





Introduction

Silent Hill is back, and this time it's dishing out horror and death with the help of its sister town of Shepherd's Glen. There's no need to worry, though, because any desperate survivor can fight back with the tips and strategies we have here.

In this Silent Hill: Homecoming strategy guide, you'll find:

- **ENEMIES** // Tactics on slaying the vicious bosses.
- **ITEMS & WEAPONS** /Full details about all the weapons and items, including the secret ones.
- **WALKTHROUGH** // A concise walkthrough of every section of the game, with image-assisted hints for solving the mind-bending puzzles.

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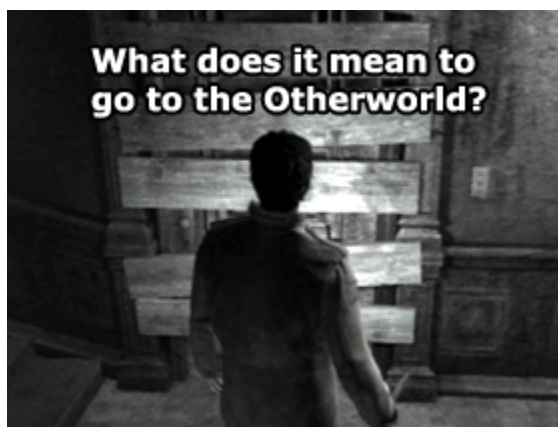
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Silent Hill: Homecoming Basics

Tip 1	At interior areas, using the Flashlight, hitting enemies, and making loud noises (by running or by knocking over loose objects) will draw the attention of bad guys.
Tip 2	In the overworld streets, enemies will appear in large (if not infinite) numbers. Avoiding fights during these scenes is a good idea.
Tip 3	Some doors can be opened with certain weapons instead of keys. For example, the wooden boards that block some doorways can be split apart with an axe.



Tip 4	This installment introduces so-called weapon upgrades, where old weapons will be replaced by more powerful versions that Alex manages to find. This is especially important for the firearms, because having upgraded guns will cause Alex to gain more rounds whenever he picks up new ammo boxes. (He can hold an amount of reserve ammo that equals two full reloads for his current firearms).
Tip 5	If Alex must choose one weapon to master, he should make it the knife. It's reliable against almost all enemies, because its high striking speed allows Alex to keep hitting them, preventing them from fighting back. The trick is to aggressively close in on opponents. The quick-quick-heavy combo and the quick-quick-quick-heavy combo are both quite effective.
Tip 6	Hitting enemies with enough heavy attacks or counter (after-dodge) attacks may stun them when their life is low enough, causing them to briefly stop and droop. During this moment, Alex can execute a special finishing move (by performing one last heavy attack) that will immediately kill them. There is no real bonus to doing this, but the bosses must be killed with such special finishing moves.

Silent Hill: Homecoming Enemies

Nurses

The female humanoids in white uniforms who wield knives. Nurses can repeatedly gut Alex with their rapid slashing attacks. Alex can kill them with his own quick knife combos, or if he has ammo to spare, he can try for head shots. Nurses are also the only enemies who will revert to an inert state if they lose track of Alex, so he should sneak past them as much as possible to save himself some trouble.



Swarms

The large beetle-like bugs who try to suck out Alex's brains. Swarms always show up in packs, but they can be easily squished while they pause before jumping onto him. If they latch onto Alex, he can yank them off (by pressing the dodge button).

Lurkers

The crawling monsters with large claws. Lurkers can be found on land or in the water, with flooded areas always containing at least one of these guys. In any case, use quick knife combos to keep hitting them before they can pull off their slow attacks. Or, perform heavy attacks with the larger weapons to destroy their heads, but watch out, because they can still claw out briefly after being decapitated.

Ferals

The skinned dogs. Ferals are the fastest-running enemies, and they have annoying pouncing attacks. They are easily dispatched with quick knife combos. Their heads can also be blown off with a good shot, but ammo is better saved for other types of foes.

Smogs

The glowing humanoids who resemble the old straightjacket monsters. Smogs can spew toxic streams from a distance, and they can perform thrusting attacks up close. Their bullet-resistant exteriors normally render them extremely tough to kill, but their slow speed makes them easy to avoid, even in narrow corridors. To quickly beat them, lure them into preparing their spitting attack, and when they gurgle and open up their ribs, shoot their bright orange lungs.

Needlers

The blade-armed creatures who resemble large alien bugs from outer space. Needlers are annoying, because they can block bullets as well as melee attacks. Although clean head shots can break past their guard, charging up close with quick combos is more reliable. Try to dodge sideways and carve them up from the flanks or the rear.

Schisms

The blade-headed humanoids. Schisms can do considerable damage with their chopping attacks, and they have grappling attacks that can instantly kill Alex (if he doesn't break free by completing the displayed-button sequence). Due to their comparatively slow attacks, they aren't too difficult to defeat with quick knife combos.

Siams

The hulking, club-armed male monsters who carry not-so-buff female monsters on their backs. Siams are very fast for their size, and they have long-reaching bashing attacks. They are best killed with firearms from a distance. Their female halves have much less defensive strength, so try to aim at the rear sides if possible to save ammo.

Cultists (Order Soldiers)

The human guards in the miners' uniforms. Cultists don't cause the Radio to make noises, and they fight and dodge similarly to Alex. Keep up a flurry of quick knife or pipe combos to beat them easily.

Silent Hill: Homecoming Items & Weapons

<<	Items	Melee Weapons	Firearms	Secret Items	>>
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Flashlight

Illuminates the dark. At indoor areas, using the Flashlight will attract the attention of nearby enemies. (To turn the Flashlight on and off without going through the inventory screens, press UP on the D-Pad.)

Radio

Emits bizarre static noises when there are enemies nearby. Unlike the Flashlight, the Radio doesn't draw the attention of enemies.

Health Drink

Restores life by a moderate amount.

First Aid Kit

Restores life by a large amount.

Serum

Restores life completely. This is the equivalent of the old Ampoule. Serums tend to be found inside small storage cases. Due to the layout of the inventory screens, take care not to use these by accident.

Pistol Ammo Box (Green)

Adds one full magazine's worth of rounds for the current pistol.

Shotgun Ammo Box (Red)

Adds one full magazine's worth of rounds for the current shotgun.

Rifle Ammo Box (White)

Adds one full magazine's worth of rounds for the current rifle.

<<

Items

Melee Weapons

Firearms

Secret Items

>>

Combat Knife

A deadly tool in the right hands. It has a short reach and doesn't do much damage per strike, but it can be swung very quickly, continuously hitting enemies before they can fight back. This weapon is found at Alchemilla Hospital.

Steel Pipe

More powerful than the Combat Knife, but also slower to swing. Due to the way Alex holds it, its reach is still limited. This weapon is found at the Shepherd home (first visit).

Fire Axe

Even slower than the Steel Pipe, but it has more power. The Fire Axe can be used to hack open boarded-up doorways. This weapon is found at Simmon St.

Ceremonial Dagger

A superior version of the Combat Knife. The Ceremonial Dagger can be used to unlock special doors. This weapon is found at the Town Hall (revisited).

Crowbar

A superior version of the Steel Pipe. This weapon is found at the doctor's office.

Pulaski Axe

A superior version of the Fire Axe. This weapon is found at the lot outside Overlook Penitentiary.

<<

Items

Melee Weapons

Firearms

Secret Items

>>

Mk 23 Handgun

(9 rounds)

A reliable handgun that does decent damage against the monsters of Silent Hill. This weapon is found at the junkyard.

12 Gauge Shotgun

(4 rounds)

More powerful than the pistol, especially at short ranges, but it requires more frequent reloading. This weapon is found at the police station.

M14 Assault Rifle

(5 rounds)

Delivers a lot of pain even at long ranges. This weapon is found at Dargento Cemetery.

Chrome Hammer Pistol

(12 rounds)

A superior version of the Mk 23 Handgun. This weapon is found at Rose Heights Cemetery (third visit).

Bluesteel Shotgun

(5 rounds)

A superior version of the 12 Gauge Shotgun. This weapon is found at the Shepherd home (revisited).

Police Marksman Rifle

A superior version of the M14 Assault Rifle. This weapon is found at the bunker.

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Items

Melee Weapons

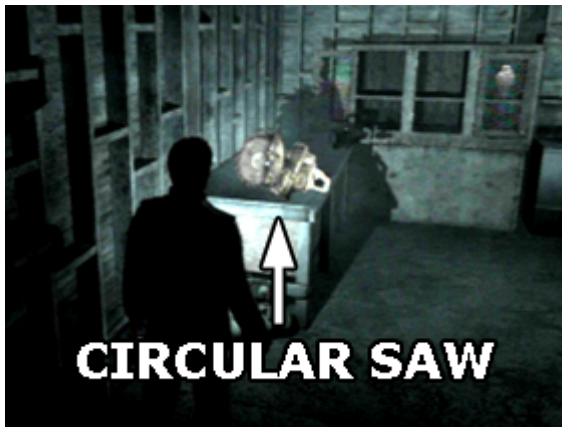
Firearms

Secret Items

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Circular Saw

The same weapon Ackers uses. It is very slow and unwieldy. This weapon is found at the Shepherd home (first visit), in the garage, after finishing the game with any ending.



Laser Pistol

A special handgun. It is extremely powerful, and it has infinite ammo. This weapon is found at the Shepherd home (first visit), on the toy chest in the children's bedroom, after finishing the game with the UFO ending.



Endings and Costumes

There is one secret costume for each ending. The two main factors behind the endings are the decision to perform the mercy killing on the mother at the prison, and the decision to sympathize with the man at the church. In the case where both factors are negative, the decision to rescue the deputy at the bunker will also come into play.

Here is a quick list of the conditions for the different endings and their associated costumes:

Standard Outfit

Classic Costume

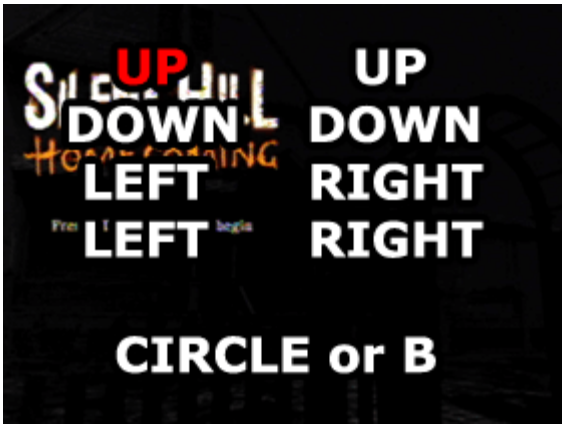
This is the default costume.

Escape Ending

Big Rig Costume

Yes on mercy killing. Yes on sympathizing.

Ritual Ending	Order Soldier Costume
Yes on mercy killing. No on sympathizing.	
Electroshock Ending	ER Costume
No on mercy killing. Yes on sympathizing.	
Conversion Ending	Bogeyman Costume
No on mercy killing. No on sympathizing. No on rescuing.	
UFO Ending	Deputy Costume
No on mercy killing. No on sympathizing. Yes on rescuing.	
Special Bonus Outfit	Young Costume
This extra costume can be obtained with a secret code. On the title screen (the "Press Start" screen), enter a variation of the Konami Code by pressing (with the D-Pad) UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, and CIRCLE (for the PS3 version) or B (for the X360 version.)	



Silent Hill: Homecoming Walkthrough

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Hospital (Alchemilla Hospital)

Solving the Keypad Puzzle

The game begins with a displayed-button sequence. While the orderly who has brought Alex into the hospital is getting murdered outside by the Executioner (a.k.a. the Bogeyman, or Mr. Pyramid Head), mash the button shown on the screen to break off the straps.

