



# 失われた記憶

～サイレントヒル・クロニクル～

SILENT HILL SERIES OVER VIEW



The name of that town is Silent Hill.

Although it is known as a scenic resort area, it is a cursed place where the town's former inhabitants were once driven away, brutal executions were once carried out, and a mysterious plague was once prevalent.

The town is centered around Toluca Lake, from which a thick fog perpetually enshrouds the area and makes vague the reality and dreams of those who visit the town.

And according to those who have seen them, there are also times when "things" that should not naturally exist appear.

A few incidents that have occurred in this town up to this point have gone unaddressed, leaving behind a great number of mysteries.

Here and now, looking back on it all, let's elucidate these mysteries one by one.

SILENT HILL



- PS
- 1999年3月4日発売
- 5,800円 (税別)
- (ベスト版)
- 2000年4月27日発売
- オープン価格
- (PSone Books)
- 2002年1月24日発売
- 1,800円 (税別)

SILENT HILL  
PLAY NOVEL



- GBA
- 2001年3月21日発売
- 5,800円 (税別)

SILENT HILL 2



- PS2
- 2001年9月27日発売
- 6,980円 (税別)

SILENT HILL 2  
RESTLESS DREAMS



- XBOX
- 2002年2月22日発売
- 6,800円 (税別)

SILENT HILL 2  
GREATEST HITS



- PS2
- 2002年7月4日発売
- 4,800円 (税別)

SILENT HILL 3



- PS2
- 2003年7月3日発売
- 6,980円 (税別)

# SILENT HILL AREA MAP

Silent Hill is a rural town located in northeast America. To start with, let's look at a summary of the buildings and locations that have become the setting for the series.

## SILENT HILL

**Lake View Hotel**



Before the second game took place, the hotel was completely destroyed by a fire.

**Lake View Hotel**

**Lakeside Amusement Park**



An amusement park built on the outskirts of town. The park is adjacent to the church.

**Historical Society**



The Historical Society traces the history of the town with paintings and photographs.

**Silent Hill Historical Society**

**Rosewater Park**

**Rosewater Park**



A park on the water that looks out onto Toluca Lake. Stone statues and monuments here communicate the town's history.

**Observation Deck**



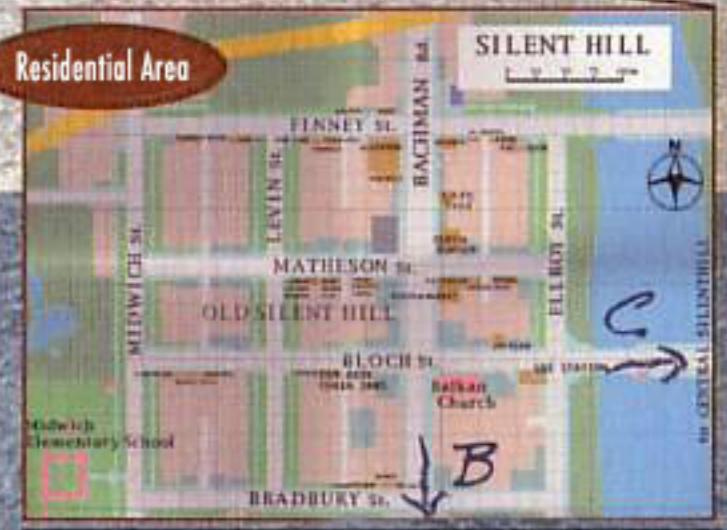
The entirety of Toluca lake is visible from the viewing platform. This is the starting point of the second game.

**Brookhaven Hospital**



A hospital that was built in response to the outbreak of an epidemic that once swept the town.

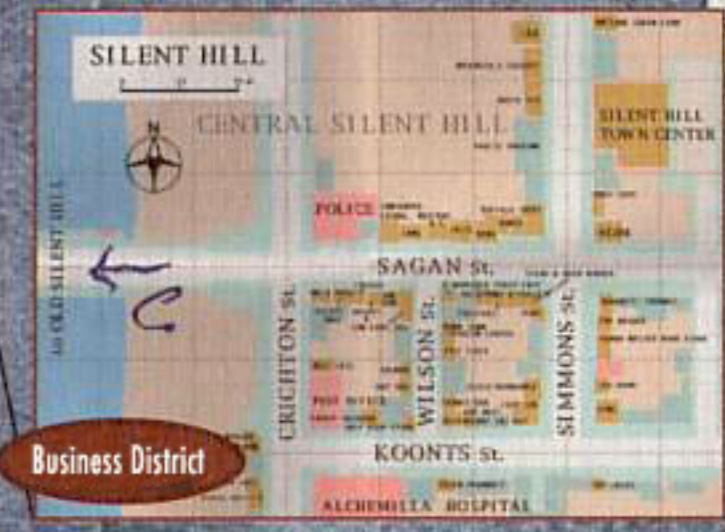
**Brookhaven Hospital**



The area that became the opening scene of the first game is the new town situated on the north side of the lake. Among other things, the church and elementary school are found here.



Located south of the residential area is the resort town. The amusement park can be reached by advancing west on the main road.



The business district across the bridge is the location of a shopping center and hospital, among other things. It is busier than the south side of the lake.



**Observation Deck**

# HISTORY of SILENT HILL

A town that possesses a mysterious power, Silent Hill. Using facts introduced in the games as a foundation, let's delve into the history of this town.

Year	In American History	Relevance to Silent Hill
Before 16th C		● Native Americans conduct rituals here. This land is valued as a sacred place in Native American religion
Around 1607	● England begins colonizing North America	
Late 1600s		● Settlers begin to come to Silent Hill
1692	● Salem Witch Trials in Massachusetts	
Early 1700s		● A mysterious epidemic breaks out, and the town is abandoned
1776	● U.S. declaration of independence	
1789	● George Washington Elected	
Around 1810	● War of 1812 breaks out	● The town is resettled as a penal colony. Silent Hill Prison and Brookhaven Hospital are Constructed
1820	● Maine becomes a state	● Allen Smith paints "Waterfront Landscape"
1830	● Beginning of forced removal policy for Native Americans	
Around 1840		● Silent Hill Prison closes
Around 1850		● A coal field is discovered and Wiltse coal mine opens, which leads to the revitalization of the town
1861	● Outbreak of the American Civil War	● Chester and his son both participate in the war
1862		● Toluca prison camp is constructed for POWs
1865	● Culmination of the Civil War	● The prison camp is converted into Toluca Prison
1866		● People start disappearing all over town
Around 1890	● End of Native Americans' organized resistance	● Toluca Prison Closes and Silent Hill becomes a Tourist Area
Early 1900s		● A ship called The Little Baroness goes missing
Nov. 1918		● Strange events at Toluca Lake
1939		● The mayor of Silent Hill dies suddenly, and one after the other the staff at a development group die accidental deaths
19XX		

## ◆folklore

Sacred ground where Native Americans conducted mysterious rituals

Before settlers came from Europe, Silent Hill was a holy place. Even then, the land seemed to possess a mysterious power.

『静かなる精霊眠る場所』、ここでいう精霊とは自然世界における構成要素であり、同時に死者であり、崇めべき存在だという。

◀ They revered the town as "The Place of the Silenced Spirits." However, they were driven away by settlers and had to abandon the town.

## ◆prison

After the spread of an epidemic, resettling of the town as a penal colony begins

Many people lost their lives on this abominable soil. Consequently, the town was used at first as a penal colony. It was at this time that it was given the name "Silent Hill."

写真が飾られている

▲ After the closing of the prison, the Historical Society was built on its former site. It conveys a sense of the town's history.

## ◆epidemic

Once more, the threat of a plague steadily wraps the town in darkness

The town was stricken by an epidemic. It may be that because of the unforeseen deaths of the town's population, as well as the thoughts and feelings of the prisoners, the original power that the town held was gradually distorted.

## ◆the Civil War

The town is drawn into the Civil War that divided the nation in two

The Civil War occurred in 1861. The stone statue by the lake is a memorial to Patrick Chester, a soldier who fought in the war at this time.

◀ The current incarnation of Brookhaven Hospital has existed since it became large-scale in the late 1800s.

## ◆Toluca lake

After becoming a sightseeing area, a series of misfortunes befall the town

With the closing of Wiltse coal mine came the attempted reinvention of the town as a tourist attraction. However, due to a succession of boating accidents the town gained a poor reputation as a sightseeing area.

▲ Although the conflict was originally born from political opposition, it was distorted by future generations into an issue concerning the birth of the religious cult.

◀ The famous Toluca Lake that overflows with atmosphere. It is known as an ominous lake that has become completely shrouded in a pervasive mist.

# ALESSA'S HISTORY

## Alessa is Born

Alessa had unique abilities since she was very young. In school they called her a witch and tormented her by excluding her and scribbling on her desk.



◀ IN "NOWHERE" OF THE FIRST GAME, WE CATCH A GLIMPSE OF THE PAIN THAT CHARACTERIZED ALESSA'S CHILDHOOD.

## Dahlia's Ritual

A fire breaks out that burns down six houses in the business district. It was declared that Alessa's dead body had been found at the Gillespie house, which was the origin of the fire. However, the cause of this fire was a ritual that Dahlia conducted using her daughter Alessa in order to bring about the coming of the god.



▲ LISA NURSED ALESSA, WHO WAS MADE TO CONTINUE LIVING BY MEANS OF AN INCANTATION.

▼ KAUFMANN PROBABLY REPLACED THE BODY.



20 Years Ago

14 Years Ago

12 Years Ago

11 Years Ago

7 Years Ago

One after the other, the staff at a development group die accidental deaths

Alessa is born

Claudia is born

Harry suffers the death of his wife

Cheryl is Born

## Mysterious Consecutive Deaths

The staff of a company that was working on developing the town as a sightseeing area died mysteriously one after the other.

Because of the extent of the the mystery surrounding the cause of these deaths, it was rumored that there was some connection to the town's religion.



▲ IT WAS THOUGHT THAT THE MYSTERIOUS DEATHS OVERLAPPED WITH THE STRANGE FAITH FROM THE TOWN'S PAST.

## Claudia is Born

Two years after Alessa, Claudia is born. The parents of the two girls were of the same faith, and it seems that they were on extremely good terms during their childhood.



▲ HEATHER REMINISCES ABOUT PLAYING CARDS WITH CLAUDIA IN ALESSA'S ROOM, MEMORIES OF THE TWO OF

## Drug Circulation

After the fire in the business district, a drug known as "PTV" becomes prevalent in town. First a criminal investigator and then the mayor, who had redoubled efforts to impose control, met with mysterious deaths one after the other.

▶ PTV WAS CIRCULATED AMONG TOURISTS AND THE TOWN WAS CORRODED.



◀ AN UNSEEN ALLIANCE EXISTED BETWEEN THE HOSPITAL AND THE RELIGIOUS ORGANIZATION.

Silent Hill is a town where an ominous god is worshipped, and where those who hold darkness in their hearts gather. This is a look back at half of the lifetime of the young girl from whom it all originated.

## "Heather" is Born SILENT HILL

Alessa (14 years old at the time) suffered from the burns inflicted upon her since the ritual that brought about the descent of the god. In order to escape Dahlia's control, she calls out to Cheryl, her other self (7 years old at the time) to return. Due to the power of Alessa's thoughts, the town is transfigured into the otherworld.



▲ IN HIS ATTEMPT TO RESCUE HIS DAUGHTER, HARRY BECOMES INVOLVED IN THE EVENTS THAT

▼ AFTER THE TWO GIRLS BECAME ONE, A NEW LIFE WAS BORN.



0

5 Years Later

? Years Later

17 Years Later

SILENT HILL  
Heather is born

A murder case  
in Portland

SILENT HILL 2

SILENT HILL 3

## Portland Murder

After the events of Silent Hill, Harry took Cheryl (Heather) and moved to Portland. However, her whereabouts were discovered by a cult member who was searching for her.



▲ APPARENTLY AT THIS TIME HARRY KILLS A PERPETRATOR.

## Expansion of the Cult

After Dahlia's death, there was a period of inactivity in the religious organization. However, after around ten years had passed it became active once more. The structure of the organization was adjusted and the number of adherents rapidly increased. One young priest was behind this renovation.



▲ VINCENT IS THE ONE WHOSE EFFORTS FINANCED AND IMPLEMENTED THE STRUCTURE

## Materialization of Delusions SILENT HILL 2

Starting with the first game, the power that the town holds has intensified greatly. It has reached the point that those who hold darkness in their hearts are called to gather, and each of their unconscious minds is manifested.

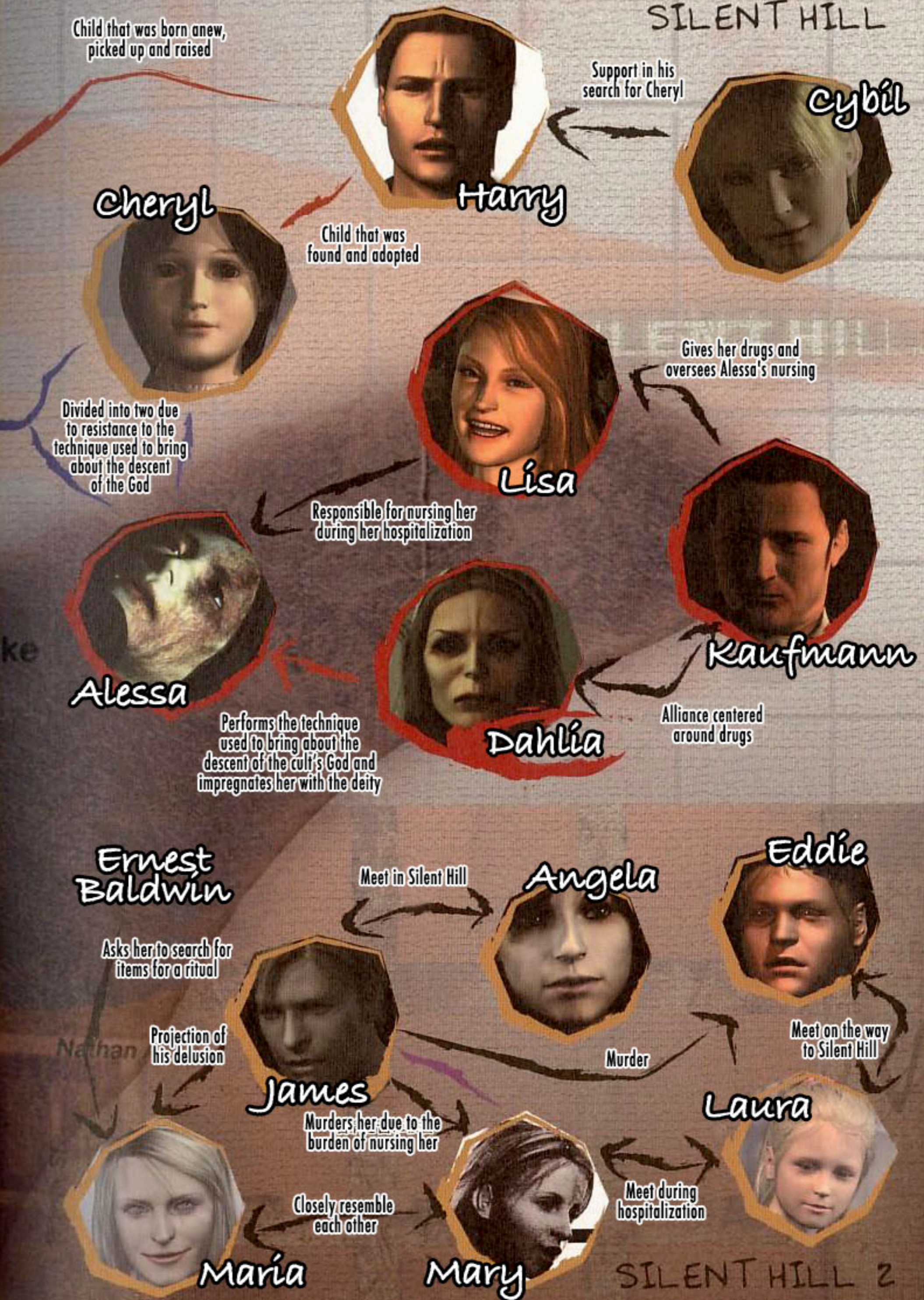
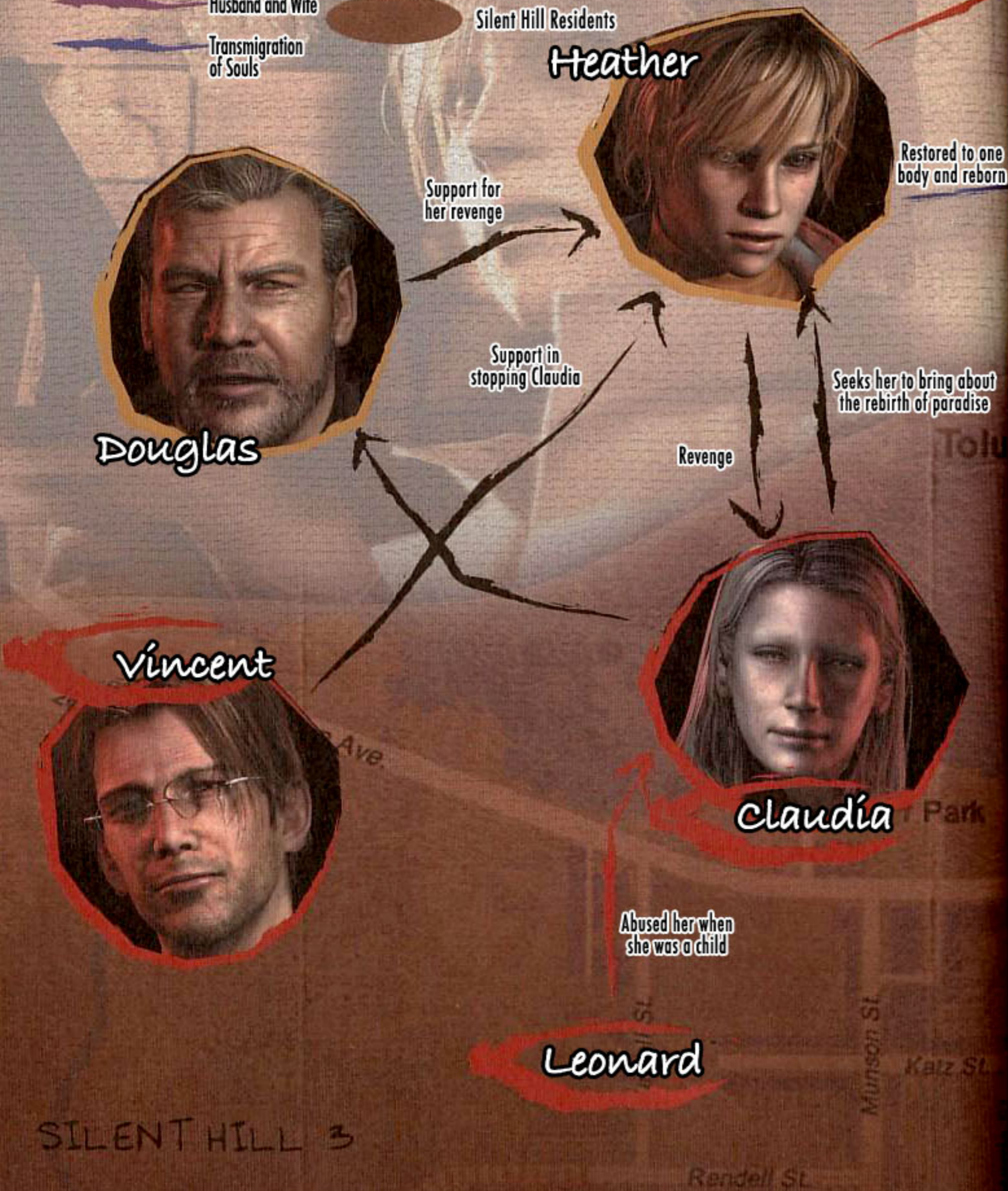


▲ DEEP "HOLES" APPEAR TO THOSE WHO HOLD DARKNESS IN THEIR HEARTS.

# CHARACTERS RELATION MAP

A diagram of the interrelations of the series' characters centered around Alessa, who is repeatedly reincarnated. A deeper understanding is likely to be reached from summarizing the relationship to the religious organization.

- Parent and child
- Husband and Wife
- Transmigration of Souls
- Characters Connected to the Religious Organization
- Silent Hill Residents



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Logue 1

## SILENT HILL

Harry, who appears in the first game as the protagonist, is the father of Heather (Cheryl), the heroine of Silent Hill 3. Let's look back at each aspect of the story that became the starting point for all the events that occur afterwards in the town of Silent Hill.



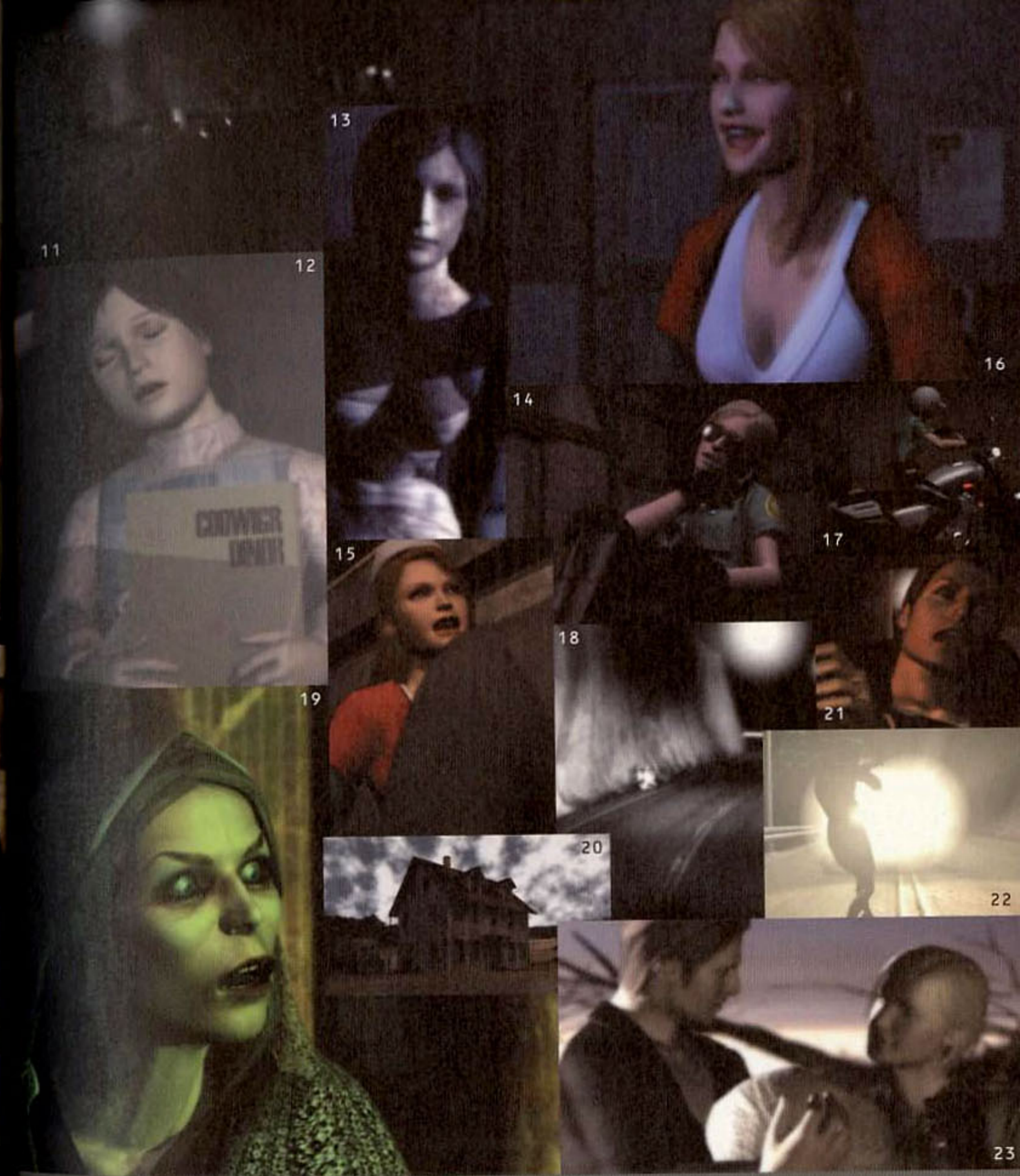
# SILENT HILL STORY PREVIEW

Not being limited to simple character introductions, the opening depicts events that take place prior to the start of the game. After the "GOOD+" ending, the image in one section of the opening is altered.



