

# Silent Hill: Shattered Memories Plot/Easter Egg/Memo Guide

by nur\_ein\_tier

Updated to v2.8 on Jan 15, 2011

This walkthrough was originally written for Silent Hill: Shattered Memories on the PSP, but the walkthrough is still applicable to the Wii version of the game.

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Alchemilla Hospital, formerly Valtiel's Silent Hill Site
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#####
          SILENT HILL SHATTERED MEMORIES
          MEMOS, TEXTS, PLOT AND REFERENCES GUIDE
#####
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-----Version Notes-----

v2.9 8/04/10: Added to several interpretation sections, some more file transcripts, references.

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#####
          I.          PHONE MESSAGES
#####
```

Since you sometimes get messages that are grouped together

or from the same person in very different parts of the game,  
I have arranged these semi-alphabetically by person/topic.

.....

- a. Babes in the Wood
- b. Big Bear
- c. Bryant Overlook
- d. Celebration
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- f. Cybil
- g. Cycle of Death
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- i. Dahlia
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- t. Playground
- u. Problem Child
- v. Prom
- w. Stranded
- x. UFO

.....

%%%

a. BABES IN THE WOOD

%%%

\*\*\*\*\*

It's so cold (1)

\*\*\*\*\*

It's so cold, but I'm happy because  
I know I will see my brother again soon.  
Lying down now. Cold. A bird  
just put a leaf on me, or did I dream it?  
Love you all.

\*\*\*\*\*

Don't worry (2)

\*\*\*\*\*

Don't worry about looking for me. I'll be with my brother  
again soon. I hope he forgives me. It's so cold.  
It had to end like this

\*\*\*\*\*

Pump Station (1)

\*\*\*\*\*

It's my brother! I was just playing, trying to scare  
him. I shut him in. But now the water's filling up.  
He can't get out. I can't get him out!

\*\*\*\*\*

Pump Station (2)

\*\*\*\*\*

Help! It's my brother! We're playing in the pump

station. But the water's come up and he's trapped.  
His hands are closed. His head is in the water!

\*\*\*\*\*

Pump Station (3)

\*\*\*\*\*

%%%

b. BIG BEAR

%%%

\*\*\*\*\*

Big bear (1)

\*\*\*\*\*

So now as we move across the sky,  
we see another familiar face. this will be ursa  
minor or as we like to call him, little bear.  
what's so funny? very good. Well, if  
Mandy doesn't mind waiting until  
after class to make a call, let's continue.

\*\*\*\*\*

Big bear (2)

\*\*\*\*\*

So now as we move across the sky, we see another familiar  
face. This will be Ursa Minor, or as we like to call  
him "Little Bear." What's so funny? Can't you horny  
little animals save this kind of thing for after class?

%%%

c. BRYANT OVERLOOK

%%%

\*\*\*\*\*

Car (1)

\*\*\*\*\*

Stop it! Please, or I'll tell my dad.  
Your dad? Your dad isn't here right now.  
Come on, you've been leading me on all night.  
No!

\*\*\*\*\*

Car (2)

\*\*\*\*\*

No! Please!  
Come on. You been giving me that look all night.  
Oh that dress. That dress got me all hot and bothered.  
No!

\*\*\*\*\*

Car (3)

\*\*\*\*\*

Take your hands off me! You've had too much to drink.  
Yeah, I'm drunk on your love. Give it up, baby.  
Get off! No!

%%%

d. CELEBRATION

%%%

What was the code again buddy What, this one? [strings] and,  
this one? [jazz] that's too easy.

%%

e. CHOKING GAME

%%

\*\*\*\*\*

Choking Game (1)

\*\*\*\*\*

Oh yeah... Oh...

\*\*\*\*\*

Choking Game (2)

\*\*\*\*\*

That's a nice new belt, Todd.  
Oh, thank you mom.  
You have a nice day at school.  
Thank you mom.  
Don't do anything  
I wouldn't do.  
Sure Mom.  
[whipping sounds]  
Whoa.

\*\*\*\*\*

Choking Game (3)

\*\*\*\*\*

The power of mind over matter. I control my destiny.  
Death is an allusion. Death is a buzz. [choking sounds]

\*\*\*\*\*

Rick (1)

\*\*\*\*\*

Man that was awful. Why didn't anyone tell me  
Rick was Todd's best friend? Man, that  
joke is all over the school anyway.

\*\*\*\*\*

Rick (2)

\*\*\*\*\*

Was Rick upset because of Todd? Man I didn't  
think that kid has any friends..

\*\*\*\*\*

Rick (3)

\*\*\*\*\*

I can't believe they made that joke in front of  
Rick. Everyone knows how close he was to his brother.

\*\*\*\*\*

All students (1)

\*\*\*\*\*

All students. There is a craze at the moment for  
young adults to try what is often called the  
choking game. Don't be stupid. Don't risk  
your young lives, or your health. The kids  
who have died playing this ;game; died senseless,  
tragic deaths. Heed their  
warning and don't join them.

\*\*\*\*\*

All students (2)

\*\*\*\*\*

All students. There is a craze at the moment for young adults to try what is often called The Choking Game. Don't be stupid. Don't risk your young lives. Or your health. No parent should have to bury their child.

\*\*\*\*\*

All students (3)

\*\*\*\*\*

All students. There is a craze at the moment for young adults to try what is often called The Choking Game. Don't be stupid. There is plenty of sensation and stimulation out in the world without needing to starve your brain of oxygen.

%%%

f. CYBIL

%%%

\*\*\*\*\*

Mugshot (1)

\*\*\*\*\*

This your cute 7 year old?  
[attached photo of older Cheryl mugshot]

\*\*\*\*\*

Mugshot (2)

\*\*\*\*\*

This your poor 7 year old?  
[attached photo of older Cheryl mugshot]

\*\*\*\*\*

Mugshot (3)

\*\*\*\*\*

This your "little" 7 year old?  
[attached photo of older Cheryl mugshot]

\*\*\*\*\*

Mugshot (4)

\*\*\*\*\*

This your seven year old Cheryl?  
[attached photo of older Cheryl mugshot]

\*\*\*\*\*

Harry

\*\*\*\*\*

Harry, answer your phone. I want to help you.  
Please Harry.  
(If you ignore her calls)

%%%

g. CYCLE OF DEATH

%%%

\*\*\*\*\*

Cycle of Death (1)

\*\*\*\*\*

Stop crying Joel, stop being such a pussy.  
Finish the damn thing, if you had better in the  
first place he wouldn't be  
suffering like that. Just point and shoot.  
It's right in front of you.

\*\*\*\*\*

Cycle of Death (2)

\*\*\*\*\*

Come on Joel. You'd think that it was you shot  
and dying, not the deer. Get your hands outta your  
pants and be a man. My son the queer.  
shoot the damn thing. Shoot, you queer.

\*\*\*\*\*

Cycle of Death (3)

\*\*\*\*\*

Come on son. Finish it. I am ashamed to be your  
father. You got it in the leg. Now you gotta  
kill it. This is what we do. This is how the  
world works. Shoot!

\*\*\*\*\*

Joel Jr.(1)

\*\*\*\*\*

Joel Jr.'s first kill! it was a  
biggie too, 190 lbs field dressed. Got him  
in the neck, went down like a dead weight.  
My son is a man now!

\*\*\*\*\*

Joel Jr.(2)

\*\*\*\*\*

Joel Jr's first kill! He shot like he was  
born with a rifle in his hands.  
He's gonna make his grandpa proud!

\*\*\*\*\*

Joel Jr.(3)

\*\*\*\*\*

Joel Jr's first kill! Field dressed weight  
180lbs. He's a natural born KILLER!

%%%

h. DAY TRIPPERS

%%%

\*\*\*\*\*

Map on car (1)

\*\*\*\*\*

Here finally. Place hasn't charged a bit.  
Unlike us. Have you SEEN the lake? C'mon, let's go.  
She's got the right idea. Let's just go with the flow.  
We're on vacation.

\*\*\*\*\*

Map on car (2)

\*\*\*\*\*

We're here now. Let's try and enjoy ourselves!  
Glad to.

Hey, look at the lake! Dad, I bet you could go fishing there. Mom, you could take some pictures! Fishing? Now you're talking! Come here and I'll use you for bait! The fish here like little girls!

\*\*\*\*\*

Map on car (3)

\*\*\*\*\*

You can be such an asshole sometimes.  
Hey, take it easy. We're here now.  
Hey, stop chit chatting!  
We're here! Let's go get some FOOD!  
Food. What kind of food?  
Chili dogs!  
Gross!

\*\*\*\*\*

Map on car (4)

\*\*\*\*\*

We're here now. So let's enjoy ourselves.  
Yeah! Let's explore! Let's have fun!  
Fun, I can do that.  
So we've heard. Hey wait up!

\*\*\*\*\*

I'm sorry (1)

\*\*\*\*\*

I'm sorry. I ruined your ride.  
I'm sorry if I ruined everything.  
It's not ruined. We're just glad you're safe.  
Those swans pack a mean peck. They do? Yeah, like this!

\*\*\*\*\*

I'm sorry (2)

\*\*\*\*\*

What the hell did you think you were doing?  
I wanted to watch you being happy.  
Do we look happy?  
Let's go. I don't know why you're mad at HER.

\*\*\*\*\*

Swan ride (1)

\*\*\*\*\*

I remember that first date so clearly. It was fun.  
You were a good date. It was easy to be happy back then.  
How about a kiss for old times sake? for old time's sake  
the ride has been temporarily closed due to a  
guest in the tunnel.  
That ruined it.  
Since when did a little privacy ruin a kiss?

\*\*\*\*\*

Swan ride (2)

\*\*\*\*\*

This brings back memories. Our first date.  
It was so exciting...  
You were pretty forward, back then. A real animal.  
Oh, I still am. Give me a kiss.  
Hey, this I like!  
Please remain inside your carriage.

This ride has been temporarily halted due  
to a guest in the tunnel.  
What the hell.  
Come on animal. I'm still waiting for that kiss.

\*\*\*\*\*

Swan ride (3)

\*\*\*\*\*

I swear these swans are the same ones.  
Remember the date? You were so quiet.  
I was nervous! I'd drank half my dad's  
liquor cabinet to relax myself.  
Wasn't the last time a date started with you dead drunk.  
Sorry. So would it be too pushy to ask for a kiss?  
Since you were such a gentleman, I don't see why not.  
Please remain inside your carriage. This  
ride has been temporarily halted due to  
a guest in the tunnel.  
What? They want us to stay put? Is it safe?  
I shouldn't have gotten my hopes up.

\*\*\*\*\*

Swan ride (4)

\*\*\*\*\*

Feels like a long time ago. Our first date.  
You were a horny young man.  
Like you weren't.  
I was young. Lots of energy.  
Let's be young again.  
Here!?  
Please remain inside your carriage.  
This ride has been temporarily halted  
due to a guest in the tunnel.  
Lights out. You'll have to use your hands to find your way.  
Shame. I prefer to see what I'm getting into...

\*\*\*\*\*

Dragon (1)

\*\*\*\*\*

Why does he have to KILL the dragon?  
It was going to eat the princess.  
Maybe he was hungry. Maybe she was a bad princess.  
Knights save princesses. That's how it works.  
I guess.

\*\*\*\*\*

Dragon (2)

\*\*\*\*\*

M' lady. I hope you are unharmed  
from your brush with death.  
Dad...  
That ferocious dragon... you were  
almost consumed. Such a hideous beast.  
Dad, it's just a painting. It's  
not real. Stop being silly!  
You embarrassing your daughter again?

%%%

i. DAHLIA

%%%



\*\*\*\*\*

Sorry (1)

\*\*\*\*\*

Sorry about last night. I was upset,  
you were upset.  
I get it.

\*\*\*\*\*

Sorry (2)

\*\*\*\*\*

Sorry about last night.  
I was too forward. I know.

\*\*\*\*\*

Sorry (3)

\*\*\*\*\*

Sorry about last night.  
I was upset when you ran off.

\*\*\*\*\*

Sorry (4)

\*\*\*\*\*

Sorry about last night.  
I guess I scared you off?

\*\*\*\*\*

Miss you (1)

\*\*\*\*\*

Miss you Harry. Miss your touch,  
your kiss, your smell. XXX -Dahlia

\*\*\*\*\*

Miss you (2)

\*\*\*\*\*

Miss you Harry. It's boring without you.  
xo-Dahlia

\*\*\*\*\*

Miss you (3)

\*\*\*\*\*

Miss you Harry. Easy to forget how good  
you make me feel, but not tonight. XXX -Dahlia

\*\*\*\*\*

I feel terrible (1)

\*\*\*\*\*

I feel terrible after last night.  
You were a lousy date.  