This room is the 2F Operation Theater. Walk around a bit and get used to the game's weird controls, and then open the double doors, and go through the next set of double doors to find Joshua behind a gate. This locked gate has a keypad near it.

Open the door next to the keypad gate to the Nurse's Center. Take the Hospital Map on a bulletin board. There is a partial x-ray image on the screen here. Alex will need to find the other half of this image to see the complete numeric code.

Checking with the map as necessary, go to Room 203. Investigate the child-like doll inside the middle incubating chamber to make it shut the hell up. Take the Health Drink on a counter.

The window into Room 204 is already broken, so hop over into Room 204. Take the X-Ray Film on the screen.



With the X-Ray Film obtained, backtrack to the Nurse's Center. Use the X-Ray Film on the other half there to complete the image and to see the entire code: 624872.

Enter the code 624872 on the keypad for the gate outside. Follow Joshua through the 2F Men's Restroom to the Storage Room. There is a Save Point here.

Finding the Combat Knife and the Operation Theater Key

Continue to the 2F Women's Restroom. Take the Combat Knife on the mirror. As soon as Alex grabs it, he will warp to the Otherworld. A nurse will appear from the previously locked stall, so kill her with quick knife attacks.

In the stall where this nurse has emerged, squeeze through the cleft, to the 2F Men's Restroom. Take the First Aid Kit on the wall near the door leading ahead.



Go up the nearby stairs to 3F. Alex may want to turn off the Flashlight for the next part. Break the glass window and hop over into the 3F Day Room. There are two nurses in here, and they are distracted by the TV set. After attacking them from the back or sneaking past them, use the Combat Knife to cut open the flesh-covered cleft near the TV set, and squeeze through it into Room 303. There is a Save Point here.

In the corridor outside Room 303, swarms will attack near the gurney. Slash at them or stomp on them. If they perform

their latching brain-suck attack, press the dodge button to yank them off. Proceed to the Linen Room. Take the Health Drink on the shelves.

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Hospital (Alchemilla Hospital)

Next, head to the 3F level of the Operation Theater. Alex may want to turn off the Flashlight for the next part. Follow the walkways, and drop down the ledge to the bottom level. There are three nurses assembled around the operating table. If Alex wants to sneak past them, he must take care not to knock over any loose objects lying around in the dark. Otherwise, suck up the pain and waste all the nurses.

Extra Tip: Alex's life will be completely restored at the end of the hospital section, so try not to waste too many life-restoring items.

Slaying or avoiding the nurses in the Operating Theater, cut open the flesh-covered cleft on the other side of the operating table, and squeeze through it into the nearby stairwell. Go up the stairs to the upper dead end. Take the Operating Theater Key from the corpse half. Backtrack to the bottom level of the Operating Theater. Use the Operating Theater Key to unlock the double doors.

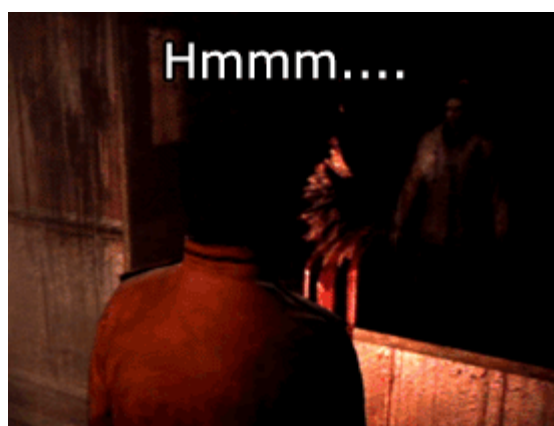


Finding the Toy

Move to the corridor outside the 2F Operating Room to find Joshua again on the other side of another locked gate. The little snot keeps talking about his toy, Robbie the Rabbit, so Alex has no choice but to bust his own butt looking for it. Get to the Nurse's Center. Take the Health Drink on the counters. There is a Save Point here.

Continue to Room 203. The window this time is a hellish wall that has a perpetually bleeding hole in it, into which the toy rabbit is pulled. Looks enticing. Walk right up to this hole, reach in, and prepare to complete the displayed-button sequence to avoid getting an arm ripped off. Alex will automatically take the Robbie figure.

With the toy rabbit obtained, backtrack to the gate with Joshua, watching out for swarms in the corridor on the way to the Nurse's Center. Use the Robbie figure to unlock the gate.





Skip down to the end of the corridor, to the 2F elevator door. Press the button on the walls there to call down the elevator. Hey, what's up with that scraping noise?

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Shepherd Home

Getting to the Shepherd Home

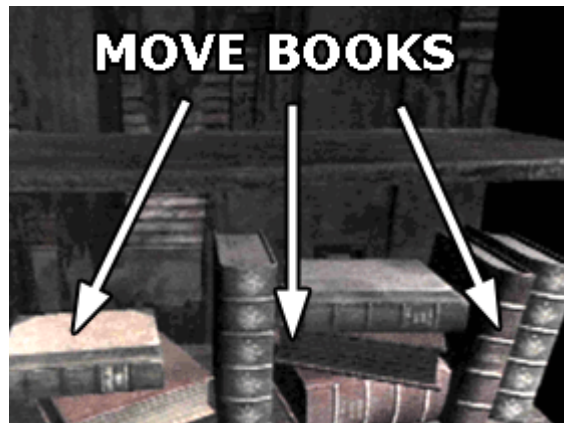
A friendly trucker drops off Alex at Shepherd's Glen, near the end of Main St. Move toward the Town Hall (toward Craven Ave.), and meet Judge Margaret Holloway.

Alex can enter the Town Hall now to talk to Holloway some more at her office and to find a few items. In the side office to the right after coming in from the front doors, take the Serum on the table. In the office adjacent to Holloway's, take the Health Drink on the fireplace. There is a Save Point here.

When Alex is done screwing around, he should follow Craven Ave. to his house, as marked on the map.

Finding the Flashlight and the Garage Remote

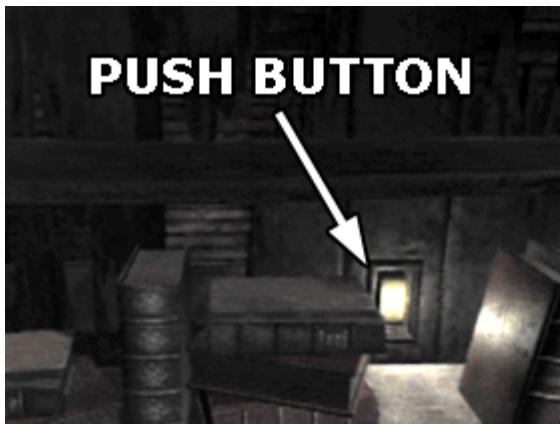
No one seems to be at home, so why not explore the place? In the 2F children's bedroom, take the Flashlight on the bunk beds. (On a cleared game, if the UFO ending has been reached, also take the Laser Pistol on the toy chest.)



Before leaving the children's bedroom, check the bookshelf near the bug collection. This bookshelf has a puzzle that consists of moving aside sets of books. (Use the left stick to move the highlighted set of books, and press the right stick

to highlight another set.) Move the three sets of books to the left to reveal a hidden switch. Press it to open the door to a secret closet, and take the House Map (Map of Our House) on the crates.

With the Flashlight obtained, go back down to the 1F main hall, and meet Lillian (Alex's mom). Alex will automatically take the Old Revolver from Lillian. The door to the basement is now open, so get down there.



The basement is flooded, and the water hides a lurker. Charge into the water, and hack off its face with quick knife combos. Take the Garage Remote on the water pump. Go back out the front door, and step in front of the exterior garage.

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Shepherd Home

Finding Fuel

Use the Garage Remote to unlock the garage door, and kill the lurker who emerges from within. Take the Steel Pipe on a counter. (On a cleared game, also take the Circular Saw on the table with the vise.) Use the Steel Pipe to pry open the locked cabinet, and take the Empty Gas Can.



With the Empty Gas Can obtained, leave the garage, and watch out for another lurker who will crawl out from the hole in the wall outside. Kick its ass, using either the knife or the pipe. Duck through that hole onto a short dirt path, and proceed into the Park.

At the Park, use the Steel Pipe to pry open the gate into the small alley area. Kill the lurker that emerges from under the truck. Use the Empty Gas Can on the truck's fuel tank, and take the Full Gas Can.

With the Full Gas Can obtained, backtrack to the Shepherd home, to the water pump in the basement. Use the Full Gas Can on the water pump to drain the basement. Now unlock and open the door to the backyard.



Getting to the Backyard

From the backyard, Alex can enter the other half of the house via the kitchen door. In the kitchen, take the Health Drink in the refrigerator. (Alex can also use the Cassette Tape, from the 2F master bedroom's bathroom, on the answering machine on the counters for some extraneous details.)

To continue, go out through the backyard fence door, where Joshua's backpack can be found.

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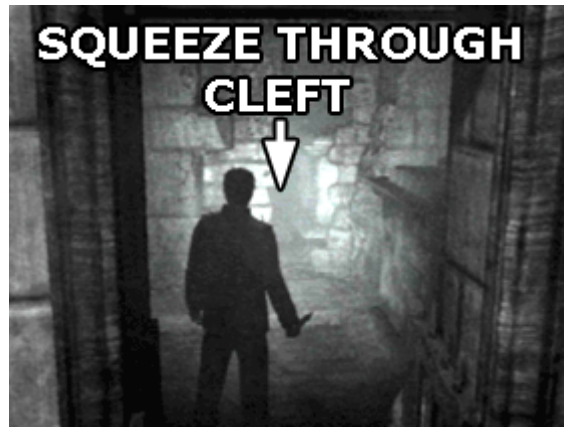
Cemetery (Rose Heights Cemetery)

Getting to the East Garden and Finding the Odd Stone Plate

After leaving the house backyard, follow the short road into the back entrance of Rose Heights Cemetery. Shortly after entering the place, at the Old Crypts, take the Rose Heights Cemetery Map on a bench.

The cemetery may look like a maze, but it's really quite linear, due to the arrangement of locked gates and such. For now, go to the East Garden. Alex will see a mysterious man digging up some graves, but this person won't notice Alex.

Drop down into the lower level of the East Garden, and kill a feral. Quick knife combos are effective against it. Take the Odd Stone Plate from the ruined fountain. Climb up at the other side of the lowest level, to the other end of the East Garden. Take the Health Drink in the gazebo. (The gate to the Bartlett Mausoleum is currently locked, so ignore it for the time being.)



Getting to the West Garden and Finding the Strange Stone Plate

Work through the rows of Family Crypts, through which there is only one route. There is a Save Point here, in one of the crypts close to the East Garden. Across from the boarded-up crypt, squeeze through the cleft into the middle row of the area. Take the Health Drink in one of the crypts shortly after this cleft. Duck through a hole to continue along the path. Squeeze through one more cleft to reach the Founders' Row.

At the Founders' Row, waste a feral who appears between the rows of tombs. Climb through the low sewer-like areas to reach the Founders' Garden.

At the Founders' Garden, take the Health Drink on the upper level, by the walls nearest to the Bartlett Mausoleum. There is a feral in the middle of the court at the bottom level, between the Holloway and Fitch Mausoleums.

Head to the West Garden. Take the Strange Stone Plate from the fountain. Down the path from the fountain, use the Odd Stone Plate and the Strange Stone Plate to unlock the gate, which leads to the Parking Lot and the exit out to Main St.