- 01 A photograph of Alessa is projected following the words, "The fear of blood tends to create fear for the flesh."
- 02 Harry stands with his wife holding a baby in his arms. Although it doesn't appear in the main part of the game, this image is probably from the moment when Cheryl was found.
- 03 Cheryl stands amidst the fog. Harry comes to wander about the town of Silent Hill in his attempt to find her.
- 04 Harry awakens on the sofa in the cafe. He was dreaming that he was pursuing Cheryl and had lost his way in the otherworld.
- 05 The nurse Lisa crawls out from under the desk where she was hiding. This image is from the scene in which she runs into Harry for the first time in the hospital.
- 06 Dahlia turns around as she becomes aware that Harry has entered the church. Behind her is an image of Christ on the cross.

- 07 Only for an instant, a vision of Alessa appears in the boiler room in the basement of the elementary school. She looks older than she does in the photograph in 01.
- 08 Imploring him to help her, Lisa clings to Harry. She appears before him whenever the world is transfigured into the otherworld.
- 09 Having killed a creature with his gun, Kaufmann feebly sits in a chair. This image is from the scene in which he encounters Harry for the first time in the hospital's examination room.
- 10 Cybil walks up with a mysterious smile. When she encounters Harry in the cafe, she is not yet aware of the seriousness of the situation.
- 11 A single car drives up a deserted county road. Riding in the car are Harry and Cheryl, who are going to Silent Hill for their vacation.
- 12 Nodding off in the passenger seat, Cheryl holds the sketchbook that Harry gave to her. Later, this sketchbook is found in the otherside alleyway.



- 13 A woman whose skin is inflamed as a result of burns and is wrapped in bandages which cover her whole body. This is the only image seen of Alessa suffering in her sickbed.
- 14 After getting confirmation over her wireless, Cybil leaves the room in a haste. This is a depiction of the sequence of events prior to her arrival in Silent Hill.
- 15 Drawing near to Kaufmann, Lisa quarrels in a vehement tone. The fact that the matter of Alessa's nursing is at hand indicates the subject of their dispute.
- 16 Lisa laughs as if possessed by something. Could this be the state induced by the drug administered to her by Kaufmann?
- 17 Driving alongside Harry's car, Cybil uses her fingers to signal something to him. She passes Harry and continues to drive on head.
- 18 Immediately afterwards, for unknown reasons Cybil's bike is rolled over on its side. His attention attracted by the bike, Harry is unaware of the imminent danger he is in.

- 19 A close-up of Dahlia looking back in bewilderment as she becomes aware of someone's presence. This is yet another image that doesn't appear in the main part of the game.
- 20 A single house surrounded by disused telephone poles and a pool of water. Could this be Dahlia's house where Alessa was burned in the fire?
- 21 Harry hurriedly turns the wheel as he realizes that someone has appeared suddenly in front of the car.
- 22 In front of the car is a young girl with the same appearance as in 07. Could the female figure that Harry saw really have been Alessa?
- 23 Upon attaining the "Good+" ending, the image in 02 is altered. Cybil replaces Harry's wife.





The story from which the horror originates. Let's take another look at the significance given to the characters that appear in the game.



Harrold "Harry" Mason

**name:** Harrold "Harry" Mason  
**age:** 32  
**sex:** male  
**job:** writer  
**profile:** A writer who lost his wife four years ago and currently lives with his daughter. He takes Cheryl to Silent Hill in order to spend a long vacation with her. With the occurrence of a sudden car accident, he finds himself involved in strange events.

creator's comment

When development first began on this project, because of his role as the dotting, dutiful father he was given the name "Humbert Mason," which was referenced from the protagonist of Stanley Kubrick's film *Lolita*. However since this is an uncommon name, it was changed by the English staff. The truth is that "Harry" was the nickname of the person who named the character. I thought, "they're the same," but...



Lisa Garland

**name:** Lisa Garland  
**age:** 23  
**sex:** female  
**job:** nurse  
**profile:** A nurse who worked at Alchemilla Hospital. She was charged with nursing Alessa, who was kept alive even with her severe burns by means of an incantation.

creator's comment

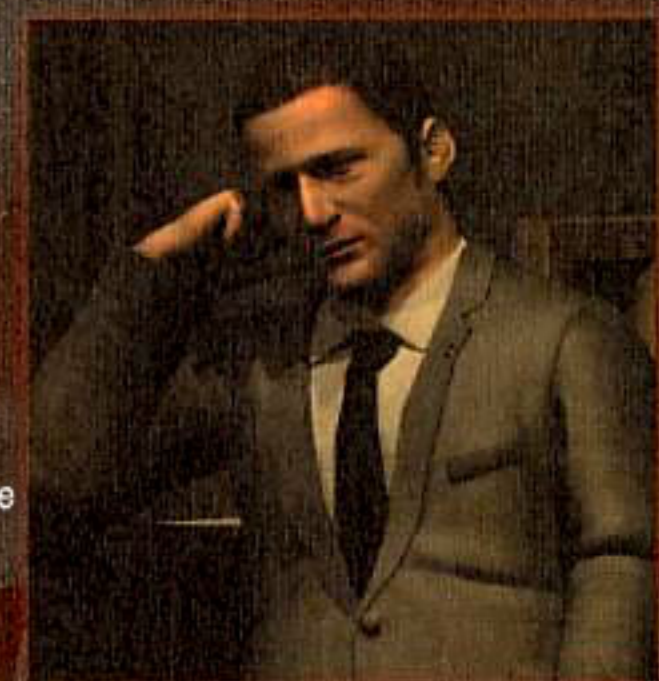
The name Lisa comes from an actress who plays a nurse and is a murderer in the movie *Sanguelia*. Her last name is borrowed from Judy Garland, who plays a character in *The Wizard of Oz* who has lost her way in a dreamland.

Michael Kaufmann

**name:** Michael Kaufmann  
**age:** 50  
**sex:** male  
**job:** doctor  
**profile:** A doctor who works at Alchemilla Hospital. Like Harry, he struggles to escape Silent Hill but the truth is that he is closely connected to the disaster taking place in town.

creator's comment

His name is a combination of the names Lloyd Kaufman and Michael Herz, two Troma Studios producers known for many B-movies such as *The Toxic Avenger*. There isn't a particularly deep significance.



Cybil Benett

**name:** Cybil Benett  
**age:** 28  
**sex:** female  
**job:** police officer  
**profile:** A police officer from Brahm, a town adjacent to Silent Hill. Due to a sudden interruption of correspondence, she comes to Silent Hill to investigate.

creator's comment

Her last name is an allusion to, a real-life policewoman who was a murderer. It was slightly tweaked to sound more generic. The first name calls to mind both the model Sybil Buck and the action star Sybil Danning.



Cheryl Mason

**name:** Cheryl Mason  
**age:** 7  
**sex:** female  
**job:** elementary school student  
**profile:** Although she is Harry's only daughter, the truth is that they are not related by blood. It is because of her wishes that the two of them travel to Silent Hill.

creator's comment

Originally we wanted to call her Dolores for the same reasons as Harry's character, but this met with fierce opposition and was rejected. The name originates from Sheryl Lee, but there is no particular significance.



Alessa Gillespie

**name:** Alessa Gillespie  
**age:** 14  
**sex:** female  
**job:** unknown  
**profile:** A young girl who carries the God inside her body as a result of a ritual conducted seven years ago. Cheryl was separated when the ritual took place, but in order for the two of them to return to a single body once again she was called back to Silent Hill.

creator's comment

She is named after a former wife of film director Dario Argento. Argento has made many horror movies including *Suspria*, and is a master of the genre.

creator's comment

In the initial stages of development we used the name Asia, which is taken from the daughter of the Italian film director Dario Argento. However, because it's an uncommon name, we decided to rename her.

Dahlia Gillespie

**name:** Dahlia Gillespie  
**age:** 46  
**sex:** female  
**job:** unknown  
**profile:** A mysterious woman who is devoted to the occult. She conducts a ritual to bring about the coming of the cult's God using Alessa, her real daughter, inflicting extensive life-threatening burns upon her. She is the person responsible for setting the series of events that take place in Silent Hill into motion.



A look at the many creatures that suggest important elements of the otherworld

### Air Screamer

**area:** Housing district, Business district  
**character:** Flying creature that moves in groups of five.

**metaphor:** An image that comes from an illustration in one of Alessa's favorite books, *The Lost World* by Conan Doyle.



**area:** Business district, Resort area  
**character:** Appears in the business district's otherworld. It is sensitive to light.

**metaphor:** The influence of the shift that the world undergoes is strong; its head is completely covered in worms.

### Night Flutter

### groaner

**area:** Housing district, Business district  
**character:** Appears widely outdoors. It is sensitive to sound and will react to a gunshot.

**metaphor:** The image of large dogs, which Alessa has a strong dislike of, is the basis for this creature.



### wormhead

**area:** Business district, Resort area  
**character:** A more powerful dog-type creature.

**metaphor:** The effect of the shift to the otherworld is strong; its head is completely covered in worms.



### mumbler

**area:** School, Sewers  
**character:** Although its movements are slow, it has a powerful claw attack.  
**metaphor:** The image of small menacing animals and small demons from fairy tales.



### puppet nurse

**area:** Hospital, Nowhere  
**character:** Its speed and physical strength differ depending on its dress and hair style.  
**metaphor:** A nurse that has been parasitized by something. This parasitized body is the same as Cybil's after she becomes possessed.



### Larval stalker

**area:** School, Amusement Park  
**character:** Completely non-aggressive.  
**metaphor:** Its laughter evokes memories of being teased at school.



### Parasitized Doctor

Although the female nurse-type creatures have become typical of the series, there was also a doctor-type "puppet doctor" that appeared only in the first game.

IN RESPECT TO THE OTHERWORLD, THE CREATURE DOES NOT APPEAR IN THE LATER WORKS OF THE SERIES.



### romper

**area:** Business district, Resort area  
**character:** Powerful monster that attacks with a body blow and pins down its victim.  
**metaphor:** Manifestation of Alessa's fear of adults.



### bloodsucker

**area:** Hospital  
**character:** Tentacle creature that has no effective attacks.  
**metaphor:** The embodiment of a strong aversion to worms and snakes and the like.



### creeper

**area:** School, Hospital, Sewers  
**character:** A giant insect that moves with great speed and reacts strongly to light.  
**metaphor:** The manifested image of Alessa's dislike of insects.



### hanged scratcher

**area:** Sewers  
**character:** Its hook-like claws are its weapons. It also hangs from the ceiling.  
**metaphor:** The manifestation of an image that is a composite of insect specimens.



### split head

**area:** School  
**character:** Although its movements are slow, its attack is powerful. Its weak point is the inside of its mouth.  
**metaphor:** The incarnation and transfiguration of a great lizard that appears in a fairytale from the elementary school.



### incubus

**area:** Unknown Realm  
**character:** Hangs in the air and attacks intermittently with a thunderstrike.  
**metaphor:** Incarnation of the mental image of the God that Dahlia had.



### twinfeeler

**area:** Shopping Mall  
**character:** Lurks underground, utilizes a ramming attack as well as a poison gas attack.  
**metaphor:** The manifested image of an insect specimen from Alessa's room.



### floatsinger

**area:** Business District  
**character:** Mature form of the twinfeeler. Attacks with poison gas and the poisonous stinger on its tail.  
**metaphor:** The image of an insect specimen that was used to decorate Alessa's room.



### Fusing with the God, Alessa awakens.

In the case of the bad ending, Alessa/incubator appears instead of incubus. Alessa's mental image is projected.



▲ THE NAME INCUBATOR SIGNIFIES AN INCUBATOR FOR A PREMATURE BABY.

# SILENT HILL ENDING ANALYSIS



The first game has four conclusions that play out depending on the protagonist's actions. Let's reaffirm their respective differences.

good

*The orthodox ending, which is connected to the third game*

Kaufmann shoots Dahlia, and throws the vial of Aphlagotis on the child. The Incubus comes out of her back. Harry defeats the Demon. As fire engulfs the entire area, Cheryl/Alessa gives Harry a newborn baby. She shows him an escape route. As Kaufmann tries to follow, he's stopped in his tracks by Lisa Garland who pulls him underneath the grating. Cheryl/Alessa is then swept up by flames.

### ENDING REQUIREMENTS

Make sure to lead Kaufmann to the glass vial hidden in the Motorcycle gas tank by going to Anne's bar, then Indian Runner, and finally The MOTEL. Lastly, kill Cybil when she attacks you at the AMUSEMENT PARK.



▲ AFTER THE INCUBUS IS DEFEATED, THE WOMAN APPEARS ONCE AGAIN. SHE PRESENTS HARRY WITH A BABY.



▲ HARRY ESCAPES THE TOWN. IN ONCE AGAIN RAISING A CHILD FOUND IN SILENT HILL...

bad

*It was all a delusion? The incident ended with the crash*

Dahlia is engulfed by lighting shot by Alessa. Harry fights and defeats the her. As fire engulfs the entire area, Cheryl/Alessa thanks her father and then dies. Harry, stunned and overcome from having lost his daughter collapses. We are then taken to the scene of Harry's Jeep crash where he still sits bleeding to death.

### ENDING REQUIREMENTS

Do NOT go to Anne's bar, Indian Run, and the MOTEL. Also kill Cybil when she attacks you at the AMUSEMENT PARK.



▲ SUFFERING FROM THE KNOWLEDGE THAT HIS DAUGHTER MAY HAVE BEEN TAKEN AWAY FROM HIM, HARRY INVOLUNTARILY COLLAPSES.



▲ THE FINAL SCENE DEPICTS HARRY'S FORM WITH BLOOD STREAMING FROM HIS HEAD. HE ALREADY SEEMS TO BE UNCONSCIOUS.

good+

*An ending that has a hidden aspect of changing the opening image?*

Kaufmann shoots Dahlia, and throws the vial of Aphlagotis on the child. The Incubus comes out of her back. Harry defeats the Demon. As fire engulfs the entire area, Cheryl/Alessa gives Harry a newborn baby. She shows him an escape route. As Harry runs towards the light, Cybil awakens and follows him. As Kaufmann tries to follow, he's stopped in his tracks by Lisa Garland who pulls him underneath the grating. Cheryl/Alessa is then swept up by flames. When a new game is started Cybil now replaces Harry's wife during the game's opening scenes.

### ENDING REQUIREMENTS

Make sure to pick up the Unknown liquid in the HOSPITAL by using the plastic bottle in found in the kitchen. Then make sure to go to Anne's bar, then Indian Runner, and finally The MOTEL. Lastly, save Cybil at the AMUSEMENT PARK by using the Unknown liquid on her.

bad+

*Cybil rescues Harry, who is crushed by despair*

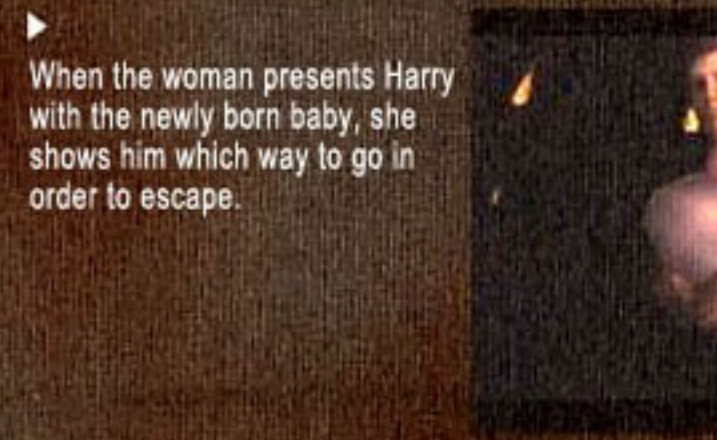
Dahlia is engulfed by lighting shot by Alessa. Harry fights and defeats the her. As fire engulfs the entire area, Cheryl/Alessa thanks her father and then dies. Harry stands there, stunned and overcome from having lost his daughter. As the room begins to collapse around them, Cybil slaps Harry back into attention and yells for him to go. He runs off alone into the light.

### ENDING REQUIREMENTS

Do NOT go to Anne's bar, Indian Run, and the MOTEL but DO save Cybil at the AMUSEMENT Park by using the Unknown liquid picked up at the HOSPITAL.



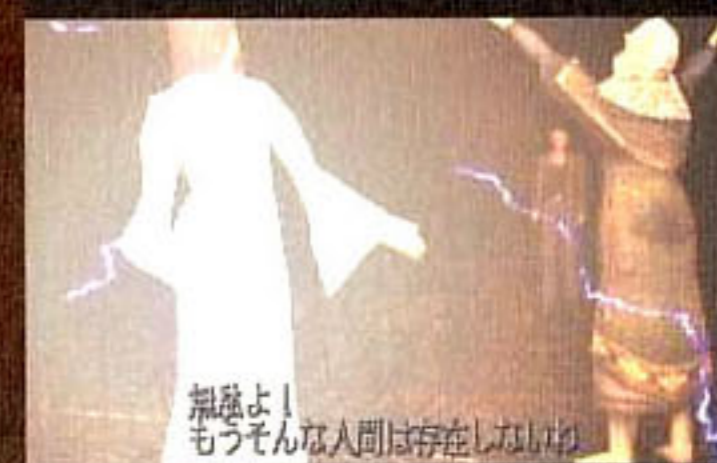
◀ Cybil is one step ahead of Harry and finds her way to Dahlia before he does. However, her handgun is useless because of Alessa, who has regained her powers.



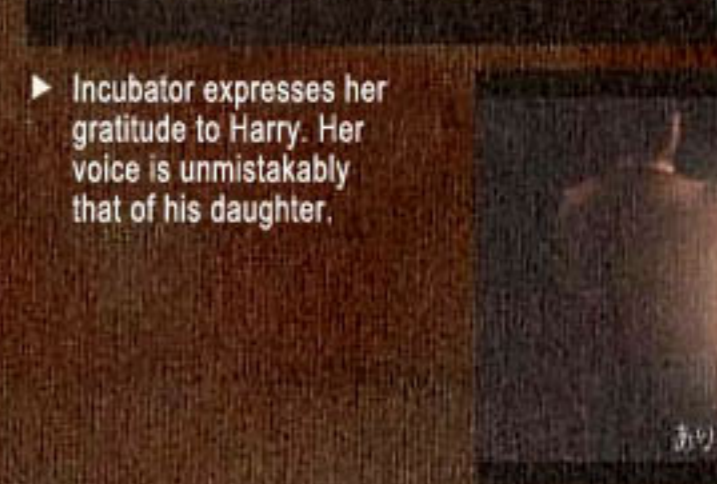
▶ When the woman presents Harry with the newly born baby, she shows him which way to go in order to escape.



◀ Alessa uses the last of her power to stop the falling sparks. Harry and Cybil escape to safety.



◀ The bullet that Cybil fires is repelled and Alessa, who has returned to a single being, attacks Harry as incubator.



▶ Incubator expresses her gratitude to Harry. Her voice is unmistakably that of his daughter.



◀ Cybil roughly forces Harry to snap out of it as he has crumbled from the pain of the loss of his daughter.

# SILENT HILL

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Kazuyuki Sugawara  
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Emi Kori

## Logue 2

# SILENT HILL 2

The complex story of the second game attracts attention with its shocking conclusion and various possible interpretations. If one plays with a deeper understanding of the elaborately integrated scenarios and the backgrounds of the characters that appear in the game, one should be able to gain a deeper appreciation for the story.



# SILENT HILL 2 STORY PREVIEW

An opening movie featuring many images and various speculative situations that do not appear in the main part of the game. Spoken dialogue is added once the game is cleared.



- 01 Maria speaks to James from the other side of the bars. For some reason she seems to possess the memories of his wife, who is supposedly dead, and yet...
- 02 James and Maria hold a conversation through the bars. James is confused by the fact that Maria has Mary's memories.
- 03 Light streams in through the window of the vacant sickroom. It appears to be the same as Mary's sickroom, which is seen in the endings.
- 04 Countless objects are sucked into a "hole" at tremendous speed. This image does not appear in the main part of the game.
- 05 A strange creature lurks in the innermost darkness. It is also a vision that represents what lies hidden in the depths of peoples' hearts.
- 06 A light shines into the vacant private room, as if searching for something. Could the shadows of bars indicate that this is a prison cell?

- 07 James stares at his reflection in the mirror in the observation deck's restroom. This is the scene that leads into the story.
- 08 When Mary visited Silent Hill with James three years ago, James made a video tape recording.
- 09 James wanders through a place that resembles a prison holding a woman in his arms. Could this scene which doesn't appear in the main part of the game be an image from James' mind?
- 10 As in 08, an image from the recording that was made three years ago. Mary likes the location of Silent Hill very much.
- 11 Maria meets James again in the hospital's otherworld. She becomes angry at being mistaken for Mary and vehemently presses James to explain himself.
- 12 James encounters Angela for the first time in the cemetery. She stares suspiciously at James, who is using the trail to pass through to the town.