Where did we leave Annie's SUV?

\*\*\*\*\*

I feel terrible (2)

\*\*\*\*\*

Oh man, I feel awful. What did we  
do last night? Where the hell did  
I leave Christina's SUV?

\*\*\*\*\*

I feel terrible (3)

\*\*\*\*\*

What was up with you last night?  
I have the worst headache.  
Where the hell did you leave Sue's SUV?

\*\*\*\*\*

I feel terrible (4)  
\*\*\*\*\*  
I have the mother of all hangovers.  
Last night was too much for little ol' me.  
What happened with Linda's SUV?

\*\*\*\*\*

BORED (1)  
\*\*\*\*\*  
BORED xo - Dahlia

\*\*\*\*\*

Horny (2)  
\*\*\*\*\*  
Horny. Where are you? xxx -Dahlia

\*\*\*\*\*

Thirsty (3)  
\*\*\*\*\*  
sigh... Thirsty and bored. xo -Dahlia.

\*\*\*\*\*

Check out (1)  
\*\*\*\*\*  
Check out the new outfit. HOT. xxx - Dahlia

\*\*\*\*\*

Like my new look? (2)  
\*\*\*\*\*  
Like my new look?  
[Photo attached]

\*\*\*\*\*

Wake up (3)  
\*\*\*\*\*  
Wake up and look at my new outfit!  
xo -Dahlia

%%%

j. THE EXPERIENCE

%%%

\*\*\*\*\*

Models (1)  
\*\*\*\*\*  
The store was closed all afternoon.  
They had photographers in, in doing  
photos for the brochures and all that  
shit. they don't use real customers,  
they got models. damn, these girls are hot.  
I mean even the old ones, like really  
sexy. better than real girls, any day  
of the week. my eyes are sore.

\*\*\*\*\*

Models (2)

\*\*\*\*\*

Yeah, I haven't lifted a finger all afternoon. The store was closed so they could take photos in there--for marketing. I don't know why they need to even be there... Why they can't just "computer" the whole thing or whatever. They weren't real customers. Models and actors, I guess. And the food? The food they showed was like, all, brought in special and sprayed with a spritzer to make it look tasty.

\*\*\*\*\*

Models (3)

\*\*\*\*\*

Yeah, I got the afternoon off. Those mall marketing goons were all over the store taking photos. Had a bunch of stupid models pretending to be customers! Happy families, these smiley smiley moms, dads and kids. You KNOW the customers we get in are not that good-looking.

\*\*\*\*\*

Store managers (1)

\*\*\*\*\*

Store managers and retail staff! It's been another great month at Toluca Mall, but we're not stopping yet! The job of providing the perfect shopping experience is never done. This month we are focusing on "fun" - random mystery shoppers will be deployed to ensure that each store in the mall is focusing on this key part of the experience. Make your store an exciting place to be. After all, shopping is all about having fun and it's a hobby that just about everyone can enjoy! When people are having fun, the profits look after themselves. Stores who fail to satisfy our mystery shoppers will be contacted by the brand manager. Keep up the good work!

\*\*\*\*\*

Store managers (2)

\*\*\*\*\*

Store Managers and retail staff!  
It's been another great month at Toluca Mall, but we're not stopping yet! The job of providing the perfect shopping Experience is never done. This month we are focusing on retail attitude - random mystery shoppers will be deployed to ensure that each store in the mall is focusing on consumer-orientated service. Making your customer happy is a science, and one we hope you are perfecting! With a carefully calculated mix of pricing store layout, display dressing, and staff training, you can do great things. It's not rocket science - but it's not far off! Stores who fail to satisfy our mystery shoppers will be contacted by the brand manager. Keep up the good work!

\*\*\*\*\*

Store managers (3)

\*\*\*\*\*

Store managers and retail staff! It's been another great month at Toluca Mall, be we're not stopping yet! The job of providing the perfect shopping Experience is never done. This month we are focusing on customer emotions - random mystery shoppers will be deployed to ensure that each store in the mall is focusing on lifting the mood of their customers. Always remember, you're not here to sell, you're here to make people happy. The happier they are, the more money they will spend. Stores who fail to satisfy our mystery shoppers will be contacted by the brand manager. Keep putting smiles on those faces!

\*\*\*\*\*

Store managers (4)

\*\*\*\*\*

Store managers and retail staff! It's been another great month at Toluca Mall, but we're not stopping yet! The job of providing the perfect shopping Experience is never done. This month we are focusing on retail attitude - random mystery shoppers will be deployed to ensure that each store in the mall is focusing on consumer-orientated service. Make sure your customer feels like No. 1 - they're not shopping, they're experiencing. The happier they are, the more money they will spend. Stores who fail to satisfy our mystery shoppers will be contacted by the brand manager. Keep up the good work!

\*\*\*\*\*

The Experience (1)

\*\*\*\*\*

Welcome to Toluca Mall - home of The Experience. Ours is a world of shopping, dining, and entertainment - a safe haven in the busy modern world. Pamper yourself, treat family and friends and enjoy the calm and serenity of the ultimate leisure destination. Relax and enjoy The Experience!

\*\*\*\*\*

The Experience (2)

\*\*\*\*\*

Welcome to Toluca Mall - home of The Experience. As the state's premier boutique mall experience, we're glad to have you back! Everything you need under one roof with so much to see and do, you'll never want to leave!

\*\*\*\*\*

The Experience (3)

\*\*\*\*\*

Hey girls! Welcome back to Toluca Mall - home of The Experience. Whatever you're looking for, we have it here! The latest fashions, the greatest salons, top eats, and the latest movies! Feel like a princess for a day, every day - here at Toluca Mall!

%%

k. FAMILY PET

%%

\*\*\*\*\*

Family pet (1)

\*\*\*\*\*

I knew it! Look what I got! I named him Dylan. He is the cutest puppy. So silly - keeps chasing his own tail!  
[photo attached of girl and a dog]

\*\*\*\*\*

Family pet (2)

\*\*\*\*\*

Check out my dog! He's so clever. I've only had him for an hour, but he already knows my voice and I've taught him a trick. I've named him Chip.  
[photo attached of girl and a dog]

\*\*\*\*\*

Family pet (3)

\*\*\*\*\*

Look what I just got!!! She's so cute. She LOVES me so much and keeps trying to lick my face. I'll call her Hollie!  
[photo attached of girl and a dog]

\*\*\*\*\*

Family pet (4)

\*\*\*\*\*

Hey! Check out my new doggie! I'm going to teach her to sit and beg. I called her Obie because she is so obedient!  
[photo attached of girl and a dog]

\*\*\*\*\*

I'm looking for a dog (1)

\*\*\*\*\*

Man #1: I'm looking for a dog. Here.  
Man #2: Oh, you're looking for that dog?  
Man #1: No, not this dog. One that looks the same.  
Man #2: Exactly the same? you're in luck.

\*\*\*\*\*

I'm looking for a dog (2)

\*\*\*\*\*

Man #1: I need one that looks just like this. It's a present.  
Man #2: We got lots of breeds... I can recommend...  
Man #1: No no no. I need one that looks exactly like this!  
Man #2: Okay, Come take a look in here.

\*\*\*\*\*

I'm looking for a dog (3)

\*\*\*\*\*

Man #1: No, wait. Here's a photo. I want one that looks exactly like it.  
Man #2: That breed is popular. Take a look at this one.  
Man #1: That's perfect!

\*\*\*\*\*

Dead dog (1)

\*\*\*\*\*

Man: [sigh] We hit something.

Woman: [sigh] Oh shit. It's...

Man: Oh shit.

Woman: What do I tell her?

\*\*\*\*\*

Dead dog (2)

\*\*\*\*\*

Woman: [Giggle] Did we hit something?

Man: Oh crap. Let's take a look.

Woman: Oh no. Is it dead?

Man: Yeah... Oh shit.

Woman: What's wrong?

Man: I know this dog.

\*\*\*\*\*

Dead dog (3)

\*\*\*\*\*

Woman: I told you to keep your eyes on the road!

Man: If we hadn't been arguing, I would have!

Woman: You can't drive and talk? I suppose that would be asking too much.

Man: Hit a dog...

Woman: A dog?

Man: Not just any dog.

%%%

1. FAMILY VACATION

%%%

\*\*\*\*\*

Bleeding (1)

\*\*\*\*\*

It's good to talk Diane. I feel pretty alone out here.

Hey mom. Be careful. Where's your dad? Mommy!

Oh Jesus.. you're bleeding?

\*\*\*\*\*

Bleeding (2)

\*\*\*\*\*

That's how I feel. The sooner, the better.

Mommy! What was that? Daddy! Honey, what have you done?

Mommy. Oh God, she's bleeding!

\*\*\*\*\*

Bleeding (3)

\*\*\*\*\*

Sure. Sorry about that, Diane.

Mom, look.

What now? You've broken a glass. Is that blood...

Mommy...

Oh Jesus.

\*\*\*\*\*

Bleeding (4)

\*\*\*\*\*

I know, that's the problem, Diane.

Mom, look.

Was that your glass? What was she doing...

Mommy!

Oh my God, is that blood?

\*\*\*\*\*

On the phone (1)

\*\*\*\*\*

I'm on the phone. Yeah, I'm coming back early. This was a stupid idea. Not now honey Mom's on the phone. Get out of bed and play with your daughter. Mommy!

[\*sounds of music box playing\*] Shush. Go show daddy. This whole trip was a bad idea. A week picnicking and cycling like that's gonna make it right. I'm still hurling. It feels fake. I don't want to be with him. I won Mom I won. Alright. In a minute. Give me a second Diane.

\*\*\*\*\*

On the phone (2)

\*\*\*\*\*

I'm on the phone, dammit! Yeah, I'm taking us back early. This is not my idea of fun.

Mom!

Not now! I'm on the phone.

Mommy! [music box playing]

Shh! Go show your daddy. This whole trip was a bad idea. It's making me crazy. Nothing but trees, logs, and my family. I'm trapped. Feel like I'm suffocating in here, Diane.

I won! Mom, I won!

Shut up! Or I'll smash that stupid thing.

Give me a minute, Diane.

\*\*\*\*\*

On the phone (3)

\*\*\*\*\*

I'm on the phone. Yeah, I'm coming back early. This isn't working out.

Mom!

Not now honey, Mommy's on the phone.

Put your damn drink down and look after her!

Mommy! [music box]

Shush. Go show Daddy. This whole trip was a bad idea. He's not better here. Worse if anything. I can't put up with it anymore.

I won! Mom, I won!

Alright! In a minute! Give me a second, Diane.

\*\*\*\*\*

Favorite colors (1)

\*\*\*\*\*

Man: We'll be back as soon as we can, we've got lots of shopping to do.

Yes, I won't forget. Why are you shouting?

Yes, she's here.

Girl: Can i have some bubblegum?

Man: Sure. I can't buy here gum?

Stop being ridiculous.

Girl: I don't want those colors,

I want my favorite colors.

Man: What are your favorite colors?

Girl: I won't tell.  
Man: I know the secret.  
I saw you looking up at Tookie.  
Girl: My favorite.

\*\*\*\*\*

Favorite colors (2)

\*\*\*\*\*

Man: You going to be home when we get back?  
Sure. Sure. No, she's fine.  
Girl: Can I have some bubblegum?  
Man: Sure, here. She wanted some gum.  
That's hardly spoiling her. Wait.  
Girl: No. I don't want THOSE colors.  
I want my favorite colors.  
Man: What are your favorite colors?  
Girl: Mom knows.  
Man: I'm sure she does. You hear that?  
Yeah, she won't tell me. The mascot? The cartoon bird?  
Okay... Like this, sweetie?  
Girl: Yes!

%%%

m. FRIGID

%%%

\*\*\*\*\*

Frigid (1)

\*\*\*\*\*

Why do you have to be like this, baby. I know  
you're shy and stuff.  
That's how you are. But we have a connection  
Why don't you trust me?  
All the other guys are gettin', yeah sorry,  
that's cheap.

\*\*\*\*\*

Frigid (2)

\*\*\*\*\*

You know I love this thing we've got going.  
But I'm only human baby. I look around, see what the  
other girls are doing. And I got to ask myself,  
why is she so frigid. and it's hard on me, baby.

\*\*\*\*\*

Frigid (3)

\*\*\*\*\*

Why can't you be relaxed with me, like you should?  
Is it your parent's house? You don't want to do  
it there? There's other places...  
Why you got to be so frigid?

\*\*\*\*\*

Breakup (1)

\*\*\*\*\*

I know it's cold to do it this way, but you don't  
listen when I talk. Sorry, it's over. I can't do  
this is you won't open up to me.  
-Steve

\*\*\*\*\*



Breakup (2)

\*\*\*\*\*

Sorry for doing this like this, but... It's for the best. We aren't working as a relationship... let's stay friends, right? -Steve.

