anything from the ceiling fall on you. Eventually you'll come to a lever to pull down, which will open up a new area. Follow it and you'll end up in a room where you'll be on the ceiling. Walk over to whatever is on the desk and use it to open the door. Move through it and follow the path right all the way to a metal elevator. At the end, get off and start moving toward the open doorway and another

vortex will show up. There's only one path so just run until the chase is over. Go through the opening once you've fallen through the floor and get the first aid kit. You can go either left or right since both ways take you to the same place.

Watch out for the blood spewing enemies on the walls since that actually hurts you. At the end of either hall is another blood spewing monster, so watch out for that. Then go through the big double doors after pulling the lever next to them. Maneuver your way through this room, making sure you don't get hit by the cages falling down and don't fall through the holes they make. Stay on the left and there will be an open cell that contains a first aid kit. Toward the end of this initial room, a couple of cages will drop along with screamers. Follow the path past this and keep going until you can rotate a picture. Do so and then continue along the path again until you come to a weird spinning clock that you have to walk onto. Press the button at the right time to get the clock's hand to stop where you can step on. When it stops, move onto the other hand.

Balance your way across it and then follow the only path available. After going down some stairs and following a metal walkway, you'll have some blade dodging to do. On the other side of the third blade will be pistol bullets and shotgun shells. Head up the stairs and across another walkway. Step on the platform to make the blades go slower and then run past them. Follow the path to the top where there will be a short cutscene and then you'll be on another slide. After the door opens up (after the walkways with the people), stay on the left, then middle, then right, then left.

Silent Hill Part 3

Walkthrough - Silent Hill Part 3

Objective: *Inquire at the Monastery.*

Once the cutscene is over, you'll be on Lamon street. Check out the north end on the right side for a first aid kit. Now go to the south end where the movie theater is, but for now go past it. Go through the opening on the right and follow it up the stairs and through the other gated door. Turn left and follow the street all the way to the north. Go in the blue door on the left side at the end. Go to the back of the room and pick up the **replacement bulb**. Use the register to get the **storage room key**. Also pick up the **Shotgun**. While you're here, there's a painting hidden by a box you have to push on the back left wall of the storage room that you need for the Art Collector side quest, so find and snag that. Leave this building and head back to where the movie theater was and head inside.

Go forward and left behind the counter to get **money** from the first cash register. Head to the opposite side of the lobby to go behind another counter and find the **film reel**. Now head through the door on the left side of the room (near the other counter). You'll be inside a bathroom. In one stall on a chair is another **film reel**. Go through the smashed wall and enter the movie theater on the left. Head up the left stairs (grab the first aid kit along the way) to get to the projection room.

Objective: *Fix the projector.*

Grab the note on the wall and then head inside the room next to it for another **film reel**. Exit this room and use the replacement bulb on the projector. Place the "House on the Lake" reel in the projector and then go down to the screen itself and enter it. Go off to the right and then enter the house. Go through the door to the left of the stairs and grab the **wooden crank**. In one of the other rooms you can see the number '9' painted on a wall. Head out of the house and out of the movie. Go back to the projector and use the "Silent Children" reel. Again, enter the movie. Go toward the camera and you'll see the number '24' by the ladder. Now exit this film and place the third one, "The Secret of the Attic", in the projector and head inside it. Move right and then all the way left into an area with a trunk and a number '1'. Exit this movie and go back to the projection booth.

Objective: *Open the attic trunk.*

Use the code '9241' to open the lock. Grab the reel from the projector and then place all three inside the room. Use the new **spliced reel** on the projector and head inside the movie, which is titled "The Secret of the Child at the Lake". Like before, go inside the house and into the room to the left of the stairs and grab the **wooden crank**. Now go through the door at the end of this hall and then through the next one. Move right, into the room, and use the crank on the toy on the table. Grab the **key** when it appears. Go to the left and climb the ladder into the attic. Go right, then all the way left, and then use the key on the trunk. Inside is a **Golden Gun** and some ammo. Watch out for a few enemies on your way to exiting the movie. You can now leave the theater.

After exiting the theater, head right, through the alley and to the right into the open fenced area. Go to the very back of it for a note.

If you're on your second playthrough and are doing the Digging up the Past side quest, there will be a spot to dig up in the yard.

Head across the street to where the red garage doors are and grab the harpoon. Turn around and head directly ahead of you. Use the harpoon to pull down the ladder and then climb up it and into the building.

Objective: *Find the record.*

Head upstairs and to the right, and go through the right door, followed by a door in front of it. Grab the **vinyl record** and then go across the hall. Grab the first aid kit and continue inside to find a **crank**. Put both of them on the gramophone downstairs and turn the crank. When the body and the message appears, turn the crank in the opposite direction.

Objective: *Put the victims' spirits to rest.*

Go up to the picture of the man and burn it. Now you can leave.

Using the map, go to the north end of Brite where it dead ends and head through the opening in the fence. Run forward and then to the left end to find a new **forensic flashlight**. Now turn around and run in the opposite direction. When you come to a fork, go right. Follow the street north on the east side and you'll come to a blue door you can enter. Inside you can find a new **lighter**. Head up the stairs.

Objective: *Locate the shadow sigils on the map.*

Go to the far right corner of the room and pick up the **Soul Eye**. Go to the map and light both candles and check out the symbols on the map. Go to the left of the map and place the Soul Eye in its place. Use the UV light to see the symbol on the wall, then rotate the Soul Eye once. Back off of it and look at the wall again with the light, and the Soul Eye will turn into the Soul-Eye Token. Place it on the map. This side quest will be finished later so go back to the street. Go back to the previous area (near the movie theater).

Head south and follow the street when it turns right off of Brite (next to the garage). Follow it and you'll see that's where you're going for the monastery. First, however, almost straight across from the entrance is a store you can enter. Do so. Go to the back and on the left will be a door you can open with the storage room key (check the register if you don't have one already). Go to the back, left, and pull the box out of the way (it can be a bitch) and grab the **painting** (Hope) inside.

Exit the building and across the street will be an open doorway. Follow the path straight up until you reach the monastery. Before going up to the door, however, go to the right and follow the stairs down. On the other side of the fountain will be a note. Head back up to the doors of the monastery and there

will be a cutscene.

If you're on your second playthrough and doing the Digging up the Past side quest, continue down this path until the very end for something to dig up.

Monastery

After the cutscene, head into the door and then to the left to find the **map** of the monastery. Go through the door off to the left, grab the first aid kit, and then squeeze through the wall. Head to the shelf and push it out of the way, then step inside the tunnel. Simply run straight ahead. After the "scene", pick up the axe and then head back out of this area and into the first room you were in (where the map was). Break through the wood before and go through the door. Run forward for a cutscene.

Objective: *Learn the Bogeyman Rhyme.*

Once it's over, go through the door on the right. Grab the first aid kit and then head through the door. Run forward and then go to the right and pass through both doors. Start heading up the stairs and a little girl will appear. Note the door on the right. Follow her to the top of the stairs and she'll lock herself in a room. Go back down to where the door is and go through it. Balance your way across the plank. Descend the stairs and grab the first aid kit at the bottom, then move through the door. Follow the path right and into the main part of the room. Go to the left where there's a rope and light it on fire. After, pull the chandelier back (you have to do it twice) and use it to break the lock on the door. Grab the **rhyme book**.

Go through the opening on the right and then follow that path up the stairs. Enter the building and then go through the door on the opposite side of the room. Go into the room opposite the kitchen for some pistol bullets. Head up the stairs. Move into the classroom (to the right of the door leading to the girl). Examine the chalkboard for a drawing. Check the other side of the room for a **Silent Hill Artifact**. Exit and go to where the girl was. Follow the hall and then go into the door on the right. Take out the doll to the right and then go left a bit, into a nearby area where you can pick up a child's drawing. Head out of here, grabbing the first aid kit next to the door, and go back down to the lower floor.

Now head east and go into the room on the left just before the metal opening. Grab the first aid kit in here and there's also a cool little scene. Exit this room and go through the opening. Move down the hall and take out the screamer. Head into the classroom for a note on the desk in one corner. Head through the other door in here to find some pistol bullets (and next to the door is a harpoon you need to grab). Return to the hall and go through the door at the end. Move into the left area and use the harpoon to lower the ladder. Climb it. Pick up the note on the right side of this area and check out the objects if you want. Head through the only door up here and pick up the **lever** on a shelf to the left. Open a desk drawer for a **vinyl record**.

Out in the other room, place the record on the gramophone and use the lever on the object to the right of the spotlight. To the right of that is a lever to pull in order to shut off the lights, pull it. Now start the gramophone, then place the spotlight on the center stage. Pull the lever on the left and then the one on the right. Then use the rain machine (the object in the corner), then the one next to it. The play will pretty much come to life. Climb down the ladder and go to the left where there will be an opening in the wall. It's a little hard to explain this area, but follow the left path all the way and you should get closer to the light/lightning, which will lead you to the house. Go inside when you reach it. In the back of the room is a puzzle.

Luckily this one is easy. All you have to do is get the picture to look correct. It's a picture of a little girl sitting with a doll in her lap. It should look like this:



Inside is a **blackboard eraser** and the second poem fragment. Watch out for the dolls that attack and leave the stage and then this room. Go back to the stairs and go up them. Head back to the classroom that had the drawing on the chalkboard, watching out for any enemies along the way. Use the eraser on the board. After the cutscene, of sorts, the door on the other side of the room will open. Head through it and find the note off to the left on the table, then move through the next door. Continue out the next door of the classroom. Now go across the hall for a first aid kit and another note in the desk drawer. There's also a radio here.

Now head the other way in this area. Go through the door and then left, following that path. It will lead to a map on the left wall and a boarded up door. Use your axe and go through. Run forward and go through the door on the left. There's a **Silent Hill Artifact** by the TV on the left and there will be a document on the right on a table. Go west and through the door behind the kitchen area. Move through the door on the left and then run straight ahead. Watch out for the screamer. Squeeze through the wall she came from and then go through the door. Move right and through the door. Go into the small room in the northeast corner and open the desk drawer for a first aid kit as well as a note. Back out and go through the other door.

Go to the middle gurney and ahead to the x-ray machine and use it. You'll see that there's a key inside the body. Pull it back out and then choose to search the body. Murphy gets to stick his hand in it! Yay! Anyway, pull out the **key** along with the last poem fragment (it might take a few tries).

Objective: *Return to the boy.*

Go back to the previous room and across from the surgery room will be stairs to go down. Go through the door on the right at the bottom. Go right again and through the door here. Move into the room and head right, sliding over the counter and then going through the door using the key you found in the body. Outside you'll immediately be attacked by a prisoner juggernaut, so watch out for that. Run forward and then right and go through the door. Continue forward and there will be a cutscene.

Move forward after the cutscene and the Otherworld will take hold. Luckily all you have to do is follow the girl, which makes your path pretty easy. There's only ever one way to progress. Eventually a

vortex will show up and you'll have to run from it. The first area contains the wall enemies that spew blood, so be careful there. When you come to an opening on your right (with a few stairs), go there, otherwise you'll run around in circles. Follow the path up the stairs and through the door at the end. Go straight, following the girl, and through the door at the end. Go left (the right gate will close) and keep following that route. You'll come to a narrow passage with spikes that you have to dodge.

The first two sets jut out twice before going back into the wall. The third one doesn't jut out at all. The fourth doesn't jut out enough to hit you. The fifth and final one juts out five times. Afterward, go through the door after grabbing the first aid kit. This guy will send screamers to get you, and if he hits his big hammer on the floor, it'll damage you if you're in the line of fire. The good thing is, it'll also kill screamers if they're in the way, so you can lure them in and then run out of the way yourself. You can also use the debris around you to throw at the bogeyman. What you want to do is get one of his hammer blows to get a hole in the right wall.