- 13 As the light is suddenly directed onto him in the underground prison, Eddie loses his cool. His agitated expression betrays his consciousness of his crime.
- 14 James meets Laura again on the way to the park. She clearly harbors some animosity towards him.
- 15 Lying in front of a mirror, Angela gazes with vacant eyes at the kitchen knife that she holds in her hand. She entrusts James with the knife before she leaves.
- 16 Eddie puts the gun muzzle to his temple. Like 13, this is the scene in which he encounters James in the prison.
- 17 Laura gives Eddie a kick while he sits on the street. This scene indicates that the two of them met by chance on the way to Silent Hill.
- 18 Maria speaks to James from the other side of the bars. Like 01, this is an image from the scene in which she meets James again in a passageway in the labyrinth.

- 19 In contrast with 04, this time a large quantity of something is ejected out of a hole. The objects seem to resemble mannequins and body parts.
- 20 A close-up of a "mouth" that writhes bizarrely. It belongs to a being that portends of Mary, the "flesh lip."
- 21 Eddie vomits into the toilet. He appeals to James to believe that he hasn't killed anyone.
- 22 Maria lies sprawled on the stage at Heaven's Night. Although this image doesn't appear in the main part of the game, she possesses a key to this establishment.
- 23 Laura visits Mary's room. She enters tentatively while assessing the situation. Who could be there that she has set her eyes upon?
- 24 Reaching through the gap in the bars, Maria touches James' cheek and says, "See? I'm real."



For a certain reason, they were drawn to Silent Hill. What darkness does each of them hold in their hearts?



James  
Sunderland

**name:** James Sunderland  
**age:** 29  
**sex:** male  
**job:** clerk  
**profile:**

The protagonist. A letter from his late wife Mary has lead him to Silent Hill.

**creator's comment**

In the initial stages of the scenario, he was a character who had two personalities, "Joseph" and "James." The name "Joseph" was borrowed from the name of a man suspected of being Jack the Ripper, and "James" is a derivative.

**raison d'etre**

The letter James received from Mary was an illusion. Weary of nursing his wife's poor health, he took her life with his own hands to release her from the misery of her illness. However, he was unable to withstand the weight of his crime, and, immersed in his own delusions, one can think that he was drawn to the town of Silent Hill.

Mary Sheperd  
Sunderland



**name:** Mary Sheperd-Sunderland  
**age:** 25  
**sex:** female  
**job:** housewife  
**profile:**  
James' wife, who supposedly died of an illness three years ago. Ever since visiting Silent Hill with James, it has been a place of memories for the two of them.

**creator's comment**

Her name is taken from the victim Mary Kelly in the "Jack the Ripper" case, who was living with the suspect Joseph as detailed in case files regarding the murders.

**raison d'etre**

Mary says various things in each ending to James, who has become aware of the crime he has committed. It is conceivable that Mary's death three years ago is merely James' delusion.



Maria

**name:** Maria  
**age:** 25  
**sex:** female  
**job:** dancer  
**profile:**  
A woman who bears an uncanny resemblance to Mary, although her personality and taste in clothing are completely opposite. For some reason, she tags along with James.

**creator's comment**

In the original scenario, the heroine also had an existence characterized by a double personality. The first personality is "Mary," so for the other, the name "Maria" is derived from that.

**raison d'etre**

Maria was produced by James' delusions as a result of his inability to bear the weight of the crime of killing his wife. It is established in the third game that her model was a dancer at the club Heaven's Night.



Laura

**name:** Laura  
**age:** 8  
**sex:** female  
**job:** —  
**profile:**

A young girl who was a patient in the same hospital as Mary. Having no mother of her own, Laura loved Mary as if she were her real mother.

**creator's comment**

Her name is taken from the nonfiction work "No Language But a Cry" by Richard D'Ambrosio, the story of a young girl's search for happiness while struggling to overcome the scars of abuse.

**raison d'etre**

Of all the characters, she is the only one who does not hold any darkness in her heart. It may be that she came to Silent Hill looking for Mary. To her the town appears to be normal; she does not see any monsters, nor does she see Maria.

Angela  
Orosco

**name:** Angela Orosco  
**age:** 19  
**sex:** female  
**job:** unknown  
**profile:**

A girl who came to Silent Hill in search of her mother. After graduating high school, she ran away from home but was found and brought back by her father.

**creator's comment**

Her name is borrowed from the protagonist of the film, "The Net." This religious name meaning "angel" is common among Hispanics, thereby giving rise to the implied "immigrant" as well.

**raison d'etre**

From the article in the bloodstained newspaper, the conclusion can be made that Angela was unable to bear her abuse and took her father's life. After this incident, being in a state of emotional turmoil, one can think that she was called to Silent Hill.



Eddie Dombrowski

**name:** Eddie Dombrowski  
**age:** 23  
**sex:** male  
**job:** gas station employee (part time)  
**profile:**

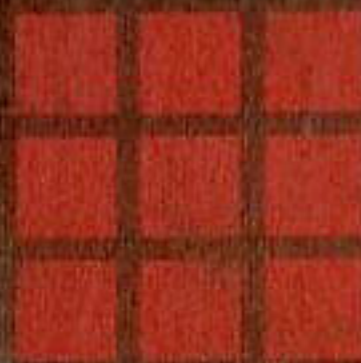
A young man who is teased because of his weight. Although he is usually passive, there is a side to him that is extremely violent.

**creator's comment**

In the initial stages of the scenario, Eddie was actually a very cheerful character. Therefore, the name was borrowed from Eddie Murphy. In the end however, we changed his personality completely.

**raison d'etre**

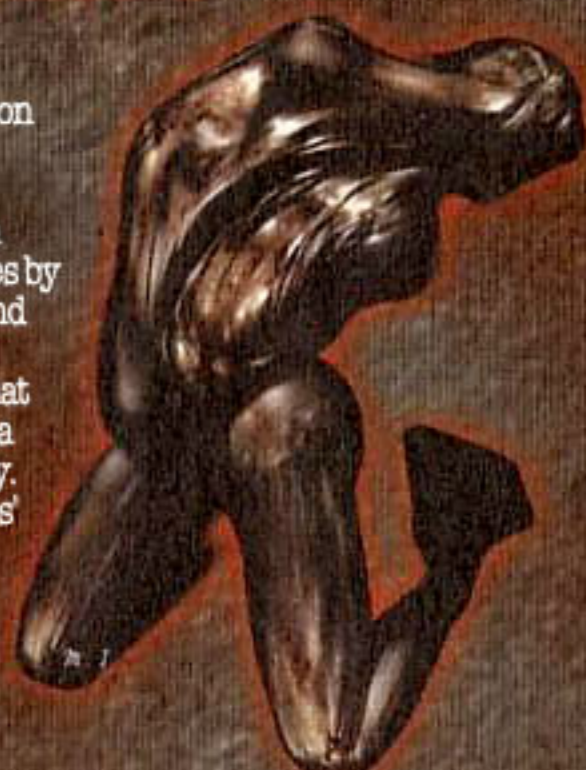
According to one of Eddie's monologues, his anger and frustration at the way he was treated by others reached a climax when he killed a dog in a fit of rage and also shot the dog's owner in the leg. While running from the police, he began to have feelings of guilt, and one can think that he was called to Silent Hill.



Grotesque creatures brought forth by James, who is tormented by feelings of guilt. This section will examine the significance of these creatures.

## LYING FIGURE

**area:** Streets of the Town, Prison  
**character:** Attacks by spewing a poisonous mist. Falls to a prone position and moves by crawling along the ground  
**metaphor:** "Lying figure." A being that represents the image of a patient writhing in agony. A manifestation of James' suffering.



Early design incorporating a pair of red boots. It has a "mouth" that allows it to nourish itself by feeding on corpses.

An early design in which the upper half of the creature's body is wrapped in cloth and the image of "restraint" is strong.

ROUGH SKETCH

## BUBBLE HEAD NURSE

**area:** Hospital, Streets of the Town  
**character:** Attacks by swinging the iron pipe it carries.  
**metaphor:** "Bubble Head Nurse." Its grotesquely swollen head faces the wrong way. A being that is suggestive of Mary's hospitalization.



ROUGH SKETCH



In this design it carries an IV stand instead of an iron pipe.

## MANNEDUIN

**area:** Apartment building, Hotel  
**character:** Reacts strongly to light and comes alive when approached.  
**metaphor:** A manifestation of James' natural urges and inclinations. Accordingly, it is abused by Pyramid Head.



## MANDARIN

**area:** Labyrinth, Hotel  
**character:** Hangs from a mesh grating by the tips of its arms and reaches out to attack with its tentacles.  
**metaphor:** "Mandarin." Symbolizes feelings of overwhelming, incomprehensible anguish. For this reason, it is not permitted to stand above ground.

## RED PYRAMID THING

**area:** Apartment building, Hotel  
**character:** With Great Knife and spear, he stalks Maria unrelentingly.  
**metaphor:** "Pyramid head." Takes the appearance of an executioner of times past, but is actually incarnated from the part of James' consciousness that feels that he deserves punishment.



**area:** Labyrinth, Hotel  
**character:** Attacks by attempting to grab and envelop its victim.  
**metaphor:** "Ideal father." On top of its bed-like form are two covered reclining figures. A symbol of Angela's past.



## ABSTRACT DADDY

## Creeper

**area:** Apartment building, Prison  
**character:** An insect-like creature that moves with great speed.  
**metaphor:** Since it also appears in the preceding work, one can think that it is derived for the most part from the town's power.



### The Prison's Unseen Monster

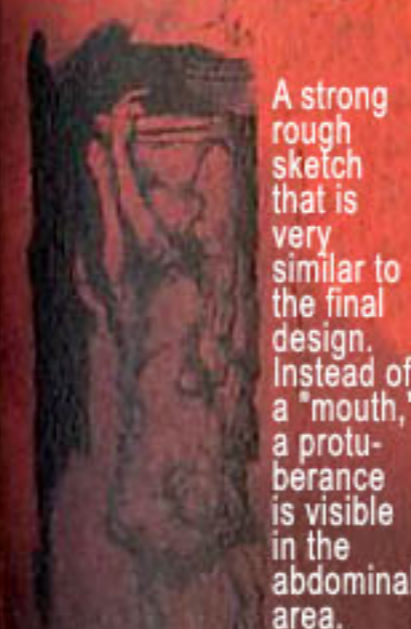
In the prison, an ominous voice resounds from one of the cells. This is the voice of the creature called "prisoner" that appears only in the prison.



ALTHOUGH IT CAN'T BE SEEN, READYING A WEAPON CONFIRMS ITS EXISTENCE.

## FLESH LIP

ROUGH SKETCH



A strong rough sketch that is very similar to the final design. Instead of a "mouth," a protuberance is visible in the abdominal area.

**area:** Hospital  
**character:** Lattice-based monster that hangs from the ceiling and attacks.  
**metaphor:** "Lustful lips." The lattice, which signifies a bed, and the "mouth" located on the abdomen symbolize Mary.

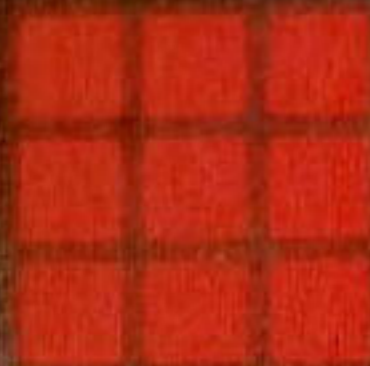


**area:** Hotel  
**character:** Hangs in the air and attacks with a vine-like tentacle. She is accompanied by insects  
**metaphor:** A being that embodies James' conflicted emotions toward Mary during her final days.



## MARY

# SILENT HILL 2 ENDING ANALYSIS



Of the four conclusions, there is no one correct interpretation. Each ending indicates a different possibility.

## In Water

He came to this town to take his own life in a place of memories

James confronts Maria and tells her doesn't need her anymore. She transforms into a demon and attacks him. When the final boss is killed, James talks one last time with Mary. She hands him a letter and then passes on. James picks up Mary and carries her out of the room. The screen fades to black and you hear a car driving erratically. It then stops as James says, "Now we can be together". The screen fades as a splash of water is heard. In a view from underwater, the letter Mary gave you is read aloud. James has committed suicide to be with his wife in death.

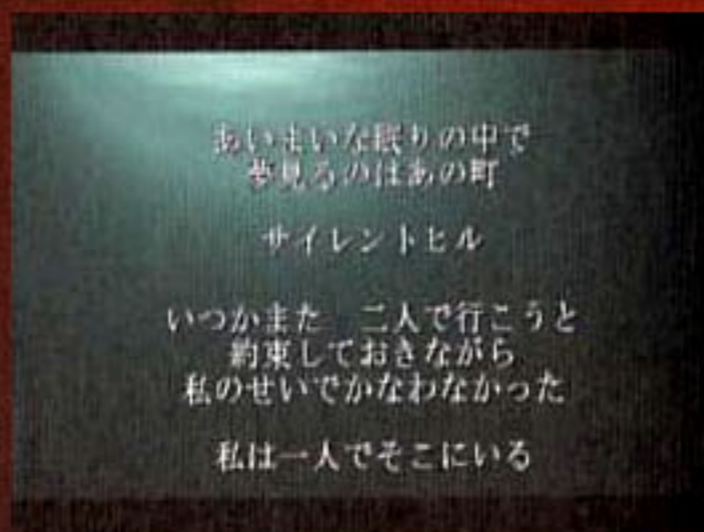
### ENDING REQUIREMENTS

Examine Angela's knife often. Read the diary on the hospital roof. Stay at low health throughout the game. Listen to the entire hallway conversation. Listen to the headphones in the reading room after watching the tape. Read the second message to James in Neely's Bar. Do not heal right after taking damage



James lifts Mary's lifeless body in his arms and leaves the sickroom. His destination is...

After the violent sound of brakes, a view from beneath the surface of the water fades in. Finally, the screen fades to total darkness.



## Leave

He leaves this town as a man who has accepted reality

James confronts Maria and tells her doesn't need her anymore. She transforms into a demon and attacks him. When the final boss is killed, James talks one last time with Mary in her bed. After they're done talking, Mary gives James a letter and then passes on. A scene of Laura and James walking up the path through the cemetery is shown while the letter is read aloud by Mary.

### ENDING REQUIREMENTS

Be sure to listen to the entire hallway conversation. Examine Mary's picture and letter occasionally. Heal immediately after being hurt. Exceed maximum health limit. Do not try to return to the apartment. Do not spend much time with Maria.



As James expresses his anguish, his wife lies on the bed and imparts her final words to him.

James makes his way through the cemetery where he met Angela and leaves the town with Laura.



## Maria

A man who has murdered his wife a second time continues to live immersed in a delusion

James confronts Maria on the Hotel roof. She condemns him for all he's done and then transforms into a demon and attacks him. After killing her a second time, James returns with Maria to the lookout point where the game began. He ultimately decides to leave with her. Maria coughs a few times. Is James doomed to repeat what happened with Mary?

### ENDING REQUIREMENTS

Return to Maria's jail cell after James finds her dead. Stay close to Maria. Revisit Maria's hospital room after she lays down. Make sure Maria receives very little damage. Do not attempt to return to Nathan Avenue after visiting the bowling alley. Do not examine Mary's picture and letter. Spend a lot of time with Maria. Don't bump into Maria a lot.



In the case of this ending only, not Maria but Mary waits on the rooftop of the hotel. She vehemently blames James for killing her.

James makes the decision to continue to depend on Maria, the product of his delusion.



Leaving the town from the observation deck that is the starting point of the story. Could this suggest that nothing has been resolved at all?

## Rebirth

To resurrect his wife, he carries out a forbidden ritual

When the final boss is killed, James returns to the rowboat and rows to an island in the middle of Toluca Lake. The island is seen to have a small church/alter on it. He rows up to a dock on the island as the screen fades to black. His dialogue is then heard implying that he performs a dark ritual to revive Mary.

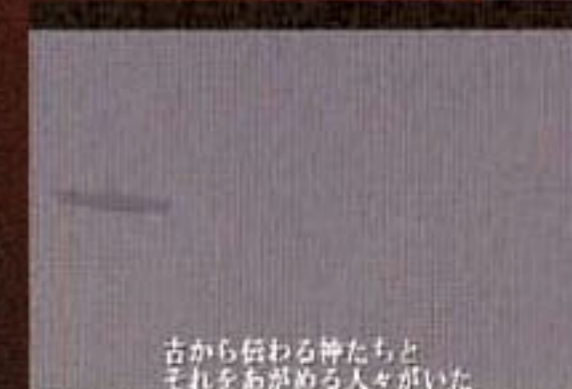
### ENDING REQUIREMENTS

In a replay game, collect four new items: The White Christm - The Book Of Lost Memories - The Obsidian Goblet - The Book the Crimson Ceremony. If you have all of these items in your inventory, after killing the final boss, you will achieve the Rebirth ending regardless of your in game actions.



James listens to the recording in the reading room. The four special items all have to do with Silent Hill's long-standing religious tradition. This reveals a point of contact with the preceding work.

James rejects even the fantasy that he himself has created to escape. That unadulterated emotion is...



Finally, James is driven to carry out the forbidden ritual that can bring the dead back to life.



# SILENT HILL 3

The third game is a depiction of what takes place seventeen years after the story of Silent Hill. It is the story of the young girl who carries a God inside her and stands in opposition to the cult, whose presence has grown. The truth about Alessa (Heather), who is repeatedly reincarnated, is likely to be revealed if one reaffirms the dialogue spoken by and objectives of each of the characters that appear in the game.



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Norio Takemoto  
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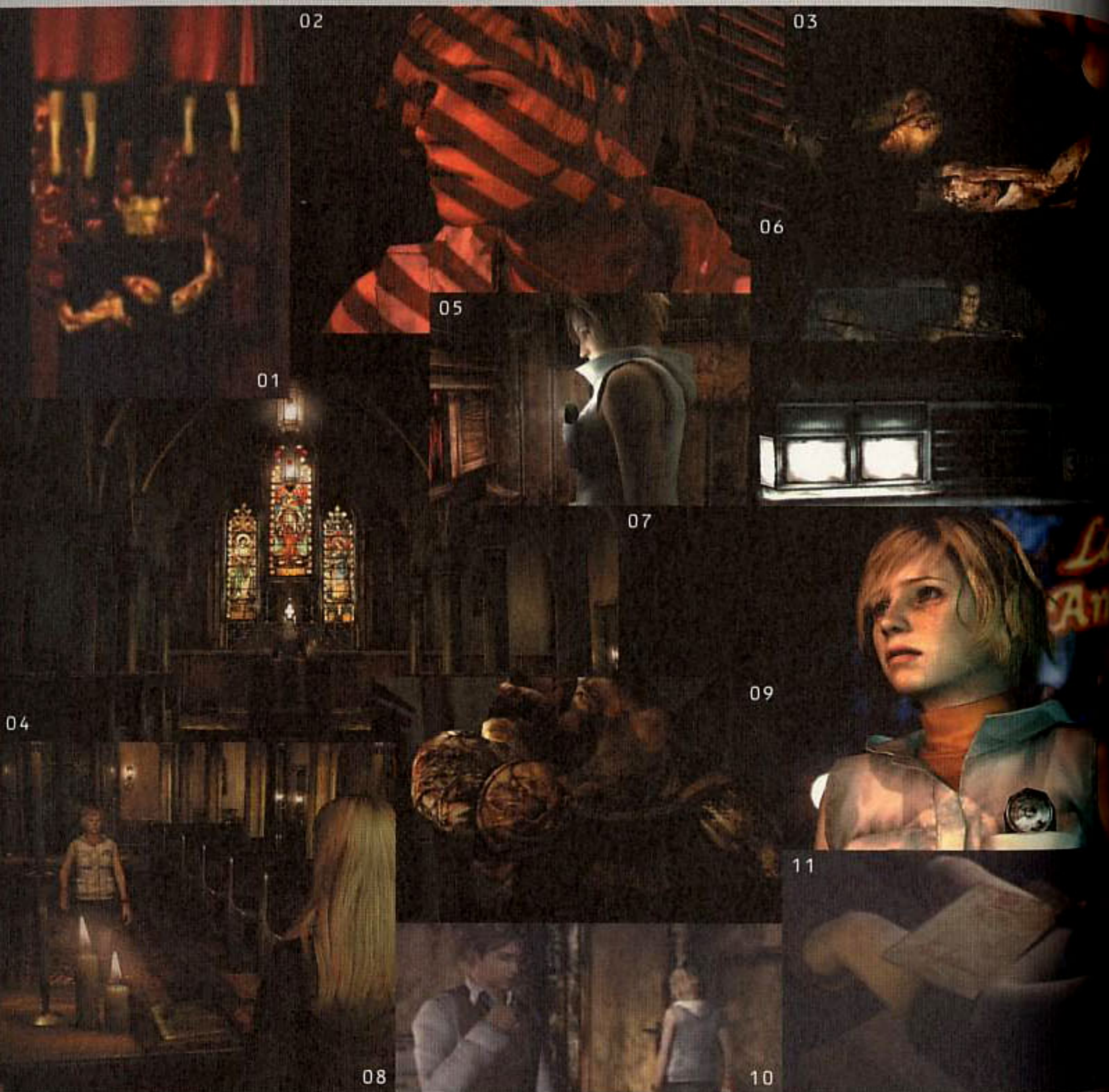
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**Producer**  
Akihiro Imanura

**Executive Producer**  
Gotoo Kitao

# SILENT HILL 3 STORY PREVIEW

A strange opening that begins with the symbolic appearance of the legs of two young girls. For the theme song, a vocal accompaniment was used for the first time.



- 01 Valtiel turns the handle. Overhead, the legs of two young girls that resemble those of Alessa and Cheryl are hanging.
- 02 Heather awakens from a bad dream in the hamburger shop. The interior of the store is strangely enveloped in the red of the setting sun.
- 03 Valtiel clings to the ceiling in a long corridor. His head trembles and vibrates oddly.
- 04 The church is the setting of the final stage of the game. Claudia stands before the pulpit with her back turned.
- 05 In the confessional, Heather listens to an unknown voice that expresses repentance. The owner of the voice committed a murder in order to get revenge for the murder of her own child.
- 06 Douglas drives Heather to Silent Hill. In the car, secrets regarding her birth are revealed.

- 07 Heather passes through the gates of the amusement park. In the main part of the game, she experiences the same sense of dread from the beginning of her nightmare all over again.
- 08 Heather and Claudia confront each other in the church. Alessa, who exists inside Heather, regains her memories indicating that the birth of God is near.
- 09 Heather sees a "closer" creature for the first time. It becomes aware of her as she enters the room, and attacks her.
- 10 Vincent appears before Heather and gives her an enigmatic piece of advice. When she first encounters him, his intentions are unknown.
- 11 Heather in the car on the way to Silent Hill. She holds her father's notebook, which was found by Douglas.
- 12 The "split worm" creature attacks Heather. Its appearance resembles that of the "split head" that appears in the first game.