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Junkyard

Meeting Elle

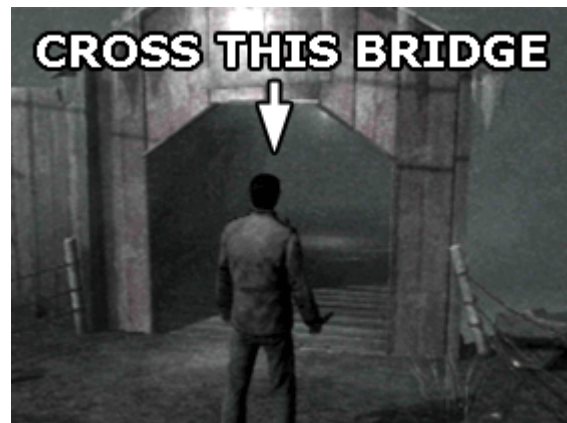
Coming out from Rose Heights Cemetery's Parking Lot, follow Main St. toward the police station (SGPD), and meet Elle Holloway at the notice board. Alex will automatically take the Radio (Walkie Talkie) from Elle. Also take the First Aid Kit

near the dumpsters, in front of the police station building.



Getting to the Junkyard

There are no enemies here yet. Continue past the police station, and turn down River View Rd. toward the unmarked compound at the corner of the map. Cross the sheltered bridge that leads there, to the junkyard. Open the door to get in there.



Exploring the Junkyard

At the junkyard, due to the crap lying all over the place, Alex will need to walk around the whole compound to find the door that leads into the main shack. Work through any holes and clefts in the way. There are no enemies here yet.

Enter the main shack, and meet Curtis Ackers. The man suggests that Alex should see Mayor Bartlett, who turns out to be the grave digger back at the cemetery. Alex will give Ackers the Old Revolver and take the Mk 23 Handgun in return. (If Alex talks to Ackers some more, he might learn an extra clue regarding the clocks and the time.)

Take the Pistol Ammo on the work table not far from Ackers. In the backroom, take the Junkyard Map on a crate, the Health Drink in the broken refrigerator, and the Pistol Ammo on the stove oven lid. There is a Save Point here. Open the door near this Save Point to take a shortcut back to the earlier parts of the junkyard.

Returning to the Cemetery

Backtrack to Rose Heights Cemetery, but watch out for enemies now. Kill or avoid the feral who pops up before the door in the lot that leads back to the sheltered bridge. After crossing the bridge and receiving a call from Deputy Wheeler, fight or flee from the smog, who can spew toxic streams.

Another feral is waiting near the notice board. Before entering the cemetery, take the Pistol Ammo near the notice board, and take the Pistol Ammo near the dumpsters in front of the police station building (at the same place where a First Aid Kit can be found earlier).



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Cemetery Revisited (Rose Heights Cemetery Revisited)

Revisiting the Cemetery

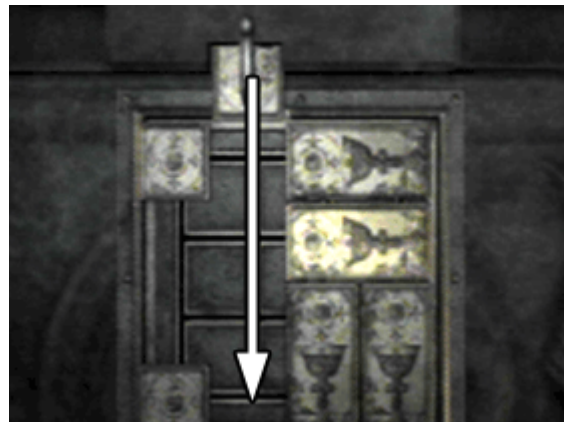
Upon returning to Rose Heights Cemetery, beware of a feral in the Parking Lot.

At the Founders' Garden, a smog appears at the courtyard, but avoiding it should be easy. Take the Pistol Ammo on the upper level, on the side closer to the outer wall of the cemetery. Head back to Founders' Row, and kill a feral there.

Return through the Family Crypts, working through the same clefts and holes. Kill the smog who shows up in the way. The beat it quickly, lure it into preparing its spitting attack, and then shoot its bright orange lungs when it gurgles and opens its ribs. Getting lost at the Family Crypts? Just check the map. Don't forget about the Save Point, too.

Solving the Sliding Lock Puzzle

At the East Garden, move past the gazebo, and enter the Bartlett Mausoleum. The middle tomb has a puzzle that consists of sliding pieces on a grid. The topmost piece is actually a long, vertical locking piece that must be completely pulled down, along the second column from the left. The solution is to put the small square pieces on the left and the larger rectangular pieces on the right.



When Alex opens the tomb, he will find a wristwatch and then suddenly keel over and take a nap.

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Hotel (Grand Hotel)

Finding the Fire Axe

Mysteriously transported from the Bartlett Mausoleum, Alex wakes up on a road, which he will soon learn is Simmon St. in Silent Hill.

Sprint down to the other end of the street, toward the crashed firetruck and some sparking wires. Go into the alleyway there, looking out for a smog. Drop down to a low ledge, and duck under the crashed firetruck. Take the Fire Axe at the other side of the firetruck.



Solving the Wiring Puzzle

With the Fire Axe obtained, backtrack to the Grand Hotel entrance at the middle of the street. Use the Fire Axe to hack open the boarded-up doorway.

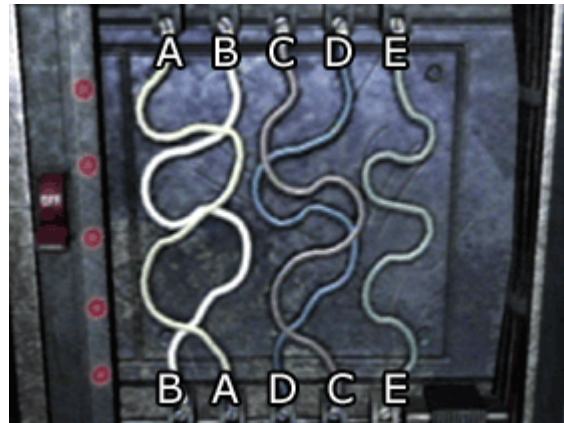
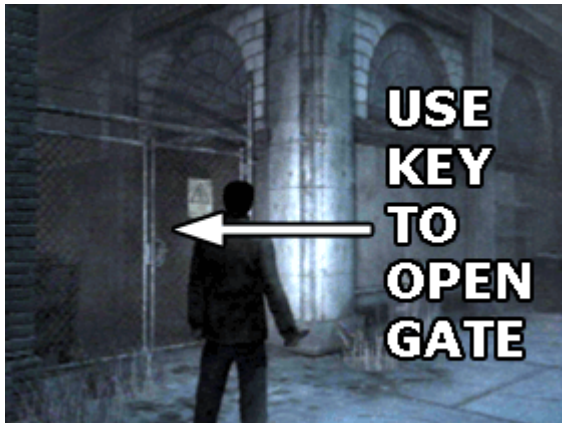
After entering the Grand Hotel, take the Health Drink in the deadend side corridor, not far from the front doors. Behind the reception desk, take the Grand Hotel Map on the shelves.

If Alex pushes the button near the open elevator shaft, he will find that the power is definitely out. Jump across the gap in the elevator shaft, and take the Maintenance Key on the red tool case. Go back out the front doors, but beware of a smog who emerges near the entrance. Another smog is outside on the streets. Alex may want to kill the one outside. Again, the best way to kill smogs is to lure them into preparing their spitting attack, and then shoot their bright orange lungs as they gurgle.



Facing the main entrance of the Grand Hotel, look left to find a fence. Use the Maintenance Key to unlock the gate there. In the alleyway, take the Health Drink on a window sill. The open panel has a puzzle that consists of adjusting the five wires that connect the top terminals with the bottom terminals. To restore power, each top terminal must be connected to a certain bottom terminal. Using the test power option to see if any good connections have been made, Alex normally needs to figure out the correct solution through trial and error. The solution is (counting the terminals from left to right):

	Top 1	Bottom 2
	Top 2	Bottom 1
	Top 3	Bottom 4
	Top 4	Bottom 3
	Top 5	Bottom 5



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Hotel (Grand Hotel)

Riding the Elevator

The power is restored, so head back into the Grand Hotel. Push the button to call down the elevator, and then push the only working button on its panel. Now is a good time to equip the Handgun, because several needlers will crawl onto the left, right, and rear sides of the elevator, attempting to claw through the wire walls. Alex should put his back to the doorway and aim at the other three sides, shooting the needlers through the walls as they come.

The elevator will eventually crap out and kick in its emergency brakes. At this point, face the doorway, and climb up through the gap onto the 3F corridor, just before the elevator finally gives out and crashes to the bottom.

Finding the Postcards (Memories)

The corridor in front of the 3F elevator door is blocked by rubble, so cut open the nearby painting, and squeeze through the hidden cleft. Duck through the hole from the secret passageway into Room 302. There is a Save Point here.

Exit Room 302 and meet the mysterious old woman (?) behind the door with the hole in it, at Room 301. She wants Alex to bring her three postcards that represent good memories, so why not help her out? The goal now is to explore floors three through five for the postcards. The place may seem like a maze, but just remember to work through any holes in the way, and check the map to avoid getting lost.

Use the Fire Axe to hack open the boarded-up hole into Room 309. Climb up the rubble to Room 406, exit it, and fight some swarms. A nurse emerges from Room 402, so kill her.



In Room 402, push aside the shelf, and duck through the hole to Room 404. In the bathroom of Room 404, take the Alchemilla Postcard in the medicine cabinet.

With the Alchemilla Postcard obtained, go back toward the rubble blocking the corridor outside, near Room 406. Alex will see the Executioner (a.k.a. the Bogeyman, or Mr. Pyramid Head) walk past on the other side, giving him a friendly glance. The door near Alex will suddenly burst open with swarms, so squish them. Enter that door to Room 405, and pass through the hole to Room 407.

Use the Fire Axe to hack open the boarded-up hole to the bathroom of Room 408. Watch out for more swarms here. In the bathroom of Room 408, take the Serum on the sink.

Use the Fire Axe to hack open the boarded-up hole to the stairwell at the 4F landing. Go up the stairs to 5F, jumping across the hole in the way. Get ready to fight a needler after entering the 5F corridor. Take the Health Drink across the small gap (by jumping across it), shortly after the stairs. Further down the 5F corridor, two more needlers will show up. Don't bother shooting needlers anywhere except in the head, because they like to block bullets. Alex can kill them more easily with melee attacks if he maneuvers around to their flanks or rear.

Use the Fire Axe to hack open the boarded-up hole to Room 504. Take the Pistol Ammo on the bed. Use the Fire Axe to hack open the boarded-up hole to Room 505. Push aside the shelf, and pass through the hole into Room 507. Take the Lakeside Amusement Park Postcard on the bed, and take the Health Drink on the sink in the bathroom. Now head back out to the corridor. (If Alex enters Room 508, some swarms will show up, so he may want to skip that area.)

Duck through the hole into Room 503. Drop down through the gap into Room 403. Take the Toluca Lake Postcard in the bathtub.

With all three postcards obtained, backtrack to the mysterious woman's place at Room 301. Watch out for new enemies in the way, including a needler in the 5F corridor, three nurses in the 4F corridor, and a smog in the 3F corridor. Talk to the woman to give her the three postcards, and take the Strange Key from her.

Meeting the Boss

Use the Strange Key to unlock the door to "Room 306" in the secret passageway behind the painting (back through Room 302). Try to jump across the pit toward Joshua. The little snot won't be helping, of course.

