



SILENT HILL 4 THE ROOM™



KONAMI

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

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

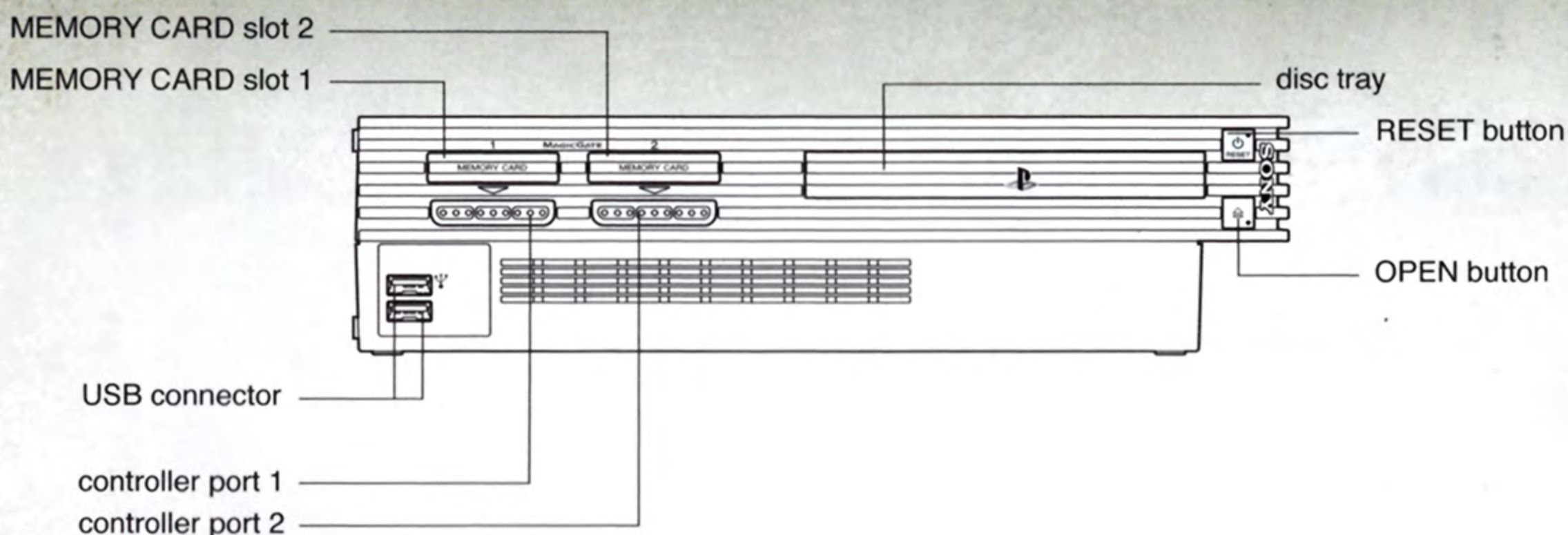
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep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



TABLE OF CONTENTS

GETTING STARTED	2
STARTING UP	3
PROLOGUE	4
CHARACTERS	5
GAMEPLAY	6
BASIC OPERATION.....	7
ITEMS AND WEAPONS.....	10
SAVE/LOAD	11
OPTIONS	12
CREDITS.....	14

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Silent Hill 4 The Room™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