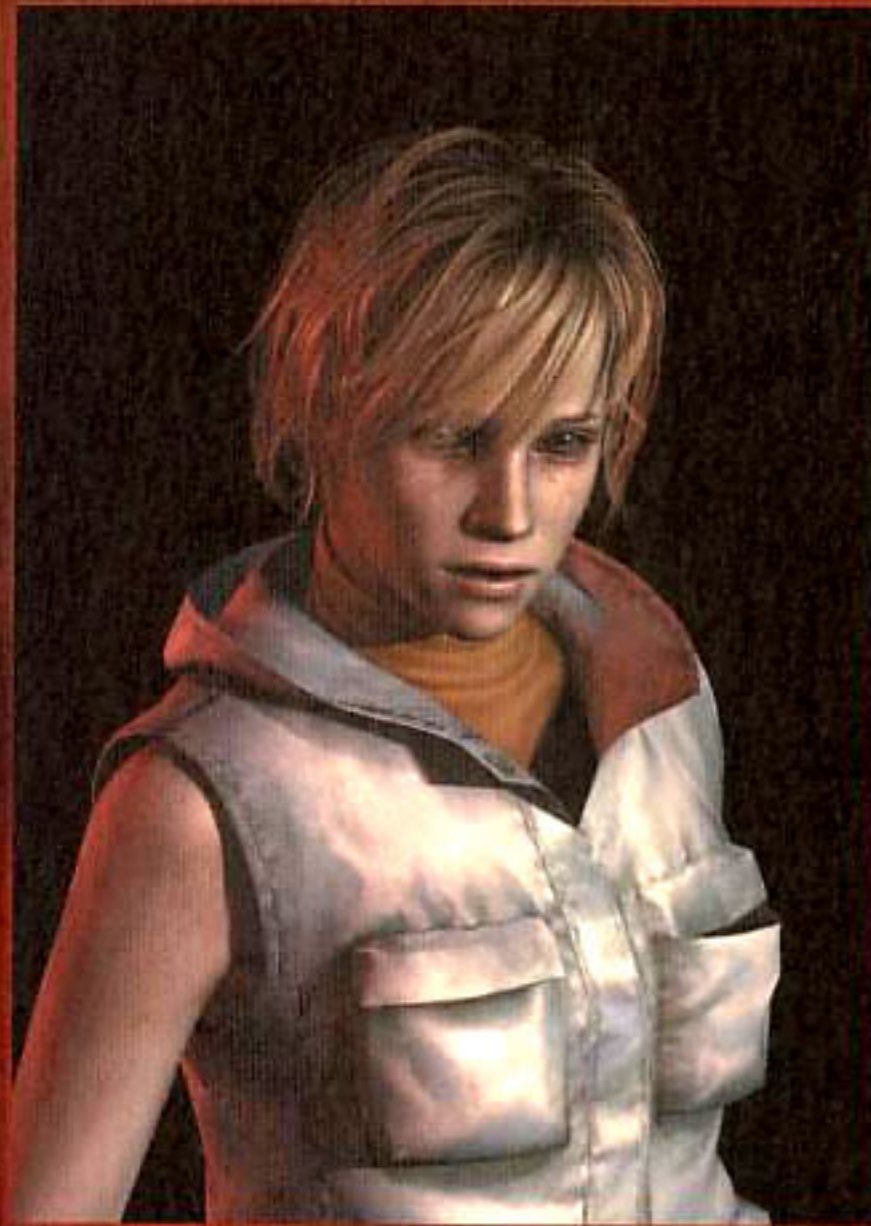


- 13 An unmanned subway train enters the station at high speed. Heather seems to be in imminent danger of being run over and killed by the train.
- 14 Valtiel drags Heather's body away after her strength has run out. In certain locations, seeing this scene is the same as getting "game over."
- 15 Heather sets foot in the otherworld for the first time in the shopping mall's elevator.
- 16 A scene connected to 09. Heather, who has picked up a gun, takes the life of another for the first time at this point in the game.
- 17 Douglas, who has collapsed due to his injury, aims his gun at Heather's back as she walks away.
- 18 Valtiel's silhouette wriggles behind a giant ventilation fan. He first discovers Heather's existence in the shopping mall.

- 19 On the revolving merry-go-round, countless strange shadows reminiscent of burn marks crawl.
- 20 As in 01, Valtiel continues to turn the valve handle. What meaning could his behavior hold?
- 21 When the vinyl bag filled with blood is offered to the altar in the hospital, a huge hole appears in the room.
- 22 The bottom of the hole that becomes the scene of the final battle. Here, Valtiel is present, continually watching Heather.
- 23 Heather stands motionless at the unmanned merry-go-round. Sensing that someone is there, she turns her head...
- 24 The image of Heather looking over her shoulder is completely enveloped in a shade of an orange that is quite like the color of flame.



Silent Hill 3 develops a rich story using a limited number of characters. Let's look at a deconstruction of the transitions of their designs.



**H e a t h e r**

**name:** Heather (Cheryl Mason)  
**age:** 17 (24)  
**sex:** female  
**job:** various part-time work  
**profile:**

An ordinary girl that could be found anywhere. She visits the mall to go shopping and finds that she has set foot into a nightmarish world.

**creator's  
comment**

Her name comes from Miss Heather Morris, who did Heather's voice and motion in the game. At first we had chosen the name "Helen," but it was pointed out that this name is old-fashioned and so it was changed.

**R O U G H S K E T C H**

French actresses such as Charlotte Gainsbourg and Vanessa Paradis were the models for these sketches.

▲ The outfit designs include coloring. Many of these drafts were considered.

**D o u g l a s  
C a r t l a n d**

**creator's  
comment**

His name comes from a famous actor from the 1920s, Douglas Fairbanks. Simply put, this name just seemed to suit him. There is no real connection to his namesake.

**name:** Douglas Cartland  
**age:** late 50s  
**sex:** male  
**job:** private detective  
**profile:** A middle-aged private detective who handles missing person and personal conduct cases. He originally worked as a police detective but retired ten years ago. On that occasion, he and his wife were divorced.



**R O U G H S K E T C H**

It seems that his image as an unremarkable middle-aged detective was solidified in the early stages of design.

▶ Actors such as Ian Holm and Giancarlo Giannini were the models for these sketches.

**C l a u d i a  
W o l f**



**name:** Claudia  
**age:** 29  
**sex:** female  
**job:** priestess in a religious organization  
**profile:** A priestess who believes deeply in her religion. In order to create paradise, she shadows Heather and attempts to cultivate the hatred inside of her.

**creator's  
comment**

Her name comes from an Italian actress from the 1960s, Claudia Cardinale. Originally we had named her "Christie," but it was pointed out that this name is too "cute" and so we decided to change it.

**R O U G H S K E T C H**

▲ A draft featuring a long robe that trails along the ground.

▶ Of the four characters, her design was the most difficult. Dressing her like a holy woman was considered as well.

◀ The model for these sketches was Hollywood actress Julianne Moore.

▲ An early design in which she is a skinhead covered in tattoos. This design was discarded.

**V i n c e n t**

**creator's  
comment**

His name originates from Vincent Gallo, an actor known for films such as Buffalo '66. The association is suggested by his unshaven look. He isn't cool like his namesake, though.

**name:** Vincent  
**age:** 24-26  
**sex:** male  
**job:** priest in a religious organization  
**profile:** A young priest who is at odds with Claudia and supports Heather in order to thwart her plans. The prospect of putting himself in physical danger scares him.



**R O U G H S K E T C H**

Modeled after the actor Ethan Hawke. These sketches emphasize derangement and moodiness.

▶ Although Vincent's clothes in the game are formal, casual outfits were considered as well.



Creatures that have come to have abundant variations. Each of them holds a certain significance.

## Numb body

**area:** Sewers  
**character:** Creature with long, slender legs. Comes in various sizes  
**metaphor:** It is given the name "numb body" due to its slow and clumsy movements and the fact that its body appears pale as if frozen.



## Double head

**area:** Office building, Amusement Park  
**character:** Monster resembling a dog that has a split head with sharp fangs  
**metaphor:** Its appearance is greatly influenced by the image of Alessa after she was incapacitated due to the fire.



## Pendulum

**area:** Sewers, Amusement Park  
**character:** Monster with two heads and a metallic body. Although it has no wings, it revolves in midair  
**metaphor:** "Pendulum." So named for the way that it moves and attacks while the upper half of its body rotates.

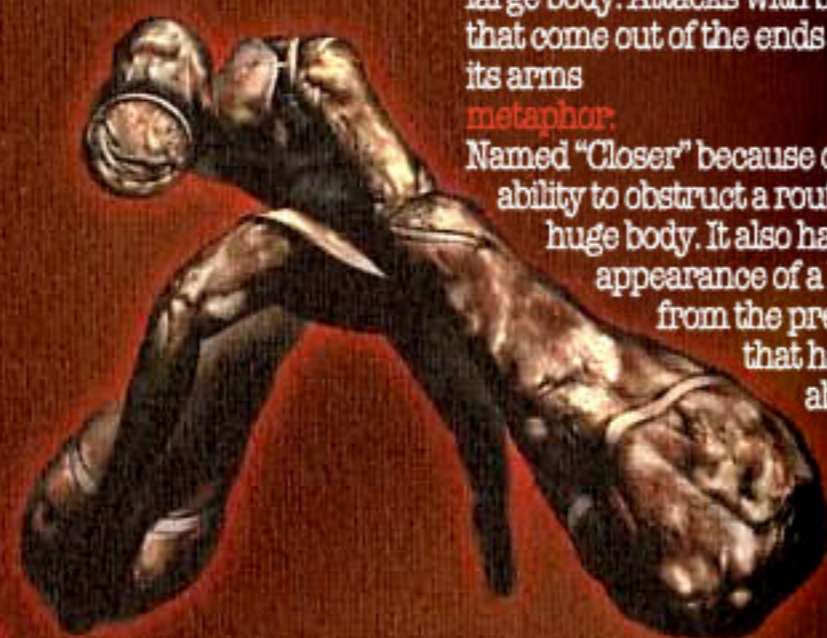
## Insane cancer

**area:** Subway, Office Building  
**character:** Monster with a soft and flabby whitish body.  
**metaphor:** "Cancer running wild." So named because its outward appearance is suggestive of a cancerous mass.



## Closer

**area:** Office building, Church  
**character:** Monster that has an extremely large body. Attacks with blades that come out of the ends of its arms  
**metaphor:** Named "Closer" because of its ability to obstruct a route with its huge body. It also has the appearance of a Mandarin from the previous work that has risen above ground.



## Slurper

**area:** Office building, Church  
**character:** Humanoid being that crawls along the floor. Plays dead in order to lure its prey  
**metaphor:** "Slurper." Named for its habit of slurping up the rust-colored blood and bits of flesh that stick to the floor with its pointed bill.



## Nurse

**area:** Hospital  
**character:** Nurse-type monster that carries a handgun and iron pipe  
**metaphor:** A nurse that roams the halls of the hospital. It may be that the nurses of the hospital transformed into monsters, but the details are unclear.

## Split worm

**area:** Shopping Mall  
**character:** Gigantic worm with jaws inside the tip of its head  
**metaphor:** It is patterned after the "split head" creature that appears in the first game.



## Glutton

**area:** Office Building  
**character:** An extremely large cylindrical monster. Regardless of what weapons are used on it, it is impassable  
**metaphor:** Although it is a "monster" that appears in a story from a picture book, its form is manifested by the power of the otherworld.

## Memory of Alessa

**area:** Amusement park  
**character:** A facsimile of Heather that attacks and attempts to kill her  
**metaphor:** "Alessa's obsession." Alessa's "other mind" that was separated seventeen years ago, it is a memory that clings to this place.



## Valtiel

**area:** Hospital, Church  
**character:** Appears in various places, but does not attack Heather  
**metaphor:** Derived from "valet." As the God's attendant, Valtiel observes Heather in order to ensure the birth of God.



## Missionary

**area:** Apartment Building  
**character:** Humanoid monster that obeys Claudia and carries out her commands  
**metaphor:** Cult member transfigured by Claudia's power, to Heather's eyes the appearance it takes is that of a monster.



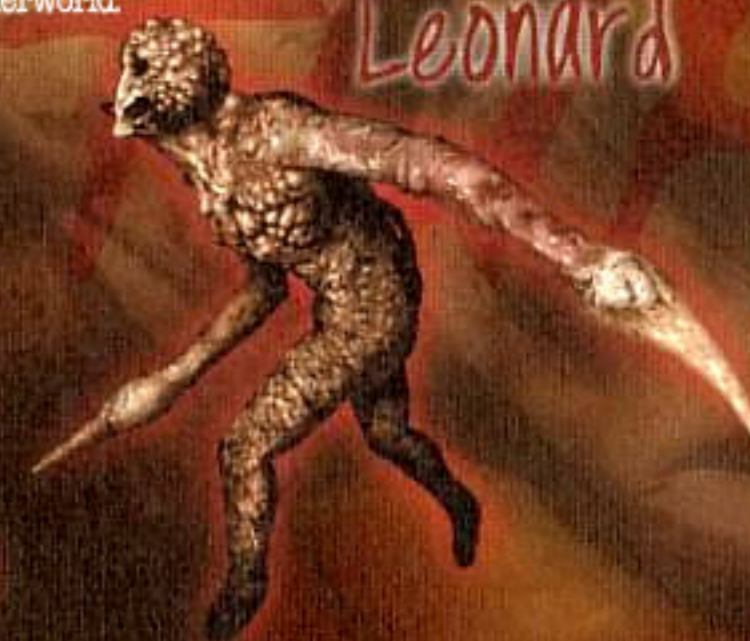
## Scraper

**area:** Church  
**character:** Humanoid monster that carries a weapon in each hand. Moves with great speed  
**metaphor:** "Scraper." So named for its habit of incessantly scraping the two sharp-edged tools it carries together.



## Leonard

**area:** Below the Hospital  
**character:** Lurks in the water and surfaces to attack without warning  
**metaphor:** Leonard's transfigured form. The shape he has assumed is the embodiment of Claudia's hatred or of Heather's terror.



## The god

**area:** Church  
**character:** God that manipulates flames. The lower half of its body is in an immature state due to its birth

**metaphor:** As a result of being born from Claudia's womb, its form is close to the image of God she believed in (that of Alessa).





A review of the ending along with a look at the significance entrusted to the theme and insert songs.

ENDING ANALYSIS

After the God was dead,  
what was it that she saw?

[SUMMARY]

After Heather has defeated the monster, all of her stress and tension seems to loosen at once and she breaks down crying while calling out for her father. However, immediately afterwards she senses that someone is there and looks back over her shoulder. After this, Heather returns to where she left Douglas and cheerfully discusses how her assumed name is no longer necessary.



◀ Heather kicks the monster in the head and puts the church behind her. Valtiel is already nowhere to be seen.

OPENING THEME

「You're Not Here」

The opening theme is sung about the feelings involved with the loss of an important person. These feelings of loss become an important factor in what drives the heroine in the latter half of the game.

Blue sky to forever,  
The green grass blows in the wind, dancing  
It would be much better a sight with you, with me  
If you hadn't met me, I'd be fine on my own, baby  
I never felt so loney, then you came along,

So now what should I do, I'm strung out, addicted to you,  
My body aches, now that you're gone,  
My supply fell through

You gladly gave me every thing you had and more,  
You craved my happiness,  
When you made me feel joy, it makes you smile,  
But now, I feel your stress,  
Love was never ment to be such a crazy affair, no  
And who has time for tears,  
Never thought I'd sit around and cry for your love,  
'till now.



INSERT SONG

「Letter - from past days」

A letter to my future self,  
Am I still happy, I began,  
Have I grown up pretty,  
Is Daddy still a good man,  
Am I still firends with Coleen,  
I'm sure that I'm still laughing,  
aren't I, aren't I,

Hey there to my future self,  
If you forget how to smile,  
I have this to tell you,  
Remember it once in a while,  
Ten years ago your past self,  
Prayed for your happiness,  
Please don't lose hope,

Oh, oh what a pair me and you,  
Put here, to feel joy, be blue,  
Sad times and bad times see  
them through,  
Soon we will know, if it's for  
real what we both feel,

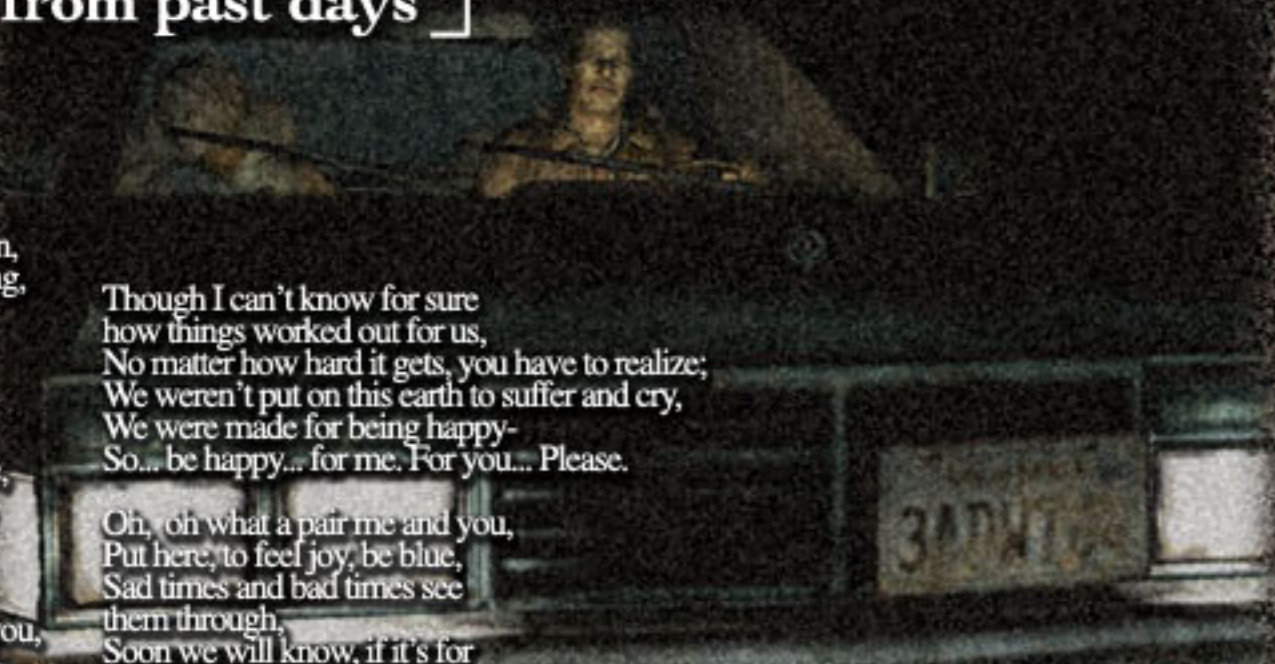
Though I can't know for sure  
how things worked out for us,  
No matter how hard it gets, you have to realize;  
We weren't put on this earth to suffer and cry,  
We were made for being happy-  
So... be happy... for me. For you... Please.

Oh, oh what a pair me and you,  
Put here, to feel joy, be blue,  
Sad times and bad times see  
them through,

Soon we will know, if it's for  
real what we both feel,

We were put here on this earth,  
put here to feel joy. (repeat)

This insert song is the background music for the scene in the car driving to Silent Hill. In a voice expressing pain, it is sung about hope for the future.



INSERT SONG

「I WANT LOVE」

This is the insert song for the scene in which Heather and Douglas meet again. The two of them are in the mutual situation of having lost a family member, which overlaps with the world of the lyrics. The song emphasizes sorrowfulness.

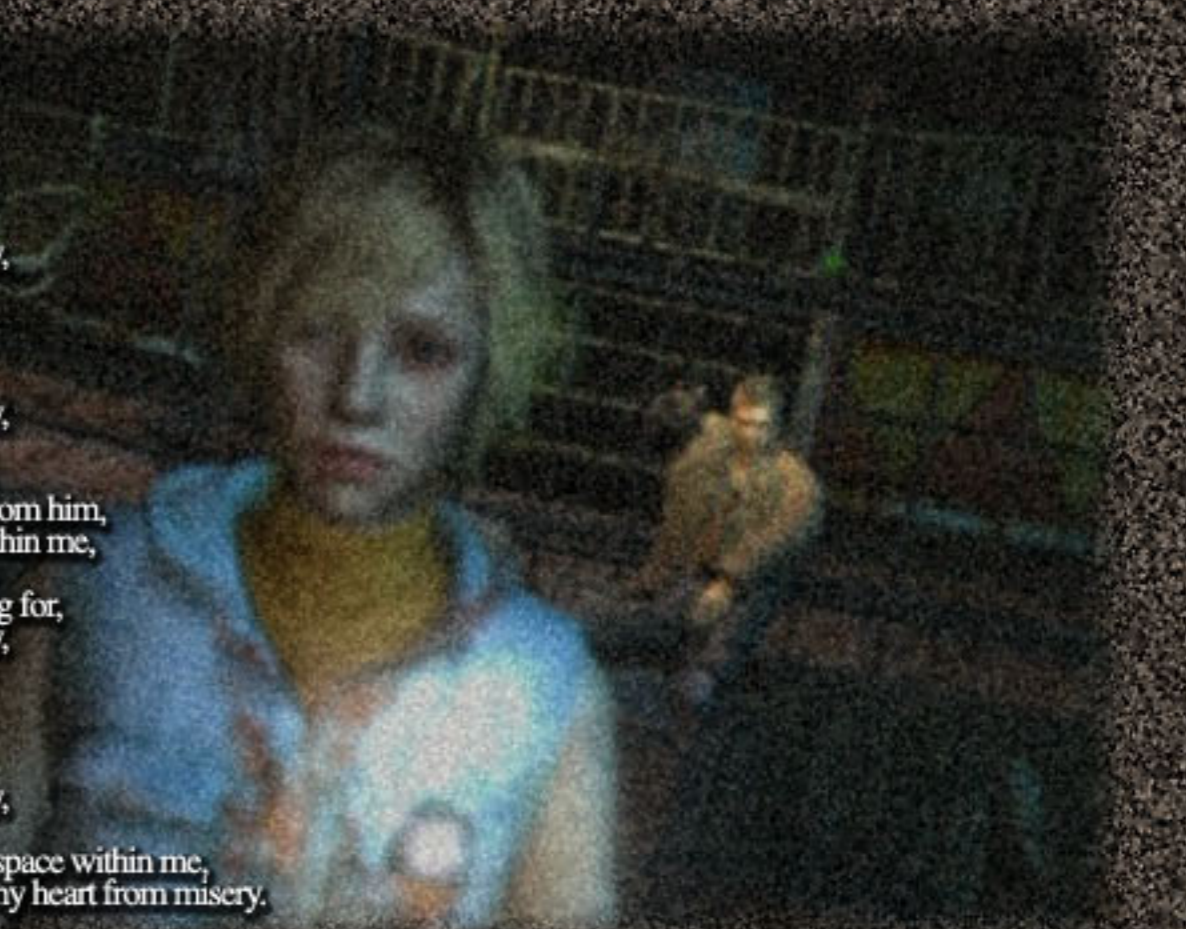
I want a cup that overflows with love,  
Although it's not enough to fill my heart,  
I want a barrel full of love,  
Although I know it's not enough to fill my heart.  
Want a river full of love, but then,  
I know the holes will still remain,  
I need an ocean full of love,  
I know the holes will still remain,

And this Swiss cheese heart knows,  
Only kindness can fill it's holes,  
Love can only dry my tears,  
As pain disappears,

I need a miracle and not someone's charity,  
One drop of love from him,  
My heart's in ecstasy,  
The high that is sending me,  
Is most likely ending me,  
I need a miracle and not someone's charity,

inst.  
Fill up my heart with love,  
Oh you'd be amazed at how little I need from him,  
To feel complete here and now stirring within me,  
Are these feelings I can't ignore,  
I need a miracle and that's what I'm hoping for,  
I need a miracle and not someone's charity,  
One drop of love from him,  
My heart's in ecstasy,  
The high that is sending me,  
Is most likely ending me,  
I need a miracle and not someone's charity,

Anybody's love but his will never fill this space within me,  
Now doctor give me what I need, to free my heart from misery.