\*\*\*\*\*

Breakup (3)

\*\*\*\*\*

You're not listening. This frigid thing is just too big a deal. if we can't be together like that then we can't be together at all. Enjoy your space. -Steve

%%%

n. GOSSIP

%%%

\*\*\*\*\*

Hot Paparazzi spots (1)

\*\*\*\*\*

Hot Paparazzi spots, the courtyard, the parking lot, and the locker rooms. Get some sizzlers!

\*\*\*\*\*

Prime paparazzi spots (2)

\*\*\*\*\*

Prime paparazzi spots. the courtyard, the parking lot, and the locker rooms. Move it!

\*\*\*\*\*

Prime paparazzi spots (3)

\*\*\*\*\*

Prime Paparazzi Spots: the courtyard, the parking lot, and the locker rooms. Snap snap!

\*\*\*\*\*

Locked (1)

\*\*\*\*\*

the doors locked? shit, i'm stuck out here. I'll try and get the doors open. you go take the photos. don't lose your nerves. i told you she's with him. get some photos and we'll catch the asshole red handed. and you get a kiss for every photo.

\*\*\*\*\*

Locked (2)

\*\*\*\*\*

dammit. the doors shut behind you . I guess you're on your own. Show some balls, okay. They're inside, so you just gotota find them and get photos. Gonna nail that sleazy bastard. I'll try to get the doors moving.

\*\*\*\*\*

Locked (3)

\*\*\*\*\*

Oh, damn the door's shut. Look, I'll try to get them open. You go get the photos. Don't lose your nerve, I'm all out of motivation. No, wait... [drinking] Now I'm all out. Okay, go get photos of them together. You get a journalism credit if we catch them red handed.

\*\*\*\*\*

Car (1)

\*\*\*\*\*

Who's in that car with teach? Dirty! He's old enough to be her father! [photo]

\*\*\*\*\*

Car (2)

\*\*\*\*\*

Who's that in teacher's car? Yes it is! She can't wait till they get to the motel!

\*\*\*\*\*

Shower (1)

\*\*\*\*\*

Check this out. Naked & wild for the camera! [photo]

\*\*\*\*\*

Shower (2)

\*\*\*\*\*

Check this out. Not as innocent as she acts! Hot & soapy for the camera! [photo]

\*\*\*\*\*

Staying late (1)

\*\*\*\*\*

Now we know how she got her A. Staying late after class. [photo]

\*\*\*\*\*

Staying late (2)

\*\*\*\*\*

You've got to see this. Caught in the act... look who's getting "extra credit!" [photo]

%%%

o. GUMBALLS

%%%

\*\*\*\*\*

Gumballs (1)

\*\*\*\*\*

Man: Come on, save some for later.  
Girl: I'll keep this one for mom.  
Man:That's a great idea.

\*\*\*\*\*

Gumballs (2)

\*\*\*\*\*

Man: come on, let's go. we haven't got much time to shop.

Girl: why not? it's saturday.

Man: yeah, but we need to get back to help mom.

Girl: mom sucks. Come on, you know that isn't true.

%%

p. HAPPILY EVER AFTER

%%

\*\*\*\*\*

Happily ever after (1)

\*\*\*\*\*

To have and to hold, from this day forward. I promise to be true to you in good times and in bad. To sleep by your side and be your faithful companion.

\*\*\*\*\*

Happily ever after (2)

\*\*\*\*\*

I promise to honor and respect you. To love you for who you are. Our marriage will be a source of strength, so you can go into the world and achieve great things. I am your muse and your best friend. But I will be much more. I will be your wife.

\*\*\*\*\*

Happily ever after (3)

\*\*\*\*\*

To have and to hold from this day forward. For better, for worse, in sickness and in health. Whatever ails us, whatever weaknesses our flesh may suffer under, our love will cure all ills. Our love will be our rock.

%%

q. HOSPITAL VISIT

%%

\*\*\*\*\*

She's fine (1)

\*\*\*\*\*

Yeah they say she'll be okay. she's in good spirits. she liked the chocolate and the bear. though she says she'd rather see you. yeah, I know I know. Tell mom about the song. Right the song. Yeah, I got the radio to play her song. And now she's going to go to sleep. visiting is almost up and she needs her rest. You'll be in tomorrow?

\*\*\*\*\*

She's fine (2)

\*\*\*\*\*

Yeah, doctor says she's doing well. She's young and healthy, so it'll heal quick. She's fine. All doped up on medicine and she's eaten nearly all the chocolate I bought.

Dad ate some too!

No, don't... don't worry, she ate some fruit too.

Oh, oh, the radio!

Oh, and I got a song played for her on the radio. That cheered her up. I'll be leaving soon. I'll try and be home soon as I can. You don't need to worry about me.

\*\*\*\*\*

She's fine (3)

\*\*\*\*\*

I just spoke to the nurse and she says she's doing fine. At this age, they heal easy. It won't even scar. She's fine, she's fine. She's eaten half her chocolates, she's getting bored of staying in bed. Tell her about the song!

Oh, yeah, I got a song played for her on the hospital radio. She loved it! I need to check with that nurse about tomorrow's hours, but I'll be heading out soon. I'll try to be home soon as I can.

\*\*\*\*\*

She'll be fine (4)

\*\*\*\*\*

Yeah, they say she'll be fine. She's young, it'll heal easy. She's fine. She liked the bear. And the chocolates. Huh? It's hardly spoiling her. And the song!

And the song, sweetie. I got the DJ to play her a song on the radio. Yeah, well I'll be here for another half hour, till visiting time is up.

\*\*\*\*\*

She'll be fine (1)

\*\*\*\*\*

She's fine. she's going to be fine. i want to go visit, but he's doing a good enough job. Spoiling her as you'd expect. don't want to cast a cloud over it. no use getting her hopes up. I'm just glad she's okay.

\*\*\*\*\*

She'll be fine (2)

\*\*\*\*\*

Apparently she's going to be okay. Thank God. He's spoiling her rotten, you know. She's going to get fat, sitting in bed all day eating chocolates. He's trying to make me feel bad.

\*\*\*\*\*

She'll be fine (3)

\*\*\*\*\*

She's going to be okay. Says she's doing fine. I was so mad when it happened, but I'm just worried for her now. I don't know, surrounded by nurses. I hear you... it's not that easy. I'll let you know how it goes.

\*\*\*\*\*

She'll be fine (4)

\*\*\*\*\*

I spoke to him. She's going to be okay. Too worried to be angry. I can't think about it yet. He's spoiling her silly trying to make himself better about it. I'm just relieved she's okay.

%%

r. MICHELLE

%%

\*\*\*\*\*

Hey Harry. (1)

\*\*\*\*\*

Hey Harry. It's Michelle. Hope you got home OK. STILL waiting for John here. What a lousy weekend! XXX M

\*\*\*\*\*

Hey Harry (2)

\*\*\*\*\*

Michele- Hey Harry. It's Michelle. Hope you got home ok. I'm still waiting for John to get here. What a weekend... M

\*\*\*\*\*

Missed call

\*\*\*\*\*

Harry? I guess you're busy. Just wanted to touch base and make sure you got home OK. John turned up finally. We're headed out for a bite to eat. Okay, bye.

%%

s. PIGTAILS

%%

\*\*\*\*\*

Pigtails (1)

\*\*\*\*\*

you got all your books? Your lunch? good. how come you changed your hair? The other girls tell you to do your hair like that. I thought you looked great with pigtails. Okay honey, you have a nice day.

\*\*\*\*\*

Pigtails (2)

\*\*\*\*\*

You all ready for school? Hey, look at me when I'm talking. Daddy's little princess. You look so cute with your pigtails. All the boys must be so distracted. Okay, you can run off now. See you tonight.

\*\*\*\*\*

Pigtails (3)

\*\*\*\*\*

Look at you. Aren't you just about the most perfect schoolgirl there ever was. With those pigtails, I doubt there's any little girl in the world quite as perfect as you.

\*\*\*\*\*

Wig (1)

\*\*\*\*\*

You damn whore. It's just a wig.  
You're old enough to be my wife.  
You ain't no school girl, you're old meat. Disgusting!

\*\*\*\*\*

Wig (2)

\*\*\*\*\*

I'm sorry. I'm sorry I was so angry. I wanted it to be  
so perfect. You know? Seeing the wig kinda killed the moment.

\*\*\*\*\*

Wig (3)

\*\*\*\*\*

Sorry I hit you. I guess I was just mad at myself. You remind  
me so much of my daughter. Just put the wig back on and  
let's go upstairs.

%%%

t.           PLAYGROUND

%%%

\*\*\*\*\*

Swings (1)

\*\*\*\*\*

Daddy, I need you.

\*\*\*\*\*

Swings (2)

\*\*\*\*\*

Daddy, help me.

\*\*\*\*\*

Swings (3)

\*\*\*\*\*

Daddy, I'm hurt.

\*\*\*\*\*

Swings (4)

\*\*\*\*\*

Daddy, where are you?

%%%

u.           PROBLEM CHILD

%%%

\*\*\*\*\*

Problem Child (1)

\*\*\*\*\*

Another profitable day at the mall!  
Today I bagged myself:

- nice top
- Memory cards
- 2 CDs
- 3 lipsticks
- cute hat
- chocolate

Was clocked by the security guard in the last place.  
Though he didn't say a word. I think he's too nice a

guy to have a shitty job like that.

\*\*\*\*\*

Problem Child (2)

\*\*\*\*\*

Another profitable day at the mall! Today I bagged myself,

Nice top

Memory Cards

2 CDs

Cheap necklace

Pair of jeans

Pretty ring

That dopey guard spotted me again,  
didn't say a word. I hope he's not  
planning to make a career out of this...

\*\*\*\*\*

Problem Child (3)

\*\*\*\*\*

Another day of quality jacking!

Today I bagged myself

Nice skirt

Memory Cards

2 CDs

Expensive lipsticks

2 bras

Could have sworn that dopey guard saw me,  
maybe he let me off cause he wants a kiss.  
Dirty old fart.

\*\*\*\*\*

Problem Child (4)

\*\*\*\*\*

Another day of quality jacking!

Today I bagged myself:

Candy

Memory Cards

2 CDs

Bottle of Tequila

Pair of Jeans

Cigarettes

Saw that dopey guard again. Let him  
see me smoking in the no-smoking zone.  
Too chickenshit to tell me to stop!

\*\*\*\*\*

Problem Child (5)

\*\*\*\*\*

Another profitable day at the mall! Today I bagged myself.

Nice top

Memory Cards

2 CDs

Bunch of books

Pair of jeans  
3 DVDs

Was spotted in the last store by that guard.  
I looked all innocent and just walked past him,  
but I think he knew.

\*\*\*\*\*

Malcolm (1)

\*\*\*\*\*

Malcolm. Doing my rounds. I saw her again. I...  
I, aw shit, you know, I guess I can say this.  
I turned my back when she took something.  
Pretended I didn't see it. Why? I dunno. I guess  
I feel sorry for her. Last time we grabbed her,  
when we were talking to her... I dunno, there was  
so much sadness in those eyes. I felt sorry for her.

\*\*\*\*\*

Malcolm (2)

\*\*\*\*\*

Malcolm. Just after three in the afternoon.  
A retailer called in a shoplifter on the first  
floor. Sure enough, it's that girl again. Well  
why am I holding off grabbing her? I guess I  
feel sorry for her. When we took her in last  
time she was so mad, so angry. Just kicking and  
screaming. Clearly got her own share of problems.  
I don't mind grabbing the kids who are just  
messing about, don't mind grabbing those preppy  
little shits who are just, you know, showing off.  
But I feel bad with her. Oh, she's moving.

\*\*\*\*\*

Malcolm (3)

\*\*\*\*\*

This is Malcolm. Following the suspect. It's that  
girl again. If I grab her, it'll be the third  
time I've booked her. Why am I so reluctant? I  
guess... I guess I feel sorry for her. When I  
spoke to her last time, she seemed like such a  
nice girl. Not altogether there, but nice. She's  
not like the other kids, not doing this to show off.  
Derek thinks she wants to get caught, that's her  
thing. Maybe. Maybe not. Ah shit, she's taking  
something. Oh man, I guess I have to go for it.

\*\*\*\*\*

911 Call (1)

\*\*\*\*\*

911? It's Malcolm the security guard, he's been stabbed!  
Slow down, sir. Is there bleeding?  
Yes. There's lots. He's not moving.  
And the attacker? Is he still there?  
She. It's a she. She's still here, she's sitting on  
a bench. She's just staring into space.  
The police and ambulance are on their way.  
Do not approach the attacker.