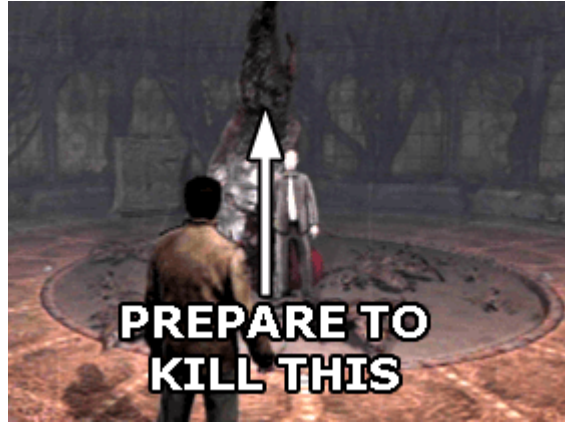
Alex will land in the dining room before the atrium. There is a Save Point here. Take the Health Drink and the Pistol Ammo from one of the tables.

Open the double doors to the short corridor. Try to open the doors to the atrium, try to head back to the dining room, and then try the atrium doors again. Alex will warp to the Otherworld, where the doors to the atrium can now be opened. In the atrium, talk to Mayor Bartlett. Finish the conversation to begin the fight.

The earth demon boss (Sepulcher, or Joey Bartlett) is fairly simple to beat. Aside from the need to use a few life-restoring items, there's no real fancy trick to taking it out.

During the first phase, the boss hangs down in the middle of the room, performing swinging and pounding attacks. Pump bullets into his face, and then continue ripping it off up close with knife combos or other melee attacks. Alternatively, Alex can hit the four smaller hanging chunks of meat along the outer sides of the room. After sucking up enough pain or when the four smaller meat chunks are gone, the boss will drop to the ground.

During the second phase, aim straight for the boss' head with melee combos. If he performs a grappling attack, complete the displayed-button sequence to avoid getting killed. When he sucks up enough pain, finish him off with another displayed-button sequence.

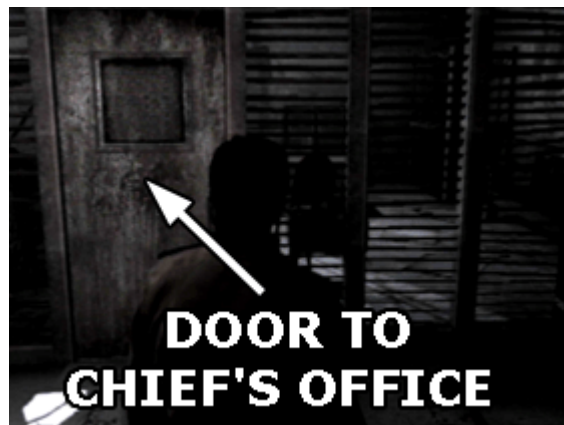


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Police Station

Recovering the Weapons

After slaying the first boss, Alex wakes up in a jail cell at the police station. Investigate the jail cell until Deputy Wheeler arrives to carry out an interrogation. Upon learning that Alex also sees the creepy monsters running amok (and wasting them too, thank you very much), Wheeler will free him. Follow Wheeler to the Evidence Storage Room. There is a Save Point here.



In the following corridors, Wheeler will hold off some schisms. He'll be fine, so proceed down the corridor away from

Wheeler, race past another schism who pops up, and open the left door near the end. Then, open the door with window blinds beside it, to the Chief's Office.

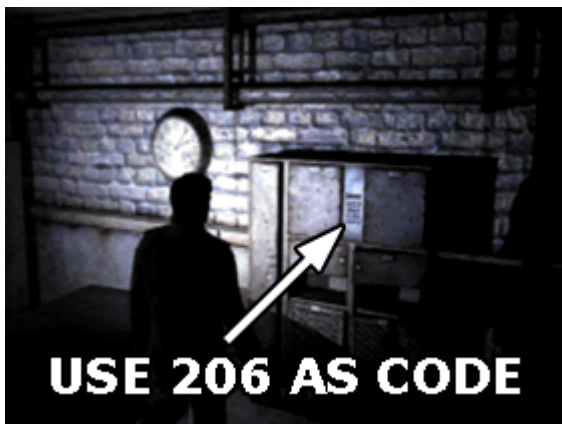
In the Chief's Office, Alex will retrieve his weapons. Wheeler will then catch up, just in time to receive a call from Elle over the radio. Alex will automatically take the 12 Gauge Shotgun from Wheeler. Also take the Station Map on the table near the doorway. Back outside the Chief's Office, falling rubble will cut Alex off from Wheeler, so now he needs to find another way out on his own.

Getting to the Garage

Use the Fire Axe to hack open the boarded-up doorway to the Lobby. Prepare to kill a bunch of schisms. Quick knife combos are reliable against them, but look out for their instant-death grappling attacks. Hop over into the reception area, and take the Health Drink on a cabinet. In the Men's Restroom, take the Health Drink on a sink.

Duck through the hole into the Briefing Room, and kill two more schisms assembled there. Take the Shotgun Ammo on a cabinet. Use the Fire Axe to hack open the boarded-up doorway to the corridors leading to the Garage.

In the Garage, watch out for a schism who comes out between the booth and the parked car. In the booth, there is a locker with a keypad. According to the note on the parked car, the time is a clue to the code. The clock on the wall nearby shows 2:06, so enter 206 as the code. Take the Health Drink, Pistol Ammo, and Shotgun Ammo from the locker. Flip the lever on the wall near the TV set to open the shutters.



When ready for more action, duck through the shutters to the lot outside the Garage. A siam will be the only enemy inside the fenced-off lot. The female member of a siam pair (on the rear side) is less resistant to damage, but siams are both fast and powerful, so don't be shy about mowing them down with a hail of gunfire from the front if necessary.

Upon scoring his first siam kill, Alex will rescue Elle and escape into the smelly sewers.

Sewers

Draining the Bilge Tank

Shortly into the sewers, Alex and Elle will see a large red valve. Turn the valve from the side, taking turns to pass under the gate. Next, work across the breaks in the walls to a flooded chamber, where two lurkers lie waiting.

Extra Tip: Elle can suck up quite a bit of damage before slumping over, so Alex can use her to lure away bad guys and then axe them in the back while they're distracted.

On the other side of the flooded chamber, climb up to a passageway with a broken tank. Take the two boxes of Pistol Ammo on the broken tank.

Proceed over to the Bilge Tank, which currently looks like a flooded pool. There is a Save Point here. Past the Save Point, in a deadend maintenance room, take the Sewer Map and the Shotgun Ammo on the table.



Checking the map as necessary, go back to the earlier curving corridor, and up to the Bilge Control Valve. Use the Steel Pipe to pry open the gate, and turn the Bilge Control Valve to drain the Bilge Tank.



Getting to Gate 8 and Gate 4

With the Bilge Tank drained, Alex and Elle can climb the ladders there to cross it. In the deadend side path before Gate 8, take the Health Drink on the walls.

Turn the valve at Gate 8 to open it. Elle will go through it first, but due to the crappy broken equipment on her side, she will need Alex to use Gate 4, located at an earlier part of the sewers. Elle will be fine on her own, so backtrack to Gate 4. Fight or avoid two needlers on the way to the Bilge Tank. Watch out for a new lurker at the flooded chamber.

When Alex reaches Gate 4, Elle will open it. Duck through the gate, and prepare to kill an incoming needler. At the



deadend side path after Gate 4, take the Shotgun Ammo in the broken pipe.

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Sewers

Getting to the Main Drain Chamber

Continue toward the Sluice Drain, and kill one more needler. At the Spillway, whack a lurker. Climb up to the Drop, and fight yet another needler. Take the Pistol Ammo and Shotgun Ammo at the dead end. Flip the lever near a lamp to open the nearby door.



After dropping down a high ledge, look for an alcove. There is a Save Point here.

Head to the Main Drain Chamber, and get ready for a bloodbath. Turn the valve there to let Elle through as usual, but she won't be staying to help Alex this time. Instead, face the three needlers who arrive straight into the room. Again, use melee combos against them from the sides, or shoot them in the head. Afterward, use more melee combos or excessive firepower to paste the siam who rushes in from the earlier corridor.



Once everybody else here is dead, the gate will suddenly open. Follow the final stretch of sewers and the trail of blood leading from Elle's radio to the ladder at the end.

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Doctor's Office

Getting to the Doctor's Office

Emerging from the corpse-choked sewers, Alex will climb back up onto the street just in front of his home. He can't go back in there now because strange wires are blocking it. He will also get a call from Wheeler, who asks him to go to Dr. Martin Fitch's office.

Monsters like ferals currently roam the streets, so try to avoid them. Alex can stop by the Town Hall first to use its Save Point. (Beware: There is a smog inside the side room to the right of the entrance.)

Follow Main St. to Dr. Fitch's office, as marked on the map. Alex will actually meet the man on the streets first, but he will run off like a wussy. Chase after him, following his blood trail to the door.

Finding Scarlet's Doll

Inside Dr. Fitch's office, take the Health Drink on a counter in the reception area. Enter the patient room in the back that resembles a little girl's room. Check the locked case on the dresser, and then get ready to kill five nurses who will come out from a previously locked room down the hall. For an easier time, fight them before a doorway, so they must come through one point.

Once all the nurses are down eating carpet or tile, enter the room from where they have appeared. Take the Small Key on the bed, and take the Serum on a counter.



Use the Small Key to unlock the case on the dresser, in the little girl-like room. Alex will warp to the Otherworld, and he will automatically take Scarlet's Doll.

Finding the Crowbar

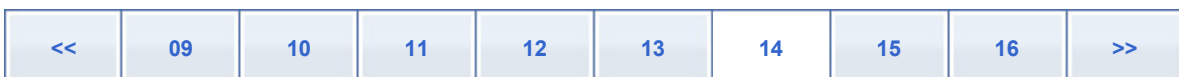
Follow the hole in the wall out to a vast dungeon-like mockery of a hospital. Although there are many apparent side paths, there is really only one true way onward, with few enemies to worry about. Just watch out for a jump with a displayed-button sequence near the beginning of the maze.

After jumping into a hole in a wall across a gap, there will be a short deadend corridor with a single doll. If Alex investigates it, a smog will appear behind, so watch out. Past this annoying trap, drop down through a fan opening, and kill some swarms upon landing. Take the Pistol Ammo on a table in a nearby deadend alcove.

After dropping down a ledge onto some stairs, go up first to a deadend high platform. Take the Health Drink on a table. Further down the path, upon seeing Joshua run to the left, look out for a smog around the same corner to the left.



Keep going down, dropping off ledges and climbing down a ladder until reaching a level with pools of lava, and where the road forks. Take the left path first. Follow more corridors and a ladder, squeeze through a cleft, and duck through a stopped fan. Take the Crowbar on the table past that fan. Now backtrack all the way back up to the fork, and continue along the right path now.



Doctor's Office

Solving the Fan Tunnel Puzzle

Alex will eventually reach a bunch of fans clustered together. Pull the lever on the walls to stop a fan, and duck through it. Move past another fan, cut open a flesh-covered cleft, squeeze through it, squish some more swarms, pull another lever, and then drop down through the next stopped floor fan.

Up next, the two fan tunnels have a puzzle that consists of levers that control the power between pairs of fans. These levers work only by transferring power from an active fan to an inactive one. Knowing that, slowly shift the power from one pair of fans to the next. (Each lever here is linked to the two fans on either side of it. Due to a broken lever, Fan 1 will always be turned on.) The solution is to first transfer the power in Fan 5 to 4 to 3 to 2, and then transfer the power from Fan 6 to 5 to 4 to 3.