Once you've done that, head through it and follow the path to the right. Go through the door at the end and then go down the stairs. When you see a painting of what looks like a person standing in bright light, go through the door. This time go up the stairs and through the door at the top (it'll have the same painting next to it). Go through the hall and through the door at the end. Run to the end of the path. Once on the ground, go left and through the door. Examine the big painting on one wall and it'll move. Go into the little area and pick up the **blue candles**. Dolls from the previous room with attack, so just get out of there. Unfortunately there will be a couple in the big room, too. Just run past them to the other side where there's a door to go through. Follow the hall and go up the stairs you come to.

At the top, go to the far right of the room for a first aid kit, then pull the curtain control lever. Go back down to where the stage is and go behind it. The tunnels provide only one way to go. Once through them, you'll have to ring some bells. Ring the left one twice, the middle one once, the right one once, then left one more time. Once the big doors open (it'll take a minute), go through them, up the stairs, and up the ladder at the end. Move into the room and go left and then follow the only path you can take. Once you've reached the long area, run towards the girl and you'll fall through the floor. After the cutscene, run forward, down the stairs, and toward the water.

There are various weapons to get around here for when one breaks. His main attacks are the hammer hitting the ground and also hitting you with the hammer if you're too close, which deals out plenty of damage. You can dodge the latter if you time it right. Once he kneels down and does one attack where the handle hits the ground, go up to him and use the hammer on him. After the cutscene, you'll have the **boat key**. Move forward and squeeze through the wall. There's only one way to go in the tunnel so follow it to the end and then climb up the ladder.

Silent Hill Part 4

Walkthrough - Silent Hill Part 4

Note: Most of this section involves side quests, so if you want to simply continue the main game, skip to near the end.

Head south while on the east side of the street and you'll come across another bird to set free, then turn around and follow that side of the road until you come to an open metal door and some stairs. Descend them and then go right to where there's a van. Open it for a **painting** (Freedom) and a **shotgun**. Head onto the porch of the house nearby for a note. Another couple of houses down is one you can enter. The second door on the left has a picture in it you can grab (it'll be filed under mysteries). Head up the stairs and through the first door on the right for another note. You can also pick up an **urn** here on the corner table.

Objective: *Scatter their ashes at their special place.*

The other room in this hall has a safe that requires a code to open. Go ahead and leave this house. Keep going left and go onto the dirt road when you come to it. Follow it left, then right onto the dock. Go almost to the end and there will be a bench on the left. Use the urn here. You'll see numbers appear: 16814. Go back to the house and use these numbers to get inside the safe. The same things apply here as they did with the first safe. Inside is some pistol bullets.

Leave this house and follow Rice east as far as you can to find a bird cage to open. Turn around and keep on this side of the street. You'll find an opening on the left. Follow it and go left, then enter the building. Go into the opening on the left and then through the door on the right.

Objective: *Find the missing heart.*

Run forward and then down the stairs to the basement. Go left and follow that path, which will lead to a ladder. Climb down it and go left and through an opening. The left path just leads to some pistol bullets. Head right and then right again when you can. Follow that path and you should be able to hear the heartbeat grow stronger. At the end is a metal door to go through. Go to the right and pick up the **human heart**. Luckily all you have to do now is run back the way you came and head back up the ladder. Go upstairs and place the heart in the man's chest. Exit the building.

While you're in the area and if you want to do the Shadow Play side quest, head to the north end of King St. Go into the building on the left and up the ladder. Go ahead and pull the lever to lower the bridge for later. Grab the **Harmony 2nd part** and then go back down the ladder and go down the stairs. Follow the left path to the door, then through the next one, and the **Harmony first part** will be right there. Head back to the previous outside area for the location of these objects.

Put the first part on, rotate it once, and shine your light on it. Then stick the second part on there. Basically what you want to do is make a star. Once that's done, grab the **Harmony Token**.

Ribbons & Homeless Side Quests

Head back to the dock area if you're doing the Ribbons and Homeless side quests. For the Homeless quest, the **fishing rod** location will change depending on the difficulty you're on. On hard, go to the far east of the dock area (after the dirt road) and around the side of the house for it. On normal, it should be more out in the open in the dock area (without having to descend anywhere) and it's near the same area on easy as well.

Go down to the docks near where you scattered the remains (near the far east side) and follow the ribbons to the end. Pick up the **key**, and now you've got some backtracking to do.

Objective: *Find the girl's home.*

You're going all the way back to the street with the movie theater. You'll find a blue door you can enter at the northern end of Lamon. Head up the stairs and through the door at the top. Go left through the next room and into the bedroom. Pick up the note on the bed. Across from this room is the girl's room with two first aid kits. Now leave this building.

Now in order to complete a couple of these side quests, you'll have to pass back through Logan's Park. Once you're on Laymond Avenue, head south and down into the subway entrance on the east side of the street to get back to the homeless guy and complete that side quest.

Art Collector Side Quest

To start the final leg of the Art Collector side quest, head to the question mark that's nearby, below Brite and to the left of Laymond. It's the art gallery you were in a while ago. Go down to the basement and find the big table in the large room. Set your paintings on it.



After finishing the puzzle, you're leaving here and heading to the cemetery (find it on your map). Basically, get to the front doors of the monastery and then go left down the stairs. Go straight until

you can go inside a building on the right. Climb down the ladder. Go straight and then left. Press the blocks in this order:

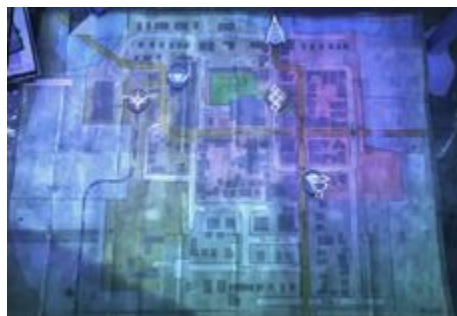
Top left
Center
Bottom Left
Bottom Right

It might take a moment for the trophy/achievement to kick in.

Shadow Play Side Quest

You want to head back to the map sigil where you got the Soul Eye. If you can't remember where it is, it's basically at the north end of Brite St. (before it curves west). From the entrance of the building, and head up/right to find a box with an item called the **Four** in it. Head up/left this time and follow the alley straight until you come to the box on the right. Do the same thing as before. You'll have to make it face both right and left and shine your light on it each time. Take the **Four Token**. If you followed this guide from the beginning, you will already have the healing and maybe even placed it where it goes. That's the one you need to do now. The healing itself is at the south end of Lansdale (near Cook St.) and the place for it is basically directly below the crossed off line of Cook St.

For this one you have to get it so that the circular/spiral pattern on the right also shows up on the left of the symbol. After, grab the **Healing Token**. For the next one, head to the north end of Lansdale Ave. (past the bank). Squeeze through the construction area and then go left and at the edge of the building on the right will be a box with the **Enlightenment**. Keep going through the construction site to the street and then left down into the subway. The place for the item will be right after you squeeze through the stuff. Grab the **Enlightenment Token** when you're done. Time to head back to the map. Once you're at it, place all of the tokens on it. You have to rearrange them in the correct way. It should look basically like this:



To the Boat

Follow Rice street east until it turns into King Avenue. Follow it to the end. Head inside the building on the left and up the ladder. Grab the fire axe and pull the lever to lower the bridge. Follow the bridge and the road it lets out on. Go west and find the house you can enter. Go through the second door on the left. Approach the "mirror" and you'll see the lamp is supposed to be on, so turn it on. Then go

back to the mirror and find out what has now changed. Open the desk drawer. Check it again and turn on the TV, then flip the picture. Light the candle to the right of the mirror. Head inside and grab the first aid kits and pistol bullets. Turn around and pick up the note on the floor, then leave the house. Go left of the house for an opening in a fence. Go to the back of this area for one final item to dig up for the Digging up the Past side quest.

Follow Ketchum west to the dock area. Go to the very end to find the final bird cage.

Turn around and then go down onto the dock itself. Follow it to the boat.

Prison

Walkthrough - Prison

Objective: *Escape from the prison.*

After the cutscene, exit the cell and head right. Turn left at the end (and pick up the note that sails through the air) and go to where the big piece of metal is and push it. Balance your way across it and then head forward and into the little building area, then down the ladder. Grab the first aid kit and turn left for the **map**. Pick up the fire axe next to the locked doors and then go down the stairs. Pick up the file on the desk. Go down some more stairs and then pick up the **flashlight** and **access card**. Head back to the top of the stairs and use the card to get through the double doors. Move right and down the stairs you come to. You'll want to enter the door in front of you but only after taking the right path to the very last cell block where you can grab a note. Now go back to the door you need to go through. In the lockers you'll find a **walkie talkie** and pistol and shotgun ammo. Head back out and go left. Go straight through the open doorway and then left and down some stairs. Watch out for a prisoner minion.

Follow the left path and then right when it turns. Move toward the cell where the ball came from. Continue on the path that opens up. At the end, pick up the note on the table. After, turn around and head out of the cell and continue left. A new enemy will emerge, and it's a pretty strong one. Either take it out or run past it up the stairs. Go to the very top and pick up the note that you find. At the top, go out into the cell block area and knock the lock off of the door, then go through it. As you go along, you'll have to shake off a prisoner juggernaut and then he'll get out in the open. Take this one out. You have to time it right in order to get past the electrical wire. Once you have, go over to the breaker and shut it off. Go through the double doors here. Check the left side of the room for a first aid kit, then go over to the monitors. Wait for the button to reveal itself and then press it.

Leave this room and go to the opposite side of the area to where you just unlocked the doors. Use the access card on the door to the left and then squeeze through it. Open the lockers for a note and first aid kit. Keep going and open the drawer for a second map of the place. Turn around and start heading back, but go into the control area on the left and press a button to open up the double doors leading to the main hall. Turn around and place your items on the left counter. Go around to the other side and pick them up, then proceed through the open doors. Start walking forward and you'll be greeted by two prisoner minions and one juggernaut. After taking them out, check out the first cell on the left for a note. Move into the big room toward the top of the main hall on the right for a new axe. Go back toward the doors you came through and enter the long hall.

Follow the corridor to its end and then break through the wood on the right for a first aid kit on the right wall. Go back out and through the other opening. On the left will be a first aid kit. Go through the opening next to it and to the right side of the room to find a document. Move to the left side of the room where there will be another first aid kit and an opening where you can find another note and a **forensics flashlight**. Use it to follow the footprints, which will take you to the different locations of the numbers you need to get through a nearby door. Look up at the ceiling for the first number, which will be a 2. The second is also 2. If the alarm goes off, press the button to turn it off, though it will also

bring along a prisoner minion. The footprints then lead to a box you need to push out of the way of the next number, which is 3. The fourth requires you to turn on the machine to find and ends up being 4. The final number is 5.

Go back out into the hall and follow it to the right until you're at the door. Input the code and head on in. Go to the shelf on the right to pick up a **quarter dollar** and then head left. Pick up the shotgun shells and then push the box to right below the vent over on the left. Climb on it and use the quarter dollar to unscrew the screws, then crawl as fast as you can away from whatever is chasing you. When you're back to normal, turn around and find the left switch to use the card on. It'll take a minute to open and you can squeeze through, all the while there will be several monsters trying to get you. Either fight them or run until the door opens and go through. Head up the right staircase and then follow the path left. In this next room are two notes and a **shotgun**. Go through the opening on the left side of the room and go down the stairs for a locker with shotgun shells.