\*\*\*\*\*



911 Call (2)

\*\*\*\*\*

911? Oh God. I think he's dead.  
Sir, can you describe the emergency?  
Who is dead?  
Malcolm! He's a security guard here.  
Oh my God, he didn't see it coming.  
She had a knife, and just pulled it out  
and cut him. Must have hit an artery or something.  
Is Malcolm breathing? Can you find a pulse?  
He'd tried to help her. Even afterwards,  
he said to me: "it's not her fault."  
Oh God, that was the last thing he said!

\*\*\*\*\*

911 Call (3)

\*\*\*\*\*

911? Oh God, he's bleeding everywhere!  
Calm down sir. Who is bleeding? Can you describe the situation?  
The security guard, Malcolm. He's been stabbed. He's dead!  
Are you sure he is dead? Is he breathing?  
Oh God, she just went crazy. She was spitting and screaming.  
It's not right. Malcolm would never hurt a fly.  
She just went insane.

%%

v. PROM

%%

\*\*\*\*\*

Here's to us (1)

\*\*\*\*\*

Here's to us. Never gonna get old. Never gonna be  
like our parents. Never gonna stop loving.

\*\*\*\*\*

Here's to us (2)

\*\*\*\*\*

Here's to us. We're never gonna get old.  
Never gonna be like our parents.  
Never gonna blend in.

\*\*\*\*\*

Here's to us (3)

\*\*\*\*\*

Here's to our future.  
We're never gonna get old.  
Never gonna be like our parents.  
Never gonna be apart.

\*\*\*\*\*

Speech (1)

\*\*\*\*\*

Speech! Speech. it's almost over, almost done. We're  
almost done with high school. In many ways that's a  
great thing, we're all excited about getting out in  
the real world, carving our own paths. But before we  
do, let's remember how great high school was.

Let's remember the friends we've made, the fun we're

had, the parties the ups and the downs

Apparently life gets worse from here on in, so let's treasure these memories!

Now, let's dance!

\*\*\*\*\*

Speech (2)

\*\*\*\*\*

Speech! Speech.

You guys really want to hear me talk? You asked for it. High school is a special place. It's a place where you learn a lot of things. But the most important thing you learn is about yourself. High School is where you learn who you are, where you get to establish an identity and an independence. But remember this: you're not done learning; not about algebra, not about yourself. You're going to change, you're going to discover new things every day. That said, always remember who you were, who you wanted to be back in high school.

\*\*\*\*\*

Speech (3)

\*\*\*\*\*

Speech! Speech. Ok, Ok. Settle down, settle down. When you start high school, a lot of us... We can't wait to finish and get out there into the real world. But now we're here, now we're done with high school... I bet a lot of us maybe wish we had another year. There's nothing like it. We've all made lifelong friends here. Some of us more than that... I know that some of you couples out there on the dance floor are going to spend the rest of your lives together. Even if you don't end up married to your High School sweetheart, I hope you will carry something of your time here in your heart. Everyone ready for the last dance?

\*\*\*\*\*

Caitlin (1)

\*\*\*\*\*

Hey Caitlin. You got til lunch is over to say yes... the question, will you be my prom date?  
-Mike

\*\*\*\*\*

Caitlin (2)

\*\*\*\*\*

Caitlin. If you haven't already got someone, I was thinking that maybe you'd like to be my prom date? - Mike

\*\*\*\*\*

Caitlin (3)

\*\*\*\*\*

Lovely Caitlan. The last few weeks have been incredible. It'd be icing on the cake if you'd accompany me to the prom? Say yes and I'll be on cloud nine! -Mike

\*\*\*\*\*

Dress (1)

\*\*\*\*\*

Hey, it's Caitlin. I am looking at the world's most beautiful prom dress. I am so excited! Mike will be putty in my hands. Catch up tonight.

\*\*\*\*\*

Dress (2)

\*\*\*\*\*

Hi, Jenn. It's Caitlin. I am staring at the nicest prom dress. If this and two months of starving myself doesn't get Mike's attention, I give up.

\*\*\*\*\*

Dress (3)

\*\*\*\*\*

Caitlin here. Jenn, you should see the dress I'm wearing. It's too hot. This dress, six inch heels, and no panties! I am going to blow Mike's mind!

%%%

w. STRANDED

%%%

\*\*\*\*\*

Call to mom (1)

\*\*\*\*\*

Mom, it's Jackie. Look, I'm sorry about earlier. You were right. I'm at the party. I don't feel good. I don't know anyone and I'm nervous. Can you come get me?

\*\*\*\*\*

Call to mom (2)

\*\*\*\*\*

Damnit mom, why do you never pick up? I need you. I'm at a party in the woods but I'm feeling uncomfortable. I need you to come pick me up.

\*\*\*\*\*

Call to mom (3)

\*\*\*\*\*

It's Jackie. I've been stupid. I went to the woods for a party, but I want to come home. I'm lost. I don't know where I am. I'm outside a ranger's station. I don't like the crowd here. I wanna come home!

\*\*\*\*\*

Call to mom (4)

\*\*\*\*\*

Mom? Its me Jackie. I'm at a party in the woods, but I don't like it. The guys... I don't know. I don't like the way they're talking. You've gotta come find me.

\*\*\*\*\*

Whoa (1)

\*\*\*\*\*

Whoa. Someone slipped that new girl a Mickey and things got out of hand. Wild and crazy. Feel kind of bad for her.

\*\*\*\*\*

Whoa (2)

\*\*\*\*\*

We thought it would be fun to spike the new girl's drink. Didn't know it would end up like this. We thought she was still swimming, but... she wasn't moving.

\*\*\*\*\*

Whoa (3)

\*\*\*\*\*

Hell, I told them not to go too far, but they wanted to mess around with the new girl. No one was supposed to get hurt. I'm burning the trash - no one will know we were here.

\*\*\*\*\*

Whoa (4)

\*\*\*\*\*

Crazy shit, man. We shouldn't have given the new girl that stuff. She's running round tearing her clothes off. Won't stop crying. Damn. Shut up about who gave it to her, Lewis.

%%%

x. UNITED FRUITCAKE

%%%

We can't talk yet. But you want in? They've hidden 13 of their craft all around town. If you get me the photographic evidence I need, we can meet face to face.

[photo of UFO]

\*\*\*\*\*

Messages after taking UFO photos:

\*\*\*\*\*

1 down. Keep looking.  
.....  
That's 2. the bastards are EVERYWHERE!  
.....  
You got 3. Why doesn't anyone else see it?  
.....  
4 of them. What are they doing here?  
.....  
5 snapped. This is OUR planet!  
.....  
You got 6 trust NO ONE.  
.....  
That's 7. That's half of them!  
.....  
8 down. You're doing well.  
My wife doesn't believe me.  
.....  
You got 9. Almost there I think she's one of them.  
.....  
You made it to 10. How long have they been here? I've locked her

in the cellar.

.....

That's 11. She wants food, but we KNOW they don't eat like us! The LIES!

.....

12 done! My alien wife is playing dead. I KNOW HER GAME.

.....

That's the last one! You've proven yourself. Meet me at the Lighthouse Clinic.

#####

II. RECURRING THEMES & PLOT ANALYSIS

#####

=====

Car Wrecks

=====

The game begins with a car wreck, which makes sense, since this is the reason Cheryl doesn't have her father with her anymore. since the opening car wreck may or may not be exactly as it was in reality, I'm not sure if Cheryl was really there or not. It's easy to assume she was, based on SH1 and on Harry believing she was there, but I still can't be certain. Later, Harry and young Dahlia are in the SUV and they crash, which I think it Cheryl projecting herself into the situation and making herself seem more guilty, since it was Dahlia in the driver's seat this time. It still wasn't really Dahlia's fault, they crashed due to the snow; but it is interesting that she's driving and not Harry. Lisa has a car wreck, too; she fell asleep at the wheel. There is yet another apparent car wreck in an echo message, not the message itself, but when you take a photo of the car outside the school, it appears to be crashing. There is an echo photo you can take on the street near the park, and the accompanying message says that they've hit a dog. Also of possible interest is the note about toy calls being recalled due to being a choking hazard. This further drives home the idea of cars hurting people, and it manages to refer back to choking as well.

Later, in the scene where Harry is swimming, you can look underwater and see a statue of the original car wreck with Harry lying dead on the ground.

So we can tally this up: Harry is present in 3 car wrecks in the game, the original one, the one with Dahlia, and the statue of the wreck. Lisa wrecks, and the dog is hit by a car. What is real? Obviously the statue is not, but it's clear that Harry originally died in a real car wreck. The pet dog was hit by a car as well. Cars and death are linked all over the place here. There is also a train wreck, if you count the toy train.

If you use the flashlight in the nightmare sequences, you can see many cars frozen in big blocks of ice. One of the first buildings you enter has a car jacked up so it can be worked on. There is an auto repair shop you pass before getting to Clear Picture. At the mall, there's a singing contest where you can win a car. Clear Picture's back room has a poster for a film called "Night Drive." The Bryant Overlook echo is located in a car, and there is a memento in the trunk. Near the school, there's another echo when you get to the blue car. Then there's the echo on the car near the park, and the dead dog echo in front of car. And of course, the game starts with a car crash, and there's the underwater car crash. Lisa has a wreck.

=====

Dogs

=====  
I'm not sure about this, but they need to be mentioned because there are a lot of references to dogs here. There is the "dead dog posse" graffiti, probably just a reference to SH1. Then one of the password reminder questions refers to a dog as the principle's one true friend. All the humans mentioned in the password questions are cast in an unfavorable light: the bitch ex-wife, the useless son. The dog is cast as the one likeable and trustworthy being. There are some phone messages about dogs as well, and the photo of Cheryl with a dog. There is a dog toy in an office also. The dog was apparently later killed by a car, and then secretly replaced. [Note: I really doubt that this deception could work.]

#### CONCLUSIONS:

It is likely that Cheryl had a very beloved pet dog at some time, which was killed, probably by getting hit by a car. The dog themes are important, I think, or they wouldn't show up so much.

There's also that cat poster in the alley at the beginning of the game. Some kid lost his cat and made posters. Cheryl lost her dog, due to it being hit by Harry's car.

=====  

#### DRUGS AND ALCOHOL

  
=====

Drugs are a recurring theme in a few of the games. In SH1, there is White Claudia. You can see some baggies of drugs in Indian Runner, and there are some police station memos about drugs as well. Lisa is addicted to drugs in SH1.

In SHSM, there are a lot of drugs references. There is a poster in the school telling drugs facts, with a photo of marijuana leaves on it. There is a pot leaf graffiti in a tunnel. There are also the messages about the party in the woods, which involve drugging "the new girl," who freaks out and various things might happen to her, depending on which version of the messages you get. I don't think it's so much a cautionary tale against drugs, the party messages, as illustrating that mind-altering substances may have had a negative impact upon Cheryl in her life. It probably doesn't matter much if the "new girl" represents Cheryl or not; the point is, drugs and partying have had a negative impact either in her own life, or it could refer to Harry being drunk and mean. Certainly, in the Drunk Dad ending, he's hardly the ideal father, and this would seem to be the result of overindulging in alcohol.

Alcohol is a major theme in SHSM. Some of the psychiatrist's questions are about alcohol, and whether or not you use it to relax. One area you can visit is the bar. Dahlia makes numerous references to "being wasted," she says she's always drunk and Harry is always drunk when he's around her. Michelle may fix Harry a drink in the club. One of the ending videos suggest Harry was a drunk.

#### CONCLUSIONS:

A lot of those TV-addiction counselors like to say how alcoholism and drug abuse tends to run in families, and I think that's what's happening here. RealHarry was probably a bit of a drunk. Cheryl probably drinks and parties a bit, if you consider some of the echo messages. Or it could just be a way of showing the way that alcohol/drugs have affected Cheryl negatively.

=====  
Faces  
=====

One thing you will notice when examining photos is that a lot of faces are obscured. Sometimes it seems nonsensical, like in the photos of young Cheryl playing with her dog. We know who it is, why obscure the face? I think it's to draw attention to the fact that faces are often obscured. The most blatant example are the photos that Dahlia sends you with text messages. In each of the three photos, the camera flash obscures her face. Why? Because she's a projection. She's anybody. She's you. She's faceless this draws attention to the strange characterisations. You may not yet have seen the endings, but it's weird that you can't see her face. Once you have played more than one time, you probably notice that people's clothing, hair, and personality changes. The characters start off as sort of blank slates, they then mold themselves to a personality type based on what you do. And what's more, this Dahlia doesn't really exist. There is no good reason that young Cheryl's face is obscured except to link it with young Dahlia in your mind, I think. You start forming these connections in your mind even before you realize it's all the same person. See also the paparazzi photos. In two of them, Cheryl is covering her face. Sure. it's also because of the fact that some nosy person is spying on her, but it's also more face-obscuring. In the other photo, she's naked (the shower photo), which also reinforces that something is missing or a bit off here. These aren't the only photos, either. The pigtails echo message girl has her head down. So does the girl in the car, though that girl is obviously dressed like Cheryl. Cheryl outside the cinema has her head down.