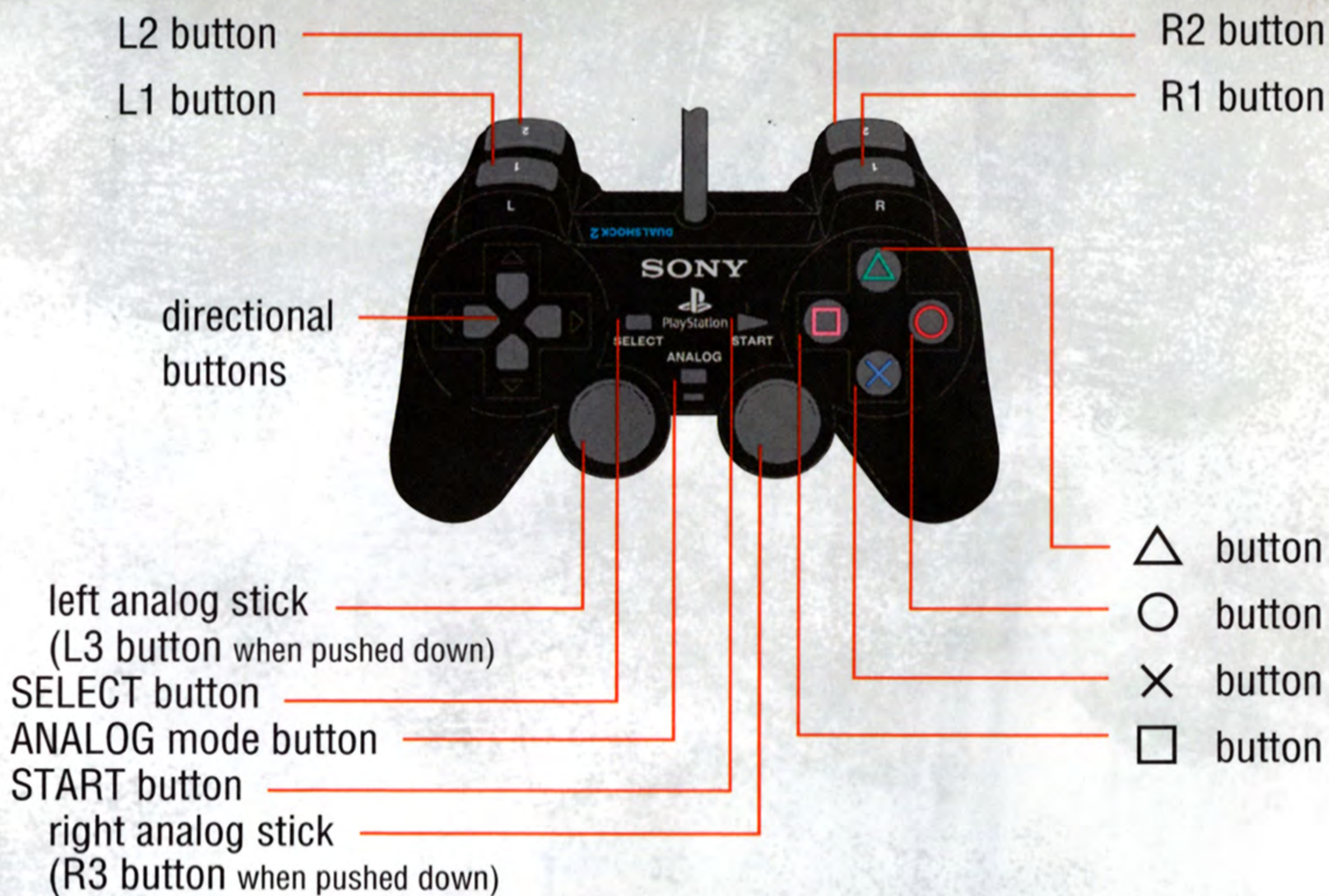
MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 or memory card slot 2 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

In order to save game data, you will need a memory card (8MB)(for PlayStation®2) with at least 781 KB of space.

STARTING UP

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS



The game can be played using the DUALSHOCK[®]2 analog controller. Insert the controller into controller port 1. The game cannot be switched between analog mode and digital mode. The mode indicator is always red, regardless of whether the vibration function has been turned on or off.