Meeting the Boss

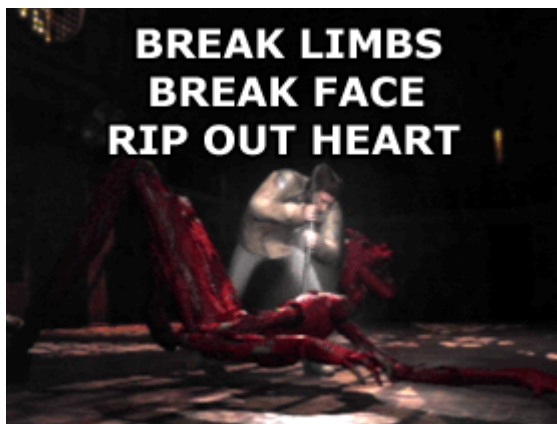
With the power shifted to Fans 2 and 3 in the left tunnel, Fans 4 through 6 in the right tunnel will be stopped, so duck through them. Climb down the ladder afterward to a lower walkway. There is a Save Point here.

All that's left now is to continue to the very bottom walkway, go past some creepy doorways, and talk to Dr. Fitch. Give him Scarlet's Doll to begin the fight.

The doll demon boss (Scarlet Fitch) is arguably the most difficult enemy in the game, due in part to Alex's normally limited armament at this point. Another reason (not made very clear by the game) is that Alex must ruin her limbs before he can damage the rest of her body.

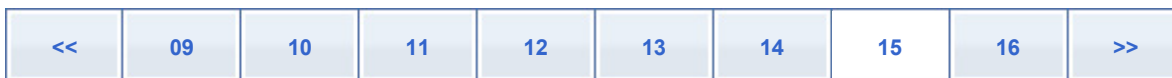
During the first phase, the boss walks slowly toward Alex, attempting to crush him with sweeping and slamming attacks that have an annoyingly long reach and deadly power. Begin by spending all remaining ammo at her legs, and then

continue with knife combos or other melee attacks, hitting her from the sides as much as possible. If she roars, her next attack will likely be a ground slam, so roll away. After she pounds, run up and keep slashing away at her legs. When the boss' legs take enough damage, she will briefly become stunned and kneel down. At this moment, smash up her arms and then her head, and repeat the whole painful process until a displayed-button sequence can be performed against her.



During the second phase, the boss will change to a crawling stance. Although she moves faster now, she is actually easier than before, because she will give Alex more opportunities to engage her, and he only needs to focus on bashing in her head and torso, with melee combos as usual. If she clings onto the ceiling, prepare to dodge out of the way when she drops down with a stomping attack. After she stomps, charge up and wreck her face. Three or so displayed-button sequences must be completed to finally kill this horrible boss.

After Alex wakes up in Scarlet's room again, he will automatically take the Founders' Key from the broken doll. Boy, that was not fun at all.



Town Hall Revisited

Getting to the Town Hall

Leaving the doctor's office, return to the Town Hall. There are more enemies on the streets, including schisms and ferals, so try to avoid them.

At the Town Hall, there can be up to three smogs in the corridors, if Alex hasn't killed the earlier ones before going to the doctor's office. Don't forget the Save Point in the office room next to Judge Holloway's.

Finding the Ceremonial Dagger

In the central room, use the Founders' Key at the lectern to open the secret stairs down to the basement. Take the First Aid Kit near the bottom of the stairs. In the basement, either tunnel leads to the same underground chamber.

Inside the underground chamber, avoid the three nurses if possible. If Alex must fight them, he can at least lure them through the narrow passageway for an easier time. Take the Ceremonial Dagger from the strange set of panels near a lamp. Alex will recognize that it is used as a key to open special doors.





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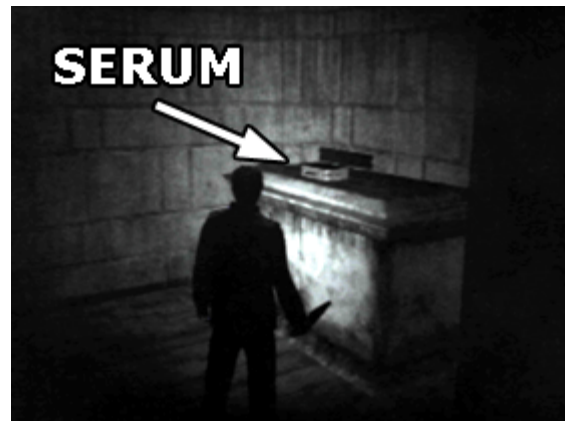
Town Hall Revisited

Returning to the Cemetery

In the same underground chamber, use the Ceremonial Dagger to unlock the hidden door between two books. Now follow the tunnels. There are no enemies here, and there is only one path. Reach and climb up the ladder at the end.

The ladder leads up into the Fitch Mausoleum at Rose Heights Cemetery. Use the Ceremonial Dagger to unlock the door to get out, and also use it to unlock the door to the Holloway Mausoleum just across the court. Take the Serum inside the Holloway Mausoleum.

Now that Alex is at Rose Heights Cemetery, he can take the back door to enter his home. But first, he can return toward the junkyard to find some extra items. Just watch out for two smogs on the way there. Take the Health Drink and the two boxes of Shotgun Ammo outside the door to the junkyard.



Finding the Chrome Hammer Pistol

When ready, backtrack through the cemetery once again. The path remains mostly the same, the difference now being a change in the low sewer-like areas near Founder's Row, requiring Alex to take a brief detour. Avoid or fight past two smogs in these passageways, and take the First Aid Kit and the Shotgun Ammo at the end before climbing up to Founders' Row. Deal with another smog there.

Return through the Family Crypts. This time, though, use the Fire Axe to hack open the boarded-up doorway, and take the Chrome Hammer Pistol in the crypt. Don't forget about the Save Point, too.



Returning to the Shepherd Home

At the East Garden, drop down to the lower level, murder or race past the two ferals who attack, and climb back up to the other side. Watch out for a smog at the Old Crypts.

After getting through the cemetery, enter the backyard of the house.

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Shepherd Home Revisited

Finding the Bluesteel Shotgun

Upon reaching the backyard, go into the kitchen first. Use the Fire Axe to hack open the boarded-up doorway to the dining room. Take the First Aid Kit on the desk near the end of the dining table.

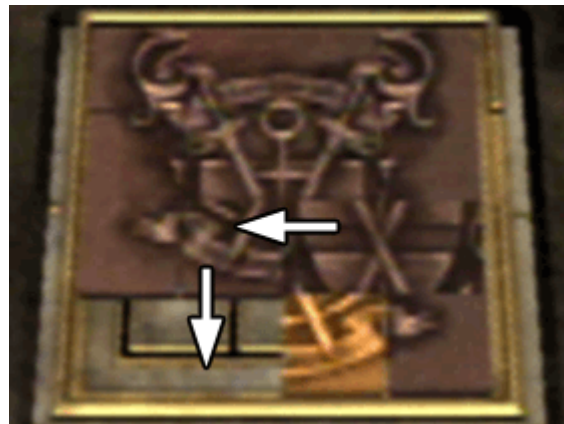
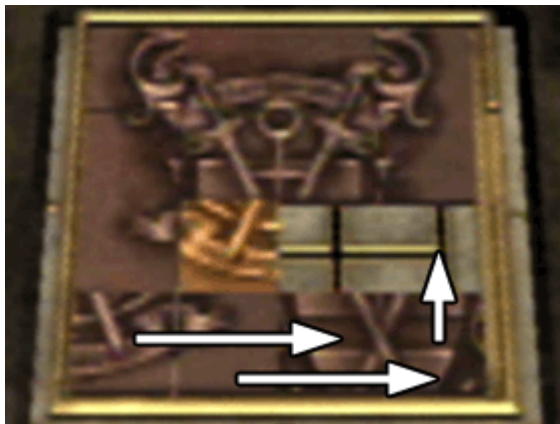
From the backyard, enter the basement. Cut open the tarp-covered cleft, if that hasn't already been done so, and squeeze through it. Use the Ceremonial Dagger to unlock the door to the hunting room. Take the Attic Key on the table, and take the Bluesteel Shotgun from the cabinet.

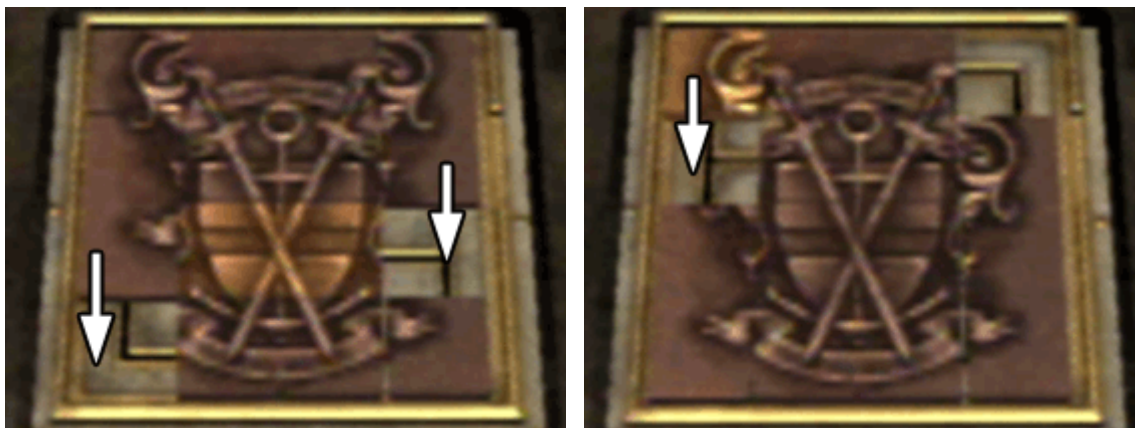


Solving the Family Crest Puzzle

Use the Attic Key to unlock the door at the end of the 2F hallway. Proceed up the stairs to the attic. Push aside the shelf to find a hidden door to the secret attic room.

In the secret attic room, the table has a puzzle that consists of sliding pieces on a grid. Alex must rearrange the pieces so they form the image of the family crest (as shown on the tapestry above the puzzle). This challenge can be really annoying, partly because there's no way to reset the pieces, but hey, at least there is no time limit. Starting with the default arrangement, one solution is to first move the top right piece and the middle right piece into a roughly correct position, next work on the bottom two rows of pieces, and then slide down the pieces at the left and right sides to complete the image.





After properly rearranging the pieces, a drawer will pop out from the table. Take the Letter from My Father, and take the Silent Hill Map (Map of Silent Hill). Now go down toward 1F to talk to Lillian about the letter. A surprise attack ensues, and Alex will warp to the Otherworld.

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Shepherd Home Revisited

Solving the Mask Puzzle and Finding the Cleaver

After entering the death-reeking version of his own home, Alex will automatically enter the 1F main hallway. First off, he will want to turn around and go back into the living room. There is a Save Point here. (The Angry Mask on the cabinet is a dummy item; there's no need to grab it.)

The front door is locked by four seals, which are tied to four puzzles scattered throughout the house, behind four gates. (If Alex tries to open the front door now, a schism will appear behind.) The lever in the 1F main hallway can be used to open up one of the four gates at a time.

For now, without touching the lever, go up to the 2F hallway. Take the Cleaver on the cabinet at the end of the hallway. In the 2F master bedroom's bathroom, take the Indifferent Mask on the sinks, and take the Stuffed Rabbit in the bathtub.

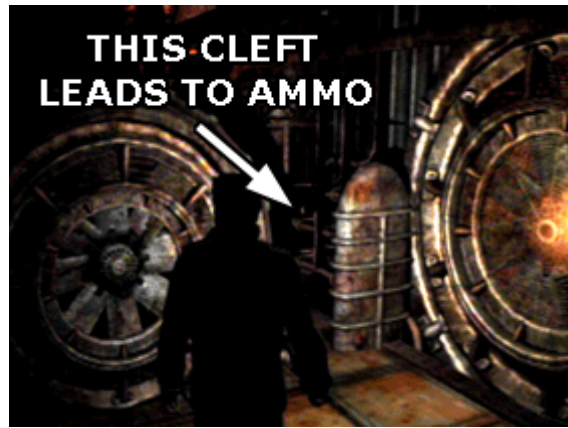
The lever in the 1F main hallway begins in the first position. With the first gate opened, go into the kitchen. Kill the two batches of swarms that come out from the holes. Take the Health Drink on a counter. Take the Frowning Mask on another counter.