Of course, the mugshots contrast with this. Of course the face must be in full view in a mugshot, but think about when you receive this photo. It's at the moment before everything is revealed. The Dahlia cellphone photos have a level of fantasy/unreality about them. She's not real, and the photos serve to keep Harry locked in this denial/delusion. The mugshots of Cheryl show the harsh reality of the situation. Harry's dead. Cheryl has had a rough time over the years. It's part of the reality that she's trying to avoid for most of the game. Dahlia calls him when he leaves the boat, telling him to turn back (that is, to stay in the delusion). Cybil points him in the opposite direction, she keeps him going. She sends him a photo and text bringing him closer to the truth. He keeps on going to the lighthouse, and Cybil pulls him out. At this point, she is steering him further toward the truth. I don't want to argue how "real" anyone is at this point, but as a cop, Cybil represents reality, facts, truth.

=====  
Fantasy  
=====

A lot of memos and imagery relating to Lakeside Amusement Park is related to fantasy. "...you and your family are drawn into our make believe world." The game's opening video shows Harry and Cheryl poking their heads through the board with the knight and princess on them, thus becoming fantasy characters. The tape suggests that this is probably one of Cheryl's last memories of Harry, and probably one of the most vivid, since it's on videotape and she can replay it over and over again. Unlike some of the endings, it's also a seemingly good memory of Harry; they both appear happy.

=====  
Film & Video  
=====

This ties in closely with memory, but I think it also needs to be mentioned on its own. It is clear that, at a young age, Cheryl

had a video recorder and used it a lot. Just like in A Clockwork Orange, I think Cheryl feels that things only really seem real when you view them on a screen. Memories in your head are one thing, but Cheryl is obsessed with memories that are recorded on video, as well. It is clear that many events in the game are not real in any objective sense. The tapes, and possibly photos, represent some of the only insights into Cheryl's reality that we have. The opening video seems rather quaint and pointless before you've played the game. I remember wondering what the hell this had to do with a Silent Hill game. What do we learn from it? Well, we learn that Cheryl loves her daddy. And just in case we forget, it's rewound and repeated a few times. And Harry loves his daughter. They seem happy enough. It's a fairly normal-looking scene: a man and his young daughter enjoying a day at the amusement park. It is more than that to Cheryl, though. I am reminded of reading about OCD and hoarding behaviors, and some people will hold on to complete junk because it reminds them of a deceased loved one. Throwing away the dead person's junk seems like they are throwing away part of the person; the memories and feelings are tied with meaningless junk rather than just having the memories in one's head. This also goes back to the box of mementos; the game even tells you they are pointless, but they once meant something to somebody. Cheryl collects the mementos and obsessively watches home videos.

=====

#### Lighthouses

=====

What is a lighthouse's purpose? To guide ships to shore, especially if they are lost, or when the weather is bad. The lighthouse points the way. In SHSM, lighthouses are everywhere.

"A winter Beacon," and "A Beacon, A Key" are mementos that take the form of lighthouses (a lighthouse in a snowglobe, and a keychain, respectively). In the cafe or the bar, whichever you enter, there will be a stand with a donation box to "save our lighthouse." There is a framed painting of a lighthouse in Lakefront Souvenirs, and lighthouses on various signs.

And of course, it's significant that the game ends at The Lighthouse. The Lighthouse is the destination, it shows us the way. In the nightmare scenes, a light, like the light from a lighthouse, can be seen in the distance, showing us which way to run. In the beginning, we are lost and in a fog (metaphorically, there's not so much real fog in this game) and once we find the lighthouse, we find the truth.

=====

#### Marriage

=====

There are a lot of themes of marriage and divorce as well. Kaufman asks you to put together three couples, then jokes about which ones are still together. The principle's password reminder talks about his "bitch ex wife." Michelle and John have problems in their relationship. Kaufman tells the story of Wilhelm, who wanted to marry the princess, but she wasn't in love with him. The king grants permission, she runs away, and is trampled by a bull. We are then asked who is most guilty, the king, Wilhelm, the princess, or the bull. I think the important thing about the story is that it emphasizes guilt, and Cheryl feels guilt about her parents' marriage. In one of the end videos, we



see Harry saying that he and his wife don't love each other anymore, but they both still love Cheryl. Cheryl feels guilty. Her father then dies, probably before they get a divorce, since he's still wearing his ring, but maybe not. After that, Cheryl vilifies her mother and idolizes her father, and also feels guilty about his death.

Dr. K. says Cheryl has conflicted feelings about marriage. Her own parents' marriage was on the rocks before Harry died. Dr. K says she blamed herself, "as all children do." The Love Lost ending illustrates the marriage breaking up; Harry explains that he and Dahlia don't love each other anymore, but they both still love Cheryl. Then Harry prepares to drive away. He tries to keep Cheryl from videotaping this; it's not something he wants to preserve. The Adam and Eve mementos show the way Cheryl might view her parents, as sort of the Ur-Man and the Ur-Woman, rather than just any man and woman. And yet, like Adam and Eve, they are not infallible. Not everything works out for the best, in Cheryl's eyes. Their marriage breaks up. Their love does not last forever. Regardless of her seeming feelings about her mother, she still seems to view her as a larger than life figure. She's conflicted about marriage because her parents' marriage was not working out. This is reflected in her own life, in situations like the "Frigid" messages. She apparently has trouble showing affection properly, and boyfriends find this off-putting. She's looking for a father figure, and seeks out older men, not seeing right away that this is not appropriate and also won't end well; the older men don't want a long-lasting relationship with her; they are sexually attracted to her because she is young and cute and willing to sleep with them. Even if she has gotten over her sexual inhibitions at this point, she still makes bad choices about what men she is with. It becomes a self-fulfilling prophecy, almost. She doesn't expect relationships to ever work, and then she puts herself in situations with men that are guaranteed not to result in a healthy relationship.

=====  
RELATIONSHIPS  
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Dr. K mentions "abnormal sexuality," but what is this really referring to? Is it Cheryl's seeking out older men? That's probably part of it, but I think it's also her was of looking at sexuality and relationships. Otherwise, I don't see the point of including the Choking Game stuff or the pigtails wig messages. Relationships in the game are problematic. Feelings aren't mutual between the parties involved. There is role-playing and abuse, even death in some situations. In her real life, Cheryl witnessed her parents not getting along any more. In her own life, she doesn't seem to have had fulfilling relationships. The Frigid messages suggest she is, well, frigid. She is shy and not affectionate in the relationship and the guy wants to break up for this reason. She seems to have trouble expressing her emotions, especially affection. There is also the sexual encounters with the teacher, but this, too, is not a healthy relationship. He's in a position of power because of his authority figure status and age; her power over him is because she is young and sexually available to him, but it isn't really much power because she is insecure and looking for a paternal figure.

Lisa is used to express some of Cheryl's sentiments, especially the idea that she looks for men who remind her of her father, and then regrets it the next day. Obviously, her feelings on the matter of sleeping with older men are mixed. She feels guilty about it, but that doesn't keep her from repeating the mistake.

Michelle likes men who look like her father, too (though John does

not). She talks fondly of John and their relationship, so that, in the beginning, we think everything is hunky-dory with them. When we finally meet John, we learn that it's not. Michele has been romanticising their relationship, it is not really working out all that well. They break up. The "absence makes the heart grow fonder" line is also important; it's what is happening in the game. Harry's absence makes Cheryl romanticise his memory, just as Michele romanticises about her relationship with John. The reality is not so great; both cling to the fantasy person instead.

Though we never learn anything about Cybil's romantic relationships with men, we do know she was fond of her father, to the extent of wanting to be like him. Also, she doesn't mention him actually dying, but she mentions a head injury, and that he was never the same after that. She tells him to take care of himself, for his daughter's sake. This is important because it refers very much to Harry's car crash and actual death.

The principal's family is also pretty dysfunctional. He has divorced his wife, and refers to his son as useless, despite the cute drawing Otto made of himself and his father (it seems an unequal relationship; the kid seems to like his dad). It seems that the principal has been trying to contact his ex-wife, but she refuses to talk to him, and seems very hostile toward him. It underlines the themes of divorce, separation, love fading over the years, etc.

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#### Memory

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"Everything one invents is true" is printed on the Poetry as Precise as Geometry pen memento. Certainly, Cheryl is very obsessed with the idea of this idealized father she created because she missed her real father.

Just the idea of collecting pointless mementos (they don't affect your game results in any way) shows how valued memories are to Cheryl. The Adam memento says "never forget." The Memories untaken memento, a camera or a roll of film, says "Capture the Fun! Memories to keep forever!" There is also a Memories Undeveloped memento, a roll of film not yet developed. The photo store is called "Photographic Memory," a phrase Harry also uses when Lisa asks why he doesn't keep a notepad with him at all times. This is interesting because, obviously, Harry's memory in the game is terrible; he can never remember who people are or how he got to certain places.

Another significant piece of dialogue occurs when you are walking with Michelle, and she's talking about how she and John don't live together. Harry: "They say absence makes the heart grow fonder." Harry then says he believes that. It goes back to how Cheryl has idealized Harry. The longer he's been dead, the more perfect he appears in her mind.

#### CONCLUSIONS:

Cheryl is overly obsessed with her memories of Harry. Because she no longer has the real Harry, the memories are all she has, and as time passes, she idealizes these more and more.

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#### SEX/DEATH vs MEMORY

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Playing through the game, there are a few main branches you can take by

choice (not counting Diner/Bar, because one will be locked):  
in the beginning you can go through the TV/electronics shop or the dress shop. In the mall, you can go through the camera shop or the hair salon. The types of shops here are interesting. TVs/VCRs that are in the first shop represent memory; Cheryl is obviously always watching old home movies of Harry. Likewise, the camera shop is also a way to preserve memories. What of the other two? They are "girlier" choices, a dress shop and a hair salon. They could represent sexuality in the sense of making oneself look good, like the dress echo message in the dress shop. But according to Dr. K, sex=death. Cheryl's delusions/fantasies are related to the preservation of real and imaginary memories, and point more toward denial of death.

Another thing is the choice of the planetarium vs. art studio. The planetarium may not be a camera shop, but it does represent science more than art.

I'm not entirely sure which choices affect the appearance of things in the game. The sex- and alcohol-related questions are apparent enough, but I don't know about the rest. I think it's likely that the choice of shops you go into makes some sort of impact, though.

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Suicide  
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There is the hanging boy in the school and all the references to "The Choking Game." In the forest, there is an echo about a boy who apparently freezes to death and will soon be with his (apparently dead) brother. There is a poster for a suicide hotline in the school. One of the mementos is a ring that says "Ophelia" on it, and she died in "Hamlet" by drowning, then the other characters aren't sure what kind of burial to give her in case it was suicide. The knife memento says "all stories end in death." Perhaps Cheryl was suicidal? Or it could just be another reference to Harry's death. The Choking Game could be some attempt to alter one's consciousness, or it could be autoerotic asphyxiation. The latter seems to make more sense to me just because of the sexual themes.

=====  
SEXUALITY & ELEKTRA COMPLEX  
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Sex is a large theme in SHSM. Kaufman refers to sometimes to "strange sexuality," or saying that to deny sex is to deny death itself. He says it's not shrinks who are obsessed with sex, it's really the patients. Insofar as "strange sexuality" goes, there are some fetishistic things referred to in the game. The bit about the "choking game" and the photo associated with it seems to refer to autoerotic asphyxiation; the photos in the Cat House seem somewhat bondage-y with the leather outfits. I doubt these things mean much, especially the Cat House stuff, I think it's more to just underline sexual themes in the game.

The biggest sexual "weirdness" is the Elektra-complex theme. Every woman in the game seems to like men like their father. Michelle tells Harry he dresses like her father. He's offended, but then she says she likes men who look like her father. (John doesn't look like her father.) Lisa says pretty much the same thing. Young Dahlia, who pretty much looks exactly like the old Cheryl mugshot photo, has a sexual relationship with Harry. When he forgets who she is, she asks him if he finds her attractive. "You're young," he says. The videotape that is constantly replayed also reinforces this theme. "I love my daddy! I love my daddy! I love

my daddy!" It's even repeated ad nauseam, so you can't possibly ignore it.

Just like how John tells Michelle she's not really in love with him, she's in love with the John in her mind, Cheryl is not really in love with Harry, she's obsessed with an idealized version of him in her mind. The mementos may give some insight into this as well.

Frigidity is also a recurring theme. There are voice mails about a woman who is frigid. Kaufman talks about denying sex, and says people who are getting enough don't need therapy. The whole idea of the ice worlds as well as the snow could refer to frigidity.