ENDING THEME  
Hometown

The memorable lyrics of the ending theme seem to be about the story of Silent Hill being told in a town somewhere far away.

He talked of tortured souls;  
So outrageous the toll,

You can lose all you have,  
He rused to give in to the town that takes all,  
Survive, you must have the will,  
This movie doesn't end the way we want all the time  
Then he shouts at the moon  
Now She's gone, and fear has overcome  
He was walking the mile, he was walking alone

Four and Twenty Deadebirds, they bleed upon the nest  
There was no time for reason, they had no sign of a threat  
Now it's too late for me, this town will eventually take me,  
Now it's too late for me, this town will win

She and he will know  
that someday all things will end

Through this fog they come along  
Dark creatures singing a terrible song  
The rest of the bar laughed at him  
Only I felt my hope grow dim  
They found him dead the next day  
No more stories from him, I heard them say  
The rest of the bar laughed at him  
Only I felt my hope grow dim  
They found him dead the next day  
No more stories from him, I heard them say  
We blamed bad luck for his fate  
Only I felt terror so great

That misty night, that dismal moon  
The dead search for their kin  
While angels slepp in endless dark  
The dead seek out sin.



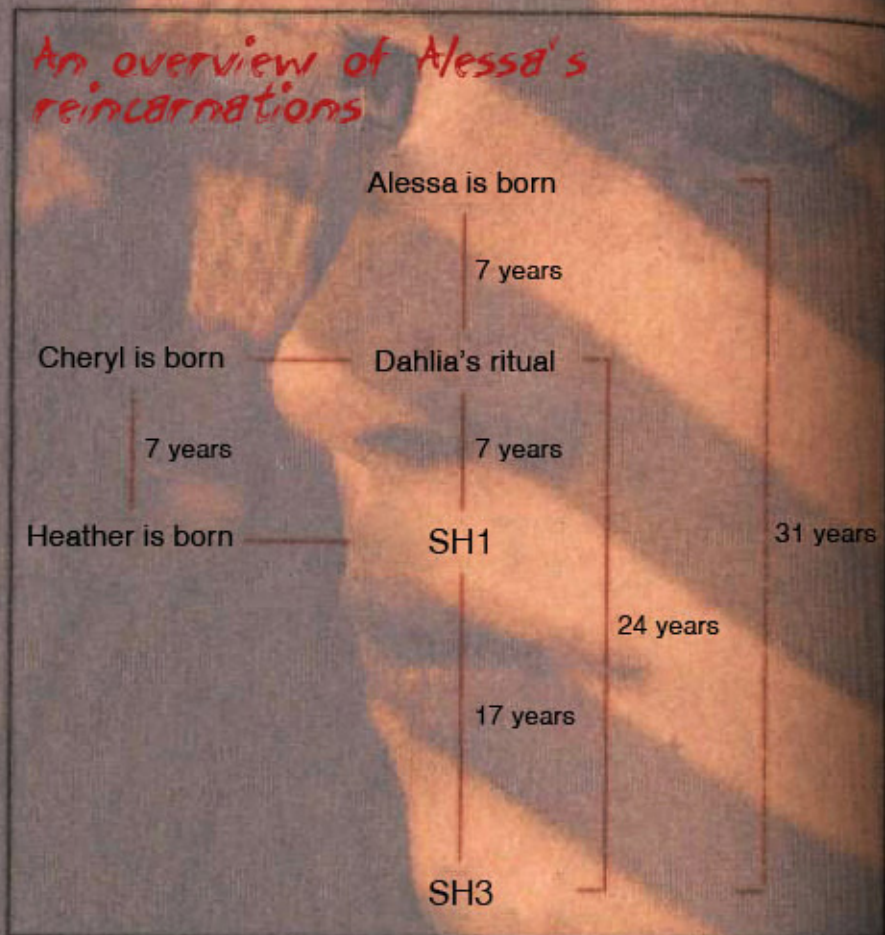
Footnote: The lyrics in Silent Hill 3 were made to fit the songs from the original Japanese verses and produced with the English translation. The Japanese is written strictly in poetic verse, and the English translation isn't exact in quite a few sections because it was fitted to the music and converted to English.



# Heather

A summary of the reincarnations of Heather, who has the memories of three people

Heather, who obtained an immortal body as a result of being impregnated with The God, possesses the memories of three people: Alessa, who received severe burns due to Dahlia's ritual; Cheryl, who was separated from Alessa as a result of the ritual and raised by Harry; and Heather (real name: Cheryl), who was born as a result of Alessa's and Cheryl's return to a single body. The dialogue and events that take place in the game should become easier to understand if a summary of these facts is arranged.



AT THE FINAL STAGE OF THE GAME, THE MEMORIES THAT HEATHER RECOVERS ARE REFLECTED IN THE OTHERWORLD.

A murder case that Harry was involved in twelve years ago?

After the first game, Harry lived an ordinary life in Portland with his daughter. Twelve years ago however, the religious organization, which had regained influence, formulated a plan to abduct the young girl who had been reincarnated. This ended in Harry killing a cult member. Thereafter, in order to hide from the cult Cheryl was called by the assumed name "Heather" and her black hair was dyed blond.

12年前の事件... 殺人事件... 母の死...

THE "MURDER CASE OF TWELVE YEARS AGO" IS MENTIONED IN DOUGLAS' NOTEBOOK, BUT IT DOESN'T RELATE ALL THE PARTICULARS OF THE CASE.

### Trick or Treat Special

The hamburger shop in the shopping mall is a Happy Burger, which also appears in Silent Hill 2. It would seem that it's a chain store.

Heather is awakened by the religious organization = Alessa's abilities

Heather, the protagonist of Silent Hill 3, is the reincarnation of the two young girls who appeared in Silent Hill, Alessa and Cheryl. This girl, who carries The God inside her body as a result of the ritual that Dahlia once conducted, assumed an alias and dyed her hair to conceal her whereabouts. However, seventeen years later, because her body had matured enough for her to take on the role of the mother, her existence was perceived by the religious organization.

Additionally, Heather's abilities as the mother of The God are awakened as she regains her past memories in the game, and a premonition of this is already apparent even in the bad dream that immediately follows the opening. What becomes the scene of the beginning of her nightmare is the amusement park that also appears in the latter half of the game. One can think that Heather is endowed with precognitive abilities and that this dream was a warning that she sent to herself.

One can think that Vincent's line, "the time has come" also signifies the fact that Heather's body has matured as the mother of The God.



AT THE BEGINNING OF THE GAME, THE SCENE AT THE AMUSEMENT PARK IS A "PREMONITORY DREAM." IT WARNS OF THE DANGER THAT IS IMMINENT IN HEATHER'S FUTURE.

### Creator's Commentary

The Fool card in the game suggests Heather. This card means departure, potentiality and recklessness. I think that her recklessness in fighting against Claudia and, in a certain sense, her genuineness are applicable to "the fool."  
-Hiroyuki Owaku



Heather's age varies depending on the interpretation

#### ◆ Telephone

24&31

The voice on the phone from the hospital locker blesses Heather for being 24 and 31 years old. If one adds her 7 years as Cheryl to Heather's true age of 17, her age becomes 24, and if one adds her 7 years as Alessa, her age becomes 31.



THE TRUE NATURE OF THE VOICE'S OWNER IS SHROUDED IN MYSTERY.

### Trick or Treat Special

After starting an Extra New Game with data from Silent Hill 2, if one investigates the mailbox in the apartment building, a "letter from a dead wife" is...

#### ◆ Birthday Card

14+7+17=38

14, the first number, is the period before Alessa returned to a single existence in the first game, 7 is the period before Cheryl returned to a single existence, and 17 indicates the length of time Heather was alive after the two girls returned to a single existence.



A PUZZLING NUMERICAL FORMULA IS WRITTEN ON THE BIRTHDAY CARD IN THE HOSPITAL.

#### ◆ Douglas' Note

17? 24?

The results of the investigation conducted by Douglas, the private detective, identified Heather's registered age as 24. One can infer that Harry raised Heather as the child he found 7 years before the first game—in other words, that he raised her as Cheryl.

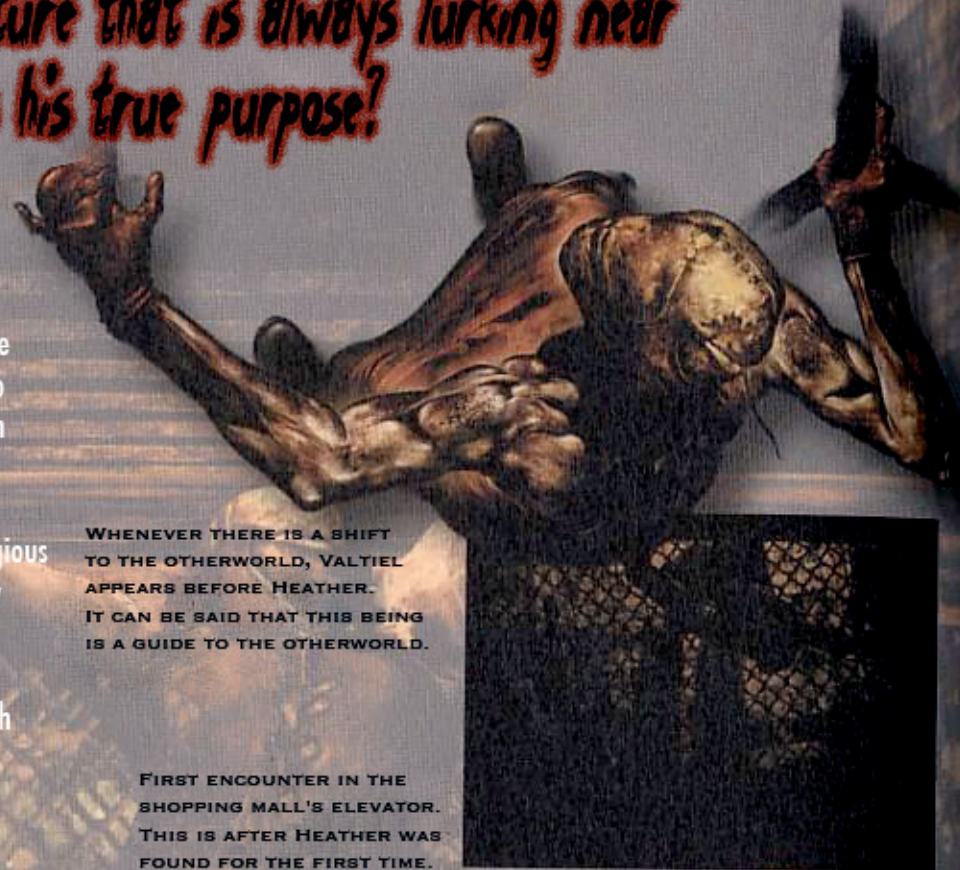


IT'S UNSETTLING EVEN TO DOUGLAS' OBSERVANT EYES.

# Valtiel

*A mysterious creature that is always lurking near Heather. What is his true purpose?*

Valtiel shadows Heather as if stalking her ever since her encounter with him in the shopping mall. While this strange creature observes Heather, he makes no effort to inflict harm upon her; the truth is that he has a unique purpose, a role he plays which enters into the game. The fact of the matter is that in the religious tradition of Silent Hill, Valtiel is a saintly being corresponding to an angel. Concerning that complex and profound reason for existence, let us consider such things as his design and behavior from various angles.



WHENEVER THERE IS A SHIFT TO THE OTHERWORLD, VALTIEL APPEARS BEFORE HEATHER. IT CAN BE SAID THAT THIS BEING IS A GUIDE TO THE OTHERWORLD.

FIRST ENCOUNTER IN THE SHOPPING MALL'S ELEVATOR. THIS IS AFTER HEATHER WAS FOUND FOR THE FIRST TIME.

## Watcher

*To ensure the protection of the unborn deity, he watches Heather, mother of The God*

Since the name Valtiel means "attendant" by way of the English word "valet," his existence as an angel is derived from suffixing "-el." In short, he is the being that attends to and watches over The God. For the purpose of carrying out his duty of watching and protecting the mother until the time comes for The God to be born, he does not harm Heather.



CLAUDIA ASSUMES THE ROLE AS MOTHER AND TAKES THE NECESSARY STEPS TO BIRTH THE GOD

VALTIEL PERSISTS IN WATCHING HEATHER IN THE CHURCH NEAR THE END OF THE GAME.

## Messenger

*An angel in the town's religious organization that governs the cycle of rebirth, he appears as a symbol of the otherworld*

Valtiel's intentions have little to do with Heather; his concern is primarily with the god that sleeps inside her. It can be thought that in order to restore The God to this world, every time Heather (Alessa) dies, he is the one responsible for resurrecting her many times over. Additionally, the valve handle that Valtiel turns with his left hand represents the idea that "The God can be reborn any number of times," which can be thought of as having significance to the basis of the sect's doctrine.



IN MANY PLACES VALTIEL IS SEEN TURNING THE HANDLE, WHICH SIGNIFIES THE CYCLE OF REBIRTH

IF HEATHER SHOULD DIE, VALTIEL TAKES ACTION TO RESURRECT THE MOTHER OF THE GOD.

*Deciphering the meaning hidden in the design of the being that ties together the three works of the series*

In the long-standing religious tradition of Silent Hill, Valtiel is worshipped as a being that is close to The God. And so even in the previous works of the series, Valtiel has appeared in different forms. In other words this is why Valtiel ties together various events that have taken place in Silent Hill.

In the case that any events transpire in Silent Hill in the future, Valtiel may again appear before players in another form.



NOTING THE SIGNIFICANCE OF VALTIEL'S DESIGN, THE RELEVANCE BETWEEN THE THREE WORKS BECOMES CLEAR.

## Ceremonial robes

from [SILENT HILL]

In the school's otherworld, a number of body-shaped figures can be seen. If one looks closely, it becomes clear that there is something familiar about what the figure is wearing. What looks like a body bag is actually the ceremonial robe of the town's religion. This robe is modeled after the appearance of an angel from Silent Hill's traditions, namely Valtiel.



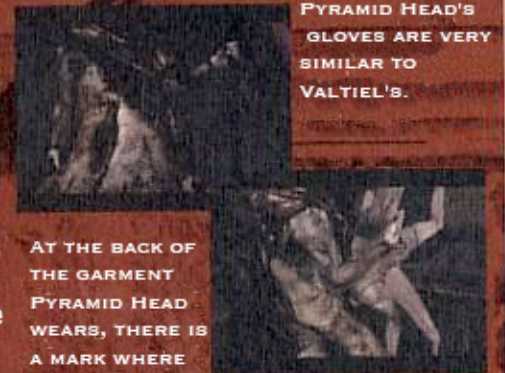
THE RAGS THE FIGURES APPEAR TO BE WRAPPED IN ARE ACTUALLY CEREMONIAL ROBES

## Pyramid Head

from [SILENT HILL 2]

One notable connection between Pyramid Head and Valtiel is the fact that they both stalk the protagonist persistently.

If the helmet that conceals Pyramid Head's face were to be removed, it would become apparent that the designs of the two are surprisingly similar. When the executioner's outfit that is Pyramid Head was designed, it was modeled after Valtiel, an angel from the indigenous religion.



PYRAMID HEAD'S GLOVES ARE VERY SIMILAR TO VALTIEL'S.

AT THE BACK OF THE GARMENT PYRAMID HEAD WEARS, THERE IS A MARK WHERE THE CLOTH IS STITCHED TOGETHER, WHICH IS ALSO A SHARED CHARACTERISTIC

## Making of Valtiel

### Creator's Commentary

In Silent Hill 3 the connection to the first game is quite clear, but the point of contact with the second game isn't so obvious. I created Valtiel because I wanted to relate the works of the series through a creature. In the religion of Silent Hill, Valtiel exists as one who is close to The God, and Pyramid Head takes the shape of Valtiel's reason for existence. That is to say, the Pyramid Head character was born from the townspeople's idolatrous ideologies. In the first game, the ceremonial robes were in homage to Valtiel.

-Masahiro Ito



One of the early designs of Valtiel turning the valve handle. The central hole closely resembles the one in the final church.



A rough sketch of a design in which multiple creatures seem to be intertwined. The hole at the top of the creature's head is the same as in the final design.



There is also a scene in the elevator with a giant propeller and Valtiel. The propeller has a handle as well, which has the same implication as the valve.

# Claudia wolf

*A faith which is too pure invites a new tragedy*

Claudia, a priestess in the religious organization, appears in the game as Heather's adversary. As the game progresses, it becomes known that she was once friends with Alessa when the two of them were young. Even though she kills Harry, Heather's father, as well as Vincent, who is supposedly of

the same faith in upholding her cause of the revival of The God and the establishment of paradise, her actions are rooted in genuine piety in that she desires the salvation of peoples' souls. Hers is a sorrowful existence, which cannot be simply tucked away into the category of "villain."

### Creator's Commentary

The High Priestess card in the game suggests Claudia. This card means mystery, faith, and dogmatism. Doesn't it seem that the self-righteous way that Claudia behaves as a consequence of being too genuine is in accordance with the meaning of the card?

-Hiroyuki Owaku



SHE IS WILLING TO TAKE ANY STEPS NECESSARY TO ATTAIN HER GOAL OF CREATING PARADISE.



*An unhappy connection with Leonard, her father, which is the cause of her self-righteous personality*

The one who guided Claudia to the town's indigenous religion was her father, Leonard. It seems that Leonard, who held strict religious views, forced his beliefs onto his daughter and inflicted physical punishment upon her for irreligious behavior. From an episode in which he stabbed a patient because of a religious dispute and from the radical memo in which he calls himself a "protector of the seal," it can be surmised that Leonard possesses extremely elitist ideas. Claudia has come to hope for a salvation in which not only the chosen ones but everyone is saved, which is completely opposite from Leonard's ideas. One can think that in the background, there were feelings of repulsion and hatred towards her strict father.



LEONARD'S STRICT ATTITUDE TOWARDS CLAUDIA ON THE PHONE INDICATES THE EXTREMIST NATURE OF HIS PIETY.

VINCENT SEEMS TO HAVE WITNESSED THE PHYSICAL PUNISHMENT INFLICTED UPON CLAUDIA BY HER FATHER. COULD LEONARD'S VIOLENCE HAVE BEEN WELL-KNOWN EVEN INSIDE THE RELIGIOUS ORGANIZATION?



**Trick or Treat Special**

Posing as the names of shops, the names of gods are written in great numbers on the doors in the hallway in the shopping mall where Heather encounters Claudia.

*Unique abilities as a sorceress that sleep inside Claudia*

In the early stages of the game, the otherworld appears even though Heather has not yet awakened as Alessa. This is undoubtedly due to Claudia's power. Let's inspect a few instances that indicate her abilities.



THE SHOPPING MALL BEING SWALLOWED BY THE OTHERWORLD WAS DUE TO CLAUDIA'S INFLUENCE AS WELL.



CLAUDIA ISSUED THE INSTRUCTION TO KILL HARRY. IT SEEMS THAT SHE CAN MANIPULATE THE HEARTS AND MINDS OF BELIEVERS.



IT SEEMS THAT HER ABILITIES WERE FEARED ALONG WITH HER PROFOUND DEVOTION.

*The witch from seventeen years ago, Dahlia Gillespie?*

In the first game, Dahlia Gillespie was a priestess like Claudia who attempted to revive The God. Faith in The God is a tradition that has been handed down over the years in Silent Hill, and, separated by a period of seventeen years, each of these two women who belonged to the same religious organization took steps to bring about The God's revival. However, to Dahlia The God is an object to be exploited, while to Claudia, The God is a being that will bring salvation. Although they use a common means of "reviving The God," their intentions are fundamentally different.

In order to arrange the differences between the two of them, let's look back at the first game.

### The Case of Dahlia

from SILENT HILL

Dahlia's intention is to destroy and negate existing concepts by reviving The God. However, she has no concept of salvation through the "establishment of paradise." The revival of The God is strictly a means to destroy the present world and for her to personally command power. For this reason, she finally comes to make her own daughter a sacrifice. It is evident that her thought patterns exploit people she can take advantage of such as Kaufmann and Harry to the fullest extent possible.

### The Case of Claudia

from SILENT HILL 3

As with Silent Hill's long-standing tradition, Claudia's intention is to remake the present world into paradise by reviving The God. Because of her experiences during her childhood, she perceives the world as being full of suffering and in order to "save everyone," she attempts to create paradise. And so one can think that for everyone to be saved, some sacrifices like Harry and Vincent are unavoidable.



ALTHOUGH THEY ARE BOTH PRIESTESSES WHO AIM TO REVIVE GOD, THEIR MOTIVES ARE FUNDAMENTALLY DIFFERENT.



THROUGH THE ENTIRE GAME, DAHLIA NEVER SPEAKS THE WORD "SALVATION."



HER GENUINE FAITH IS THE CAUSE OF HER ACTIONS, AND SHE HAS NO INTENTION TO TRY TO EXPLOIT THE GOD.

**Trick or Treat Special**

A sign reads "floor 1" in the lobby of the otherworld's elementary school in the first game. The source material for this is the movie 12 Monkeys.