Head back upstairs and then go down the stairs ahead and on the left. Run to the end of the corridor and go through the double doors. You'll be in the showers room. Move into the main part of it and go toward the top right corner to find a **mourning badge**. Move ahead and to the left for **crime evidence** in the locker. Turn around and examine the blood pool, and then the sink for a **prison shank**. Head out of this room and follow the trail of blood. This vortex chase is basically a giant maze. I recommend checking out a video if you're having trouble with it because explaining it in words would not do it justice. Anyway, eventually you come to another narrow spiked hallway. First set juts out twice, the second juts out once, the third juts out twice, the fourth juts out five times, and the fifth juts out zero times.

At the end, press the button and then get on the big platform when it arrives. Pick up the shotgun for more rounds. Take out the screamers when they show up. Use the pipe to not waste ammo. The platform will move some and then more monsters will show up. After taking them out, head into the room on the right (if you're facing away from the body) and get the first aid kit and shotgun shells inside (plus the chair if you need another melee weapon). Then press the button in there and return to the platform. Once it stops again, you'll have more enemies to fight. After you're done and the platform stops for good, get off and go left. Climb onto the next walkway and grab the first aid kit, then climb up the ladder at the end. Go to the other side of the catwalk and down the ladder. Continue on down the stairs and to the end of this walkway, going down the ladder that you reach.

Head left and go down the stairs when you come to them. Follow the path and maneuver your way around the two cages that fall. When the walkway collapses, pull yourself up and head on forward into the next area. Find the valve on the other side of the middle object and turn it. In the next room, go all the way to the right and find the button to press. It will stun the enemies that you can see in the floor. Then run over to one of the switches ahead of you and slam the cage down. Repeat the process until both are securely in a cage, then run past them and turn the valve. Turn around and run straight to the console that was lowered. Press the button, then turn the valve again. Head back into the other room and go through the newly opened exit.

Time to dodge some more blades. Stand on the platform and when the right blades slow down, move into the center of the room. Go through the slight opening on the right to get to the corner where there's another platform to stand on. This will stop the upper left one (if you're facing back the way you just came). Run to the opposite corner and step on that platform. Turn around and it'll stop the

one in front of you, so run straight. Grab the first aid kit and then head into the opening on the left and then left into the room. Turn the valve when you come to it and then head for the exit. Follow the passage to the end where you'll jump down into a hole. Go through the doorway and up the stairs. Run forward and put the spotlight on the open fence area so that the enemies won't go past there. Go back a bit and then left into the structure. Grab the fire extinguisher for a weapon and then pull the lever to close the fence.

Head through the other door, along the walkway and run past the prisoner minion. Go down the stairs and run to the other side of the fence that you closed. There will be a sledgehammer to grab. Run back toward the staircase and go to the left of them. Break the lock and go through the doors. Continue straight to the end and climb the ladder. Use the spotlight to try to herd as many of the monsters into the fenced area as possible. Be patient about it and you'll be able to get all but one. After, run over to the building like before and pull the lever in there. Head back out, down the ladder, and through the new opening. Take out however enemies there are here because the light won't stay on long enough for you to rotate the crank to fully open the doors without being attacked. Once you have opened it enough, squeeze through and then head through the double doors.

Head straight, then left, then through the hole in the wall, and leave the cell you end up in. Start ascending the stairs and a vortex will appear. Finish running up the stairs and then turn to the right and follow the path. There will be blood spewing enemies on the wall to watch out for. It'll probably seem like you're going in circles but you're not. Luckily, there's really only one way to go. At the end will be a lift that will take you down. Grab the first aid kit and **shotgun** and head into the left room. Put the mourning badge, prison shank, and crime evidence in the right tray and then go through the door.

Boss Fight

Go straight ahead and then to the right. Turn right again and you can be lifted to the upper area where there's a first aid kit and some shotgun shells. There's also a spotlight that you need to shine on the monster. After, head back down and then run over to the machine and pull the tube from it. Continue along the platform and you'll come to another lift and another spotlight (and shotgun shells). Again, put the light on the creature, head back down, and remove the tube from the machine. Head back the way you came and then off the platform when you can (on the left). Follow this path now, watching out for the monsters that appear. Use your shotgun to clear your path. At the end, turn left and make your way back up to the platform. Turn right and follow the exact same process as before. Once you've done that, follow the path and do it one more time (there's a first aid kit on this particular one if you need it).

There is one more short little section that will help to determine your ending. You take control of the "Bogeyman" and can either let Anna kill you or you can take a swipe at her and then are given two options (kill or not kill her). Decide whatever you want to complete the game.

Side Quests

There are various optional side quests to complete in Silent Hill: Downpour, all of which net you a trophy/achievement.

- The Art Collector
- Bird Cage
- All Points Bulletin
- Cinema Verite
- Ashes to Ashes
- Ribbons
- Stolen Goods
- The Bank
- Mirror, Mirror
- Dead Man's Hand
- The Gramophone
- Digging up the Past
- Shadow Play
- Homeless

Endings

There are six possible endings to achieve in Silent Hill: Downpour depending on certain actions.

Ending A - Forgiveness

You'll obtain this ending by having good karma (choose to help when given the option) and sparing the character at the end.

Ending B - Truth and Justice

You'll receive this ending if you killed too many enemies, even if you had good karma otherwise by choosing to help the two other characters early on.

Ending C - Full Circle

Achieve this ending by having good karma (choose to help when given the option) but killing the character at the end.

Ending D - Execution

This ending is achieved by having bad karma (do not choose to help when given the option) and by killing the character at the end.

Ending E - Surprise

This ending is achieved by completing the Digging Up the Past side quest on your second play through.

Ending F - Reversal

Achieve this ending by dying at the end. Anna will wake up from a dream and be inside a cell, and Murphy will be a prison guard.

Ending A - Forgiveness

Ending A is obtained by having good karma (choose to help when given the option) and sparing the character at the end.

Tips

... more to come ...

Ending B - Truth and Justice

Ending B is earned if you killed too many enemies, even if you had good karma otherwise by choosing to help the two other characters early on.

Tips

... more to come ...

Ending C - Full Circle

Ending C is achieved by having good karma (choose to help when given the option) but killing the character at the end. To prevent yourself from getting Ending B, don't go out of your way to kill enemies.

Tips

... more to come ...

Ending D - Execution

Ending D can be earned by having bad karma (do not choose to help when given the option) and by killing the character at the end.

Tips

... more to come...

Ending E - Surprise

Ending E is your end-game result only by completing the Digging up the Past side quest on your second play through.

Tips

... more to come ...

Ending F - Reversal

Ending F is earned by dying at the end. Anna will wake up from a dream and be inside a cell, and Murphy will be a prison guard.

Tips

... more to come ...

Monsters

Screamers

As the name suggests, these things like to make a screaming noise and they appear to be female. The screaming can cause you to become stunned if you're nearby. If you have your back turned to one, a Screamer will often jump onto your back. They tend to attack a couple of times consecutively, so be ready to block more than one attack. Their most used attack is swinging their arms at you, and they can also block your attacks. They often call other Screamers to assist in battle when encountered in the streets of Silent Hill. Killing or incapacitating 10 Screamers unlocks the Achievement/Trophy "Silence is Golden."

Weeping Bats

These are the second strongest monsters in the game, first encountered in the mine. They're big and strong and can climb on the ceilings of places. While they're on a ceiling, they can swing their arms down for an attack that can knock you to the ground. They can also land on you while jumping from the ceiling to the floor, which does damage. A lot of the time, they'll quickly back away, and it's a good idea to run at them and perform a strong attack when they do so. Killing or incapacitating 10 Weeping Bats unlocks the Achievement/Trophy "Pinata Party."

Prisoner Minions

Prisoner Minions are large, powerful fighters that are encountered upon reaching the streets of Silent Hill. They appear male, and wear a metal helmet on their heads. There are two types of Minions: Brawlers and Stabbers. Brawlers are straightforward melee fighters that tend to attack head on in short punching combos. They can also leap forward, smashing their fists down which will knock the player off their feet if the blow connects. Stabbers are more agile variants that carry bladed shivs. They tend to move in-and-out of melee range, making it difficult to block and counter attack, as well as move side-to-side when far away. Killing or incapacitating 10 Prisoner Minions unlocks the Achievement/Trophy "Lockdown."

Dolls

Dolls resemble female mannequins and are harmless in themselves. However, Dolls emit Shadows of themselves that will attack, which can only be seen by UV light. Their attacks and strength are similar to screamers. A possible strategy is to attack the Doll directly, and once the Doll has become incapacitated will stop Shadows from spawning. Alternatively, you may want to kill the three attacking Shadows, as damage done to the Shadows will also damage the Doll. After blocking a single attack from a Shadow, it is easy to quickly counter attack while the Shadow is attempting a second strike. Killing or incapacitating 10 Dolls unlocks the Achievement/Trophy "Shadow Boxer."

Prisoner Juggernauts

These are similar in stature to weeping bats. They're more human in appearance, however, as they look like big shirtless brutes. They're fast for their size and one attack is simply to barrel into you, which knocks you down. They're easily the most powerful recurring monster in the game and depending on the difficulty, will kill you with only a few blows if you don't heal. Killing or incapacitating 10 Prisoner Juggernauts unlocks the Achievement/Trophy "The Bigger They Are..."

Bogeyman

This is somewhat of a boss enemy. He's very big, with a trench coat, gas mask, and giant hammer type of weapon. One attack he uses come from slamming the hammer onto the ground, creating a ripple effect that will hit you if you're in the line of fire. Another attack is to simply directly hit you with the hammer, and a third is to slam the handle onto the ground, which is a similar attack to the first one.

Final Boss

The final boss is a giant skeletal type of figure hooked up to machines. Instead of directly hitting it, you move around the area unplugging the tubes from it after shining a spotlight on it to make it recoil. It can bring together objects from the area (like chairs) and then throw them at you. It can also slam its hand down on top of you, and at one point, it can electrocute the ground.

Weapons

There is a wide variety of weapons to be found throughout the game, mostly melee weapons along with a few guns. The different weapons have different degrees of usefulness. Some of them can also be thrown.

Weak Weapons

These are melee weapons that don't do very much damage and/or break relatively easily.

- Stick/piece of wood
- Bottle [beer/wine]
- Rock
- Brick
- Frying Pan
- Chair

Medium Weapons

These are weapons that do more damage/last a bit longer than the weak weapons.

- Harpoon

The harpoon is also useful because of its length. You can use it to pull down ladders that are out of reach.

- Pipe
- Butcher Knife
- Meat Cleaver
- Crowbar
- Wrench
- Shovel
- Rake
- Pitchfork

Strong Weapons

These melee weapons deal out more damage and are more resilient to breaking.

- Pick Axe
- Fire Axe
- Double Edged Axe (Gamestop Pre-Order)

The latter two are the strongest melee weapons in the game.

Guns

- Colt handgun w/seven bullet capacity
- Golden Gun (found during movie theater side quest)
- Shotgun (Uses 12-gauge bird shot)
- Nailgun (Gamestop Pre-Order)
- Rifle (Pre-Order Bonus)

Items

The following is a list of important items (not including weapons or health) found throughout the game. The list is in the order in which you obtain them, although some can be obtained at different times.