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

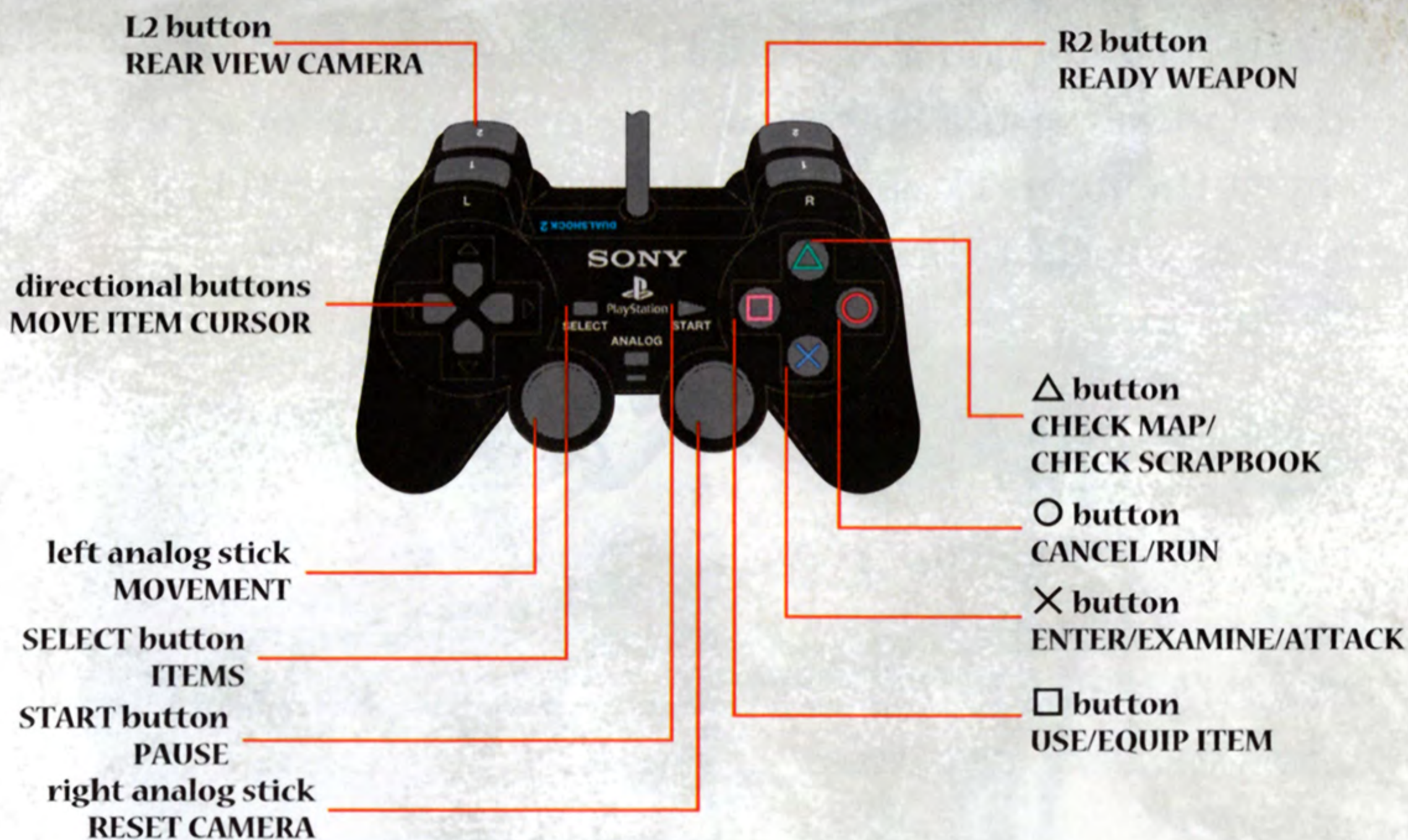
The game ends when Henry dies.

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



Silent Hill 4 The Room™ was designed for play using a DUALSHOCK®2 analog controller. Certain button functions can be changed in the Options menu.



EXAMINE



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

BASIC OPERATION CONT.




Item Icons

When the directional or the  button are 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  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 **R2** button to ready it. In order to attack the enemy, press the  button. For hand-to-hand combat weapons, hold down the  button for an extended period to increase the power gauge and make the blows more powerful. Press the  button while in the ready position to jump back. Combine this with the left analog stick to jump right or left.

BASIC OPERATION CONT.

Map / Scrapbook

Switch back and forth between the Map and the Scrapbook by pressing the  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

To reset the game and return to the title screen, hold **L1**, **L2**, **R1**, **R2**, SELECT, and START at the same time.



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

In order to save game data, you will need a Memory Card (8MB) (for PlayStation®2) with at least 781 KB of free space.

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  button while pausing the game. Various settings can be changed in the Options menu, including:



BRIGHTNESS

Adjust the brightness of the screen.

SCREEN POSITION

Adjust the position of the game screen.

LANGUAGE

Switch the game language between English and Japanese.