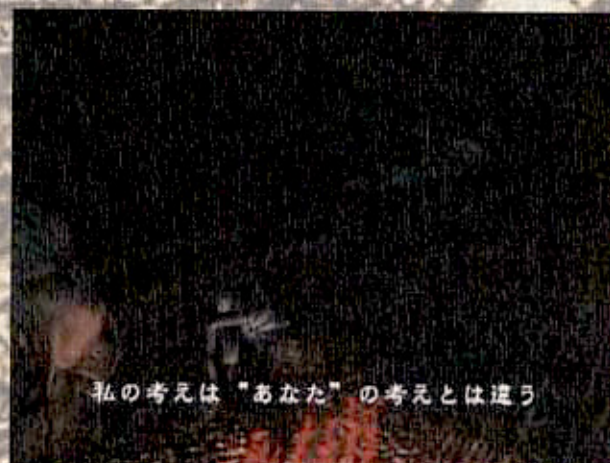
# Alessa

*The suffering of a young girl who is unable to die as a result of being impregnated with The God*

Alessa attempts to release Heather from the suffering that The God would surely cause her. Ever since she was born, the original Alessa had unique abilities. The direct cause of her undying state is the seed of The God that was implanted within her by means of a ritual that Dahlia conducted in order to bring about The God's descent. Heather, who is Alessa's reincarnation, is finally drawn to the town of Silent Hill when her body has matured enough for her to take on the role of the mother.



IT BECOMES CLEAR THAT CLAUDIA AND THE ORIGINAL ALESSA WERE CHILDHOOD FRIENDS.



私の考えは“あなた”の考えとは違う

HEATHER REGAINS ALESSA'S MEMORIES, BUT THE WILL THAT DICTATES HER ACTIONS STILL DIFFERS FROM HERS.

### Creator's Commentary

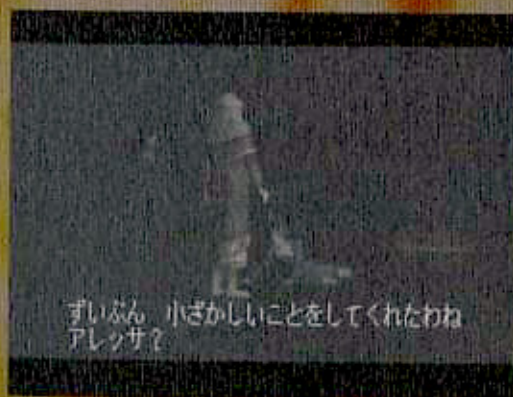
Alessa, who lies dormant inside Heather, makes appearances in various places as her memories are revived. The reason why her behavior differs depending on the place is in accordance with what's written in the occult magazine that was dropped in the subway. The principle behind her behavior is that she desires to escape from suffering. It will become easier to understand if I say "to die."

-Hiroyuki Owaku

*In order to escape from her suffering, she attempts to return to a single body*

from SILENT HILL

In order to understand Alessa's situation, it is necessary to look back at what happened in Silent Hill seventeen years ago. Alessa, who received extensive burns as a result of the ritual that brought about the descent of The God, finds her other self in order to escape from her eternal suffering and, because of The God's revival, attempts to destroy herself. However, Dahlia uses Harry to prevent her from carrying out her plans.



ALESSA'S POWER GREW TO THE EXTENT THAT IT EXCEEDED DAHLIA'S CONTROL. FOR THAT REASON, DAHLIA USES HARRY.

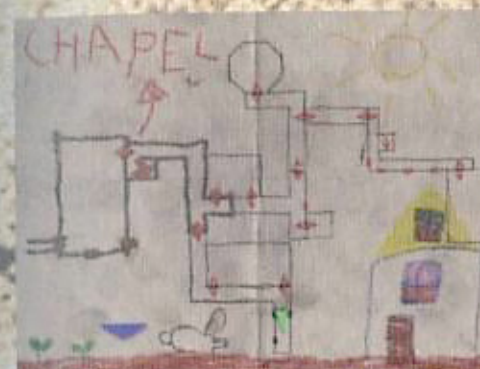
*The church that materializes as a guide for Heather = Alessa as a young girl*

In the church that is the final stage of the game, a young girl's crying voice and footsteps materialize, as well as a map that is reminiscent of childlike scribbling. Although these phenomena act as a guide for Heather, the simplistically drawn map and forlorn sobbing are not there to lead her—rather, the explanation comes to light if one imagines that Alessa's thoughts from her childhood linger in the church. It may be that the younger version of Alessa who was teased and called "witch" is wandering aimlessly about the church.

While the Alessa that appears at the amusement park is an entirely different person, if it's the younger version of Alessa from before she encountered the fire then there is no need to destroy "herself" who is suffering from the pain. In this way, one can imagine that Alessa's purpose and the form that she takes differs greatly depending on the place.



FOOTPRINTS WALK ALONG THE CORRIDOR ACCOMPANIED BY THE SOUND OF SOBBING. THEY ARE MOST LIKELY NOT SHOWING HEATHER THE WAY, BUT SIMPLY WANDERING AIMLESSLY ABOUT THE CHURCH.



A MAP THAT IS DRAWN WITH A CHILDLIKE SIMPLICITY. ALESSA, WHOSE MOTHER WAS DAHLIA, MUST HAVE VISITED THIS CHURCH.

*To end her perpetual suffering, Alessa's obsession materializes*

At the merry-go-round in the amusement park, the "memory of Alessa (Alessa's obsession)" appears. In accordance with her name, she is not Alessa herself but her profoundly dark emotion that clings to this place. Her intention is to escape from the pain in which she was perpetually made to live by destroying herself. And so, for that reason she acts out of a sense of kindness in that she wants to spare Heather from that same suffering.

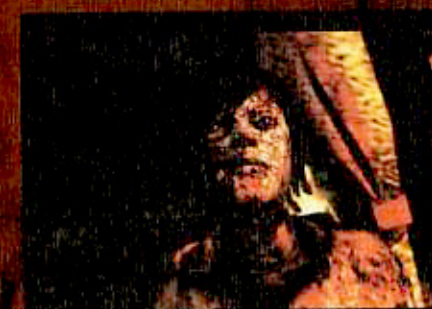
In the first game, Alessa's aspirations were never realized and her obsession adhered to this place for a period of seventeen years.



THE EVENT THAT OCCURS IN THE HOSPITAL'S STOREROOM IN WHICH HEATHER'S REFLECTION IN THE MIRROR FREEZES IN PLACE IS AN OMEN EMBODYING ALESSA'S OBSESSION.

安らかな終わりを私は“私”に与えたかったなぜそれを拒み、進もうと願うのか最かな“私”……

THE OBJECT OF ALESSA'S OBSESSION WAS ONLY FOR HERSELF TO CEASE TO EXIST. IT IS A SENTIMENT THAT IS ROOTED IN BENEVOLENCE.



THE FACT THAT SHE COMES TO ATTACK MANY TIMES OVER WITH DIFFERENT WEAPONS INDICATES THE DEPTH OF HER SUFFERING.

**Trick or Treat Special** Moore, Ronaldo, and Gordon are in the list of teachers in the elementary school from the first game. The names originate from members of Sonic Youth.

**Trick or Treat Special** There is a store called "Li Jun Fan" on the map of the shopping district in the first game. It seems that a fondness for Bruce Lee is responsible for this.

# Visual Concept

The *mist* and *darkness* that blur the line between *dream* and *reality*

Mist and darkness have become symbols of the Silent Hill series. It is not the case that these elements are present merely to frighten the player. Mist and darkness obstruct the horizon by creating a condition in which visibility is limited. In other words, the boundary between heaven and earth is obscured, which suggests a blurring of the line between dream and reality.



THE MIST IS A SYMBOL OF SILENT HILL. IT CAN ALSO BE INTERPRETED AS THE THOUGHTS OF THE DEAD RISING UP FROM THE LAKE AND SETTling OVER THE TOWN.

◆ Mist



IN THE FIRST GAME, THE PRODUCTION USED HARDWARE LIMITATIONS TO AN ADVANTAGE.

◆ Darkness



THE DARKNESS THAT DEPRIVES ONE OF ONE'S FIELD OF VISION EVOKES AN INSTINCTUAL TERROR.

◆ Noise



THE PURPOSE OF THIS EFFECT IS TO ELIMINATE ANY "CGISHNESS," BUT IT ALSO MANAGES TO DISTURB THE PLAYER'S PSYCHE.

◆ Framing



A DEMO SCENE FROM SILENT HILL 2 THAT MAKES USE OF A PARTICULARLY SLANTED POINT OF VIEW. IT INDICATES THE MENTAL STATE OF THE CHARACTERS THAT APPEAR IN THE SCENE.

IN THE FIRST GAME, FROM THE OUTSET THE CAMERA POSITION MOVES FREELY AND DRAWS IN THE PLAYER.

Trick or Treat Special

For some reason, there is quite a bit of fishing tackle in the bar in the hotel from Silent Hill 2. This is because the person responsible, having an aversion to alcohol, was unable to collect information on bars.

# Key Items

The many items with magical properties that give depth to the story

The works of the series are tied together through the town called Silent Hill and the long-standing religious tradition native to the region. As might be expected from such prevalent themes as the otherworld, resurrection of the dead, as well as occult elements and other phenomena, various religious items such as charms and equipment used in rituals appear widely in the games.

There are items that are referenced from various religions and folklore and of course, there are original ones as well. These religious items give a unique depth to the story. Let us examine this using a few representatives. If one acquires more information on the subject, one should be able to gain a deeper appreciation for the series.

## Aglaophotis

A red liquid that appears in the first and third games. Made from a medicinal herb, it seems to have the effect of repelling evil spirits.



IT WOULD SEEM THAT AFTER THE FIRST GAME, HARRY ONCE AGAIN PROCURED SOME OF THE LIQUID FOR THE SAKE OF HIS DAUGHTER.

## Flauros

A charm that appears in the first game. It has the ability to break the continuity of the boundary that surrounds Alessa.



HARRY RECEIVES THE FLAUROS FROM DAHLIA.

## Halo of the Sun/Talisman

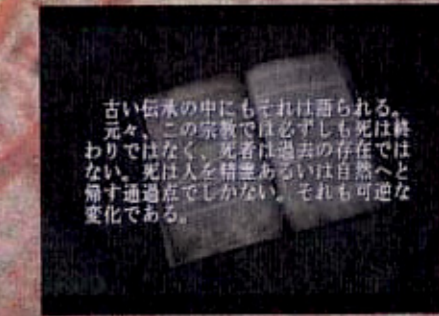
The two crests of the series are deceptively similar. On the talisman, the seal that appears in the first game is inscribed.



THE HALO OF THE SUN IS THE CREST OF THE RELIGIOUS ORGANIZATION. THE DIFFERENCE BETWEEN THE TWO SEALS HAS AN IMPORTANT SIGNIFICANCE IN THE SERIES.

## Book of Lost Memories

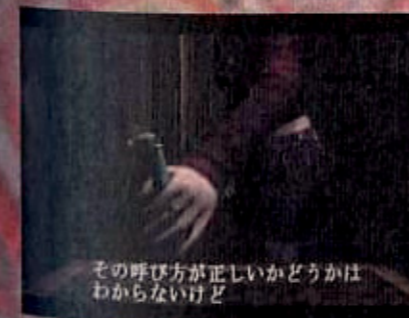
An original book written about the history of the town. It appears in the second game, Restless Dreams, and the third game.



A SECTION OF THIS THICK BOOK IS QUOTED IN EACH OF THESE THREE GAMES.

## White Chrism and Obsidian Goblet

Items used in rituals required to see the "rebirth" ending in the second game. Supposedly, they are used to resurrect the dead.



DETAILS CONCERNING THE RITUAL TO BRING THE DEAD BACK TO LIFE ARE WRITTEN IN THE BOOK OF CRIMSON CEREMONY.

Trick or Treat Special

The paintings in the Western-style house from Restless Dreams include processed pictures of random items, hotel panorama shots, and the like—things that aren't actual paintings.

An examination of the names of key items reveals an influence from various religions

The Seal of Metatron

According to the Kabbalah (Jewish mysticism), the angels Metatron and Samael originally shared the same existence.

Aglaophotis

A medicinal herb that appears in the Kabbalah. It is used to expel demons from the possessed and can also be used for a magical array.

Flauros

One of the seventy-two demons that appears in the Lamegeton, a book of magic said to have been compiled from the writings of King Solomon of Israel.

The Book of Crimson Ceremony

The roots of the Crimson Ceremony lie in Mayan and Aztec rituals. At one time, the ritual of human sacrifice was quite prevalent.

# Love

## Deciphering the love and hatred behind the terror

Although the Silent Hill series has consistently come to portray terror as a central theme, the fact that behind this, "love" is invariably depicted is frequently overlooked. One aspect that has become particularly prevalent is the attachment between parent and child. Up to this point in the series, the love between parent and child has brought about a great deal of drama and has even become a great driving force in the development of the story.



BEFORE THE FINAL BATTLE IN THE FIRST AND THIRD GAMES, A CONTRAST BETWEEN EACH PARENT AND CHILD RELATIONSHIP IS PORTRAYED.

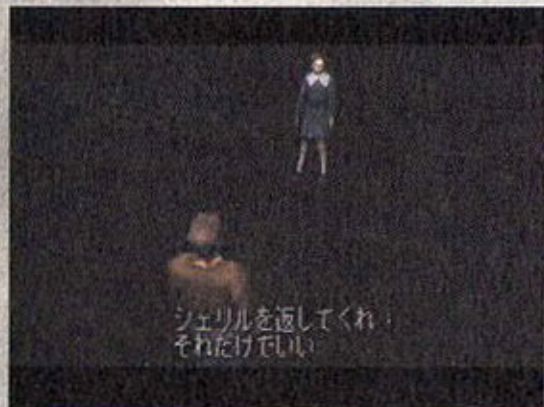


IN SILENT HILL 2 THE PROFOUND SUFFERING OF A MAN WHO HAS KILLED HIS WIFE, WHICH BECOMES THE THEME OF THE GAME, IS A CONSEQUENCE OF LOVE.

from SILENT HILL 1

*A mother who uses her real daughter and a father who loves his adopted daughter*

In the first game, two pairs of parents and children appear: Harry and Cheryl, as well as Dahlia and Alessa. One of these is a parent who has a strong love for his daughter, which is in contrast with the other parent who is unloving and uses her daughter for her own personal gain. It is a point of interest that the relationship between Harry and Cheryl is unaffected by their lack of blood relation, in fact the two of them are tied together by a close bond.



FROM THE START, HARRY, THE PROTAGONIST, PRIMARILY ACTS IN ACCORDANCE WITH HIS ROLE AS A PARENT.

from SILENT HILL 3

*A daughter who loves her father and a daughter who detests her father -- each of them are in pursuit of something*

On the other hand, two relationships are contrasted in the third game: that of Harry and Heather with that of Leonard and Claudia. Heather, the daughter who is loved by her father and Claudia, the unloved daughter, become the principal axis of the story. It is a point worth noting that a complete contrast is formed by their respective actions and intentions



SIMULTANEOUSLY WITH THE LOVE BETWEEN PARENT AND CHILD, THE ELEMENTS OF "LIFE" AND "REBIRTH" ARE ALSO CLOSELY RELATED TO THE THEME.

*A relationship between Harry and Cybil, the heroine of the first game?*

In the "Good+" ending of Silent Hill, Harry and Cybil escape the town together. Although one could interpret this in such a way as to envision a connection between the two of them, Cybil doesn't appear in Silent Hill 3...



THE ALTERATION OF THE OPENING AFTER CLEARING THE GAME WITH THE "GOOD+" ENDING INVITES VARIOUS SPECULATIONS.

### Creator's Commentary

Cybil is not involved with Silent Hill 3. What happens to her afterwards is left to players' imaginations. -Hiroyuki Owaku

# Symbols

*Symbols Negative images related to the pain that Alessa suffered*

Since the first game, stretchers and wheelchairs appear as symbols of the otherworld. These objects are not there merely for the sake of invoking an element of weirdness; the truth is that they are an important hint that indicates the reason why the otherworld itself exists.

Alessa, who originally suffered from severe burns, is the one whose delusions produced the otherworld in the first and third games. One can think that images related to fire, hospitals and the like indicate the pain that she constantly endured. Let's introduce a few examples.

*The Settling Sun*



AFTER THE BAD DREAM IN THE OPENING, HEATHER AWAKENS IN THE BLOOD-LIKE RED OF THE SETTING SUN.

*Wheelchairs*



THE WHEELCHAIR IS AN IMAGE THAT HAS TO DO WITH ALESSA DURING HER HOSPITALIZATION, HOSPITALS, AND DEATH.

*flame*



"THE GOD" MANIPULATING FLAME HAS TO DO WITH THE FACT THAT ALESSA WAS BURNED IN THE RITUAL OF RESURRECTION.

*Writhing Flame*



THE WRITHING SHADOWS ON THE SURFACES OF WALLS AND CREATURES ARE RELATED TO THE BURNS THAT ALESSA RECEIVED.

*An afterimage of the nurse Lisa appears in the otherworld's hospital*

FOREBODINGLY, A VIDEO IMAGE THAT APPEARS IN THE FIRST GAME IS INSERTED DURING THE INTERVAL WHEN THE HOSPITAL UNDERGOES THE SHIFT FROM THE RIGHT SIDE TO THE REVERSE SIDE.



どうして…… どうしてあの子は生きてるの？

LISA APPEARS ALONG WITH VALTIEL. COULD IT BE THAT HER SPIRIT MUST CONTINUE TO ENDURE ENDLESS SUFFERING?

### Creator's Commentary

Just before the shift to the otherworld in the hospital, the nurse Lisa who appears in the first game can be seen. The purpose of including this is to show that Alessa's influence on the otherworld grows stronger as she regains her memories. It indicates that even after the first game she continues to suffer in the otherworld. Although a nurse appears in a similar fashion in the church as well, this does not have anything to do with Lisa.

-Masahiro Ito



# Power of the Town

Just what is the effect of the mysterious power of this town that was revered as a sacred place?

Originally Silent Hill was a holy place to the area's former inhabitants. It would seem that although the power of the town was not evil in nature, due to a number of factors including the spread of an epidemic and executions at the prison, the power that this place held was greatly distorted. Furthermore, due to the large-scale shift to the otherworld that occurred in the first game, the town has become a great catalyst for the manifestation of peoples' unconscious minds. It appears to have become a place that beckons to those who hold darkness in their hearts.



SILENT HILL WAS ONCE REVERED AS A SACRED PLACE. THAT POWER HAS BEEN COMPLETELY TWISTED OVER THE COURSE OF HISTORY.

### ◆Embody

The materialization of the darkness that sleeps in peoples' hearts

In the town of Silent Hill, a power exists that gives discernable form to peoples' innermost thoughts. As for the otherworld that appears in the series, the town is not merely showing the characters their nightmares, but actually manifesting elements of their unconscious minds.



IF THE SUBJECT'S MIND IS IN A STATE OF TURMOIL, THE STATE OF THE OTHERWORLD WILL BE CHAOTIC AS WELL.

### ◆Calling

Those who have guilt are summoned

Due to the appearance of the otherworld on a massive scale in the first game, the town has come to be a place that calls those who hold a profound darkness in their hearts. It seems that people with afflicted minds are easily drawn to the otherworld.



THE TOWN CALLS TO THOSE WHO BEAR THE WEIGHT OF SOME CRIME AND SHOWS THEM WHAT IS IN THEIR HEARTS.

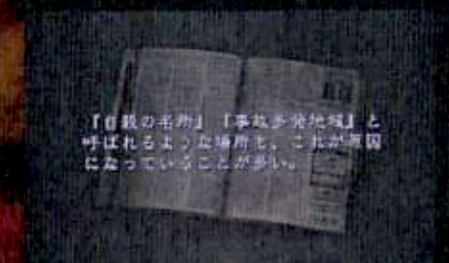
### ◆Link

Transcending time, minds are connected

It would seem that in the otherworld, time and physical limitations are transcended and peoples' thoughts are communicated. In accordance with this are the enigmatic phone conversation and Stanley's letters in the third game, as well the director's letters, among other things, in the second game.



IT SEEMS THAT IN THE OTHERWORLD, THE FLOW OF TIME HAS NO CONTINUITY.



THE OCCULT MAGAZINE THAT WAS DROPPED IN THE SUBWAY HAS AN ARTICLE REGARDING LINGERING THOUGHTS.

### Creator's Commentary

The shift to the otherworld that takes place outside the town depends entirely upon a unique power. The power that absorbs and reflects what people hold in their hearts is established as being exclusive to the town of Silent Hill.

-Hiroyuki Owaku

Trick or Treat Special "Li Jun Fan" appears on the map of the shopping district in the first game. Next to this is none other than a "Konami Burger."



# Sound Effect

The meticulously refined sound effects of the Silent Hill series

### Creator's Commentary

When it comes to sound, what I pursue in particular is a sense of reality. There's a sense that it's not so much music as it is the creation of something that stimulates one's sense of hearing, wouldn't you say? There are also places where there is no sound at all, and it isn't that sound hasn't been added; it's that silence is simply the sound of that particular place.

-Akira Yamaoka



A MECHANICAL SOUND THAT IS REMINISCENT OF A CONSTRUCTION SITE EVOKES A SENSE OF URGENCY.



A SOUND THAT IS UNPLEASANT IN A VERY VISCERAL WAY IS MIXED INTO THE NOISE.

A sound effect design that is inlaid throughout the entire game?

### Creator's Commentary

In daily life, complete silence in one's environment is unusual, wouldn't you say? And so in the same way, things like footsteps and people stirring are inlaid even in the game. One responds to sounds that are not related to the game and once one is pulled back to reality, one is immersed more deeply into the game world. These sorts of effects are what I'm aiming for. The probability of their occurrence is random, so the point at which these sounds are heard should differ depending on the player. Without the importance placed on atmosphere in Silent Hill, its production wouldn't be possible, right?

-Akira Yamaoka

the first floor of the shopping mall



WHILE WALKING DOWN THE CORRIDOR IN FRONT OF THE PAYPHONES, HEAVY FOOTSTEPS ARE HEARD, AS IF SOMETHING IS BEING CARRIED.

the fourth floor of the office building



WHEN HEATHER GETS OFF THE ELEVATOR AT THE FOURTH FLOOR, SUDDENLY OUT OF NOWHERE A SCREAM LIKE THAT OF A WILD BEAST IS HEARD.

the fifth floor of the construction site



FOOTSTEPS ARE HEARD FROM THE FLOOR ABOVE, BUT THE BUILDING IS ONLY FIVE STORIES HIGH.

Hazel Street Station



THE PAYPHONE RINGS FOR JUST AN INSTANT WHEN HEATHER APPROACHES IT.

near the elevator in the church



A PIERCING SHRIEK LIKE A BIRD'S CRY IS HEARD.