- Flashlight
- Map
- Walkie Talkie
- Game Tokens
- Map of diner
- Money
- Key [to motel area]
- Power Cord
- Piece of wire
- Clothes
- Police Badge
- Rusty Key
- Free Ticket
- Lighter
- Key [unlocks exit door after using tram]
- Map of Silent Hill [Hung on the wall in the first subway entrance you see Before going into the apartments]
- Flashlight [near porch of house]
- Painting [Sunrise]
- Money Box
- Locket
- War Medal
- Gold Watch
- Painting [Wonder]
- Healing
- Flashlight [inside bank]
- Painting [Certainty]
- Silent Hill Artifact [on park bench]
- Map [of Centennial Building]
- Security Card
- Forensics Flashlight
- Map #2 [Centennial Building]
- ID Card
- Map #3 [Centennial Building]
- Slides
- ID Card #2
- Diluent
- Replacement Bulb
- Storage Room Key
- Money

- Film Reel [House on the Lake]
- Film Reel [Silent Children]
- Film Reel [Secret of the Attic]
- Spiced Reel
- Wooden Crank
- Key [to trunk]
- Soul Eye
- Soul Eye Token
- Map [Monastery]
- Rhyme Book
- Silent Hill Artifact
- Lever
- Vinyl Record
- Blackboard Eraser
- Silent Hill Artifact
- Key [from cadaver]
- Blue Candles
- Boat Key
- Painting [Freedom]
- Urn
- Human Heart
- Harmony 2nd Part
- Harmony 1st Part
- Harmony Token
- Key [Ribbons side quest]
- Four
- Four Token
- Healing Token
- Enlightenment
- Enlightenment Token
- Map [of prison]
- Flashlight [prison]
- Access Card
- Walkie Talkie [prison]
- Forensic Flashlight [prison]
- Quarter Dollar
- Mourning Badge
- Crime Evidence
- Prison Shank

Murphy's Journal

Throughout Silent Hill: Downpour, Murphy will write down certain things in his journal pertaining to the events in the game.

Murphy's Journal

Found the highway. Looks like one hell of a storm came through. No wonder we crashed. Need to find a ride out of here. Maybe boost a car in town...?

Maybe this sky tram can take me into town. Maybe I can find a ride there, get to the border before anyone knows I'm missing. But where the hell do I find a ticket?

Got to find some new clothes, keep a low profile. Can't keep wandering around with an inmate number scrawled across my back. Need to feel human again...

Feels like I'm losing my mind. WHAT THE HELL WERE THOSE THINGS!? That postman said I could find a way into town from here. Was he lying to me?

Something's definitely not right here. Am I going crazy? Is this really happening? Sater said the train is my ticket into town. Need to find it and get out of here.

Made it to Silent Hill. Seems...quiet. (Where IS everyone?) Need to find a way out of town and never, ever look back.

Someone abandoned their bird. Poor thing will die in there without anyone to feed it, so I set it free. Felt good. I know how he feels...

Police cars everywhere. They don't look like normal cops. Something's very wrong here... What kind of town is this?

If the town is deserted, who's dispatching the patrol cars?

The thief stole these people's things. Maybe I can set things right by returning them to the rightful owners?

Howard said the radio station is in a tall building in the center of town with a big clock. Need to find that DJ, get some answers. How does he know my name?

Howard gave me a letter, said I'm needed at the monastery on the hill overlooking the town. I'm sure it's some kind of trap. This town...it wants to destroy me, doesn't it? Still...I feel like I need answers.

Found a map of the town. Seems to correspond to the shadow symbols...

Too sad. Someone should scatter their ashes at their favorite spot. But where...?

Found the girl's medical bracelet at the end of a broken pier. I fear the worst. Her address is

somewhere on Lamon Street.

Found another prisoner. Something tore out his heart...so why can I still hear it beating?

Met a strange kid on the way to the morgue. Gate is locked, but the boy will let me through if I can recite a rhyme. He called me a monster. Need to find that rhyme, prove otherwise...

NO! This can't be happening. I was out. I was FREE. Why am I inside again? This isn't Ryall, or even Wayside. What more does it want from me? I won't let it break me. MUST. GET. OUT.

Mysteries

Throughout the game, Murphy will come across notes that will be added to his journal. These are known as **mysteries**.

Diner Note

Early Residents of Devil's Pit

Did you know Native Americans used to call Silent Hill home? Anthropologists know this because of the various artifacts found here, specifically in the cave systems surrounding Devil's Pit! A number of these relics indicate ceremonies being held here for the deity Kwekwazawe, suggesting his importance to the people here. In fact, one of the names given to this area was "Kwekwaxawe Kanesda" - "Nest of the Raven."

Hey kids: Is Silent Hill a special place to you? If you were naming this area, what would you call it?

Motel Note

Room 5B -

-Returned to room at 7:51 PM. Showered.

-8:10 PM (shampooed hair 2X). In bed.

-8:42 PM w/pink nighty and no panties! Lights off at 9:23 PM after reading (fashion magazine) and drinking a glass of wine (cheap Zinfandel).

Room 102 -

-Ordered room service at 5:32 PM (house special fried chicken dinner w/milk). Ate half while watching news program, then put tray outside door @ 7:10 PM. Clipped toenails until 7:32 PM (left clippings on floor). Watched TV rest of night until bedtime (10:35 PM). Wore oversized men's button up (sheer!)

Room 6A -

-Shaved legs (!!) at 8:20 PM in bathtub. In bed by 9:30 PM (sleeps nude). Snores loudly.

Room 103 -

Long phone call to a boyfriend(?) ended at 5:22 PM (argued the entire time). Cried herself to sleep.

News Article

Train accident at Devil's Pit causes death of 8 children

By Wally Thompson, Staff Writer

In what Silent Hill law enforcement officials are calling an unprecedented tragedy, 8 children were killed last night when the tour train in which they were riding derailed in the Devil's Pit mines.

Witnesses claimed that JP Sater, the train's operator, was visibly intoxicated at the time of the accident, and that negligence on his part may have led to the derailment.

"The train guy was drunk," said Phillip Menton, a tourist from Chicago. "He was belligerent to everyone, even the kids. There was no way he should have been operating anything."

"We've just begun investigating this terrible accident and it's far too soon to speculate on anything," Detective Edward Rogers told reporters this morning. "Rest assured, we will utilize all available police resources and personnel to uncover the cause."

The Silent Hill Tourism Authority has shut down all Devil's Pit operations indefinitely, and has released the following statement: "We are saddened by the horrific accident involving the tourist train at our facilities, and we pledge to fully cooperate with law enforcement officials in all aspects of their investigation."

Poem

Mountains of Majesty

By: Daniel

English 3A

Jutting underneath cerulean sky
Are rocky cliffs where my heart lies.

Eyes twinkling with emeralds fair,
My darling left me weeping there.

But her shadow can't take away
These bronze cliffs at end of day.

Poem [Hard]

Beneath the slate burns wicked ash.
And the children cry for blood.

Outside, fir trees blow
In a wind that knows not what happened here.

Or that Toluca's subterranean claws
Seek blood. Always blood.

-Wilkes

Police Department

Boston Police Department
REPORT

Case Number: MA 0/814/1/969
Incident: Vehicle Theft
Reporting Officer: Sergeant Matthew Baker
Date of Report: Feb.26

At about 2240 hours on 2/25 suspect _____ was observed by a number of witnesses (see Appendix A) at 4050 Bromfield Road forcibly entering a parked police cruiser (Appendix B). Suspect was then able to start the vehicle and depart the scene in a reckless manner, approaching surface street speeds far in excess of the posted limits.

At approximately 2245 hours, patrol officers in the area, as well as Air Assets from the Sheriff's Department, answered the stolen vehicle call from dispatch and began pursuit of the suspect. At 2310 hours, Suspect exited onto Interstate 94 (southbound) on the Route 5 off-ramp. The suspect continued southbound on Interstate 94 at excessive speeds, and pursuing officers maintained a safe distance to reduce collateral risk to nearby civilians.

At approximately 0820 hours on 2/26 the suspect crossed the state line into Ashfield and exited onto surface streets. At that time, local officers cordoned off the area to civilian traffic and dispatched road spikes. The spikes disabled the stolen vehicle, bringing it to a complete stop at approximately 0835 hours.

PREPARED BY

M. Baker

Police Department

Silent Hill

Date:
Case:

From the Desk of Chief Ronald Doyle
Annual Felony Crime Survey

Property Crime

Incident _____ # Incidents _____ Previous Year

Burglary	74	54
Larceny/Theft	386	239
Auto Theft	28	30
Arson	3	2

Violent Crime

Incident	# Incidents	Previous Year
Homicide	6	2
Forcible Rape	4	3
Aggravated Assault	53	30
Robbery	6	

Missing Child

Charlie Pendleton

LOCAL MISSING CHILD LAST SEEN AT ROBBINS ELEMENTARY SCHOOL

If you have any information about Charlie Pendleton, please contact the Boston Police Department Immediately.

(617) 555-4775

PLEASE HELP

Crime Scene Photo

[Crime scene photo with marker #1]

Crime Scene Photo

[Crime scene photo with marker #2]

Letter in Apartment Building

Dear Shithead

I'm on to you, you junkie asshole. Next time something goes missing from my apartment, you can expect the cops to come knocking on your door. And if it's not them, it'll be me, and my knock is 12

gauges if you catch my drift. So if you don't want an ass full of buckshot, I suggest you stay the fuck away from my apartment. Last warning.

Today in the news

Riot at Ryall State Prison results in four fatalities

A full-scale riot at Ryall State Prison was finally brought under control late last night after prison guards stormed the facility utilizing large quantities of tear gas, riot batons, and shotguns. As of this writing, four fatalities have been reported, all prisoners, whose names are being withheld.

"After a tense stand-off and a rather brutal physical confrontation, we were able to reestablish full control of the prison," said Warden Glen Milton. "Rest assured, we will get to the bottom of this and find out just what and, most important, who was the cause of this unfortunate disruption to normal prison operations."

A number of guards were reported injured in the incident as well, one seriously. Their names are also being withheld pending the investigation.

Mother's Note

Sweetie,

Mommy has made a new path for you to follow home. Remember the rules...

Yellow Ribbon = Turn Left
Red Ribbon = Turn Right

I know you sometimes get confused, so just be a big girl and look for mommy's ribbons and you'll be fine. Whatever you do, DON'T BREAK THE RULES! Mommy will be waiting for you at home.

Hugs and Kisses,

Mommy

Fenders Fine Art & Appraisals

October 3rd

Dear Mr. Rice,

The DeLalls painting in your collection needs to be in a public gallery, not the private home of an eccentric recluse who selfishly hordes such treasures for his sole enjoyment. I have tried repeatedly to get you to accept my generous offers to purchase the paintings, but once again you rebuff me, leaving me no choice but to take drastic measures.

It would be extremely unfortunate if certain details regarding your son's suicide were made public. Give me the painting, and I'll assure you that these allegations will never see the light of day. Refuse me, and face the consequences.

Sincerely,

Melissa Matlan

Fenders Fine Art & Appraisals

September 14th

Dear Mr. Barker

Thank you for returning my inquiry regarding the Lilian Shelley painting. It's wonderful to find another like-minded collector, especially one that's so familiar with the early work of this local artist. I was, however, extremely disappointed to hear that you have chosen to reject my offer to acquire this piece for my gallery. You have to understand that we are assembling what The Art Review has called "the most important and extensive collection" of Shelley's early oils ever displayed, and refusing to sell or land the painting to the gallery is not only a disservice to Silent Hill, but an insult to the greater art community. Your refusal to support this celebration of Shelley's work will only lead to misfortune. I beg you to carefully reconsider my offer.

Sincerely,

Melissa Matlan

Fenders Fine Art & Appraisals

How large is the map? 3x3 grid? Maybe I don't need the entire map to find the treasure...

Who has the missing paintings? (Cross-check with Art Collector Quarterly. Who's buying New England 19th century oils?)

Mr. Rice (won't return calls)

Mr. Barker (refuses to sell)

What do the symbols mean???

Native Americans. Maybe Algonquian? Call Pat at SH History Soc., maybe he knows?

Ravens - Death - burial site?