The kitchen has a door that leads into the sewing room. The two corpses stretched on a cross have a puzzle that consists of placing the correct masks on their faces. Use the Indifferent Mask on the "hide her pain" corpse (front one), and use the Frowning Mask on the "behind this mask" corpse (back one). This will open one of the front door seals.

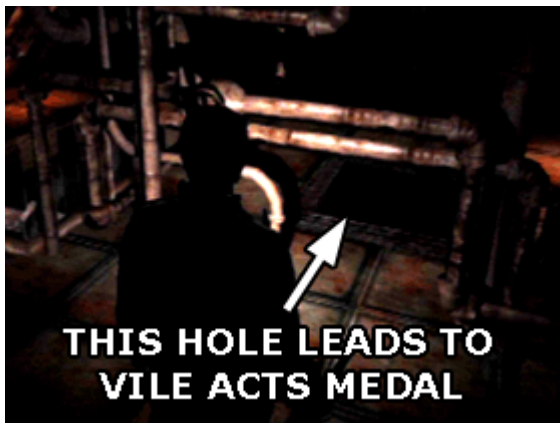
Solving the Medal Puzzle

Pull the lever in the 1F main hallway until hitting the second position. With the second gate open, go to the 2F room connecting to the attic. Push aside the cabinet, and take the Heart of Darkness Medal from the track underneath.



Continue up to the attic. Watch out for a schism who normally begins to the right of the top of the stairs. Squeeze through the cleft near there to find extra items. Take the Pistol Ammo and Shotgun Ammo at the dead end.

On the other side of the top of the stairs, duck through a hole. Take the Vile Acts Medal from the mannequin, and then immediately duck back out the hole, because a schism will instantly appear behind.



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Shepherd Home Revisited

Work through more clefts and holes into the attic, watching out for a schism who starts off lying on the ground, and get into the secret attic room (where the sliding puzzle used to be). Take the Fallen Star Medal from the medal case.

In the same secret room, the mannequin with an army coat has a puzzle that consists of placing all three medals on its chest. According to the indentations in the nearby medal case, tack on the three wicked medals in the following order:



Alex's left	Fallen Star Medal
Alex's middle	Heart of Darkness Medal
Alex's right	Vile Acts Medal

Now back out, and if the arrangement is correct, it will open one of the front door seals.

Solving the Bedroom Puzzle and Finding the Butcher Knife

Pull the lever in the 1F main hallway until hitting the third position. With the third gate open, enter the 2F children's bedroom. Cut open the flesh-covered cleft, and squeeze through it into the secret closet. Take the Butcher Knife on the crate.



Back in the children's bedroom itself, check the clock near the cleft. Set the time to 2:06. (Press left and right to choose a different hand, and press up and down to rotate it. The short hand is for the hour, while the long hand is for the minute.) Doing so will open the windows in the room.

The open windows themselves have a puzzle that consists of hanging up Joshua's favorite toy. Use the Stuffed Rabbit (from the 2F master bedroom's bathroom) on the bright window to open one of the front door seals.

Solving the Knife Puzzle

Pull the lever in the 1F main hallway until hitting the fourth position. With the fourth gate open, go down to the basement. Watch out for a lurker at a corner. Duck through a hole and squeeze through clefts to enter the hunting room.

In the hunting room, take the Bogeyman Knife from the corpse. The knife rack and the worktable have a puzzle that consists of placing back the three knives that should have all been found by now. Follow the silhouettes on the rack for an easier time. Use the Cleaver on the right hooks, use the Butcher Knife on the upper hooks, and use the Bogeyman Knife on the severed head on the table. Now back out, and if the arrangement is okay, it will open one of the front door seals.

Due to a glitch, one of the lights on the front door may turn off during this entire scene, but as long as all four puzzles have been solved, Alex can open the front door and escape.



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Streets and Power Station

Figuring Out a Plan

After leaving his home for good, Alex finds Elle (who's perfectly okay for some reason). They meet with Wheeler, snag a boat, and travel over toward Silent Hill. Alex will automatically take Elle's Locket. Our heroes will also fall victim to another surprise attack. What, again? This stupid town....

Alex wakes up at the docks at Silent Hill's east side. Climb up along the wooden stairs, and duck through a hole in the walls to Sagan St. Alex will soon catch a covert radio call from Wheeler, who updates Alex on the location of Elle and himself. Time to look for a way into Overlook Penitentiary.

Extra Tip: Dargento Cemetery holds a bonus item, but Alex can get it only after working through the rest of this district (but before entering the prison), so don't worry about going there at the moment. A hole in the walls on the east side leads into Dargento Cemetery's Janus Garden, but unless Alex wants to kill a smog there now, there's no need to go into it at this time.

First of all, sprint toward the Bait Shop. Duck through the hole in the fence to the back side. There is a Save Point here. Take the Pistol Ammo on the crates.

Alex needs to cross the plank over a pit in the street to go toward the prison's main gates. (Dargento Cemetery's main entrance is also located near this pit.) Once Alex reaches the front of the prison, Wheeler will suggest looking for a side entrance. Continue west along Sagan St., and open a door through a construction barrier into the rest of the district of Central Silent Hill.



Central Silent Hill has undergone some significant redevelopment since Harry's and Travis' visits several decades before. At the prison's side entrance, Alex will notice that the gate there is electrified, so he will need to shut off the power. (He can touch the gate and get shocked without getting hurt.)

Getting to the Power Station and Finding the Turquoise

Go south to the Boiler Room. Kill the lurker in the flooded areas. Take the Health Drink near the northern boilers.



After exiting through the Boiler Room's west door, turn east briefly along Koontz St. to the dead end, and take the Rifle Ammo on the building wall. In the entrance yard of Alchemilla Hospital, take the Serum on the bench.

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Streets and Power Station

To get into the public utility works, open the west door of the Toluca Lake Offices. There are no enemies inside this place. In the Reception Room, take the Pistol Ammo on a low shelf.



In the large office past the storage rooms, take the Turquoise (December Birthstone) in the sink, and take the Health Drink on a desk.

Jump across the gap to the Break Room. There is a Save Point here. Use the Fire Axe to hack open the boarded-up doorway to the Kitchen. Take the Toluca Lake Water and Power Key on the counters.

Use the Toluca Lake Water and Power Key to unlock the door at the Lower Landing that goes into the power station.

Shutting Off the Power

The power station itself roughly consists of two levels, with three valves that correspond to the various power-generating machinery. Get ready to kick some cultist ass for the first time, because there are two of these guys on the upper level. Shooting them in the head from the bottom if desired, draw their attention and lure them down the ladders. Unlike the usual monsters, cultists don't cause the Radio to make noise, and they can fight and dodge like Alex. Use quick knife or pipe combos to beat them up.

The power station has a puzzle that consists of turning the valves in a certain order. If Alex turns them in the wrong order, he will need to start over again, but considering how there are merely three valves, figuring out the correct order won't be tough. The solution is to first turn Valve B (at the 2F main turbine), next turn Valve A (near the 1F diagram), and then turn Valve C (near the 2F auxiliary generator).

Once the valves are correctly turned, flip the lever at the 2F turbine control, and get ready to kill two more cultists who will rush in from the lower level. These guys carry firearms, but Alex can beat them with the same knife or pipe combos up close. For an easier time, fight them near the top of a ladder.

Before leaving the power station, be sure to grab all the items in the area. Take the Pistol Ammo on the shelves near generator bank B (on the lower level). Take the First Aid Kit behind the 2F main turbine, and take the two boxes of Rifle Ammo near the front of Valve B (upper level). Alex can use the Save Point back at the Break Room again if he likes.



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Streets and Power Station

Visiting Dargento Cemetery and Finding the M14 Assault Rifle

With the power shut off (and with the Turquoise obtained), backtrack toward the prison. Hey, is it getting dark again? Beware of enemies who are hiding in the shadowy streets. When passing through the Boiler Room, watch out for another lurker. At the prison's side entrance, a siam will burst out through the gate. Blow it away, but don't actually enter the prison yet.

Before heading into the prison, pay a visit to Dargento Cemetery, through the main entrance across from the prison's front gate, near the plank over the pit in the street (Sagan St.).

The main entrance of Dargento Cemetery leads to the Sun Garden. A smog appears in the passageways between the Sun Garden and the Moon Garden. Shortly after the Sun Garden, use the Fire Axe to hack open the flimsily walled-up doorway into a small garden, and take the Garnet (January Birthstone) on the bench there. A gate in this small garden serves as a shortcut to the Janus Garden. (The Sapphire on the bench near the Janus Garden is a dummy item; there's no real point in taking it.)



At the Janus Garden, watch out for a smog. The statue here has two slots on it that can hold gems. Use the Garnet (January Birthstone, from the small garden) for the side that says "1," and use the Turquoise (December Birthstone, from the Toluca Lake Offices) for the side that says "12." Take the Moon Garden Key that slides out from the statue.

Use the Moon Garden Key to unlock the gate to the Moon Garden. Kill or avoid one more smog there. Take the M14 Assault Rifle from the bloody crack in the crypt walls.



Getting Inside the Prison

To resume the main mission, head back to the prison's side entrance, and enter the lot. Don't open any doors yet. Take the Pulaski Axe from the bed of the pickup truck, in the middle of the lot. Take the Health Drink on a dumpster across from that truck. When ready, open the door on the north side into the prison.



Prison (Overlook Penitentiary)

Freeing Wheeler

Alex enters Overlook Penitentiary at the Visitor Security Corridors. There is a Save Point here. Move on through the security corridors. Alex will need to flip a lever in a booth to open a security gate. Gates like this one will automatically close after a while.



After the first security gate, use the Fire Axe or Pulaski Axe to hack open the boarded-up doorway into the Visitor Booths, and take the First Aid Kit at one of the booths. Back in the corridors, break open a window and hop over into the prisoner side of the visitor area. Upon reaching the lower landing, open the double doors back toward the visitor area briefly and take the Pistol Ammo on the shelves there.



At the lower landing, near the foot of the stairs, take the Prison Map on the wall. Go into the storeroom nearby, and take the Health Drink on the shelves. Go up the stairs to 2F, and follow the walkways, jumping across the gap in the way. Enter the 2F security booth, which has a control panel, some security screens, and a lever. Flip the lever to open the security gate to the 2F Cell Wing B.

In the 2F Cell Wing B, kill two cultists. Flip a lever there to open a gate to some stairs. Go down these stairs to 1F. In a deadend corridor between the 1F Cell Wing B and the Shower Area, take the Rifle Ammo on the shelves.



Go through the exterior passageway to the larger 1F Cell Wing B, and kill two more cultists. This place is where Wheeler is being held. Flip the active lever across from his cell to free him, but prepare to battle a siam who will crash down in an ambush. Wheeler already has a gun (for some reason), so he can help defeat it.

Afterward, Wheeler will automatically enter the code into the nearby keypad, opening the gate leading onward. Follow him up the stairs to 2F, jump across a gap, pass through a hole in the wall, and flip a lever in the booth to open a gate ahead. Wheeler will run back to the earlier 2F security booth that contains a control panel. He knows how to work the panel, so he can remotely open gates to help Alex travel deeper into the prison.