Trick or Treat Special During the interval space in the hospital, "What a wonderful world!" is written on a wall. It's an homage to Exorcist 3.

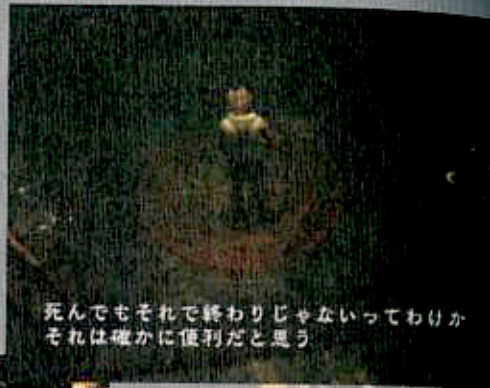
# Loop

*The immortal Alessa repeats an infinite loop of birth and death*

In addition to "terror," motifs that have to do with life such as "birth" and "reincarnation" also become major themes in Silent Hill 3. It may fairly be said that like rotating objects and the crest which is used as a save point, a "cycle of rebirth" motif is inlaid throughout the game and Silent Hill 3 is thoroughly filled with this "loop."

It is worth contemplating the proposition that this "cycle" is closely linked not only to the work itself, but also to the act of playing the game.

THE POSSIBILITY OF VARIOUS PROFOUNDLY MEANINGFUL INTERPRETATIONS IS HIDDEN IN WHAT HEATHER SAYS AFTER SHE UNDERSTANDS THE SIGNIFICANCE OF THE RELIGIOUS ORGANIZATION'S CREST.



死んでもそれで終わりじゃないってわけか  
それは確かに便利だと思う



WHAT COULD THE REASON BE FOR CHOOSING A MERRY-GO-ROUND AS THE SETTING FOR THE FIGHT WITH THE MEMORY OF ALESSA?

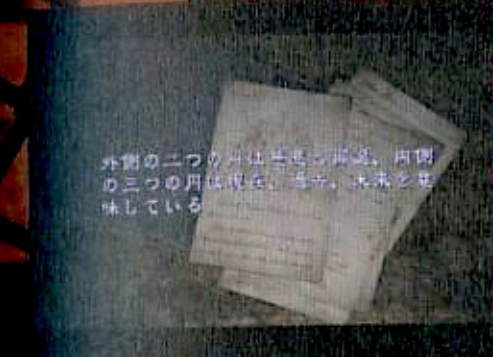
◆ Save&Load

*Save points = the crest of the religious organization which signifies resurrection and the flow of time*

According to a book that can be read in the church, the crest of the religious organization is known as the "Halo of the Sun." The three circles drawn in its inner part signify present, past and future. Couldn't it be that there are two meanings in the fact that this crest appears as a save point, namely that "Heather regains her memories as a result of looking at the crest" and "her time is managed by the player?"

ムサシリーカードスロット1	
モーテル	3:14:53
13. アパート地下	3:14:36
14. モーテル	3:14:46
15. 病院事務室	3:23:31
16. 病院倉庫	3:45:43
17. 教堂S.O.3	4:11:36
18. 教堂C.A.	4:20:08
19. スーベニールショップ	4:31:12
20. お化け屋敷入口	4:38:37
SILENT HILL 3 File	
Action Level: Normal	2004/04/22 13:57:22
Riddle Level: Normal	Time: 3:14:46
	セーブ回数 22

EACH TIME THE PLAYER LOADS A GAME IN THE REAL WORLD, HEATHER COMES BACK TO LIFE AGAIN IN THE GAME.



THE CREST OF THE RELIGIOUS ORGANIZATION SIGNIFIES CHARITY AND RESURRECTION, AS WELL AS PRESENT, PAST AND FUTURE.

### Creator's Commentary

Given that the crest of the religious organization symbolizes "resurrection" and "save and load" are perceived as a "cycle of rebirth," it seems that a link to the real world is created. After she understands the significance of the crest, Heather remarks, "Even if I die, it's not the end. That's certainly convenient, I think. But somehow... I can't help but feel that this is terribly unpleasant." The truth is that this is a message to the player. In short, it means "as far as the player is concerned starting over again and again is convenient, but for Heather herself, this is painful."  
-Hiroyuki Owaku

◆ Gameover&Restart

*Valtiel, who drags Heather away, is an angel that governs the cycle of rebirth*

Upon receiving "game over" in places such as the church and amusement park, a demonstration of Valtiel dragging Heather's body away occurs. Although his purpose is to restore life to Heather, whose body is where The God resides, if one shifts one's attention to the real world it is possible to interpret "game over and restart" as a kind of "death and rebirth." Regardless of Heather's own will, she is brought to life again by the player and the story must continue.



THE HANDLE THAT VALTIEL TURNS SUGGESTS ALL OF THESE "LOOPING" PHENOMENA.

### Creator's Commentary

In the religious tradition native to Silent Hill, Valtiel is a being that is close to The God. In other words, he is established as an angel. Simultaneously with acting as an agent of The God, Valtiel takes on the role of watching over the body of the mother until The God's revival. For this reason, he continues to observe Heather without harming her. When a "game over" occurs, he takes Heather away to restore life to the body of the mother of The God. In this case, there are two meanings to Heather's rebirth. One is that she is reborn as Alessa's reincarnation in the game scenario. The other is that she is reborn when the player retries the game another time.  
-Hiroyuki Owaku

AT THE MOMENT OF "GAME OVER," VALTIEL APPEARS. HE DRAGS HEATHER OFF SOMEWHERE TO RESTORE LIFE TO THE BODY OF THE MOTHER OF THE GOD.

*The hidden meaning of rotating objects*

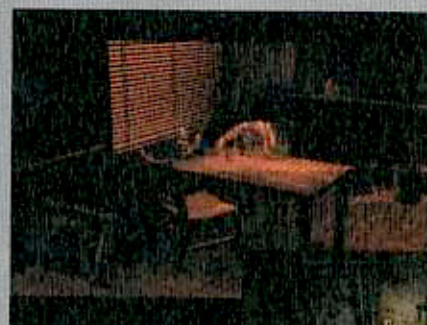
Beginning with the merry-go-round in the opening, and then the handle that Valtiel operates as well as giant electric fans, rotating objects appear everywhere in the game. It can be thought that these objects suggest the circular passage of time.



THE REVOLVING MERRY-GO-ROUND SYMBOLIZES THE REPEATED REINCARNATION OF ALESSAHERSELF.

*Even the development of the story is inevitably similar?*

The story of the first game begins with a nightmare, passes through an amusement park and concludes in "nowhere." The third game also starts from a nightmare and finally comes to an end in a church. One should reach an understanding if one imagines that even the story development which is similar to a surprising degree is a phenomenon that "loops."



EXACTLY LIKE THE FIRST GAME, IN THE BEGINNING OF SILENT HILL 3 THE PROTAGONIST IS JUST ABOUT TO AWAKEN FROM A BAD DREAM.



IN THE FINAL STAGE OF THE GAME, THE PROTAGONIST COMES TO WANDER ABOUT "NOWHERE," A REALM WHICH IS FORMED FROM MEMORIES.

THE FAN IN THE PASSAGEWAY LEADING TO THE UNDERGROUND CHAPEL EVEN THE GIANT VENTILATION FANS THAT APPEAR SINCE THE FIRST GAME CAN BE SEEN AS OVERLAPPING WITH THIS "CYCLE."

Trick or Treat Special

With data from Silent Hill 2, if one investigates the toilet in the bathroom in the otherside shopping mall...

Trick or Treat Special

There is a save point in the art gallery in the otherside office building, but if one investigates the painting that is in this spot in the "right side" art gallery...

# Letter from Silent Heaven

## To what extent do James' delusions reflect reality?

James, the second game's protagonist, murders his wife who suffers from an illness due to the burden of nursing her. However, in the work in which his delusions have become the focal point, many mysteries remain after the story's conclusion. Why is James under the impression that his wife died three years ago? And when did he kill her? Focusing on two matters that become key points, let's inspect these mysteries left behind by Silent Hill 2.



LAURA SAYS THAT SHE BECAME FRIENDS WITH MARY WHEN SHE MET HER AT THE HOSPITAL LAST YEAR. AS JAMES BELIEVES THAT HIS WIFE DIED THREE YEARS AGO, HIS MEMORY IS GREATLY SHAKEN.

### ◆Hotel

Holding the letter addressed to her, Laura tells James that her birthday was last week. If this letter that was supposed to be sent to her on her birthday is real, then Mary was alive until quite recently.



THE CONTENTS OF THE LETTER TO LAURA ARE EFFECTIVELY MARY'S LAST WORDS TO HER.

### ◆Letter

At the start of the game, James is in possession of "Mary's letter." As he awakens to the crime he has committed, the contents of the letter disappear. What this signifies is that the letter itself was James' delusion.



AFTER KILLING EDDIE, THE WORDS VANISH FROM THE PAGE. FINALLY, THE LETTER ITSELF DISAPPEARS COMPLETELY.

## Happy days for the two of them surely "died" three years ago

Taking the facts mentioned above into consideration, there can be almost no doubt that Mary was alive three years ago. However, there is no mistaking that three years ago something happened. Couldn't it be that what James made himself think of as his "wife's death" is really the turn for the worse that Mary's condition took three years ago? James, weary of nursing his wife, probably lost his memories of that three-year period as a result of the shock of having taken her life with his own hands.



ALTHOUGH JAMES RECOVERS HIS MEMORIES, IT ISN'T REVEALED EXACTLY WHEN THE CRIME WAS COMMITTED.

THE REAL REASON JAMES CAME TO SILENT HILL WAS TO TAKE HIS OWN LIFE IN A PLACE OF MEMORIES. IF THIS IS THE CASE, COULD MARY'S BODY BE IN THE CAR?



# Douglas Cartland

## The morgue's card signifies the ironic fate of the private detective



The story of the third game begins with the occasion on which Douglas finds Heather. Although he was originally searching for her at Claudia's request, Douglas comes to assist Heather after Harry's death. In the end however, it is beyond his power to help her.

### Creator's Commentary

The Hanged Man card originally means self-sacrifice, perseverance, and selflessness. Douglas' ironic fate is expressed by this card, as he sticks his nose into Heather's affairs but in the end is not of any help at all.  
—Hiroyuki Owaku



HE IS A KIND MAN WHO TRIES TO HELP HEATHER, WHO HE HAS ONLY JUST MET, BUT...

## Guiltless characters who visit Silent Hill by chance

In the town of Silent Hill, those who shoulder the weight of their crimes and their own pasts gather. However, like Douglas, characters who happen to become involved for some reason or other have also come to appear. These characters, who hold no darkness in their hearts, come to fulfill the role of supporting the protagonist.



CYBIL WAS SUPPOSED TO ASSIST HARRY IN HIS SEARCH FOR HIS DAUGHTER. IN THE END, SHE WAS PARABITIZED BY A CREATURE.

HAVING GOTTEN TO KNOW MARY IN THE HOSPITAL, LAURA VISITS THE PLACE WHICH HELD MEMORIES FOR MARY IN THE HOPES OF SEEING HER AGAIN.



## The second time around, Douglas' shocking proclivities come to light

Upon starting an Extra New Game and entering the "Konami command" (up up down down left right left right XO) at the title screen, Douglas appears in his hidden costume and the middle-aged widower's secret interests are revealed.

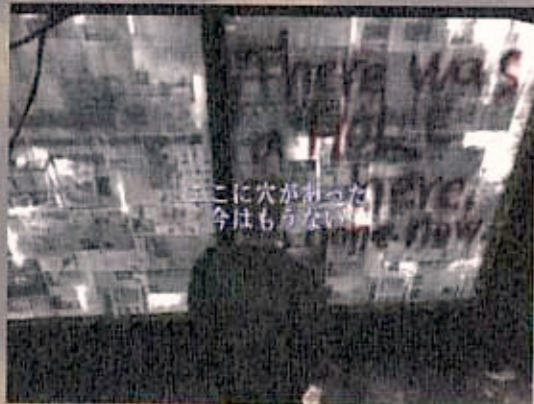


FROM BEHIND, DOUGLAS' APPEARANCE SEEMS TO BE THE SAME AS ALWAYS. BUT WHEN HE TURNS AROUND...!

# Holes

## Falling and descending time and again to arrive at the abyss of the heart

In Silent Hill 2, "holes" (including vertical corridors and long, downward staircases) appear repeatedly upon and after James' arrival beneath the Historical Society. James falls through these holes many times over as if lured by something. One can think that these holes symbolize the abyss which has opened up in his heart. By means of falling through holes, James dives into his own subconscious and finally comes to accept the crime he has committed. As with the scrawled words at the bar, it seems that in the town of Silent Hill holes open up here and there and lure those who hold darkness in their hearts.



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100

## Strangely shaped elongated holes that suggest the birth of The God

Although holes appear in Silent Hill 3 as in the previous work, Heather does not merely drop down them but also ascends using ladders. It seems that the implication of the holes that appear in the third game differs greatly from that of the previous work. And so, the hint is in the difference in the shape of the holes.



EVEN IN A PAINTING IN THE CHURCH, AN ELONGATED HOLE IS DEPICTED. COULD IT HAVE SOME RITUAL PURPOSE?



SURELY, THE HOLE THAT IS TORN UP BY VALTIEL SYMBOLIZES THE BIRTH OF THE GOD.

### Creator's Commentary

Although many holes also appear in the third game, these ones are oblong and elliptical in shape. In other words, they are depicted as a "birth" motif. The "holes" which appear in various scenes are related to Silent Hill 3's themes of "life" and "rebirth." The design drawn on the Eye of Night card is also related to "holes."

-Hiroyuki Owaku

Trick or Treat Special

The following message appears only once in the makeshift morgue from Silent Hill 2: "...Did that just move or was it only my imagination?"

# Keys & Doors

## Items that open doors and the design of the places where they are hidden

Doors that stand in the player's path, and keys for opening them. When it comes to keys in particular, there is a curious trend in the places where they are kept, and one can feel that a deep meaning is concealed even in the strange ways that they are hidden. Couldn't it be that keys are not items merely for opening doors and that there is a major significance to the places where they are found? Let's explore the intentions of the creators.



THE IRRATIONALITY OF SUCH AN IMPROBABLE THING HAPPENING BEWILDERS THE PLAYER.

### Creator's Commentary

Concerning the places where keys are put, they are often chosen not so much because of the scenario as for production reasons. The "cooked key" for example-- the weirdness of how the dog swallowed the key and was cooked like that. The key that comes out of the soft drink can from the vending machine plays off of a fear of machines that perform functions outside of their predetermined roles. The key that is stuck to the wall in the hospital depicts the incoherent thought processes of someone who is not of sound mind. If anything, I'd say there are more cases in which meaning is entrusted to doors, don't you think?

-Hiroyuki Owaku

### keys for Eclipse

from SILENT HILL

The word "eclipse" comes from astronomy. For example, a solar eclipse occurs as a result of an overlap of the positions of the sun and moon. This can also be interpreted as signifying the overlap of Alessa and Cheryl.



UPON OPENING THE DOOR, IN AN INSTANT THE TOWN IS ENVELOPED BY DARKNESS AND LIGHT AROUND HARRY IS LITERALLY BLOCKED OFF.

### Doors on the floor

from SILENT HILL 2

The strangeness of vertical corridors and opening doors on the floor is evidence that the world James sees is not reality. Of course even for the player, these things cause strong feelings of uneasiness and tension.



JAMES, WHO ACCEPTS THE STRANGENESS OF THE VERTICAL CORRIDORS, IS NOT OF A NORMAL STATE OF MIND.

Trick or Treat Special

In Silent Hill 2 the wall of the well can't be broken without the kind of weapon that can be used to strike it, but it can be broken with just the "hyper spray" secret weapon.

## The significance given to doors themselves

In the Silent Hill series, like religious key items, keys with motifs pertaining to literary works and the like, the presence of the doors that obstruct the path of the player is also full of profound underlying suggestions.

Looking back at some representative doors that have appeared up to this point in the series, let's reaffirm the important significance that each of them holds.

### The moon door

from SILENT HILL 3

The message on the door that reads "piling up the 300th day and night" followed by "cries of pain are heard" is a metaphor for the sequence of events from conception to childbirth. It suggests the harsh fate that awaits Heather, who has become pregnant with The God.



SINCE IT'S THE "MOON DOOR," A MOONSTONE WAS CHOSEN AS THE ITEM THAT OPENS IT.

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101

# Creatures

*Is the true nature of the grotesque creatures that are produced by the otherworld really what one expects it to be?*

The reason why creatures exist differs subtly in each work of the series. While the subject in Silent Hill was Alessa's hatred, the delusions of James, who suffered from feelings of guilt, were manifested in Silent Hill 2. As there were also creatures acting under Claudia's instruction that appeared in Silent Hill 3, it can be inferred that there was also a variation in their existence. Could these creatures truly be monsters, as one expects? Let's explore their true nature.



COULD THE CREATURES THAT APPEAR IN THE GAME BE ILLUSIONS THAT HEATHER SEES?

## Creator's Commentary

Concerning the true nature of creatures, I think various explanations are possible. Even now I get lots of questions about the true nature of creatures. Although I don't intend to suggest the correct interpretation here, what Vincent says in the library room—"Monsters...? They look like monsters to you?"—is something that was provided as an answer to this question.

-Hiroyuki Owaku



VINCENT POINTS OUT THAT HEATHER TAKES PLEASURE IN DEFEATING THE CREATURES.

## Making of Creatures

### Creator's Commentary

In older drawings, the demons are depicted as monsters with horns and fangs. This is because the target at that time was the fear inspired by wild animals. And so in order to express the scariness of the demons in a way that was modernistic, another motif was necessary. Fundamentally, human beings harbor a fear of others, and in particular, a fear of that which is impossible to comprehend. Therefore, the human form was made into a motif and many creatures that are as if dissimilated into living things with ambiguous implications came to be designed.

-Masahiro Ito



ALTHOUGH ITS SILHOUETTE IS HUMAN, THE CREATURE HAS AN ORGAN THAT SHOULDN'T BE THERE.



MANY CREATURES THAT APPEAR TO BE COMPLETELY INTEGRATED WITH MATTER HAVE APPEARED IN THE SERIES.



A ROUGH SKETCH OF THE PENDULUM. ALTHOUGH THERE ARE TRACES OF THE HUMAN FORM, IT IS ENTIRELY CHANGED INTO A THING WITH AMBIGUOUS IMPLICATIONS.

The rumors from four years ago were true!! A disclosure of the whole story of the phantom creature

In the first game, there was actually a child-type creature that was discarded. When Silent Hill first went on sale, rumors about this became a topic of conversation among some fans. Accordingly, if one checks the preview images of Silent Hill that were presented to the public at E3 of 1994, sure enough, there is a creature that doesn't appear in the game.

The truth is that the "mumbler" that appears in the elementary school was pronounced "no good" as many as three times by the Ethics Committee, which was something that gradually gained quite a bit of notoriety. Let's introduce the whole story of the design changes that stretch from the phantom creature to the mumbler.



A STRANGE, SHORT CHILD-LIKE FIGURE IN THE SCHOOL'S COURTYARD THE CHILD-TYPE CREATURE THAT WAS RUMORED BY SOME TO EXIST WAS REAL AFTER ALL!

**Creator's Commentary**  
 Could it be that the three times the same creature was determined to be "no good" set a record for the highest number of times this happened in the history of the CESA Ethics Committee? It seems that the point of fighting and killing a creature with a child-like form became quite a problem. Silent Hill's preview images are included in the "Lost Memories: The Art and Music of Silent Hill" DVD.  
 -Hiroyuki Owaku

### CODE NAME CHILD #1



THIS IS ONE OF THE IMAGES THAT WAS PRESENTED TO THE PUBLIC AT E3. IT ALSO APPEARED IN A MAGAZINE AS AN IMAGE FROM MIDWAY THROUGH THE DEVELOPMENT PROCESS.

### CODE NAME CHILD #2



#2 was created as a nopperabou-like humanoid monster that is not wearing clothes.



### CODE NAME CHILD #2'

Compared to child #2, this humanoid creature is somewhat larger. The head was modified.

### CHILD #2'' (stalker)



AS FOR THE STALKER THAT APPEARS IN "NOWHERE," CHILD #2' WAS MADE INTO A SILHOUETTE.

### CHILD #1' (larvel stalker)



THE FACT THAT IT WAS MADE INTO A SHADOW-LIKE BEING THAT IS UNABLE TO ATTACK GOT THE APPROVAL OF THE ETHICS COMMITTEE.

### CHILD #4 (mumbler)

Because the humanoid silhouette was abandoned and hook-like claws were added, permission for the domestic release was finally obtained.



### CODE NAME CHILD #3

A creature that was designed anew. It appears in the North American edition of the game.





# Cult

A long-standing religious tradition native to the region is twisted by history

The town of Silent Hill is where Claudia and Dahlia took steps to bring about the revival of The God, and where in the second game James attempted to resurrect his deceased wife. It is a town that has an indigenous belief system that has been passed down over the years. With the appearance of nothing but unearthly rituals and fanatical priests over the course of the series, players have never clearly seen the true essence of the town's religion. Exactly what is the nature of the faith that originates from the town's former inhabitants?

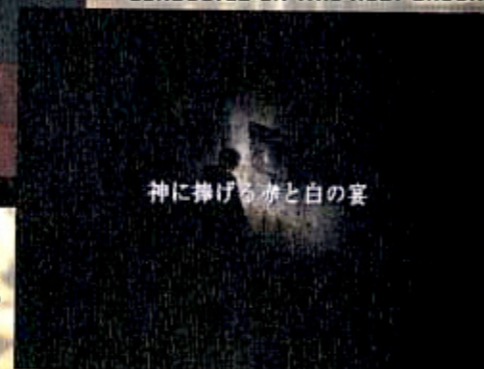
Concerning the history of this area which was revered as sacred ground and the doctrine which became the foundation for this faith, let us arrange a delineation of the relevant documents and dialogue from the series.

## History

Before settlers first came to Silent Hill, the future site of the town had come to be valued as a holy place. The ceremonies that were conducted on this land became a model for the present-day cult faith. It is important to note, however, that the native religion is not the same thing as the cult. Think of them as being like Japan's Shinto shrines and Jizo statues.



THE ALTAR UNDER THE ANTIQUE SHOP FROM THE FIRST GAME. DOESN'T IT SEEM TO BEAR A STRIKING RESEMBLANCE TO A HOUSEHOLD SHINTO SHRINE IN JAPAN?