Envelope

Aaron Ashfield
Apartment #8
2909 Witmer Road
Silent Hill, 04107

Memorandum

Ryall State Prison

From: Parole Committee

To: Glen Milton

Subject: Prisoner Pendleton, Murphy (273A); Parole Status

This letter is to inform you that parole has been approved for Prisoner Murphy Pendleton (273A), effective June 26. Mr. Pendleton has met all qualifications for early release and by all accounts is a model prisoner. We feel he is prepared to make the successful transition from prisoner to citizen. Further, due to the non-violent nature of his conviction, it is our opinion he poses no physical threat/danger to the general public.

Please feel free to contact our office should you have any questions and/or concerns.

Respectfully,

Judith Zaragoza
Parole Committee Chairperson

Internal Memorandum

Ryall State Prison

From: Captain Bryan Handley

To: Warden Glen Milton

Subject: Status Update - Internal Investigation

Per our recent conversation, my department has initiated an aggressive internal investigation into the prison guard staff. In order to keep you apprised of significant development, please note that we are paying particular attention to the activities, past and present, of Corrections Officer George Sewell. We have received an eyewitness testimony from Corrections Officer Frank Coleridge that suggest C.O. Sewell has been engaged in a number of illegal activities in the course of his duties.

Other than C.O. Coleridge's testimony, however, our evidence regarding Sewell's alleged violations remains circumstantial at this point and our investigation continues. I will keep you promptly apprised of any new findings.

Respectfully,

Captain Bryan Handley
Chief of Guards

Internal Memorandum

From: Warden Glen Milton
To: Captain Bryan Handley
Subject: Prisoner Patrick Napier (deceased)

Concerning the recent unsolved murder of the subject-named prisoner in our facilities, a full and complete review of all isolation and segregation procedures will be undertaken by you and your staff, with findings turned into my office no later than close of business, 21st November. Included in your report will be full investigation results regarding Napier's murder, including those responsible for overseeing the victim's activities during the time of this incident - specially how another prisoner was allowed access to the segregation area. Please note, your guard staff is not exempted from suspicion and should be treated thusly.

This investigation should be considered your highest priority. I am determined that we will restore Ryall's reputation as a top-notch prison facility. Consider this your first and last warning.

Warden Glen Milton

Business Card

Rett Cairn, Psy.D.
Licensed Clinical Psychologist
(617) 555-3323
Helping individuals and couples cope with the loss of a child.

Envelope Puzzle

851136

Psychological Report

Ryall State Prison

From: Dr. Wayne Sara

To: Warden Glen Milton

Subject name: _____

Subject: Psychological Evaluation - Probationary Hearing Prelim

_____ is a male, 43 years old. He is serving a ___ -year sentence for multiple felony accounts, including third-degree murder and sexual assault of a child below the age of 14. He appears to be in satisfactory physical health. The prisoner is currently being considered for probation. After multiple sessions with the prisoner, I have concluded he does not suffer from any psychotic or physical disorders. Rather, he has shown continually to have an inordinate interest in young children and manifests significant predatory traits. As a result, I feel he poses an imminent danger to the community should he be released from custody, and is therefore a poor candidate for probation.

Dr. Wayne Sara

Chief Psychiatrist

Ryall State Prison

Annual Employee Review

Ryall State Prison

Name: George Sewell

Position: Correction's Officer

Years of Service: 20

Areas of Concern:

There have been numerous reports from prisoners and fellow corrections officers that Officer Sewell maintains suspicious contact and/or relationships with certain prisoners under his care. There have also been allegations of abuse of power by Officer Sewell, including physical threats. Officer Sewell adamantly denies these claims.

Conclusion:

Until further investigation is conducted into the various charges against Officer Sewell, promotion and/or merit wage increase cannot be approved at this time.

Positive Contributions to Team:

Officer Sewell had perfect work attendance throughout the entire review period and consistently reports to his duties in a punctual fashion.

Picturedome Projection Services LLC.

Film Splicer WC40
Film Splicing Guidelines

1. Only authorized theater employees may access the film splicing equipment.
2. The Film Splicing Equipment can be used to join two or more segments of film to create a single edited piece, seamlessly joining Reel A to Reel B.
3. Many of the film reels stored within the Silent Hill film archive are decades old and irreplaceable. Always wear protective gloves before handling film.
4. Before handling the Film Splicer, ensure that the film you're using has been cleaned in a methyl chloroform solution.
5. The repair adhesive will not bind to wet film. Ensure that all segments are thoroughly dry before attempting to splice two film segments together.
6. Ensure that you provide at least 24-27 inches of leader tape for the start of each new reel before splicing additional film segments to it.
7. The Film Splicing equipment is solely for the use of repairing damaged films or joining two shorter sequential reels into a single reel. Any other alterations or edits must first be cleared with the copyright holder.

News Article on Missing Child

LOCAL BOY BELIEVED ABDUCTED WHILE WALKING HOME FROM SCHOOL

By Harold Ulysess

Brahms - A 6-year-old boy is believed to have been abducted by an unknown kidnapper while walking home from his school yesterday. _____, who attends Robbins Elementary School, was last seen departing the school's campus at approximately 2:30PM. He was walking alone and no witnesses have been identified at this time.

"Right now, we have very little to go on," said Detective Elliot Benson, who is heading up the investigation for the Brahms Police Department. "As with any suspected kidnapping, the first 48 hours are crucial, so we are asking anyone who may have information about the disappearance to please call our anonymous hotline."

Police have been actively interviewing school employees, students, as well as residents who live and work near Robbins Elementary. As of the writing of the article, the parents of the missing child remained unavailable for comment.

"As you can imagine, the parents want nothing more than the safe return of their child, and all their energies are focused in that direction," Detective Benson told reporters.

A statewide AMBER Alert has been activated for _____. If you have any information regarding his disappearance, please contact the Crime Breakers Tip Line.

Jury finds Patrick Napier guilty of first-degree

It took a jury only four hours of deliberation to return a guilty verdict against Patrick Napier at the Brahms Courthouse this afternoon. Napier, 42, a convicted child molester and registered sex offender, had been accused of abducting, sexually assaulting, and murdering Daniel Stephens, an 8-year-old local boy whose parents had reported him missing in January of last year.

"This is a hollow victory at best," District Attorney Theodore Adams told reporters outside the courthouse after the verdict had been handed down. "Yes, we got a sick and dangerous predator off the streets and behind bars for good, On the other hand, none of this can return a promising young boy to the arms of his grieving parents."

Napier's guilty verdict comes with a mandatory life-without-parole sentence. He was immediately remanded to Ryall State Prison by sheriff's deputies following the verdict, where he will be placed in protective custody and begin serving his sentence in complete isolation from other prisoners.

Picture

[Picture of dock]

Kelemen & Fox Funeral Services

Since 1910

Funeral Announcement

You are cordially invited to attend the funeral for:

Alison Elaine Wilson
(1923 - 1999)

Memorial Services will be conducted at 11:00am Tuesday morning, November 9, 1999 at the Perkins Funeral Home, followed by Graveside Services at Monroe Cemetery at 1:00pm.

Poem Fragment 1

Poor little Steven Skelter, Even the chaplain won't forgive you. "Forever lies!" your pleading cries. But Suzy knows you felt her.

Poem Fragment 2

Nowhere left for you to run, Every fault laid bare in the open Along with your skin, splayed out from within Once the monster has his fun

Child's Letter

Dear Mommy and daddy,

Please can I come home? It is bad at this place and I dont like it. The pepul are meen to me. they hert me and the medasin makes me feel sick all the time. Im scared. Please come get me.

love _____

[Attached note]

Notice to All Staff

In the future, all correspondence for patient _____, whether ingoing or outgoing, is to be filtered through my office for my personal review. No exceptions.

Thank you,

Roberts Bloch
Director of Operations

Father's Day Card

[Child's drawing for a father's day card]

"Hansel & Gretel"

ACT I.

The stage is set. THE LIGHTS DIM and a haunting MELODY BEGINS TO PLAY. We are transported to the classic tale by the Brothers Grimm. LIGHTS ON CENTER STAGE, the curtain opens!

HANSEL (O.S.)

The way home has vanished!

We see the children are in a DARK FOREST, with unknown dangers lurking around every turn. The children enter.

GRETEL

Oh Hansel, the crows have eaten our bread.

HANSEL

Worry not. I will watch over you.

They come to a STRANGE HOUSE. They mean to stay away, but it begins to RAIN. As thunder booms and THE STORM WORSENS, they creep closer to find the house is made of goodies!

St. Maria's Institute

From: _____ To: _____ Patient's Name: _____ Subject: Preliminary psychological evaluation

A new patient arrived today, named _____ and aged _____. _____ comes to us with a number of interesting psychological characteristics.

1. He displays marked impairment in the use of a number of nonverbal behaviors, most notably eye contact, facial expression, and body posture.
2. _____ shows no interest in participating in simple social play, preferring instead solitary activities.
3. Though _____ maintains adequate speech ability, he shows marked impairment in his ability to initiate and/or sustain a conversation with others.
4. Furthermore, _____ engages in the repetitive use of idiosyncratic language, as well as repetitive mannerisms.
5. _____ also has a persistent preoccupation with parts of objects.

Further evaluation is required.

Respectfully submitted,

Dr. Chloe Zane
Attending Psychiatrist

St. Maria's Institute

From: _____
To: _____
Patient's Name: _____
Subject: Psychological evaluation

Patient _____ has shown no deviation from his extreme social degenerative traits, despite numerous applications of electro-shock therapy. Sessions in the isolation tank were also unsuccessful.

I feel more aggressive methods should be pursued and I would like to set up a meeting in the near future to discuss them.

Sincerely,

Dr. Chloe Zane
Attending Psychiatrist

St. Maria's Institute

From:
To:
Patient's Name:
Subject:

Dear Mr. and Mrs. _____

The purpose of this letter is to offer our sincerest condolences for the tragic loss of your son, on May 2, during his recent surgical procedure. Despite the best efforts by the attending surgical staff, extenuating medical complications impeded all efforts to revive him.

We would also kindly remind you that this surgical procedure was legally authorized in the agreement you signed when your son was first admitted into our facility.

Regretfully,

Dr. Chloe Zane
Attending Psychiatrist

St. Maria's Institute

From: _____
To: _____
Patient's Name: _____
Subject: Psychological Evaluation

After numerous attempts, utilizing the latest in experimental treatment conventions, I feel that patient _____ has shown no recuperative progress. In fact, I find that _____ has indeed regressed and that any further treatment of this nature, regardless of intensity and/or frequency, will be of no help in curing his strange social disorder.

My recommendation is that a full frontal lobotomy be conducted at the soonest opportunity.

Sincerely,

Dr. Chloe Zane
Attending Psychiatrist

Poem Fragment 3

Take heed, it's not too late. Mistakes needn't haunt you forever. Though you have regret, you can't just forget You alone decide your fate.

Internal Memo

Requisition No. _____

NOTICE TO ALL STAFF -

Please note that the western courtyard door is currently locked. That paper-eating neurotic brat went one step too far and swallowed the key. How in the world does this sort of thing happen so often?

Anyway, he's scheduled for a procedure later this week, and I plan to rectify the matter at that time. Until then, please bear with the inconvenience of walking all the God-damned way around just to visit our medical wing.

Newspaper Article

Ryall State Prison To Be Investigated For Corruption Charges

By William Thomas

Officials at Ryall State Prison are reporting that they will be the subject of a voluntary investigation into charges from various prisoners that the guards who work at the prison are engaged in corrupt practices.