Harry and Young Dahlia are presented more as archetypes than real people, and this is further underlined by the Adam and Eve mementos, which have pictures of Harry and Dahlia on them, respectively. Harry is being thought of as Man, not just a Man, and Dahlia as Woman. This also helps to explain why the women morph into one another and have similar attitudes on things throughout the game. Harry goes to the club with Michelle, who then turns into Dahlia, but they are both talking about the same SUV. Michelle and Lisa are both attracted to men who look like their fathers. (The same might be said about Young Dahlia, who has a sexual relationship with Harry.) Harry as an archetype could also be seen in the opening video, where he and Cheryl put their heads through the painted scene with the princess and the knight; Harry as her knight in shining armor. "I love my daddy." To progress in the game, you have to request a song called "Daddy's Girl" on the hospital radio program. Harry says something about Cheryl being daddy's little girl when talking to the bartender as well. The pigtails voicemail about "daddy's little princess" is more of the same. I don't think Cybil ever overtly says anything about men like her father; however, she does reminisce on the times she spent driving around with him in his patrol car (apparently he was a cop, too). Sure, that's not the same thing, but it does make her a bit of a "daddy's girl" as well, if she preferred to spend her time as a kid hanging around her dad while he was working, and then she went on to have the same profession as him. She wanted to be like him, so she probably idolized him in a way. One of the "paparazzi" photos appears to be Dahlia in a car with a teacher, and it says he's "old enough to be her father."

#### CONCLUSIONS:

What can we extrapolate about the real life version of Cheryl from all this? I think it's clear that she is attracted to older men and is looking for "father figure" types. The "paparazzi" photos also allude to this, as well as the "pigtails" messages. Young Dahlia/Cheryl is seen in a car with a teacher, and the message says she can't wait to get to the motel. It also suggests she's sleeping with the teacher and he gives her good grades. The one "pigtails" message says the girl looks just like his daughter when she's wearing her wig. The game relationship of Dahlia/Harry parallels real-Cheryl's relationships with older men.

Addendum: After reading the interview with producer Tom Hulet on silenthillheaven.com, I am amazed he almost denies the Elektra complex theme, saying she "loves her daddy," but not in a "creepy" way. As I said above, I don't think she literally wants to marry her father, either, but I just can't fathom denying a vaguely Elektra-ish theme given the facts of all the woman being attracted to men who remind them of their fathers, etc.

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Since the main parts of this game take place in Cheryl's head, it would be easy to just say they don't matter much because they aren't real. I don't think it's that simple, though. During the course of the game, Harry interacts with Cybil, Lisa, Michelle, Dahlia, and the bartender. So in this section I am going to attempt to discuss the NPCs, whether they are real or not, and their role in the game.

Later in the FAQ I discuss the purpose of the Raw Shocks, and I think some of the characters serve pretty much the same purpose: to slow Harry down. Rather than attacking him physically, they distract him and keep him away from the lighthouse. Young Dahlia, Lisa, and Michelle, especially, mainly serve as distractions. They are pretty young women, and Harry is attracted to them. Not necessarily to the point of forgetting his real goal, but he does end up getting with Dahlia, he may or may not check out Lisa in her underwear while she's changing, and he seems to like Michelle a bit, also. Compare with one of the ending bits when Dr K says, "You're obsessed with not having sex." Sex is a distraction in the game.

Paying too much attention to the women around could keep Harry from getting to the lighthouse and discovering the truth right away. There is also Dr. K's "to deny sex is to deny death" statement, suggesting Cheryl's "abnormal sexuality" stems from denying her father's death.

%%%

DAHLIA

%%%

Apparently, Cheryl's projection of herself into this whole delusion/fantasy using a younger version of her mother. Young Dahlia is the one that Harry interacts with, mostly. Old Dahlia is the older version, Harry's apparently estranged wife. Then there is Real Dahlia. She's the one in the locket, and in the video endings. She's blonde but doesn't look much like the other two.

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Dahlia v.1 - Young Dahlia

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Young Dahlia's hair color and clothing varies depending on your gameplay. She has blonde or dark hair, and she may be dressed more or less provocatively. Dahlia is young. She emphasizes how she and Harry only are around each other when they're drunk, and wonders if they'd even like each other sober. She's flirty with Harry and is having a sexual relationship with him. Does this mean Cheryl actually wants to have sex with her father?

I don't believe so. Certainly, if the game is all fantasy, she could just fantasize about herself and her father, but she doesn't. She makes the relationship happen between her father and an imaginary mother/self figure. I don't think the YD/Harry sexual relationship is necessarily Cheryl wanting to literally have sex with Harry; I think it's the product of sexual confusion, idolizing her father, and wanting to make him happy. Maybe Harry was a bit of a lecher in real life, and maybe Cheryl thinks one way to please him is for YD to have a sexual relationship with him.

This Dahlia seems to serve as a distraction. Otherwise, why would she end up having sex with him?

He's got amnesia and he's worried about his missing daughter. Not exactly a sexy situation. I think she's another character to distract him and keep him from learning the truth.

\*\*\*\*\*

Dahlia v.2 - Old Dahlia

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Though not actually "old," I say "Old Dahlia" just to contrast her with YD, upon whom she is clearly based. She is an older version of her, who is similar in age to Harry, and they are/were married. Her appearance varies as well, but in general, she's much less glamorous than YD. It's important to note that OD is based on YD, and not Real Dahlia, because OD is aged more. OD is the villified version of Dahlia, which, if you go by what Dr K says, is also not real. He says her mother is not the monster she thinks she is.

This Dahlia also seems to be trying to get Harry closer to the truth, most of the time. When Harry meets her at the Levin St house, she reminds him that they are married, but before she can say much more, the world freezes.

\*\*\*\*\*

Dahlia v.3 - Real Dahlia

\*\*\*\*\*

Cheryl's real mother, the one in the endings and photos. We don't know a whole lot about her, except that Cheryl's relationship with her is not all that great. Cheryl might blame her mother somewhat for Harry's death, or just resent her because she's alive and Harry isn't.

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LISA

%%%

Some things about Lisa change based on your actions, but I need to think it over more as to whether or not it's extremely important. I think it's likely that Lisa is at least based on a real nurse. Sometimes she mentions being attracted to older men and then regretting it the next day, which is more of the theme of Cheryl going after older men who remind her of her father, and then feeling conflicted about it. It's also interesting that Lisa is disapproving of Cheryl's "bug collection." She "sees the creepy" in everything. What is also interesting is that she says how she "doesn't need a man" in her life, as opposed to some of the other characters (Michelle is clingy toward John, for example). While Michelle talks about liking men who look/dress like her father, she doesn't put a value judgement on it, and seems okay with this fact. Lisa, on the other hand, is more negative about this and everything else, really. She's pessimistic and disapproving. She likes older men, but she has regrets about it. When she sees a butterfly, it's a "dirty, creepy bug" to her, not a "pretty bug."

Lisa seems to distract Harry because she leads him to her apartment, then calls him back after he's gone. She really doesn't help in the search for Cheryl; she slows Harry down.

%%%

MICHELLE

%%%

She dresses rather differently depending on your actions, but the general sense is that she is an attractive, idealistic, romantic woman. Like Lisa, she claims to like men who remind her of her father. Harry apparently dresses like her father. She says, "You're younger than you look" or something to that effect, further emphasizing the old/young, mature/immature themes. He dresses like her father, but isn't really that old. (Related: Also bear in mind that since Harry died 18 years ago, he obviously hasn't aged since he's not alive. He's frozen in time at the age he was 18 years ago. I don't know how old he was supposed to be, but while the age difference between Cheryl and her mother remained constant over the years, the difference between Cheryl and Harry got smaller. He's only alive in her memories, but

always at the same age. As time goes by, the gap between their ages closes in. She might not only be attracted to men like her father unconsciously, but as time goes by, her father seems more like an agemate of hers. He remains youthful in her memory, while her mother grows older and Cheryl grows into a young woman).

Michelle is helpful at times, though. She wants to help Harry get to his house, she suggests he call the phone number, she and John start to drive him but don't make it due to their argument. They lead him to a place that is very important in Cheryl's memory, though: the amusement park.

%%%

CYBIL

%%%

Her looks and personality change drastically based on your actions, but in general, she's the tougher female character here. She doesn't outright say anything about being attracted to men who resemble her father, but she seemed to idolize her father as a child, even growing up to work as a police officer like him. The affection for her father is there, it's just not sexualized.

What is interesting about Cybil is she's often leading Harry closer to the truth. When she says she looked up the file on Harry Mason, and is about to ask him about it, the world freezes up to keep her from telling Harry more. The delusions often have to sort of attack Cybil, or Harry would progress too quickly. Cybil could somewhat represent the conflict inside of Cheryl. A lot of her wants to keep this delusion, to hold on to this image of her father alive and well; but then another part knows it's not the truth and that she must eventually let it go and move on. Cybil pushes her toward this eventual acceptance of the truth.

The relationship between Cybil and Cybil's dad closely parallels the real relationship between Cheryl and Harry. Cybil's dad didn't die in that way, he was attacked and "not the same" after, perhaps brain damaged in some way. However, the relationship changed then. In a way, it was like he died. The relationship was one of admiration, not in any way sexual. Likewise, I think Cheryl loved and admired Harry while he was alive, but didn't actually want to have sex with him or anything like that. It was a normal relationship. In contrast, the relationships between other characters in the delusion are abnormal in some way.

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CHERYL

%%%

Okay, not really an "other character," but there may be more to say about her as well. What do we know about Cheryl? Dr. K says she's been deluding herself since her father died, 18 years ago. She was 7. That would make her about 25. She doesn't get along with her mother. She has an "abnormal sexuality," which could refer to the Frigid messages, the Papparazzi messages, Pigtails, and being attracted to older men. She has been in trouble with the law, according to the Problem Child messages.

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JOHN

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He's very much the opposite of Michelle. She's a singer; he's a lawyer.

She's more of a romantic/dreamer, and John is more realistic. He came back to Silent Hill to break up with Michelle, saying their relationship is "running off of fumes" and really isn't a relationship. Michelle still clings to the idea of moving in with him and maybe having a family. I think the John/Michele scenes mainly serve to show us that Cheryl has conflicted feelings about relationships.

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#### CHERYL ON SWINGS IN PLAYGROUND

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Certainly, this partly exists so you can figure out how to use the cellphone camera function. However, our first ghostly image is of a young Cheryl on a swingset, followed immediately by an echo message asking for help from Harry. The young girl on the swings makes her seem young; the call shows she's in trouble. It is like the opening movie; she's the damsel in distress. She wants Harry to save her. Another interesting thing is that two of the ghost photos are of young Cheryl, while all the others are older or seemingly unrelated. There is also the photo of Cheryl and Harry with their heads through the board thingy in the park later in the game.

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#### NIGHTMARE #2: FOREST

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When you reach the last lodge and go in, you notice a shadowy figure kneeling on a sheet or blanket with a pool of blood in the middle. This could mean a lot of things. Blood is used more in the forest than anywhere; there's the "Joel" messages, where the boy's father is berating him for being a sissy while taking him hunting. The bear is all bloody in some playthroughs. There is the ghost image of the dead deer over the sink in the lodge. Blood represents death, the deer is dead, Joel shot him in the "cycle of death" messages. Depending on the message, it might also say how proud grandpa will be, and that he's now a man. I find this particularly interesting, because blood may not only mean death. Recall that Cheryl isn't really 7 years old, and that sexuality and womanhood is also a prevalent theme. The figure is kneeling over a sheet covered in blood. Could this be a metaphor for womanhood as well? Traditionally, a sheet with blood on it would be hung out after a woman's wedding night, not only to "prove" she was a virgin beforehand, but also to mark the transition from childhood to a new status as a grown woman. Joel becoming a man = Cheryl becoming a woman, growing up. Blood represents rebirth as well, death of childhood and rebirth as an adult. Joel "becomes a man" by killing a deer as a rite of passage. Cheryl becomes a woman, not necessarily by killing anything, and not necessarily related just to menstruation, but I think the blood still stands for both death and rebirth. The game shows that sexuality has been a major problem of Cheryl's. That's why blood, not just a more obvious metaphor for menstruation, but also for sexual maturity in a more general sense (puberty -> sexual maturity) takes place at the beginning of a nightmare sequence; becoming a woman and having relationships and sexual experiences isn't something Cheryl thinks on fondly. Similar: the paintings in the bordello of scantily-clad women with butterfly wings. Butterfly=grown version of caterpillar, mature version. Cheryl starts out as a 7 year old, immature, caterpillar-like and struggles with sexual maturity, represented by things like the scantily clad women. Joel apparently doesn't like hunting much, he's crying and his father is screaming at him for being a sissy. It's a traumatic experience for him. He's been pushed into it by his father, who apparently can't be proud of him



for other things he's done. He wants his son to go hunting and bring home a deer. He's the one who insists that it's a rite of passage and needs to be done to "become a man." Cheryl certainly wasn't pushed into adulthood by Harry in precisely the same way; he died long before she hit puberty. Still, it could be said she had to grow up faster due to the stress of her parents fighting and then Harry dying. And then, after puberty, she ended up mixing sexuality into it by sleeping with older men/father figures. I thought maybe it could be something like miscarriage/abortion, but I'm not too sure about that.

Additionally, it could just be taken at face value: blood in a hunting lodge probably means someone slaughtered an animal there. Certainly, there are plenty of slaughtered animals nearby in the Orion hunting lodge: the bear, the deer, a rabbit. There's a ghost deer above the sink and a dead deer under the back porch. When you enter the last lodge in the area, you see the ghost figure kneeling over the blood pool in the middle of the floor. This could mean that Joel slaughtered the deer here, or just serve as a reminder of animal slaughter (which is also a "loss of innocence" theme in Joel's case).