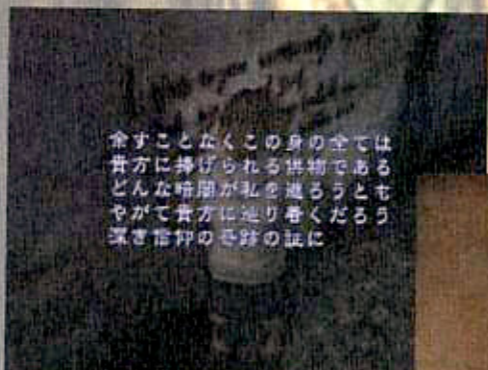


IT SEEMS THAT WHEN THE TOWN'S FORMER INHABITANTS STILL LIVED HERE, STRANGE RITUALS WERE CONDUCTED ON THIS HOLY GROUND.

神に捧げる赤と白の宴

## Dogma

The basis for what the cult believes is derived from a myth that has been passed down over the years. In summary, "Once, God set out to create paradise and Her power ran out, but someday God would be resurrected once again. The doors to paradise would be opened, and everyone would be saved." One detail unique to this religion is the idea that during the dawn of humanity, there was only suffering and hatred. It would seem that this has become a foundation for this unique belief system.



THE VOICE OF A BELIEVER THAT SUGGESTS SELF-SACRIFICE. ONE IMAGINES THAT THERE WERE MANY SUCH FANATICAL DEVOTEES.

余すことなくこの身の全ては貴方に捧げられる供物であるどんな暗闇が私を遮るうともやがて貴方に送り届けよう深き信仰の心身の証に



THE SIX PAINTINGS DISPLAYED IN THE CHAPEL ARE A DEPICTION OF THE MYTH THAT IS THE BASIS OF THE CULT'S DOCTRINE.

**Creator's Commentary**  
 IT SEEMS THAT WHEN THE TOWN'S FORMER INHABITANTS STILL LIVED HERE, STRANGE RITUALS WERE CONDUCTED ON THIS HOLY GROUND.  
 The religion of Silent Hill references various elements of different religions such as the origins of Christianity, Japanese folklore, and Aztec rituals. Original Native American beliefs have to do with animals and spirits that dwell in places, and borrowing their power to make oneself stronger. The names of the gods have Mayan and Aztec motifs. Using the strange pronunciations as a reference, I thought up original ones.  
 -Hiroyuki Owaku

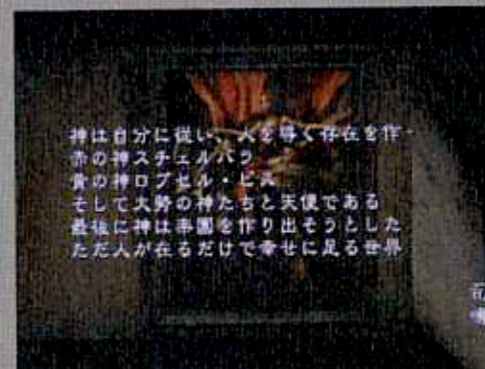
## System

The popular beliefs native to the region began to take shape as a religion several decades ago. A rapid expansion took place over the course of a few years that was the result of Vincent's achievements. It can be surmised that Alessa, who was born around thirty years ago, was established as a saint in the cult and thus the structure of the organization was only recently put in order.



THE THREE SAINTS WERE PROBABLY ESTABLISHED FAIRLY RECENTLY, SOMETIME AFTER THE CIVIL WAR.

聖アレックサ  
 神の母にして神の娘



THIS STRUCTURE IN WHICH MANY LESSER GODS APPEAR UNDER THE CHIEF DEITY DIFFERS GREATLY FROM CHRISTIANITY.

IT SEEMS THAT SHAPING THE INDIGENOUS FAITH INTO A RELIGION WAS THE WORK OF VINCENT.

また一部の信徒から、ヴィンセント司祭が寄付の強制をしているという、噂も聞かれています。

The otherworld's church sheds light on the history and true image of the religious organization

Although the church that appeared in the first game was Christian, the design of the church in the third game is unique to the cult. It can be surmised that the cult's influence grew over a period of seventeen years before the church was constructed. Furthermore, it is established that the underground area of the otherworld's church is in fact a ruin where the town's former residents once conducted rituals. If one examines the walls in detail, it becomes apparent that there are new discoveries to be made.

## Creator's Commentary

IT SEEMS THAT WHEN THE TOWN'S FORMER INHABITANTS STILL LIVED HERE, STRANGE RITUALS WERE CONDUCTED ON THIS HOLY GROUND.  
 In a church in the real world the adherents normally sit opposite the priest, however in the otherworld's final church the priest is encircled by the adherents. It calls to mind not praying to The God, but everyone in attendance watching a ceremony taking place in the central area, don't you think? The design has a motif inspired by British Parliament.  
 -Masahiro Ito

別に大したことがないわ

IT APPEARS THAT THE UNDERGROUND CHAPEL IS A RUIN THAT WAS SEALED UP UNTIL NOW.

WHAT APPEAR TO BE MURALS ON THE WALLS IN THE CHURCH'S OTHERWORLD INDICATE THAT THIS PLACE IS A RUIN.

UNLIKE AN ORDINARY CHURCH, THE FOLLOWERS' SEATS ARE CONSTRUCTED TO FACE EACH OTHER.

# Motif

## Motifs in the solutions to riddles chosen to include meaning and purpose in the works of the series

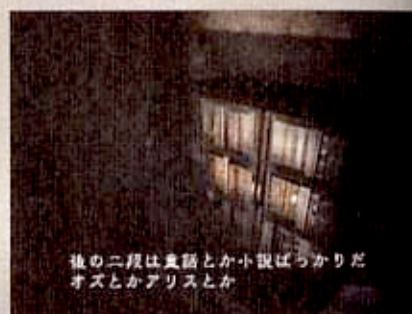
The Silent Hill series has come to reference many literary works in the form of motifs in the solutions to riddles. However, these references are not limited to mere citations. The subjects and world views of the original works have important meanings and suggestions in the games. Looking back at these many motifs, let's reaffirm the significance included therein.



MOTIFS THAT HAVE TO DO WITH JUVENILE LITERATURE APPEAR IN GREAT NUMBERS THROUGHOUT THE SERIES.



EVEN IN THE NAME OF A KEY, AN IMPORTANT MEANING THAT IS CLOSELY CONNECTED TO THE BASIS OF THE WORK IS INCLUDED.



ALICE IN WONDERLAND AND THE WIZARD OF OZ ARE IMPORTANT REFERENCE BOOKS.

### Juvenile

The ones that are used most often as motifs that appear in the series are juvenile literary works that began as fairy tales. Making use of these many different works relates the otherworld itself to the depths of the consciousness of the young girl called Alessa. The fact that the works that she loved appear in the otherworld clearly indicates that the otherworld is a manifestation of Alessa's mind.

In the young girl's room that appears in the final stages of Silent Hill 3, original texts with motifs that have come to appear in the games such as Oz and Alice as well as Mother Goose and Cinderella can be found on the bookshelf.

#### Creator's Commentary

The otherworld in the first game is a world manifested from the depths of Alessa's consciousness. The reason why many items and solutions to riddles that originate from works like Alice in Wonderland and The Wizard of Oz appear is that these are Alessa's favorite books from her childhood. In other words, they indicate that the otherworld itself is produced by Alessa. Similarly, an illustration from The Lost World, which is one of her favorite books, is used as a motif for one of the creatures that appears in the first game. Also, Alice and Oz are both stories about young girls who lose their ways in an "otherworld." Such content also suggests Cheryl and the protagonist, who have lost their ways in the otherworld.

-Hiroyuki Owaku

### The Wizard of Oz

In the early stages of Silent Hill, three keys called Scarecrow, Woodman, and Lion are necessary to open the path to the elementary school. The names originate from the three traveling companions of the young girl who is the protagonist in The Wizard of Oz.

### Alice in Wonderland

In the first game, plates of Turtle, Hatter, Cat, and Queen appear as items that open a door in the hospital. These names all originate from characters that appear in Alice in Wonderland.

### Grimm's Fairy Tales

In Silent Hill 3, Cinderella and Snow White appear in the solution to a puzzle in the Marchen Travel at the amusement park. The stories of these two young ladies also appear in the solution to the music box puzzle in the hotel from Silent Hill 2.

### The monster and the priestess

This fairy tale which appears in the office building in Silent Hill 3 is the only one that is completely original. Of course, it goes without saying that the priestess in the fairy tale who once died and returned to life most likely signifies Heather (Alessa).



### Poem

A poem is employed in the solution to the riddle in the crematorium under the hospital. When the riddle level is set on "hard," a long and complex poem appears. This poem is based on a piece of poetry from Mother Goose called "Who killed Cock Robin?" In Europe and America, everyone is familiar with poetry from Mother Goose. What significance could its appearance in Silent Hill 3 hold?



THIS ESOTERIC POEM WAS CREATED WITH A MOTIF OF THE ORIGINAL WORK.

#### Creator's Commentary

Like Oz and Alice, the reason for using Mother Goose is that Alessa liked these stories when she was a child. It hints at the fact that as the setting of the game moves to Silent Hill, the otherworld also switches from being under Claudia's influence to being under Alessa's.

-Hiroyuki Owaku

### Occult

Names of doors that are unfamiliar appear in "nowhere" of the first game. The truth is that they originate from the names of angels that appear in a medieval book of black magic called the Grimoire. Each angel is a being that governs a planet: Ophiel rules over Mercury, Hagith rules over Venus, Phaleg rules over Mars, Bethor rules



THE UNFAMILIAR NAMES OF ANGELS ORIGINATE FROM A BOOK OF BLACK MAGIC.

#### Creator's Commentary

In "nowhere" of the first game, occult-like elements are arranged even in the names of items and doors, which is mainly to represent magical elements that Dahlia possesses. The names of doors suggest planets, and indicate that a deeper part of the realm of Alessa's mind is being entered.

-Hiroyuki Owaku

### Literature

In Silent Hill 3, five books including Shakespeare's four great tragedies of Hamlet, Othello, Macbeth, and King Lear as well as Romeo and Juliet are used in the solution to the riddle in the bookstore. Shakespeare's works have been adapted all over the world and have become motifs in many works, and the sorrow that these tragic works hold has a strong relevance even to the subject of the game.



MACBETH'S LINES OVERLAP WITH THE GRIEF OF THE CHARACTERS.

#### Creator's Commentary

The expression of emotion is particularly strong in Macbeth, don't you think? There's also a part in which the "hills of heath" lead to the pronunciation of "Heather." Also, if one consults the book one can read the line, "An existence completely forgotten after it has ended," which expresses reality for the game's characters.

-Hiroyuki Owaku

## A summary of the works that have become motifs

The Wizard of Oz	Dorothy, who is blown by a tornado into the Land of Oz, heads for the capital city with three comrades in order to return to the world she came from.	Snow White	The original work is one of Grimm's Fairy Tales. Snow White, who loses her life because of a poisoned apple, is revived by the prince's love.
Alice in Wonderland	While chasing after a white rabbit, Alice falls down a deep hole and loses her way in a wonderland inhabited by strange animals.	The Little Mermaid	Andersen's fairy tale. In the end, the mermaid, who is in love with a human, sacrifices her body for love.
Macbeth	Trusting in the witches' prophecy, the fearless general Macbeth murders his own friends and acquaintances one by one and is drawn into a world of nightmares.	Cinderella	The prototype is Charles Perrault's fairy tale, which was later compiled as one of Grimm's Fairy Tales. It is the story of a girl who marries a prince with the impetus of a glass slipper.
Hamlet	From the words of his father's ghost, Hamlet knows how his father, the king, met his end. He feigns madness in order to take revenge on the new king.	Mother Goose	Nursery rhymes that have been handed down since long ago in the English-speaking world. Several hundred compilations of these nursery rhymes have been made, and they have been referenced in every direction including movies and literature.
Romeo and Juliet	Despite being from opposing families, Romeo and Juliet fall completely in love. The two of them become victims of the quarrel between the two families.	Grimoire	A medieval book of black magic. The angels that appear are rooted in the Olympic Spirits of ancient Greece.
Othello	Othello, who is black, loses faith in his wife Desdemona (who is white), and comes to make the worst possible decision.	Tu Fui Ego Eris	In Latin, it means "I was you. You will become me." Originally these words are engraved on tombstones.
King Lear	An historical drama with an ancient England motif. Betrayed by his daughters, old King Lear becomes deeply upset and loses his sanity. Cursing the world, he wanders about the wilderness.		

#### Trick or Treat Special

There are only three dwarfs near Snow White in the amusement park. If one searches the area, in the transparent floor panels the remaining four figures are...

#### Trick or Treat Special

Next to the place where the complete works of Shakespeare fell off the shelf, an image of Macbeth and the queen in an embrace can be seen on a book binding.



# Vincent

*A professional who uses Heather and the cult for his own personal gain*

Despite the fact that he is a priest in the town's religious organization, Vincent actively opposes the rebirth of The God. Using the contributions of devotees he has been able to greatly expand the cult, and it is known that he forces some of the cult's adherents to donate to the church funds. Vincent's goal is to make money using the church. Although it is his plan to tie Claudia's and Alessa's special powers to faith in the church, he has no desire to take it so far as to actually see The God restored to this world. For this reason, he intends to approach Heather and prevent Claudia from carrying out her plans.



### Creator's Commentary

The Moon card can mean uneasiness, distrust, or inconstancy. I thought that the personality of Vincent, who does not speak plainly to others and makes them uneasy, was applicable to "the moon" so I included this card in the game.  
-Hiroyuki Owaku



TO AVOID PUTTING HIMSELF IN HARM'S WAY, VINCENT APPROACHES HEATHER IN AN ATTEMPT TO USE HER TO HIS OWN ENDS.

寺は本当は君の味方だ

*The power of the Seal of Metatron that Vincent clings to is...?*

### Creator's Commentary

To the town's religious organization, the Seal of Metatron is an ordinary talisman with no particular significance. As Alessa was unable to spread this crest throughout the entire town in the first game, its power was never demonstrated. In spite of this, both Vincent and Leonard misunderstood its abilities.  
-Hiroyuki Owaku



VINCENT BELIEVES THAT THE SEAL OF METATRON HAS THE ABILITY TO DEFEAT THE GOD, BUT...

IN THE FIRST GAME, THIS SEAL IS INSCRIBED IN MANY PLACES AROUND TOWN

此の印が真実にあり、神の力を得る者として、神が守るべきもので、人々はその力を求めた。

FOR SOME REASON, LEONARD PROTECTED THE SEAL OBSESSIVELY.

**Trick or Treat Special** The name of the next station in the subway is Bergen Street, which is an homage to the movie Jacob's Ladder.



# Extra Feature

*Are the "science fiction-like elements" that can be enjoyed after a clear game connected to the UFOs?*

Up to this point in the series, players have come to enjoy bonus elements in various forms after clearing the game. From Silent Hill 3, a connection comes to light: A "UFO ending" common to which are the three games of the series. Could the science fiction-like additional elements that have appeared so far have something to do with the UFO endings?



DEPENDING ON WHETHER CONDITIONS ARE FULFILLED AND PUZZLES ARE SOLVED, NEW COSTUMES ARE MADE AVAILABLE.



INCLUDING THE OVERSEAS EDITIONS, THE NUMBER OF COSTUMES ADDED IS TWENTY-FIVE IN ALL.

### Princess Heart



IF ONE IMAGINES THAT EXPERIMENTS HAVE BEEN PERFORMED ON HEATHER, MAYBE HER ABILITY TO TRANSFORM ISN'T SO STRANGE!

### Beam saber



A SWORD OF LIGHT THAT IS CLEARLY NOT A WEAPON OF THIS EARTH. WHO IN THE WORLD COULD HAVE GIVEN IT TO HER?

### Hyper Blaster



THE HYPER BLASTER THAT APPEARS IN THE FIRST GAME IS ENABLED AFTER A CLEAR GAME WITH THE UFO ENDING.

*Is the UFO ending which establishes a continuity between the three games the true ending!?*

### Creator's Commentary

I think that those who have seen it know-- it connects all three works of the series, doesn't it? The truth is that this is what really happens.  
-Hiroyuki Owaku



DOES THE REASON WHY HEATHER CAN TRANSFORM AND USE SPECIAL WEAPONS BECOME CLEAR IF ONE SEES THE UFO ENDING!?

**Trick or Treat Special** Although the beam saber is associated with a certain science fiction epic, it seems that the true source material is the Space Sheriff series. The proof is the way Heather readies the weapon.



# Red Pyramid Thing

## Manifested by James' subconscious, it takes the form of an executioner of times past

The creature known as "Pyramid Head" that appears in Silent Hill 2 leaves behind a great number of mysteries and has evoked a great response from players. Let's formally dispose of those mysteries. Originally, the pyramid head outfit was the guise of Silent Hill's executioners. Three years ago when James visited this town, that figure overlapped with his own feelings of guilt, and then later appears as a representation of his desire for punishment in the otherworld created by his subconscious.



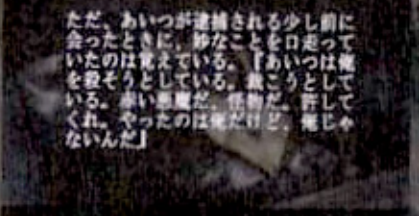
PYRAMID HEAD PERSISTS IN TORMENTING NOT ONLY JAMES HIMSELF, BUT MARIA AS WELL.

A PICTURE OF PYRAMID HEAD FROM THE HISTORICAL SOCIETY. IT DEPICTS THE SCENE OF AN EXECUTION THAT WAS ONCE CARRIED OUT.



**Creator's Commentary**  
Pyramid Head wounds Maria again and again to reiterate the actuality of Mary's death and wake James from his delusion. In other words, something in the depths of James' consciousness is trying to force him to remember his crime.  
-Hiroyuki Owaku

VALTIEL IS THE BEING THAT PYRAMID HEAD IS MODELED AFTER. HIS FORM IS ALSO SEEN DIFFERENTLY DEPENDING ON THE PERSON.



SULLIVAN SAYS THAT HE SAW A "RED DEVIL." WHAT WAS IT THAT HE SAW?

## Was the "red devil" that Walter Sullivan saw...?

Walter Sullivan murdered a young boy and his sister, and then took his own life. The connection between the "red devil" he saw and Pyramid Head has become a topic of discussion among players. However, Pyramid Head is only a representation of James' need for punishment. No one besides Sullivan himself can really know what he saw.

In Silent Hill 2, a picture of what seems to be an assembly of the development staff is on display in the Historical Society's exhibition room.



# Another World

## Does the real world influence the otherworld born of delusions and the power of the town?

The power of Silent Hill absorbs what people hold in their hearts and manifests delusions and elements of their subconscious minds. And so, the truth is that the consciousness that becomes the main constituent of what is called the "otherworld" varies. As a few different incarnations of the otherworld have been presented up to this point in the series, let us ascertain the differences in each of these respective works.



IN THE OTHERWORLD OF SILENT HILL, THE WORLD IS SEEN DIFFERENTLY DEPENDING ON THE PERSON.



ON SOME OCCASIONS THE SHIFT TO THE OTHERWORLD CAN OCCUR SUDDENLY.

## The main constituent of the otherworld differs in each work of the series

### SILENT HILL

Due to her severe burns and endless suffering, Alessa's power runs wild. Her agony is manifested and the entire town is swallowed up by the otherworld.



HARRY SEARCHES FOR HIS DAUGHTER IN THE OTHERWORLD.

### SILENT HILL 2

Regarding James, who escapes from the crime that he has committed, elements from the depths of his consciousness are manifested. What the power of the town causes to appear before him is an otherworld that is a combination of his delusions and his desire for punishment.



AS JAMES ACKNOWLEDGES HIS CRIME, THE OTHERWORLD DISAPPEARS.

### SILENT HILL 3

The shift to the otherworld that occurs in the shopping mall, among other places, has to do with Claudia. As she recovers her memories, Alessa's influence grows stronger.



CLAUDIA POSSESSES A UNIQUE POWER.

**Creator's Commentary**  
The truth is that when we first started development on this project, we considered including an ending for this situation. However, in order to show another means of resolving this in a way that could be easily understood, we decided to show it in the form of a "game over." Just what sort of god was born, and what happened to the world? These questions remain, but Heather is already gone so the player has no way of knowing what happens next.  
-Hiroyuki Owaku

## Inclusion of a phantom ending

If Heather should attack Claudia in the final stage of the game, The God is born and it's "game over." However, this can be interpreted as another conclusion to the story.



IT'S INTENDED NOT TO SIMPLY BE "GAME OVER," BUT ANOTHER ENDING.

Although America is the setting for Silent Hill, the reference material for creating the map was actually places in Japan like Towadako and Tazawako.

# The God

*The being that sleeps inside the holy mother... is this truly God?*

At the end of the game, the creature called "God" appears. However, the form that it assumes seems too sinister for it to be the same being that is supposed to bring paradise to this world. One possible explanation for this is that if the town of Silent Hill holds the power to materialize delusions and innermost thoughts from one's subconscious, "God" is the result of someone's delusions just like the other creatures.



And did the seed of The God that was growing inside Heather truly disappear? That is left to the player to interpret.

THE FETUS THAT HEATHER VOMITED UP MAY HAVE BEEN ACTUALIZED BY THE HUMAN SUBCONSCIOUS AS WELL.



### Creator's Commentary

In the original tarot, there is no Eye of Night oard. The idea is that this oard is added corresponding to a Hebrew vowel, even though tarot originates from the Hebrew alphabet which has only letters that are consonants. The card suggests The God.

-Hiroyuki Owaku

## Materials for solve

*The form of The God that is born to the earth changes depending on those who summon it*

The god that sleeps inside Alessa has appeared in various forms throughout the series. The fact is that there is no one form of The God because the form that it takes is projected by the minds of those who summon it.

#### ◆Incubus



WITH THE INFLUENCE OF THE RED LIQUID, DAHLIA'S DELUSION IS PROJECTED.

#### ◆the god

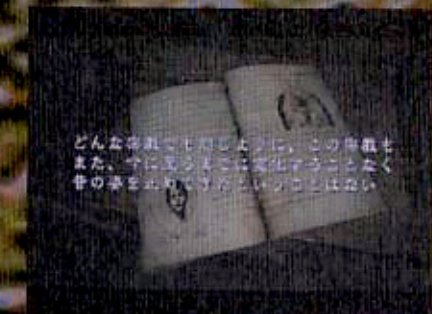


GOD VAGUELY RESEMBLES ALESSA BECAUSE CLAUDIA'S THOUGHTS ARE PROJECTED.

#### ◆Incubator



A MANIFESTATION OF THE MENTAL IMAGE OF THE GOD THAT ALESSA HERSELF HAD.



A BOOK IN THE CHURCH REGARDING THE FORM OF THE GOD. IT NOTES THAT THE FORM AND NAME OF GOD HAVE COME TO CHANGE.