"We are confident in the integrity of our guards," Warden Glen Milton told reporters at a recent press conference held at the prison. "We run a tight ship here and have nothing to hide. That's why we've taken the initiative to invite state investigators into our facilities--to clear up these misunderstandings and, frankly, dispute the outright lies being told by some of the prisoners in our care."

Charges against the Ryall guards include the distribution and sale of illegal narcotics, theft, and physical abuse against both prisoners and fellow prison staff.

One state official, who requested to remain unnamed, said the investigation is slated to begin in two weeks' time.

"We take these accusations very seriously," the official said. "If it turns out there is any validity to the charges, then appropriate disciplinary actions against Ryall Prison as well as those individuals responsible will be taken immediately."

Mother's Note

I've finally done it. I can't take it anymore. God knows I've tried to give her a happy, normal life, but I'm tired and worn out and I just can't do it another minute longer. People will judge me and call me a monster and wonder why, but until they've lived with a child like her, they can't know - CAN'T POSSIBLY KNOW - how hard it is, every single day, every moment. She will NEVER be normal. She will NEVER grow up and lead a happy life. I've been living a lie, and it's time to wake up from the nightmare.

I've given all I can possibly give. It's time for me to start living my life for ME. Don't try to find me. You'll never see me again. My new life starts TODAY.

God forgive me.

Amy

Silent Hill Psychiatric Health Center

Patient Name: Malone, D. A.

Patient DOB: 03/04/75

The patient is a young caucasian woman, age 20, of good physical health with no abnormalities in her medical or mental health history. She initially came to my office after a recommendation from her family doctor, complaining of insomnia, exhaustion, and depression. Subject recently lost a sibling (older sister) but refuses to divulge further details.

After further interviews, I have diagnosed the patient as suffering from acute Obsessive Compulsive Disorder. Patient described recurring nightmares, anxiety, fits of anger, and panic attacks stemming from the irrational belief that if she does not conduct mundane, repetitive rituals around her home, "the people in the mirror" will cause her physical harm.

Sending recommendation to the patient's GP that she is suffering from OCD with possible schizophrenia, advising further tests and possible antipsychotic medication.

Dr. Ari Richmond
Silent Hill Psychiatry & Family Counseling

Psychological Report

Ryall State Prison

From: Dr. Wayne Sara

To: Warden Glen Milton

Subject name: _____

Subject: Initial Psychological Evaluation/Profile

_____ is a male, __ years old. He is serving a __ -year service for _____, _____, and _____. He appears to be in excellent physical health. We briefly discussed his past, as well as the events that led to his incarceration. _____ maintains a soft-spoken and somewhat introverted demeanor, yet appears to be cognizant of his crimes and able to serve his sentence without causing any trouble or displaying resistance. For these reasons, I recommend he be approved for placement in general population.

Respectfully submitted by,

Dr. Wayne Sara
Chief Psychiatrist
Ryall State Prison

Letter from Prisoner

Babe,

Well, another day, another letter from this hellhole. It's been 8 months now since I got locked up and seems like things only get worse. I knew some rough guys on the outside, but none of them come close to the freaks in here. I'm talking stone cold fuckin killers, rapists, even sick ass child molesters. And the worst of all are the guards. I swear, there aint a straight fuckin one in the bunch. Just assholes with badges who get their rocks off knocking around the inmates. I always thought getting ass raped by some dude was gonna be what I had to worry about in here. No one said anything about having to watch my back for dumb ass, crooked bulls all the time.

I can't wait to get out from here and back to you. Just 4 more months.

Love forever, Ricky

Letter

Murphy,

Forgiveness? You have the balls to ask me for FORGIVENESS? How can I possibly forgive you when you've destroyed everything I had left in this world? Every time I look at you, all I can see is his face. I only ever asked one thing of you, and that was to be a good father to our son. You failed me, Murphy. You failed me, and you failed Charlie, and now there's no way we'll ever have him back.

Don't call me. Don't write. I never want to see you again.

- Carol

Note

7pm - Showers

Be ready.

- S

Police Department

Boston Police Department

FOR IMMEDIATE RELEASE

August 17

BPD SEEKING PUBLIC'S ASSISTANCE IN LOCATING INDIVIDUAL SUSPECTED OF CHILD MURDER

The Boston Police Department has issued a "Be on the Look out" (BOLO) alert for _____ in connection with the murder of an 8-year-old male. In the BOLO alert, the BPD expresses interest in locating and questioning the suspect and asks all law enforcement personnel and citizens to notify the BPD immediately if he is located. Suspect should be considered armed and dangerous.

Overlook Penitentiary - The Prison of No Return

By Paul Grim

In operation for more than 50 years, Overlook Penitentiary has garnered a reputation as a place where prisoners are sent to never be seen or heard from again. But that's not all; Overlook also has been rumored for decades to be haunted. Strange, disembodied voices, ghostlike apparitions, gruesome deaths, and unexplained disappearances; the inventory of peculiar happenings that have been reported over the years by both prison staff and inmates is disturbingly prolific, some might say. Others, however, claim that this is nothing more than legends borne out of an environment that is conducive to terrifying tales.

"No question about it," Warden Steven Creviston told us. "This can be an extremely scary place. We've got society's worst of the worst locked up here, many of them clinically insane. It's just a matter of time until crazy stories flow out of our prison, regardless of how impossibly horrifying they may sound.

Despite his doubts about the paranormal aspects of Overlook, Creviston does admit that some portions of the prison's notorious reputation are not wholly undeserved. Over the years, there have been numerous reports of strange deaths within Overlook's foreboding walls, and even more bizarre disappearances. And although a number of these incidents remain unsolved, Creviston maintains that the vast majority of the disappearances are easily explained.

Note

By the time you read this, I will be gone. I wasn't sent here with a life sentence, but this is what it's come to. The days here are eternal...relentless. Each new sunrise brings endless boredom and monotony - each new sunset, pain and fear. I have done my time and I no longer wish to be here.

But I've found a way out. Soon I will be dead, but I am finally free.

I'm coming baby.

Work Release Program Application

Ryall State Prison

Note: Participation in the Work Release Program requires compliance with Basic Eligibility Rules and the Rules for Participation at all times. For any violation of these rules, an offender otherwise eligible for work release may be denied entry into, or continued participation in, the program.

PRIVATE DATA

Name:

Date of birth:

Home address:

Place of birth:

City:

State: ZIP:

DL or ID number:

CHARGE INFORMATION

Current Charge or Charges:

Case Numbers:

Sentencing Court:

Date Sentence to Begin:

Number of Days to Serve:

Sentencing Judge:

[Attached Note]

Murphy

This might be good for you. What do you think?

Frank

Note

Babe,

Don't got much time to write today. Just want you to know everything's worked out. By the time you read this, I'll be on my way. I'm finally gonna be free of this shit hole and all these bastards. It's almost done, babe, and then me and you can be together again like we always wanted. Almost.

Love forever,

-R

Silent Hill Newspaper

OVERLOOK PENITENTIARY EXECUTED INNOCENT MAN

INTERNAL INVESTIGATION UNDERWAY, FEDERAL INTERVENTION EXPECTED

NOTIFICATION

From: Frank Coleridge

To: Captain Handley

Sir, as you know, I have been a Corrections Officer at Ryall State Prison for nearly 20 years. During my tenure, I have been witness to questionable behavior by my fellow guards, but never to the degree I have observed over the last six months.

Most notably, the gross misconduct that I have witnessed by Corrections Officer George Sewell deserves immediate attention. C.O. Sewell has been engaged in a number of reprehensible activities, including drug trafficking, blackmail, coercion, and violence against prisoners. As a long-time veteran of the prison guard staff, I refuse to turn a blind-eye to his transgressions.

Please accept this letter as an official request to open an internal investigation of C.O. Sewell and any other guards who may be siding him in these illegal acts. I am willing to formally submit my testimony in writing and/or in person to the investigative committee.

Respectfully,

Frank Coleridge
Senior Corrections Officer

Books

In addition to Murphy's journal and Mysteries, there are books to be found in Silent Hill: Downpour.

Classical Civilizations

- Rome -

[...] ceremony known as "taking the auspices." Central to this practice was the Augur, a priest who would examine the movement and behavior of birds, then extrapolate from it the will of the gods. For a time, war, politics, and commerce were driven by these specialized priests.

Another type of specialized priest of divination in ancient Rome was the haruspex. Unlike the Augur, who believed they could tell the future through the observation of elements of the living, natural world, Haruspices made their predictions by sacrificing animals, especially birds and sheep. These animals were typically purified with blessed waters prior to slaughter, then the livers and entrails were carefully removed and examined for signs of future events. It was just such a haruspex, Titus Vestricius Spurinna, that warned Julius Caesar about the danger on [...]

Literary Masters - Eastern Europe

[...] more interesting readings of Fran Kafka's *The Metamorphosis* have emerged in contemporary criticism. For example, scholar Paul Scheible writes, "While it's possible Gregor's transformation was a matter of bad luck, more likely is that his insect malady was self-inflicted as a way to escape from society." Scheible's argument focuses most acutely on the latter half of the work, during the time when Gregor adopts the fears and behaviors of an insect. "One need only look at Gregor's rooms, a fortress built of discarded objects, to see a prison of his own making. But don't mistake it as storage for unwanted objects. Gregor in fact wanted to be unwanted, so he created a world barricaded behind unwanted things. The work chronicles his desire driven descent, from human being to exoskeletal prisoner, that led slowly, but inevitably, toward death." (Scheible, Paul. "The Metamorphosis: Man's Final Act of Free Will")

Another important work from Kafka that remains pertinent today, especially whenever the merits of capital punishment are discussed, is his 1919 short story "In der Strafkolonie" (In the Penal Colony). This deeply disturbing story tells of the last use of a horrific execution device that slowly kills the victim over a period of twelve hours, during which his crimes are literally carved in his flesh.

The prison in which this ingeniously gruesome device is utilized has decided to retire the machine, but the executioner that operates it seems to have an abnormal love for the elegant violence it inflicts, describing the spiritual ecstasy which grips some victims during the last hours of their life.

In a truly Kafkaesque twist, the executioner decides to swap places with the condemned prisoner during the machine's final use, hoping to achieve the same transcendence-through-violence that he has inflicted on so many before. But because the machine has fallen into [...]

Sociology v.5 - Evolution of the Penal System

Introduction

The concept of using prison as a punishment for convicted criminals is a relatively new one. Prior to 19th Century Britain, prisons were used primarily to detain suspects awaiting their trial, or prisoners marked for death until the sentence could be carried out. Those not sentenced to death were commonly sent into workhouses, slavery, or penal colonies. The modern day theory behind using prisons as punishment is one of "rehabilitation", though the validity of this approach is questionable. In America especially, high re-arrest rates imply there is no rehabilitation or "good behavior"; that once convicted, a criminal's life is forever linked to wrongdoing.

Though philosophies have evolved, many practices have not. In Britain during the Regency and Victorian periods, prison ships, sometimes called prison hulks, were used extensively as a means for transporting prisoners to penal colonies, typically bound for places like Australia and Tasmania. However, the British penal system quickly recognized the effectiveness of water as a means of imprisonment and began using prison hulks solely as a means of incarceration, rather than transport. These stationary vessels would be packed to capacity with prisoners and anchored just within sight of the tantalizing coast, but just far enough away that the endless deep on which they floated promised to swallow any man foolish enough to attempt a swim to shore. The conditions within [...]

Entomology Vol. 3

Apis Mellifera (Honey Bee)

The bee is an interesting insect, and one that has quite a bit in common with us humans. Bees build and live in societies, hold down jobs, and communicate in a symbolic language. These commonalities extend even further; bees build prisons. These tiny penitentiaries are offset from the rest of the hive, and are used primarily to detain hive beetles; pests that threaten the safety of the bees' home. Before long, the sentence is delivered and the death penalty rendered via lethal injection. It seems in hive law, beetles are guilty unless proven innocent.