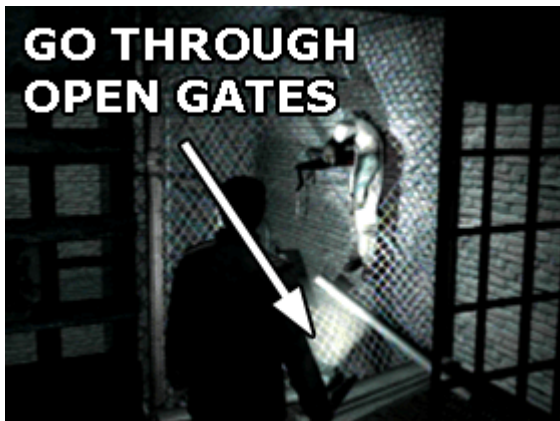
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Prison (Overlook Penitentiary)

Going Toward the Solitary Confinement Area

With Wheeler at the control panel, Alex should head to the gate to the 2F Cell Wing A. In Cell A6, take the Health Drink in the sink. Try to go through the exterior passageway, and watch the gate there fizz out. Alex should then turn back a bit, so Wheeler will open the gate leading down to the 1F Cell Wing A. (This is the gate with a dead cultist impaled on a nearby wall.)

In the 1F Cell Wing A, kill a needler who emerges through a hole in Cell A1, when Wheeler says the radio link is breaking up briefly. Afterward, Wheeler will open the gate toward the Shower Area. Fight two more needlers there.



At the other end of the Shower Area, use the Fire Axe or Pulaski Axe to hack open the flimsily repaired part of the wall. (An earlier note back at the lower landing mentions this patchwork.) The hole in the wall leads into the 1F Boiler Room.

Continue up the stairs to a 2F corridor. There is a Save Point here. Try the double doors near a partially flooded section ahead to discover that they're locked. Wheeler will then suggest turning back to find another way.

After going back past the Save Point, return down the stairs to 1F, and go through the gate beside the stairs to the larger 1F Cell Wing A. If Alex goes to the 1F exterior passageway here and checks the door to the Solitary Confinement Area, he will notice that the keypad is inactive, due to a power outage.

Solving the Wiring Puzzle

The larger Cell Wing A has a puzzle that consists of restoring and rearranging the wires in the panel in the 2F Upper Guard Room. First of all, Alex needs to find the three missing wires.

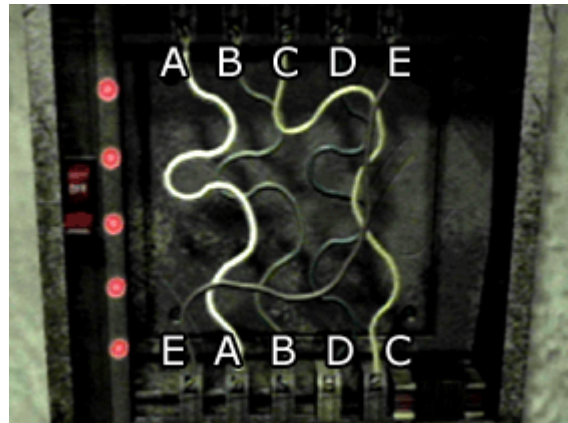


Duck through the hole into Cell A11, squeeze through a cleft into Cell A10, and take the Loose Wire (Blue Wire) from the vehicle's broken headlight. Go up the stairs to the 2F walkways of Cell Wing A, and take the Health Drink on the shelves near the top of the stairs. In Cell A20, take the Radio Wire (Red Wire) from the radio. In the 2F exterior passageway's booth, take the Scrap of Wire (Yellow Wire) from the table.

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Prison (Overlook Penitentiary)

With all three wires obtained, go to the 2F Upper Guard Room. Use the Loose Wire (Blue Wire), Radio Wire (Red Wire), and Scrap of Wire (Yellow Wire) on the panel (which already has two wires). Due to a glitch, Alex may need to back away each time and reexamine the panel before he can stick in another wire.

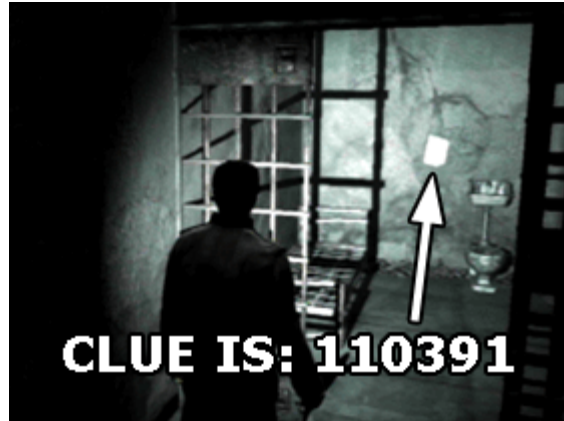
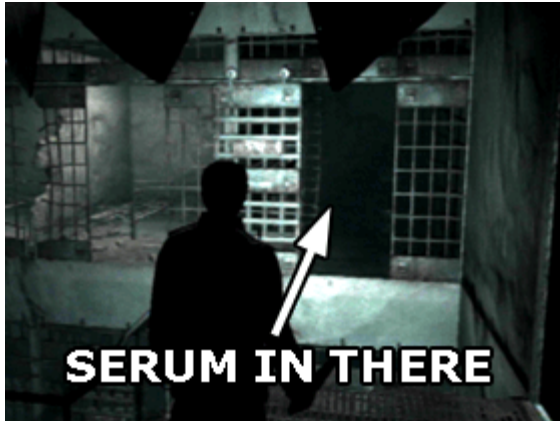


Once the panel has all five wires, solve it in a manner similar to the one back at the hotel. The solution is (counting the terminals from left to right):

	Top 1	Bottom 2
	Top 2	Bottom 3
	Top 3	Bottom 5
	Top 4	Bottom 4
	Top 5	Bottom 1

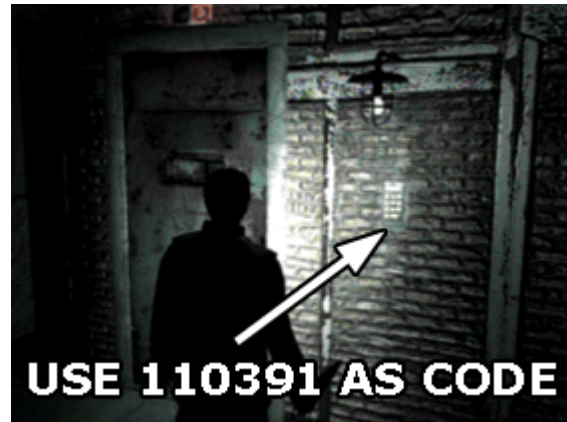
Solving the Keypad Puzzle

With the power restored, the levers on the 1F and 2F levels will become active. Flip the lever near the wire panel to open the gate to Cell A15 (on 2F). Jump across the gap to get over there. In Cell A15, take the Serum on the shelf. (This seems to be the only Serum that isn't stored inside a case.)



On the 1F level, pull the left lever to open Cell A12. In Cell A12, check the note to see the prisoner's number: 110391.

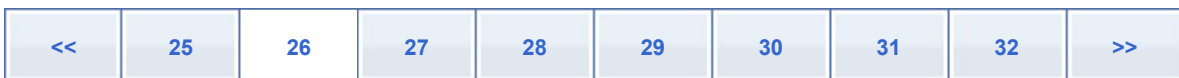
The power is back on, so return to the 1F exterior passageway, to the keypad. Enter 110391 as the code to unlock the door to the Solitary Confinement Corridor.



Important Decision: mercy kill or no

Lillian is about to be racked to death, and she asks Alex to give her a quick death now. (For the first time through the game, the recommended decision is no; don't do the mercy kill.) In either case, Lillian will be dead, and Alex will warp to the Otherworld.

Go back out to the exterior passageway. There is a Save Point here.



Prison (Overlook Penitentiary)

Solving the Wheel Icon Puzzle

In the next room, the freaky flesh column has a puzzle that consists of turning three wheels of icons. The clues at the corresponding sides of the room hint at the correct icons on the wheels. The left clue refers to a chess piece, the rear clue to a product, and the right clue to an abstraction. The solution is to set the left wheel to the Knight (represented by

the horse piece), the rear wheel to the Coffin (represented by the long box with a cross), and the right wheel to "Nothing" (represented by the blank space). When all the wheels are properly set, reach into the hole on the front side to remove the column. Drop into the shaft that is revealed.



Meeting the Boss

At the lower L-shaped corridor, Alex will meet up with Wheeler, who has managed to get there on his own somehow. There is a Save Point here.

Squeeze through the cleft, and follow the corridors along the linear path. In the next large chamber, two needlers will attack. Smash them up with Wheeler's help.

Before the circular gas chamber, go into the storage room. There is a Save Point here. (Yeah, another one so soon.) Take the Health Drink and the First Aid Kit on the shelves.

Ready for the third big battle? Step into the circular gas chamber to begin the fight. Alex will give Elle's Locket to Judge Holloway. Wheeler will get sucked into some sort of vulva-shaped deathtrap, and the boss will appear.

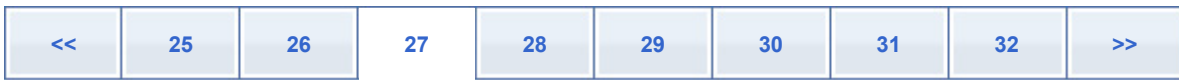
The strangled demon boss (Asphyxia, or Nora Holloway) looks bigger and meaner than the previous one, but fortunately she is much, much easier to beat. There is only a single phase to this battle, too.

Begin by pumping ammo into her head, her torso, or her tail. Then, mop up the rest of her with melee combos. Try to dodge around her and cut her up from the sides. Ideally, back away from her when she winds up for her slamming heavy or grappling attack. Then, while she is getting back up, close in and chop her up, preferably aiming at her tail. To



escape her grappling attack, complete the displayed-button sequence. A very simple displayed-button sequence must also be done to deliver the finishing attack.

After the boss helps shatter the nearby window and then expires, hop over onto the walkway outside, and follow Joshua out the doorway.



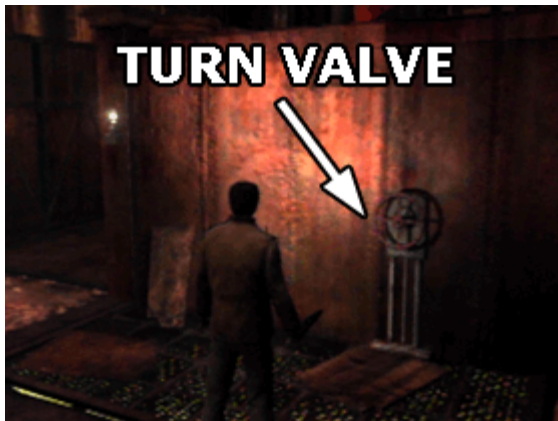
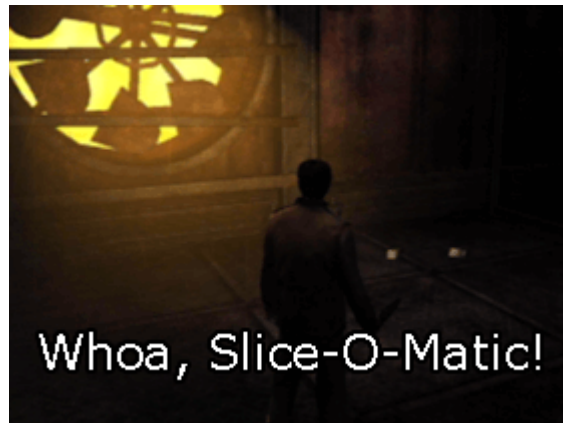
Church (Church of the Holy Way)

Getting to the Church

Alex escapes the prison to find himself out on a street, still in the Otherworld.