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#### FAMILY VACATION

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The room with the music box puzzle has a message about the vacation going badly. The child has cut herself. The father is busy getting drunk and not looking after her. The mother is busy talking on the phone and can't be bothered, either. I think this only shows that Cheryl felt neglected and traumatized by the problems in her parents' marriage.

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#### BRYANT OVERLOOK ECHO

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This sets a scene of a woman parking with a man; the photo is of a crying girl in the passenger seat. He wants to have sex; she does not. This ties in well with the Frigid messages. She threatens to tell her dad. When you take the photo, it shows Cheryl crying. This probably represents a scene of her and her boyfriend.

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#### HOSPITAL

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The general gist of these messages is that the father is spoiling her, feeding her chocolates, taking her toys, and also trying to make the mother feel bad (because she is not there). Like the song you have to request from the radio, Cheryl is "daddy's girl." Harry is the one there with her in the hospital.

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#### LABYRINTH NIGHTMARE SEQUENCE

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It is interesting that the nightmare sequences start out very complex and similar to reality, then they begin to break down and become more confusing, yet more simplistic and dreamlike. The first nightmare part in the city streets looks a lot like the same city streets do normally. The mall seems a lot like a mall, etc. Eventually, though, the sequences start to become weirder and more repetitive. Repetition is a big theme in the game though, even the opening video. Consider the labyrinth part. You start out going down, and you are descending further and further

into Cheryl's mind. This part has images of Cheryl and Harry, repeating pictures and rooms across from where you are running/floating down. Then you reach the area with the chair, lights, and broken glass. The room is huge, yet black and it has very little in it. When you reach the broken mirror, you teleport into the next area, which has a mirror, which also teleports you. These next areas resemble a home. The labyrinth has hallways with ice over them, and then a repeating area with a couch and a television playing the opening video. Clearly, this is supposed to remind us of Cheryl sitting around in front of the TV, watching home videos over and over. Later, we come to the part with the invisible walls, ending with a frozen statue scene of Dahlia sitting on the bed, just like in the scene where Harry meets her.

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#### LAKE NIGHTMARE SEQUENCE

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This is the weirdest nightmare sequence, probably, because there is almost nothing there, and you can't survive it (!). Why include a place you can't survive? Well, SH1 and SH3 both did this in the opening, but I don't think this is referencing those. I think the reason Harry dies again here is to drive home that Harry is dead. It's also a fairly sparse area; just some statues and water. It's interesting that the Raw Shocks get frozen here. Previously, people (Cybil, Lisa, etc) would get frozen after a scene that revealed some information on what was really happening, in order to keep Harry from his goal. Then a nightmare sequence would start, further distracting Harry (and you, the player) from thinking too much about things. Here, the Raw Shocks, the very same creatures that always chase you in the nightmare sequences, are the things getting frozen. As Harry says to Dahlia on the phone, it's too late to turn back now. The Raw Shocks are useless now, Harry has come too far and learned too much.

I think the sparseness of the sequence reflects how Cheryl's delusions are becoming less powerful and breaking down more and more. Harry can see statues of Cheryl and himself at the bottom of the lake; more memories of better times. However, these statues are at the bottom of a frozen lake.

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#### IV. PHONE NUMBERS

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311

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(1) Operator: Thank you for calling silent Hill Customer Service Center. How can I help you?

Harry: My daughter is missing.

Operator: Okay sir, I will transfer you straight through to the police line

Harry: No, wait... Damn.

(2) Operator: Thank you for calling Silent Hill customer service.

Harry: I...

Operator: Can you hold for one moment?

Harry: No, I ...

[Music]

Harry: What?

(3) Operator: Sorry, all of our operators are busy on other calls. Please hold...

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411

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(1) Please hold for directory assistance.

(2) Please hold for directory assistance.

What city please?

Silent Hill.

Silent... Hill?

[dial tone]

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911

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(1) Operator: 911 What is your emergency?

Harry: My daughter.. my daughter is missing.

Operator: 911 What is your emergency?

Harry: My daughter, my daughter is missing.

Operator: Hello, caller, please speak up so I can hear you.

Harry: My 7 year old daughter is missing.

Operator: Caller, I'm having trouble hearing you.

Please stay on the line.

Harry: Shit.

(2) Operator: 911 What is your emergency?

Harry: My daughter.. my daughter is missing.

Operator: 911 What is your emergency?

Harry: My daughter is missing.

Operator: Is there anyone there? Is this a prank call?

Harry: No! No my daughter is missing.

Operator: Okay, I'm going to hang up now

(3) Operator: 911 What is your emergency?

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Alchemilla Hospital - 555-9400

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Welcome to Alchemilla. Your call will be answered in the order it was received. Health care is about more than just science. Here at Alchemilla, we are about the art of healthcare, putting the patient first.

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Bodkin Insurance - 555-3800

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(1) Thank you for calling Bodkin Health Insurance. At Bodkin, your family is our priority. We are currently experiencing technical difficulties and cannot answer your call at this time. Please try again later. Ensure your family is protected and safeguard their future with a comprehensive Bodkin Health Plan. Because life is too precious

(2) Thank you for calling Bodkin Health Insurance. At Bodkin, your family is our priority. This office is now closed. For sales inquiries please call back during office hours. To make a claim, call the number in your starter pack. Ensure your family is protected and safeguard their future with a comprehensive Bodkin health plan. Because life is

too precious.

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Brodie Insurance - 555-3900

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(1) Thank you for calling Brodie Mutual Home Insurance. With Brodie, you're covered. This office is now closed. For sales inquiries please call back during office hours. To make a claim, call the number in your starter pack. At Brodie we replace all items with exact replacements. So when the worst happens, you won't miss a thing.

(2) Thank you for calling Brodie Mutual Home Insurance. With Brodie, you're covered. We are currently experiencing technical difficulties and cannot answer your call at this time. Please try again later. At Brodie we replace all items with exact replacements. So when the worst happens, you won't miss a thing.

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Brookhaven Hospital - 555-9300

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Brookhaven Hospital. Mental health care with a personal touch. Please call back during office hours to speak to a care representative or staff nurse. At Brookhaven we know the brain is more than just an organ.

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Superintendent (Nightgale Apt) 555-4139

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(1) Superintendent: Sorry, sorry, my kid's been acting up. Haven't had much sleep. What can I do?  
Harry: Sorry if I woke you.  
-It's fine, it's fine. What can I do?  
Harry: I don't know. I guess... I don't know.

(2) I'm not able to take a call right now. Please note, if you are calling to request maintenance or an inspection that has not previously been scheduled by your landlord, I will require your tenant repair contract number... found in your tenant's package. If you have lost your number, you must receive a new one from your landlord before any work can be booked. Thank you for your help in keeping Nightingale Apartments in great condition.

(3) Hey, this is Gary. As of last Monday any and all requests for maintenance work or non-scheduled inspections must be delivered to the building superintendent, myself, in writing. This complies with the small print in your lease agreement. If you are calling to ask about the elevator repair, rest assured we are investigating the matter but have had trouble locating spares and ask that you continue to use the stairs.

(4) Get off my back!  
This is important.

(5) -Hello?

-I'm calling because-  
-You a tenant?  
-No. No, I just..  
-Ah, Christ. Do you know what time it is?  
-Why don't you go wake up some other prick.

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How am I driving? - 555-7243

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(1) Hi. You've reached HOW AM I DRIVING? Have you witnessed erratic or aggressive driving? All incidents of offensive driving will be reported to the vehicle owner. If you wish to report an incident please state the license plate now.

(2) Hi. This number has already reported an incident today. We can only log a single incident per caller in a given twenty four hour period. We have this restriction in order to safeguard our systems against prank callers or malicious complaints. If your complaint is genuine, please call back within office hours when an operator will be able to assist.

(3) Hi. You've reached HOW AM I DRIVING? To report incidents of drivers sleeping at the wheel, driving too slowly, or dangerous lane behavior, please state the highway on which the incident occurred.

(4) You've reached HOW AM I DRIVING? If you have witnessed aggressive driving, drunkenness, or other incidents, please state the location where the incident occurred.

(5) Hi. You've reached HOW AM I DRIVING? Please state the incident you wish to report: Offensive Behavior, Illegal Parking, Curb Crawling, Tailgating.

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Woodland Properties - 555-6128

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Woodland Properties... Vacations in the great outdoors. Please call back during office hours and our sales agents will do their best to provide you and your family with the best vacation package for you. Vacation time should be quality time. Enjoy the wonders of nature in the luxurious surroundings of a Woodlands Properties Lodge.

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The Cat House - 555-5477

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(1) Man: Hi this is the Cat House. Gentlemen, do we have some nasty females for you. They're caged and in heat. Yours to do with as you want. Forty five minutes with one of our cats is just \$200. For \$300, she's yours for one and a half hours. Your money assures her obedience.

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Cine-Fone - 555-3663

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(1) Welcome to Cine-fone. Take a listen to the forthcoming features

in your area. Together Forever. True love against all odds. Two star-crossed lovers fight to be together. Their passion, their story. [woman's voice] "Kiss me. Kiss me like it's the first kiss you've ever tasted." [man] "Your lips are all I know." Movies audiences across America have taken this couple to their hearts. A romance for our times. Together Forever. Rated PG 13.

(2) Welcome to Cine-fone. Have a listen to the forthcoming features in your area. Dearest Mother. She was the perfect mother, in search of the perfect opportunity to shine. "You've been the best mom. Now it's your turn too live your life." This heartwarming take will lift the spirits of families everywhere, with a story of love and strength in the face of adversity. Rated pg 13

(3) Welcome to Cine-fone. Have a listen to the forthcoming features in your area. The Dancer. She had a body, and she needed to use it. Sweat. Tears. Lipstick "the way you dance. It's like you wanna screw everyone in the audience." "You wish. Dancing is better than sex." "You've never slept with me." "You've never danced with me." Audiences across America are sweating in the theaters watching The Dancer, one of the hottest movies ever to be screened in public theaters. The Dancer is this week's major movie turn on. Rated R.

(4) Welcome to Cine-fone. Take a listen to the forthcoming features in your area. Good Poison. After the first taste, you're hooked. "It's like nothin; you've ever tried before. It's 0 to 60 in a second!" "From an early age, Stevie Moss found himself surrounded by bad influences - "Go on stevie, let's get high then get nasty!" - and he made the most of them. A tale of our times. A story about being bad and getting away with it. Audiences around America are getting buzzed on Good Poison. Rated R.

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Fishing

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The operations center is closed right now. Information regarding hunting dates, zone demarcations and the purchase of hunting and fishing permits can be found on our website. In the event of an out of hours emergency, please call local emergency services.

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Mr Gordon - 555-5464

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Is this another prank call? [breathing] You speak up! Do you think this is scaring me? I don't deserve this! [hangs up]

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Honey Trap - 555-5477

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(2) Woman: Hi, this is Candy at the Honey Trap. If you're looking for a once in a life time experience, every night of the week, this is the

place to be. Our girls are handpicked for their unparelled beauty and their dedication to the art of pleasure. For 45 minutes with a Honey Trap beauty, the charge is \$200. This does not include drinks. We offer a member's deal with awards discount and priority booking. Ask about it your next visit.

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Job Ad (Mall) - 555-7872

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(1) You are through to the voicemail of Susan Ford, H.R. Administrator at Toluca Mall Enterprises. Here at Toluca Mall, we are proud of an organization built on tradition. We offer our employees security with health plan enrollment, and a sworn duty of care to our staff and their families. Our organization rewards hard work and is proud of its community initiatives. If you are interested in seeking employment with Toluca Mall Enterprises, please call back during office hours or come by and visit us at the management suite of Toluca Mall.

(2) You're through to the voicemail of Susan Kennedy, H.R. Promoter at Toluca Mall Enterprises. We're always seeking new and bright staff to help us take The Experience to our customers. We are looking for natural performers, people who understand that commerce is as much about the experience as the product. Do you have a drive to entertain? Are you creative and a natural communicator? We have many interesting opportunities here at the Toluca Mall. Call back during working hours, or come by and visit at the management offices on the first floor.

(3) You're through to the voicemail of Susan Jefferson, Head of HR at Toluca Mall Enterprises. If you are calling to inquire about vacancies or other positions within our organization, please direct yourself to our website. Fill in the simple referral form there with your details, attaching a resume and a reference form from your current employment. Once the form has been processed we will contact you. Thank you.

(4) You're through to Toluca Mall Enterprises HR department. Susan Spencer is no longer employed by this company. For all HR inquiries please contact us by mail.

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Join Tookie - 555-8665

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(1) Hi, this is Jeri. If you are calling regarding the forthcoming Tookie production, unfortunately this has been cancelled. We apologize for any upset or inconvenience this may have caused. I know many of you have cancelled plans and made special efforts to make sure your children were free to participate. Unfortunately, changing corporate priorities have meant the funding previously available to our Tookie community projects has been cut and we

cannot afford to proceed as the cost of insurance is prohibitive.  