Solitary honey bees are typically docile and rarely attack unless provoked to the extreme. When the bee does choose to attack, this single act of retribution is almost always fatal for the bee itself. The barbed stinger of the honey bee pulls the lancet deep into the skin of the victim, injecting 1 mg of apitoxin. When the bee attempts to flee the scene of the crime, it finds that a large part of its abdomen, guts, nerve and muscle tissue are torn from its body and left behind. Eviscerated, the bee dies shortly after, paying the ultimate price for revenge.

Art Theory, Chapter 12

Negative Space is an invaluable drawing technique that allows the brain to disconnect from the common shapes and patterns it's been trained to see, instead focusing on the space around a subject. By focusing on recreating this negative space, rather than the subject, the artist is able to create a much more accurate image. This phenomenon proves that the objects, people, and things we take for granted don't actually exist as we see them. In fact, they are merely shadows flickering through the empty canvas of the human subconscious.

Another example of negative space is found in the famous Rubin Vase, an optical illusion created by Danish psychologist Edgar Rubin. This simple black and white diagram of a white vase on a black field can be viewed as a vase, or as two human faces meeting nose to nose. Considered the best illustrative example of figure-ground organization, the diagram challenges the viewer's perception, transforming the image from the vase (inanimate) to the faces (animate) and back again before the viewer's eyes. As in the world around us, sometimes the most interesting things are hiding in the shadows.

Psychology Vol. V - Common Mental Disorders

Conduct disorder is also related to psychopathy and sociopathy, marked by a near total lack of empathy for other living things and a warped morality defined by their own needs and desires.

Video Walkthrough

Videos for Silent Hill Downpour may be added to the correct page under this wiki's section. Remember that you are sharing space with other wiki users - deleting other content will not be tolerated.

- Diner Video Guides
- Devil's Pit Video Guides
- Town Video Guides
- Centennial Bldg Video Guides
- Town Revisited Video Guides
- Monastery Video Guides
- Town Conclusion Video Guides

Diner Video Guides

"Silent Hill: Downpour" -- Diner Video Walkthrough (Part 1)

The *Silent Hill: Downpour Video Walkthrough* was designed first and foremost just to show you how to get through the game successfully. However, you will also see how to complete at least half of the game's several side quests and at least one of the game's Easter eggs.

This walkthrough is NOT considered to be complete by any means. If you do not find a particular item or find a solution to a particular quest in any of these videos, please check out the written walkthrough here on IGN as well: [Silent Hill: Downpour Walkthrough](#).

It is advised as you watch these videos and as you play the game to leave your eyes open and search very diligently not just for all required quest items, but also any additional special items (e.g. relics, etc.) and cool trivia from all the other Silent Hill games. There is plenty to be found herein. So with no further ado, fellow horror survivalists, please enjoy the videos as well as the game!

Source: Gaming 4 Jesus (YouTube)

"Silent Hill: Downpour" -- Diner Video Walkthrough (Part 2)

Source: Gaming4Jesus (YouTube)

"Silent Hill: Downpour" -- Diner Walkthrough (Part 3)

Source: Gaming 4 Jesus (YouTube)

"Silent Hill: Downpour" -- Diner Walkthrough (Part 4)

Source: Gaming 4 Jesus (YouTube)

"Silent Hill: Downpour" -- Diner Walkthrough (Part 5)

Source: Gaming 4 Jesus (You Tube)

Devil's Pit Video Guides

"Silent Hill: Downpour" -- Devil's Pit Video Walkthrough (Part 1)

Items to Discover:

- **First Aid Kit x1**
- **Key** (found behind boarded up door down the steps from where you started the level; opens the "other" door up where you started the level)
- **Map of Mt. Janus Area** (Aerial Tram Station)

Cool Trivia Found in this Video:

- **Persistent Television:** In this level, you encounter this one television that will NOT turn off until after your fourth attempt. And when it finally DOES turn off, you experience a crackling and blinding flash before hearing this recurring voice that sounds like Johnny Cash's FAIL'd attempt to immitate Obi-Wan Kenobi! (LOL!)
- **Tourist Scopes:** On the railing overlooking Devil's Pit, there are a few scopes where you can capture strange occurrences when you use "money" from your inventory. I show them in this series of videos. Due to my Please enjoy!

Source: Gaming 4 Jesus (YouTube)

"Silent Hill: Downpour" -- Devil's Pit Video Walkthrough (Part 2)

There isn't really much notable about this video other than just the game play.

Source: Gaming4Jesus (YouTube)

"Silent Hill: Downpour" -- Devil's Pit Video Walkthrough (Part 3)

Note: Due to the fact that I had a miscrop on this video, I am currently re-rendering the video to make a more flawless video. However, I will leave this on up until the improved one is up on You Tube and ready to be linked to this one. In the meantime, please enjoy this video for the walkthrough experience it provides.

Items to Discover:

- **Article:** Death of 8 Children
- **First Aid Kit x 1**

Decisions:

- Console J.P.
- Taunt J.P.

Source: Gaming4Jesus (YouTube)

"Silent Hill: Downpour" -- Devil's Pit Video Walkthrough (Part 4)

Items to Discover:

- First Aid Kit x 1

Source: Gaming 4 Jesus (YouTube)

"Silent Hill: Downpour" -- Devil's Pit Walkthrough (Part 5)

Items to Discover:

- Mountain of Majesty Poem (used to figure button sequence)

Cool Trivia Found in This Video:

- Button Sequence

1. ?Blue
2. Green
3. Bronze
4. Orange

- Scary Train Ride! (One of My Definite Favorite Parts of the Game)

Source: Gaming 4 Jesus (You Tube)

Congratulations! You've completed the Second Level of the game!

Town Video Guides

"Silent Hill: Downpour" -- Town Walkthrough (Part 1)

Source: Gaming 4 Jesus (YouTube)

"Silent Hill: Downpour" -- Town Walkthrough (Part 2)

Source: Gaming 4 Jesus (YouTube)

"Silent Hill: Downpour" -- Town Walkthrough (Part 3)

Source: Gaming 4 Jesus (You Tube)

"Silent Hill: Downpour" -- Side Quest: Return Stolen Items

Source: Gaming 4 Jesus (You Tube)

"Silent Hill: Downpour" -- Town Walkthrough (Part 4)

Source: Gaming 4 Jesus (You Tube)

Silent Hill 4: The Room -- Easter Egg

Source: Gaming 4 Jesus (You Tube)

"Silent Hill: Downpour" -- Side Quest: Silent Alarm

Source: Gaming 4 Jesus (You Tube)

"Silent Hill: Downpour" -- *Certainty* Painting Location

Source: Gaming 4 Jesus (You Tube)

Centennial Bldg Video Guides

"Silent Hill: Downpour" -- Centennial Bldg. Walkthrough (Part 1)

Source: Gaming 4 Jesus (You Tube)

"Silent Hill: Downpour" -- Centennial Bldg. Walkthrough (Part 2)

Source: Gaming 4 Jesus (You Tube)

"Silent Hill: Downpour" -- Centennial Bldg. Walkthrough (Part 3)

Source: Gaming 4 Jesus (You Tube)

"Silent Hill: Downpour": -- Centennial Bldg. Walkthrough (Part 4)

Source: Gaming 4 Jesus (You Tube)

Town Revisited Video Guides

"Silent Hill: Downpour" -- Town Revisited Walkthrough (Part 1)

Source: Gaming 4 Jesus (You Tube)

"Silent Hill: Downpour" -- Side Quest: Cutting Room Floor

Source: Gaming 4 Jesus (You Tube)

"Silent Hill: Downpour" -- Town Revisited Walkthrough (Part 2)

"Silent Hill Downpour" -- Side Quest: Turn Back Time

Source: Gaming 4 Jesus (You Tube)

"Silent Hill: Downpour" -- Town Revisited Walkthrough (Part 3)

"Silent Hill: Downpour" -- Side Quest: Dust to Dust

Source: Gaming 4 Jesus (You Tube)

"Silent Hill: Downpour" -- Town Revisited Walkthrough (Part 4)

"Silent Hill: Downpour" -- Side Quest: Telltale Heart

Source: Gaming 4 Jesus (You Tube)

"Silent Hill: Downpour" -- Town Revisited Walkthrough (Part 5)

Source: Gaming 4 Jesus (You Tube)

Monastery Video Guides

"Silent Hill: Downpour" -- Monastery Walkthrough (Part 1)

Source: Gaming 4 Jesus (You Tube)

"Silent Hill: Downpour" -- Monastery Walkthrough (Part 2)

Source: Gaming 4 Jesus (You Tube)

"Silent Hill: Downpour" -- Monastery Walkthrough (Part 3)

Source: Gaming 4 Jesus (You Tube)

"Silent Hill: Downpour" -- Monastery Walkthrough (Part 4)

Source: Gaming 4 Jesus (You Tube)

Town Conclusion Video Guides

"Silent Hill: Downpour" -- Town Conclusion Walkthrough (Part 1)

Source: Gaming 4 Jesus (You Tube)

"Silent Hill: Downpour" -- Town Conclusion Walkthrough (Part 2)

Source: Gaming 4 Jesus (You Tube)

"Silent Hill: Downpour" -- Town Conclusion Walkthrough (Part 3)

Source: Gaming 4 Jesus (You Tube)

Prison Video Guide

"Silent Hill: Downpour" -- Prison Walkthrough (Part 1)

Source: Gaming 4 Jesus (You Tube)

"Silent Hill: Downpour" -- Prison Walkthrough (Part 2)

Source: Gaming 4 Jesus (You Tube)

"Silent Hill: Downpour" -- Prison Walkthrough (Part 3)

Source: Gaming 4 Jesus (You Tube)

"Silent Hill: Downpour" -- Prison Walkthrough (Part 4)

Source: Gaming 4 Jesus (You Tube)

This concludes the Gaming 4 Jesus "Silent Hill: Downpour" Walkthrough. I hope you enjoyed the game as much as I did.

Universe

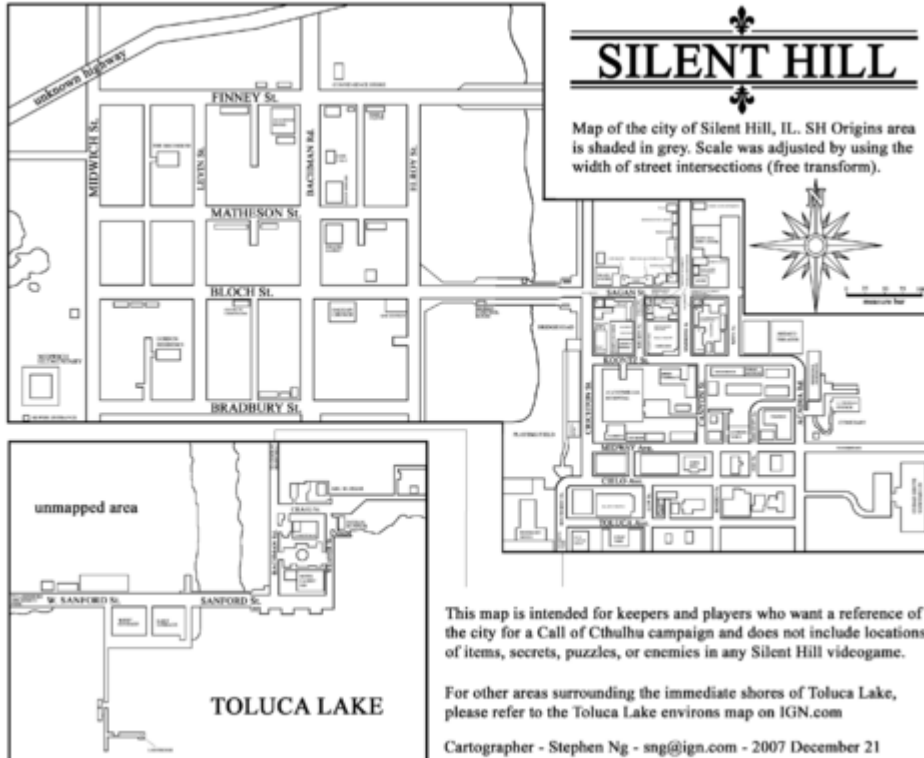
The universe of Silent Hill centers around the town of the same name. The town itself is sited near a body of water called Toluca Lake, and is the center of abnormal phenomena and events. Most events link back to the Occult that most of Silent Hill is a part of. Additionally, Silent Hill is also situated on an old Native American Burial Ground.