Extra Tip: Alex's life will be completely restored at the end of the church section, so try not to waste too many life-restoring items. He will also lose his ammo, so now is a good time to whip out the firearms.

The next destination is the Church of the Holy Way, at the other end of this street. Take the two boxes of Pistol Ammo near a large fan, just after entering the street. Avoiding any smogs in the way, follow the only path forward. Turn the valve to open the barbed wire gate halfway through the street. Take the Health Drink on the ground after this gate. Take the Rifle Ammo near the foot of the stairs, before the church.



Exploring the Main Hall

After entering the Church of the Holy Way, take the Church Map at the back of the right row of pews, near the front doors. Take the Shotgun Ammo near the front of the same row of pews.



Use the Ceremonial Dagger on the slot at the organ to unlock the gates to the East Wing and the West Wing. A schism will appear from behind, so kill it.

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Church (Church of the Holy Way)

Exploring the East Wing

Duck through the hole in the rubble to the 1F East Wing first. Turn the valve to open the baptismal font, squish the swarms who pop out, and take the Chalice Plate from the floating corpse.

Go up the stairs to the 2F east room, which has a confessional. There is a Save Point here.



Important Decision: sympathize or no

A mysterious man inside the confessional thinks Alex is a priest and seeks forgiveness. (For the first time through the game, the recommended decision is no; don't sympathize with the man.) In either case, the man will leave, and Alex should take the Kneeling Man Plate on the seat.



The open doorway past the confessional connects to a deadend corridor. Take the Unlit Candle on the table, and take the Health Drink near the pit.

Back in the main hall, if Alex has cleared the font and the confessional, two schisms will show up. Kick their asses or avoid them.

Exploring the West Wing

Duck through the hole in the rubble to the 1F West Wing. Use the Unlit Candle at the statue to see its sad expression, and take the Candle Plate it drops. Take the Pistol Ammo near the statue, too.

If Alex has cleared the font and the confessional, the gate to the 2F west room will open up. Go up the stairs to the 2F west room. Take the Health Drink on the table, and take the Shotgun Ammo at the corner near the pews. Cut open the painting of the desiring man, and take the Tree Plate from the wall behind this painting. (If the tree painting is cut open, some swarms will appear.)

If Alex has acquired the four plates so far, a schism will open the gate to the 2F south corridor. Waste it. Then, take the Rifle Ammo on the ground past this gate.



Church (Church of the Holy Way)

At the middle of the 2F south corridor, take the First Aid Kit on the tables. When ready, take the Sword Plate from the stained glass windows, and fight two siams back at the main hall. (These are the last enemies for this section. Don't waste any more life-restoring items after this battle, and feel free to spend all the remaining ammo here.)

Solving the Plate Puzzle

The organ has a puzzle that consists of placing the plates on the prongs. The clues lie in the circumstances in which the plates have been found, along with their locations on the map. The solution is:

Penitence Prong	Kneeling Man Plate
Vengeance Prong	Sword Plate
Desire Prong	Tree Plate
Sorrow Prong	Candle Plate
Sacrifice Prong	Chalice Plate

With the plates properly installed, the organ will open up. Meet Adam (Alex's dad). The Executioner (a.k.a. the Bogeyman, or Mr. Pyramid Head) will cut short the conversation, though. Alex will automatically take the Shepherd Family Ring. Also take the Health Drink on the ground after the rack.



Getting Past the Steam

Follow the stairs down to the mines. Upon reaching the bottom, there is hot steam to the right, so turn left for now. Take the miner's uniform on the desk, and then go through the steam. Push the button to call the elevator.

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Bunker

Red Hot Power Drill Action

Alex is too stupid to notice that his dog tags are still showing through his disguise, but Ackers is smarter than that. The newly-made cultist clubs over our hero and brings him straight to evil Judge Margaret Holloway to get tortured to death. Mash through two displayed-button sequences to break off the straps and to force the drill back into evil Holloway's brains.



Finding the Ceremonial Dagger

Despite suffering from a half-severed femoral artery, our hero will be totally fine. Alex's weapons have been confiscated, but he still keeps his other gear, including his life-restoring items. First of all, he'll want to get back some weapons, along with any other useful tools.

The torture chamber holds several items. There is a Save Point here. Take the Lair Map, Health Drink, First Aid Kit, and Ceremonial Dagger on the counters.

Finding the Steel Pipe and Sector 3 Key

Leaving the torture chamber, go through Sector 2, to Room 212. Kill the cultist there with quick knife combos, and take the Steel Pipe from the dead torture victim.

Break the glass window and hop over into Room 211. Kill another cultist. Take the Sector 3 Key on the keyboard. Take the Mk 23 Handgun on the desk, near the security screens. Take the Shotgun Ammo on the cabinets. Now backtrack out to the Sector 2 corridors, but watch out for a pair of cultists who will rush up.





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Bunker

Freeing Elle and Finding the Room 301 Key

Use the Sector 3 Key to unlock the door leading to Sector 3. Beat up a cultist on the other side. Use the Steel Pipe to pry open a door by the corner, and go down toward Room 320, killing two chatting cultists along the way.

Elle is being held in Room 320, but the doors there are locked from within. Before Ackers spills her entrails out onto the floor (after a minute or so of teasing her), climb over the fence nearby, push aside the broken refrigerator, use the Steel Pipe to pry open the back door to Room 321, and confront Ackers man-to-man.



Ackers fights very much like the standard cultists, except he wields a circular saw. Despite how things may look, he doesn't deal a lot of damage, and he takes a long time to swing his weapon, so use quick knife combos to beat him.

With Ackers down for good, Alex will automatically rescue Elle. But before leaving via the valve-operated gate, turn back into Elle's torture chamber area to find additional items. In Room 320, take the Health Drink and the First Aid Kit on the drawers. In Room 321, take the Room 301 Key on the keyboard. Return to the Sector 3 main room, but watch out for two gun-carrying cultists who will arrive there.



Recovering the Weapons

Use the Room 301 Key to unlock the door to Room 301. Take the sack on a table to regain all the previous weapons (including any secret weapons). However, this bag doesn't come with all of Alex's previous ammo, as it only has 4 shotgun rounds and 5 rifle rounds. Luckily, there are other goods to be found in this room. Take the Pistol Ammo on one of the cabinets, the Pistol Ammo on another cabinet, the Health Drink on yet another cabinet, and the Serum on a desk at the dead end.



Break the glass window and hop over into Room 302. Take the First Aid Kit in the broken refrigerator.

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Bunker

Finding the Police Marksman Rifle

Go toward Sector 1 now, and kill one last cultist who appears before the valve-operated gate. With Elle's help, move past this gate.



In Room 113, take the Police Marksman Rifle on a desk, and take the Shotgun Ammo on a cabinet.

Break the glass window and hop over into Room 112, where Wheeler can be found. Ouch.

Important Decision: rescue or no

Wheeler appears to be beyond hope, but Alex wonders if he should use the nearby First Aid Kit in a last-ditch attempt to rescue him. If he chooses yes, he will keep Wheeler breathing a while longer. If he chooses no, he will automatically take the First Aid Kit for himself. (For the first time through the game, the recommended decision is yes; attempt to rescue Wheeler.)

Past Wheeler, open the door to Room 111. Elle will leave on her own, and Alex should continue to the corridor before the circular ritual chamber. There is a Save Point here.

Solving the Large Rings Puzzle

The circular ritual chamber has a puzzle that consists of rotating two large rings on the floor to match up the symbols. To see some clues, use the Ceremonial Dagger on the switches at the columns to reveal the text on the walls. Take a look at the symbols on the columns, the symbols on the wall texts, and the dropped prescription pad on the bottom right slot of the inner ring. Now use the control panel to rotate the rings. The solution is to rotate the inner ring until the human symbol is in the bottom right slot, the mountain symbol is in the bottom left slot, and the air current symbol is in the top slot, and then rotate the outer ring until the eye symbol is aligned with the human symbol at the bottom right, and a weight scale symbol is aligned with the air current symbol at the top.



Bunker

Solving the Small Rings Puzzle

With the floor rings solved, the double doors ahead now has a puzzle that consists of rotating another set of two rings, albeit smaller ones. Rotate the inner ring until the water drop symbol is in the slot, and then rotate the outer ring until one of the weird curved symbols is aligned with it.

Meeting the Boss

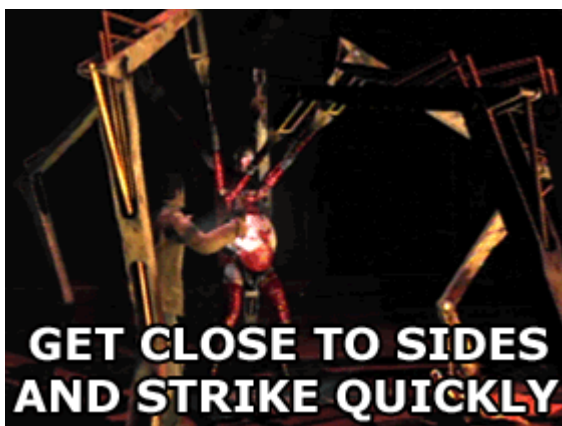
After both sets of rings are solved, the way into the large tomb will open. (Alex can go back out and use the last Save Point again if he likes.) Check the rearmost tomb to begin the fight.

The spider demon boss (Amnion, or Joshua Shepherd) isn't quite as aggravating as the second boss, but it's still challenging.

During the first phase, the boss will spit toxic streams from a distance and perform sweeping and slamming attacks up close. Begin the fight by expending all ammo against its head. Then, charge up close very fast and hit its main body with quick knife combos. If Alex gets knocked down by the boss' sweeping attacks, he should try rolling toward the sides to avoid its following blows. If the boss tenses up and then leaps upward, roll away before it comes back down with a stomping attack.



During the second phase, after the boss sucks up enough pain, it will invert its stance, and its attacks will change slightly, but the tactics for beating it generally remain the same. Charge up close quickly and cut it up, trying to stay to the sides if possible. For an easier time here, hang back a bit and wait for it to prepare its high spewing attack, and then close in and strike its main body as it comes back down. If Alex stays close long enough, the boss will rise up to perform a grappling attack. Simply roll away when it rises up to dodge this grabbing attack, and then resume hacking apart the boss. On a side note, if Alex manages to push himself and the boss against a corner, even if he gets grabbed, he will stand back up a lot closer, letting him reach and hit the boss more easily. At the end, finish off the boss with a displayed-button sequence.



After the final boss is slain, Alex will automatically use the Shepherd Family Ring. Congratulations on finishing the game, and enjoy the ending, as determined by the important decisions Alex has made.

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Advanced Cleared-Game Tips

All right, you've beaten the game once, but you probably already know that there are multiple endings, as determined by the important decisions Alex makes. Due to how the endings reached are recorded independently of your specific game save files, there is a handy way to reach all the endings without having to play through the entire game each time.

First, keep a save file at the prison's 2F corridor Save Point, before going to the area with the wiring puzzle and then facing the mercy killing decision. Next, keep a save file at the church's 2F east room Save Point, before entering the confessional and then facing the sympathizing decision. (Do this secondary save file for each possible response to the mercy killing decision, of course.)

This should be pretty self-explanatory. Once an ending is reached, the associated costume will be permanently obtained, even if you load an earlier save file and have Alex make a different choice for the important decisions, and therefore you'll only have to replay the later segments of the game.

On a final note, reaching the UFO ending first is strongly recommended, because that ending rewards Alex with the Laser Pistol, found at the Shepherd home (first visit), on the toy chest in the children's bedroom. The Laser Pistol makes the whole game far, far easier, especially in hard mode.

Refer to the [Secret Items section](#) for more details on the secret weapons and costumes.

Thanks for playing, and thanks for reading!