SUBTITLES

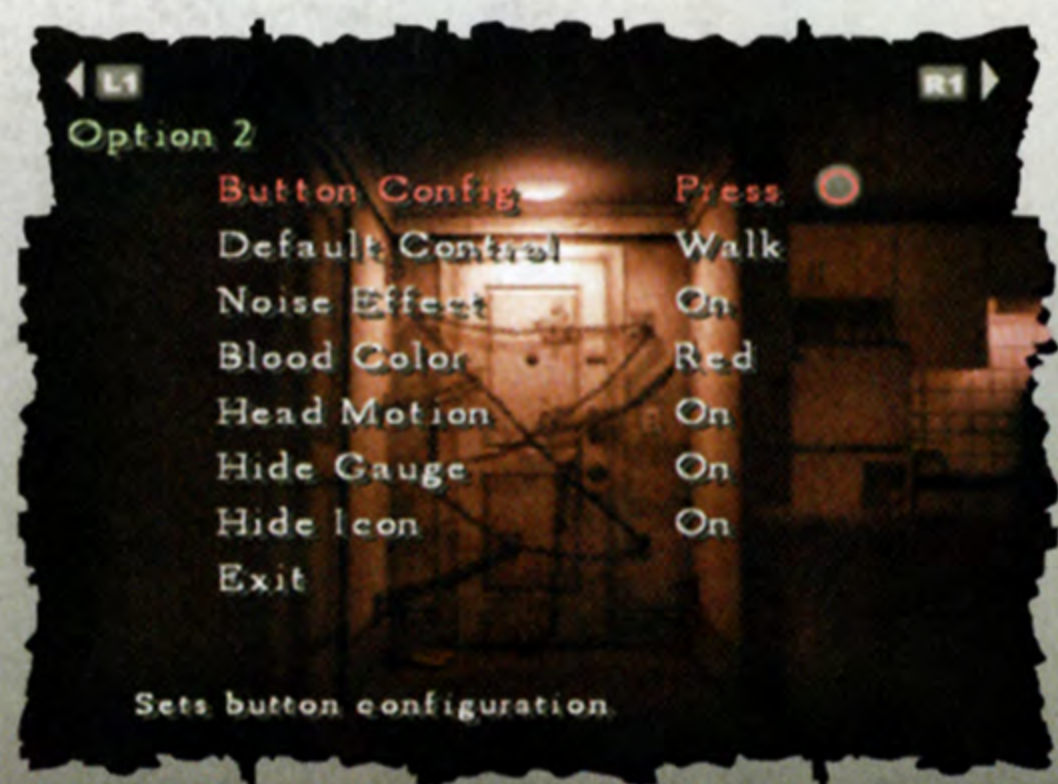
Turn the subtitles ON/OFF.

VIBRATION

Turn the controller vibration ON/OFF.

SOUND

Switch between stereo and mono sound.





BGM VOLUME

Adjust the volume of the background music.

SE VOLUME

Adjust the volume of the sound effects.

BUTTON CONFIG.

Customize the control and buttons for the game.

DEFAULT CONTROL

Select the default movement settings for the left analog stick 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.

CREDITS

KONAMI COMPUTER ENTERTAINMENT TOKYO STAFF CREDITS

Director, Scenario Writer

Program Director

Art Director

Sound Director

Suguru Murakoshi

Kosuke Iwakura

Masashi Tsuboyama

Akira Yamaoka

PROGRAMMERS

Engine Programmer

Interface Programmer

Player Programmer

Monster Programmer

Stream Programmer

Demo Programmer

Event Programmers

Kosuke Iwakura

Masayoshi Sato

Ken Kudo

Hideyuki Fujii

Kenji Yoshino

Taku Otani

Masato Akiyama,

Tomohiro Maeyama

Naoto Oshima

Masahiko Saito

Nazuki Matsushita

Camera Programmer

Horror Phenomenon Programmer

Sound Programmer

DESIGNERS

Monster Design

Character Design

Masashi Tsuboyama,

Masaya Okada, Jun Inoue

Chieko Ogura, Naomi Hara,

Shingo Yuri,


Sachiko Sugawara,

Minako Asano, Tomoko Mori

Tatsuto Yabe, Hiroko Usuda,

Tomoko Morohoshi

Room Design



Background Design

Takeshi Miura,
Masaya Aoyama,
Kana Saito,
Masayuki Fujiki,
Kyohei Yamaguchi,
Ryoko Horie

Character Motion

Takahide Murakami,
Hideyuki Shin, Sosuke Honda

Drama Animation

Atsushi Tsujimoto,
Atsushi Sakamoto,
Shiro Kanemori

Logo Design

Mai Kitazawa

PUBLICITY

Kaz Nirasawa, Taro Miyake, Morio Kishida, Kanako Nakahara,
Yoshinori Hirai, Yoko Yanagisawa, Kazuya Maruyama

TRANSLATION

Wordbox, Inc., Wordbox NS CronosJapan K.K.

English Supervisor

Jeremy Blaustein
(Wordbox, Inc.)

