



SILENT HILL 4 THE ROOM™



Rear view
camera

Ready weapon

Move

Check map /
Check scrapbook

Item explanation

X

Cancel / Run

Pause / Skip
demo

A

Use / Equip item

Move item
cursor

Move the camera

Enter/Examine/
Attack

XBOX

Y

B

Safety Information

About Photosensitive Seizures

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

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

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

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

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

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

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

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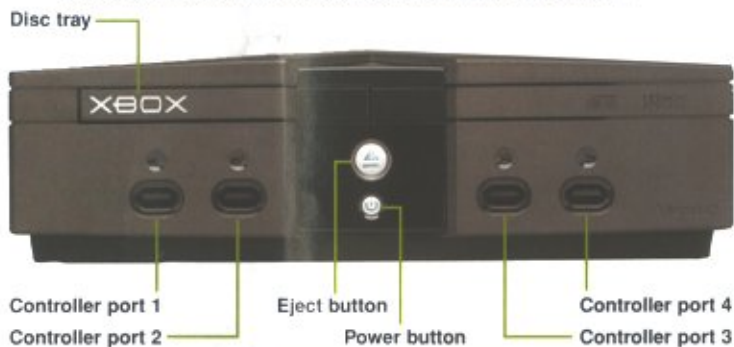
TABLE OF CONTENTS

CONSOLE.....	2
GAME CONTROLS.....	3
PROLOGUE.....	4
CHARACTERS.....	5
GAMEPLAY.....	6
BASIC OPERATION.....	7
ITEMS AND WEAPONS.....	10
SAVE/LOAD.....	11
OPTIONS.....	12
CREDITS.....	14

CONSOLE

USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place **Silent Hill 4 The Room™** disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing **Silent Hill 4 The Room™**.



AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

GAME CONTROLS



USING THE XBOX CONTROLLERS

1. Connect the Xbox Controllers to any controller port on the front of the Xbox console.
2. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controllers to play **Silent Hill 4 The Room™**.

PROLOGUE

It was two years ago that Henry Townshend moved into Room 302 of South Ashfield Heights, an apartment building in the medium-sized city of Ashfield. Henry was happy and enjoying his new life.

But five days ago, something strange began to happen. A recurring dream began to haunt him. And there was one other thing...



CHARACTERS

HENRY TOWNSHEND

Henry is a calm, young man who never lets his feelings show.

By the time the story begins, he has been locked in his room for five straight days. Suddenly, a large hole appears in his bathroom wall with no reason or warning, and he is dragged into the depths of terror.



EILEEN GALVIN

Eileen is Henry's next-door neighbor, the young resident of Room 303. She has a kind personality, although she has the tendency to depend too heavily on others at times. The relationship between Eileen and Henry is nothing more than simple recognition of one another, but they are both dragged into a strange set of events that will change everything.



GAMEPLAY

New Game

To begin a new game, select 'New Game' from the title screen. Next, select the level of difficulty.



EasyRecommended for beginners of action games.

NormalRecommended for the average player.

HardRecommended for the experienced action gamer.

Regardless of which level is selected, all endings and scenarios are identical. (In the Hard difficulty level, some puzzles are more difficult to solve.)

Game Over

The game ends when Henry dies.

Continue

When the game is over, you return to the title screen. At this point, you have the option to continue. If Continue is selected, you will restart at the last continue point. The level of difficulty may also decrease slightly depending on the situation.

BASIC OPERATION

Basic Controls



Examine



When exploring an area using the first-person view, an eye icon pops up if there is something worthy of investigation. Press the **A** button to take a closer look at the object/area.

BASIC OPERATION CONT.

Item Icons

When the directional or the **X** button is pressed, an item icon appears at the bottom of the screen. To use or equip any of the items listed, use the left and right directional buttons to select the desired item(s), and press the **X** button.

Items can be kept in the item box located in the living room. There is a limit on the number of items that can be held at once, so carry only what you need.



Battle/Fighting

You must have a weapon equipped in order to do battle. As long as a weapon is equipped, press the Right Trigger to ready it. In order to attack the enemy, press the **A** button. For hand-to-hand combat weapons, hold down the **A** button for an extended period to increase the power gauge and make the blows more powerful. Press the **B** button while in the ready position to jump back. Combine this with the left thumbstick to jump right or left.

BASIC OPERATION CONT.

Map / Scrapbook

Switch back and forth between the Map and the Scrapbook by pressing the **Y** button.

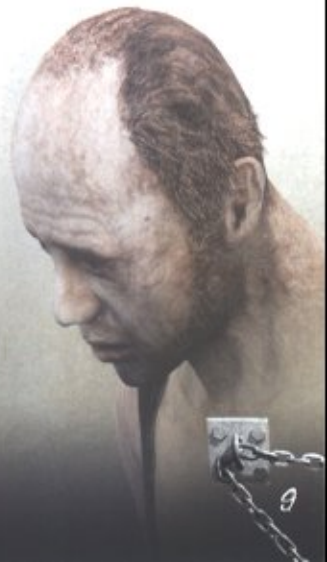
Rooms that have already been explored, as well as doors that have not yet been opened, are marked in red on the map.



The Scrapbook contains notes and assorted bits of information in a file, viewable at any time.

Reset

By pressing the **START** and **BACK** buttons for 2 seconds or more, the game will be reset and will go back to the title screen.



ITEMS AND WEAPONS



STEEL PIPE

Solid steel pipe, about 1 meter in length and easy to use.



REVOLVER

Easy to use but somewhat lacking in power.



HOLY CANDLE

Special candle with the power of exorcism. The effects last for a while after lighting.



SAINT MEDALLION

May be used while another weapon is equipped. The Medallion repels ghosts, but will eventually break.



FIRST-AID KIT

Heals wounds, restoring some of Henry's life.

SAVE/LOAD

Silent Hill 4 utilizes the Xbox HDD to save and load games.

Save

In order to save game data, Henry must go to the living room where his diary is kept. Doing so displays the save screen.

Load



In order to load a previously saved game, select the Load option on the title screen and follow the on-screen directions.



OPTIONS

To access the Options screen, either select Options on the title screen or press the **Y** button while pausing the game. Various settings can be changed in the Options menu, including



BRIGHTNESS

Adjust the brightness of the screen.

LANGUAGE

Switch the game language between English and Japanese.

SUBTITLES

Turn the subtitles ON/OFF

VIBRATION

Turn the controller vibration ON/OFF.

BGM VOLUME

Adjust the volume of the background music.

SE VOLUME

Adjust the volume of the sound effects.

BUTTON SETTINGS

Customize the control and buttons for the game.



DEFAULT CONTROL

Select the default movement settings for the left thumbstick between running/walking.

NOISE EFFECT

Turn the screen noise effect ON/OFF.

BLOOD COLOR

Selects blood color.

HEAD MOTION

Turns the head motion ON/OFF in first person view.

HIDE GAUGE

Hide or show the Life Gauge on screen.

HIDE ICON

Hide or show the Item Icons on screen.

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IN ASSOCIATION WITH SHADOW BOX STUDIO

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SILENT HILL

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BEN
TEMPLESMITH

AADI
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NOTES



NOTES

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If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687.

Konami Digital Entertainment - America
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

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