Locations

There are myriad **Locations** in Silent Hill - some of which are in the normal world, and others in the Otherworld.

Silent Hill

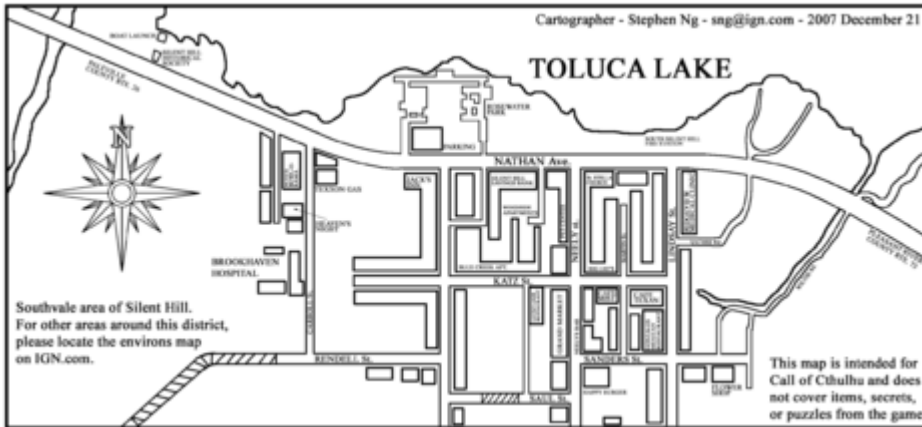
Silent Hill is the name of the town on which this franchise is based on.



(Map Source: IGN / Silent Hill, Silent Hill Origins)

Southvale

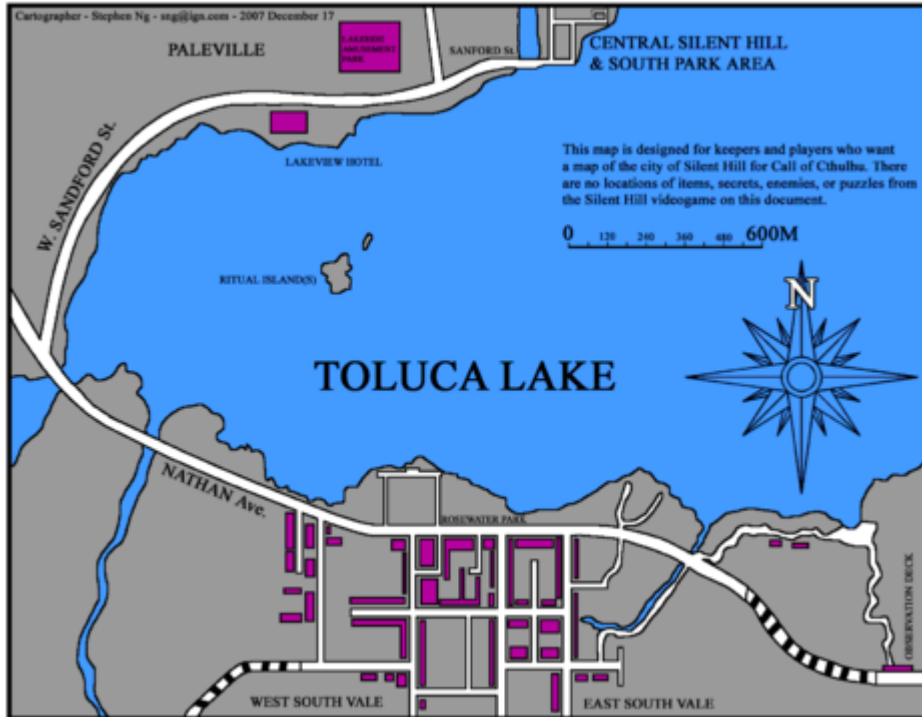
Southvale is a suburb of Silent Hill. It lies on the south side of Toluca Lake and is the setting for the game, **Silent Hill 2**.



(Map Source: IGN / Silent Hill 2)

Toluca Lake

Toluca Lake is the body of water near the town of Silent Hill.



(Map Source: IGN / Silent Hill 2, Translated Memories)

Characters

There are various characters in the Silent Hill franchise. For the purposes of this wiki, characters who appear in Downpour will be given precedence over characters who are referred to (and are from) in other Silent Hill games.

Murphy Pendleton



Murphy Pendleton is the main character of *Silent Hill: Downpour*. He's a prisoner at Ryall State Prison but at the beginning of the game, he and others are being transferred to another facility. The transport bus crashes, however, leaving an opportunity for Murphy to run. Without knowing why, he ends up in Silent Hill and thinks he's going insane because of everything happening to him. He adamantly claims that he's not a monster when others accuse him of things, and throughout the game, he learns to cope with his past. He does have knowledge of the past except for one important thing that he seems to be blocking out.

Despite being in prison for a reason and more than likely doing questionable things, Murphy comes off as genuine and caring at times, as well as determined to make it through the situation. He generally has a soft-spoken and calm demeanor except when pushed to his limits.

Anna Cunningham



Anna Cunningham is a corrections officer overseeing the transport of the bus that crashes in the beginning of the game. Although it's unknown why until later, she harbors a huge resentment toward Murphy and threatens him whenever they come across each other.

Howard



Howard is a mysterious character that Murphy meets several times. He acts as though nothing weird is going on in town despite acknowledging all streets out of Silent Hill are out. It's clear he knows more than he lets on but it's unclear as to exactly what that is. He has a very calm and knowing attitude and always talks about having to deliver mail.

Story

Spoilers to follow.

Silent Hill: Downpour begins with the transport of several prisoners, one of which is Murphy Pendleton, the main character. The transport vehicle crashes in a forest and Murphy takes the opportunity to escape. One of the officers transporting him, Anna Cunningham, finds him, but falls seemingly to her death. Murphy soon comes across a mailman named Howard, who informs him that every road out of town is cut off, then he disappears.

Murphy ends up in Silent Hill, not knowing what's going on. He meets a couple of characters throughout the game who give hints as to something Murphy himself has buried deep down. It is also revealed that Murphy once had a kid who was kidnapped by a child molester and killed. He ended up in prison after stealing a police car and having the police chase him for hours on end.

After going to prison, a corrections officer named George Sewell had him do favors for him, which meant killing certain other prisoners. Murphy did so but only because he felt the prisoners deserved it. One of them was a child molester and murderer himself.

By the end, however, we find out that Sewell set him up to kill another corrections officer, Frank Coleridge, who was simply a good man looking out for Murphy and had filed a report about Sewell being corrupt. Murphy, feeling like he had choice, beat Coleridge nearly to death. This, we find out, is why Anna is consumed with revenge--Frank was her father, and she knows Murphy killed him. The final boss is actually a manifestation of Frank's final stage in life, in which he was basically a vegetable.

Like other Silent Hill games, there are multiple endings. Murphy takes the form of the Bogeyman and can be killed by Anna or Murphy can either kill or spare her. If you're killed, there is a role reversal. Anna wakes up prison with Murphy as a guard, implying that she shared the same fate as he did due to carrying out revenge.

Achievements and Trophies

Achievements and trophies are listed alphabetically for ease of indexing.

10G

Alea lacta Est

Complete Chapter 2.

10G

Apprentice

Use alchemy to brew five potions or oils.

30G

Artful Dodger

Cut off a tentacle using the kayran trap.

30G

Avenger

Finish the game by killing Letho.

20G

Backbone

Craft an armor from the Kayran's carapace (Kayran Carapace Armor).

20G

Being Witcher George

Kill the dragon.

10G

Craftsman

Hire a craftsman to create an item.

20G

Dragonheart

Spare or save Saskia.

10G

Eagle Eye

Hit Count Etchverry using the ballista in By the King's Will.

15G

Fat Man

Kill the draug in The Eternal Battle.

30G

Focus

Perform three successful ripostes in a row.

15G

Gambler

Win an arm wrestling match, a dice poker game and a fist fight.

15G

Gladiator

Defeat all opponents in the Kaedweni arena.

50G

Guru

Achieve character level 35.

10G

Heartbreaker

Seduce Ves of the Blue Stripes.

15G

Intimidator

Intimidate someone.

10G

Journeyman

Achieve character level 10.

10G

Kayranslayer

Kill the kayran.

15G

Kingmaker

Help Roche rescue Anais from the Kaedweni Camp in Loc Muinne.

15G

Last Man Standing

Survive your 30th fight in the Arena

30G

Librarian

Find all information about the insane asylum's history for In the Claws of Madness.

100G

Madman

Finish the game while playing at the Dark difficulty level.

15G

Man of the Shadows

Successfully sneak through Loredó's garden and find the kayran trap component during Indecent Proposal.

10G

Master Alchemist

Acquire the Mutant ability.

10G

Master of Magic

Acquire the Sense of Magic ability.

10G

Miser

Collect 10000 orems.

30G

Mutant!

Enhance abilities using mutagens at least five times.

50G

Necromancer

Relieve all of Aucke's memories in Dethmold's vision in the mission The Assassin of Kings in Chapter 2 when siding with Roche.

30G

Old Friends

Finish the game by sparing Letho.

15G

Once Ain't Enough

Complete Chapter 3.

15G

Perfectionist

Kill 10 foes in a row without losing any Vitality.

20G

Pest Control

Finish all quests involving the destruction of monster nests.

30G

Poker!

Roll five-of-a-kind at dice poker.

10G

Ricochet

Kill a foe by deflecting his own arrow at him.

10G

Sensitive Guy

Save Sile from dying in the unstable portal.

10G

Swordmaster

Acquire the Combat Acumen ability.

30G

The Butcher of Blaviken

Kill 500 foes.

5G

The Fugitive

Complete the Prologue.

15G

Threesome

Kill three foes at once by performing a group finisher.

5G

To Aedirn!

Complete Chapter 1.

50G

To Be Continued ...

Finish the game at any difficulty level.

15G

Torn Asunder!

Kill more than one opponent using a single exploding bomb.

10G

Tourist

Tour the camp with Zyvik in Chapter 2 - Roche. You will need to side with Roche in Chapter 1.

10G

Tried-and-True

Survive your 5th fight in the Arena

30G

Trollslayer

Kill all trolls in the game.

10G

Witch Hunter

Allow Sile to die in her unstable portal.

Secret Achievements

20G

Secret Achievement

Continue playing to unlock this secret achievement.

15G

Secret Achievement

Continue playing to unlock this secret achievement.

15G

Secret Achievement

Continue playing to unlock this secret achievement.

15G

Secret Achievement

Continue playing to unlock this secret achievement.

Platinum Trophy Guide

Rain Maker

Collect all trophies.

Satisfy the conditions of all other trophies on the PlayStation 3 version of Silent Hill Downpour to unlock this trophy.