MOTION CAPTURE STUDIO

Links DigiWorks Sakuratei

VOICE RECORDING STUDIO

OMNIBUS JAPAN



CREDITS

ENGLISH VOCALS PRODUCED BY

ZRO Limit Productions

IN ASSOCIATION WITH SHADOW BOX STUDIO

Producers

Yutaka Maseba

Haruyo Kanesaku

Music Supervisor

Joe Romersa

Music

Akira Yamaoka

Lyrics

Joe Romersa

Lyrics (Original)

Hiroyuki Owaku

Vocalists

Mary Elizabeth McGlynn

Joe Romersa

Recording Studio

Magnitude 8 Post,

Los Angeles, CA

Recording Engineer

Michael McCarty

(Magnitude 8 Post,

Los Angeles, CA)

SPECIAL THANKS TO

Hiroyuki Owaku, Michio Horikiri, Norihito Hatakeda, Makoto Hiura, AKT, Tetsushi Takahashi, Hidenori Onishi, Wilson Cheng, Ken Ogasawara

Sub-Producer

Akihiro Imamura

Producer

Akira Yamaoka

Executive Producer

Hiroataka Ishikawa



KONAMI DIGITAL ENTERTAINMENT — AMERICA

President

Tommy Gotsubo

Chief Operating Officer

Geoffrey Mulligan

Sr. V.P., Sales & Marketing

Catherine Fowler

Vice President—Operations

Linda Stackpoole

Vice President—Production

Kurt Busch

Senior Director—Marketing

Rick Naylor

Associate Marketing Director

Brad Schlachter

Product Manager

Wilson Cheng

Director—Marketing Communications

Cherrie McKinnon

Associate PR Director

Marc Franklin

Associate Director-Creative Services

Monique Catley

Production Coordinator

Creative Services

Lee Allison Verdeckberg

Packaging and Manual Design

Ayzenberg Group

SPECIAL THANKS

Matt Robinson, Brett Robinson, Daniel Castillo, Jean Chung, Kumi Watabe, Manny Chargualaf, Peter Nguyen, Mike Dobbins, Philip Travisano, Brad Smith

Silent Hill 4 The Room™ is a trademark of Konami Computer Entertainment Tokyo, Inc. © 1999 2004 Konami Computer Entertainment Tokyo. ALL RIGHTS RESERVED. KONAMI® is a registered trademark of KONAMI CORPORATION. All Rights Reserved.

SILENT HILL[®]

DYING INSIDE



COMIC BOOK

COMIC SHOP LOCATOR SERVICE
COMICS
888-COMIC-BOOK
comicshoplocator.com

SCOTT
CIENCIN

BEN
TEMPLESMITH

AADI
SALMAN

Written by *New York Times* bestselling novelist **Scott Ciencin**, with art by **Ben Templesmith** (*30 Days of Night*) and **Aadi Salman**.

128 page trade paperback • full color • \$19.99 • ISBN: 1-932382-24-0

www.idwpublishing.com

KONAMI

Silent Hill[®] is a registered trademark of Konami Computer Entertainment Tokyo, Inc.
© 1999 2004 KONAMI COMPUTER ENTERTAINMENT TOKYO. All Rights Reserved.





NOTES



NOTES

WARRANTY

Konami Digital Entertainment - America warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

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.

Become a

KONAMI

Insider

Go to www.konami.com/usa to register your KONAMI games and get exciting news and information from KONAMI.

When you register your game you will be automatically entered into monthly drawings to win FREE games!

THE ULTIMATE RUN 'N' GUN SHOOTER COMING SOON!

NEO CONTRA™



PlayStation 2



EVERYONE
RP
ESRB CONTENT RATING

Visit www.esrb.org
for more ratings
information.
www.esrb.org

Konami Digital Entertainment - America, 1400 Bridge Parkway, Suite 101, Redwood City, CA 94065
Neo Contra™ is a trademark of Konami Corporation and Konami Computer Entertainment Tokyo, Inc. ©
1986 2004 KONAMI & Konami Computer Entertainment Tokyo. All Rights Reserved. SILENT HILL 4 THE
ROOM™ is a trademark of Konami Computer Entertainment Tokyo, Inc. ©1999 2004 Konami Computer
Entertainment Tokyo. All Rights Reserved. KONAMI© is a registered trademark of KONAMI
CORPORATION. All rights reserved. Licensed by Sony Computer Entertainment America for play on
PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the
"PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a
trademark of the Entertainment Software Association. Manufactured and printed in the U.S.A. THIS
SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S.
AND FOREIGN PATENTS PENDING.

SMLEE
2004