Thanks again for your interest.

(2) Toluca Mall will be shooting an exciting series of educational videos teaching children about the joys of shopping. We are looking for children aged four to ten years old, capable of performing and speaking to camera. All participants will get to keep their clothing from the day as a bonus. Toluca Mall Enterprises reserves all rights to the footage and the use of all likenesses and name of participants in any, and all future promotions, videos, marketing literature, and artwork. Please leave a name and number after the beep and we'll get back to you!

(3) Toluca Mall will be shooting an exciting series of educational videos teaching children about mall safety. We are looking for children aged four to ten, of Caucasian descent, with blonde or brunette hair. Children must be clear-sighted, or be able to perform without eye wear. Toluca Mall Enterprises reserves all rights to the footage and the use of all likenesses and names of participants in any, and all future promotions, videos, marketing literature, and artwork. Please leave a name and number after the beep and we'll get back to you!

(4) Hey, Tookie here! I'm looking for happy young kids to star in an exciting video all about me and the place I call home, The Toluca Mall! Tookie here... I'm... Mall!... kids... call home... video, video...

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Konami Customer Support Line - 220-8330

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(1) Thank you for calling Konami Customer Support. How may I assist you today? Um, hello? Hello? Our caller ID shows that you are calling from Silent Hill. I regret to inform you that you are beyond even our help.

(2) Thank you for calling Konami Customer Support. Due to an unusually high call volume, all of our agents are currently busy. Please hold and your cry for help will be answered in the order that it was received.

(3) Thank you for calling Konami Customer Support. Hello? Oh, is this the call about the UFO hunt? Sorry, you must have gotten disconnected! Okay, so 13 UFOs have been scattered throughout the game. If you find one, photograph it with your cell phone. If you take a picture of all 13, you'll unlock the bonus ending. Good luck out there!

(4) Thank you for calling Konami Customer Support. Unfortunately our office is closed at this time. Our hours of operation are Monday through Friday from 9am Pacific Standard Time to 5pm Pacific Standard Time. Please call back again during our normal operating hours.

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Lakeside Amusement Park - 555-3253

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(1) Expand your mind at Lakeside Amusement Park. Step off the



lakefront and let your imagination run wild as you enter our fantasy kingdom. The possibilities are endless as you and your family are drawn into our make believe world.

(2)Lakeside Amusement Park - the park of he future! The latest rides and attractions are waiting for you and your family. Step off the lakefront and into a world of fantasy and technology!

(3)Lakeside Amusement Park has been a standout feature of the Silent Hill lakeside for over two decades. A world of fantasy and adventure, the park has a commitment to safety and value, making it the ultimate family day out!

(4)Lakeside Amusement Park welcomes you to a world of freedom and excitement! Step off the street and into a fantasy playground where everyone is born again as a child. No family vacation is complete without a trip to the fantasy kingdom on the lakefront.

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Lakeview Hotel - 555-2502

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Lakeview Hotel is closed for the season. Isolaated in the lush surroundings of the Toluca Lakefront, the Lakeview is Silent hill's premier luxury hotel. Yeares of service have established the Lakeview as the choice for the important occasions in life. Visit soon and make the Lakeview your "special place."

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Lost Children - 555-5678

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(1) Lakeside Amusement Park is closed at present. We are committed to creating a safe and responsible environment for your family to enjoy and have taken several steps to help protect visitors young and old. Our visiotor information kiosk can provide smart tags to attach to children's clothing, allowing their whereabouts to be monitored whilst they are in the park. We have also produced a leaflet outlining all safety factors on our rides and have instituted a health=first policy in jour restaraunts to ensure the food served in the park is healthy and allergen-free.

(2) Lakeside Amusement Park is closed at present. The protection of our little guests is our utmost concern and we are always on guard against threats to safety and well-being. Should your child become separated do not shout out to find them. Doing so may alert potential child predators to the fact there is a child alone in the park. Inform park staff who will initiate a search and alert the front gate.

(3)Lakeside Amusement Park is closed at present. The safety of the children who visit our park is of utmost concern to us and to our staff. However, it is the responsibility of parents or guardians to take care of the children in their party and to ensure they follow the safety guidelines and regulations posted on site. Lakeside Amusements cannot be held responsible for accidents or injury relating to improper use of park equipment or behavior that violates safety guidelines.

(4)Lakeside Amusement Park is closed at present. The safety

of our young guests is something we care deeply about. We recommend that visiting children be dressed in bright clothing, making them easier to spot should they become separated from their family. If your children have a special amusement park outfit that they wear for trips out, it will be easy for you to recall what they are wearing in the event they become lost and you are panicked or confused.

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Lotus - 555-5477

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(3) Man: This is the Lotus Health Club. We offer many services to our clients, who wish to get world-class relaxation and healthy treatments. Forty-five minutes with a masseuse will cost \$200. For \$300, you get a premium massage and service. All rooms have showers and privacy is assured.

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Midwich School - 555-5122

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(1) You've reached Midwich High School. With facilities that are at the cutting-edge of education, we are preparing the next generation of achievers. Midwich High School is currently closed due to severe weather. Snow day conditions apply.

(2) You've reached Midwich High School. With cutting edge technology and a modern learning environment, Midwich is empowering students to lead the world of the future. Midwich High School is currently closed due to severe weather. Snow day conditions apply.

(3) You've reached Midwich High School. Here at Midwich, every student feels special. Our students' emotional well-being is as important as their academic achievement. Midwich High School is currently closed due to severe weather. Snow day conditions apply.

(4) You've reached Midwich High School, a learning environment where students are encouraged to find their own achievements and make the school their own. Midwich High School is currently closed due to severe weather. Snow day conditions apply.

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Midwich School Newspaper

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(1) Midwich High News Desk. We're out of the office right now. If you're calling to be interviewed for the bullying feature in our next issue, leave the details and we'll get back to you.

(2) Midwich High News Desk. No one is here right now, guess there's a really important story breaking somewhere. If you're calling to be interviewed for the forthcoming feature on recreational drug use, uh, please leave your contact details and we'll get back to you.

(3) Midwich High News Desk. We're out of the office right now. Oh, if you're calling to tell us about the spelling mistake on the poster, thanks, we got it.

(4) Midwich High News Desk. We're out of the office right now. If you're calling to be interviewed for the features on STDs, leave the details and we'll get back to you.

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Tour of the universe - 555-2264

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(1)Midwich High School presents the origin of life! Gaze at the stars and listen as we explain how life as we know it came to be: the big bang. Around twenty billion years ago, the universe consisted of a nothing but compact ball of hydrogen, protons, neutrons, electrons and their anti-particles... plus radiation. There were no planets or stars. No suns or galaxies. No people. Five billion years ago, the compact hydrogen soup exploded with huge force, and matter shot out in all directions. The universe doubled in size. The expansion of the universe continues today. The explosion caused a great decrease in the density and temperature of the universe and no new particles were formed. Now particles and anti-particles battled in a frenzy of self-destruction. This left the universe with a much reduced collection of positively-charged nuclei and negatively-charged electrons in what we call a "plasma soup." Everything we see in the world today was created in this incredible explosion five billion years ago. Just as life and death rule on the human scale, so are these the forces that dominate on the galactic scale.

(2)Hi there! My name is Star and I'm here to give you an overview of the Solar System. What's the Solar System? The Solar System is what we call our sun and the planets that orbit around it, including our own Earth! The Sun is a star, like me, but much bigger. The Sun is the source of all energy in our solar system and really hot - eleven thousand degrees! The planets orbit around the Sun. There are eight in all. Wait... what was that? Yes, you might have heard that there are nine planets. But not anymore! The ninth planet Pluto, an icy rock at the edge of the solar system, is no longer counted as a planet. Sorry, Pluto but you're just not big enough! That leaves eight planets, including our own. They are, heading out from the Sun: Mercury, Venus, Earth, Jupiter, Saturn, Uranus and Neptune. I like Earth the best, I bet you do too!

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Mr Gordon - 555-555-5464

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(1)Is this another prank call? You speak up. You think this is scaring me? I don't deserve this.

(2)This is Mr. Gordon. For the sake of my wife and my kids, please stop calling my house. And while you're at it, stop spreading these vile rumors. None of it is true. The kids made it all up.

(3>Hello. Hello. Have the guts to say something. Are you one of my kids? This is not funny.

(4)This is Officer Bailey from the Silent Hill Police Department. We are monitoring calls to this number after a harassment complaint. Your details have been logged.

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Tammy - 555-7588

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(1) Yeah.. Tammy. Who's that. Craig? Nate?  
That you Steve? Okay, I'm hanging up. Get your  
rocks off somewhere else.  
[phone number written on school wall]

(2)-Drunken Fun 101. It's Tammy. Someone there?  
-Yeah.  
-Oookay.

(3) This is a voicemail. I've changed my number, so I don't  
have to listen to you losers anymore. You think it's funny  
- it's not. Oh, whoever it was who spoke to my mom, screw  
you. You sick bastards.

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Toluca Mall

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(1) Toluca Mall has ceased operations. Debtors and creditors  
of Toluca Mall Enterprises should contact the Hayes Bader  
Bank for details of the foreclosure and liquidation of the  
company. Toluca Mall Enterprises has ceased to do business  
and can no longer honor prior contracts. Those who have  
purchased Toluca Mall V.I.P. Memberships are unfortunately  
not entitled for compensation for the unused portion of  
their membership. Questions about warranties and refunds  
on purchased goods should be sought with individual retailers.

(2) Welcome to Toluca Mall. Welcome to The Experience. I'm  
wearing a daring black mini-dress, diamond earrings to die  
for, and I'm dripping in the fragrance. I'm on my way to  
take in a movie, then having dinner with a gentleman who  
looks great in tight jeans. This is The Experience. This  
is Toluca Mall. What's your experience? Come visit today  
to find out.

(3) Welcome to Toluca Mall, home of The Experience.  
All under one roof and within five minutes of beautiful  
Toluca Lake. All the shopping, dining, and entertainment  
you need... in one place. Call in today to enroll as a  
Toluca Mall VIP and help yourself to our amazing value  
store card with low, low rates of eighteen percent APR  
on all purchases. Enroll today and receive a free gift  
as well as access to exclusive events and promotions!

(4) Welcome to Toluca Mall, home to The Experience.  
Step off the streets and into a carefree shopping,  
dining, and entertainment experience. Leave your worries  
behind and bask in the relaxed ambiance that is our specialty.  
Toluca Mall... your sanctuary from the stresses and  
strains of everyday life.

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Toluca Water Tours - 555-2628

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(1) All our tours are currently suspended due to the weather. This includes  
our Toluca Party Cruise. At this time, we cannot refund ticketholders.  
We're sorry but the weather is outside our control and our insurance does  
not cover us. We know, it sucks.

(2)Toluca Water Tours are currently suspended due to the weather. Any tickets for our Nighttime Romance cruise will be refunded at our kiosk lakeside. We're really sorry, but we don't want to be the next Titanic. Stay in and cuddle up in bed instead.

(3)All Toluca Lake tours are currently suspended due to severe weather. We've had to cancel the Wine & Dine cruise but will refund ticket holders fully for the price of their ticket and any pre-booked drinks. We're sorry, but a frozen Lake Toluca is not a good place to be.

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Towing - 555-0719

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(1)This office is closed. To reclaim a vehicle, please report to the tow lot on Cotter Street between eight am and seven pm. Drivers will need to bring the vehicle title and a valid state driver's license. Personal checks will not be accepted. All outstanding amounts must be settled in cash or with credit card payment.

(2)This office is closed. To reclaim a vehicle, please report to the tow lot on Cotter Street between eight am and seven pm. Drivers will need to bring the vehicle title and a valid state driver's license. The state parking office is currently implementing a safe driver immunity scheme, which will waive some of its tow fees in situations where the vehicle owner has exceeded parking restrictions in order to avoid drunk driving. These cases are reviewed at the discretion of the Parking Citation Review Manager.

(3)This office is closed. To reclaim a vehicle, please report to the tow lot on Cotter Street between eight am and seven pm. Drivers will need to bring the vehicle title and a valid state driver's license. If you wish to dispute the legality of your vehicle seizure, you may obtain a review from the Parking Citation Review Manager. Good luck with that.

(4)This office is closed. To reclaim a vehicle, please report to the tow lot on Cotter Street between eight am and seven pm. Drivers will need to bring the vehicle title and a valid state driver's license. If you do not retrieve your vehicle within fifteen days from the issue date of your tow notice, it will be sold or destroyed.

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Toy Car Recall - 555-7325

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(1) Hello, and welcome to the Evans/Schelle toy recall line. To determine if your product is included in the current recall, please listen to the following information. The affected toy is the red hot racer miniature car. The affected toys were assembled by a specific subcontractor during a limited time frame. Please look on the underside of the toy and look for a six digit alphanumeric code on the base of the car, such as 3255rx. If this code begins with the numbers 42, 43, or 46 then your product is included in our recall program. Please store the toy in a safe place and call back during office hours to arrange a refund. Here at Evans/Schelle, of paramount importance to us is the safety of the children who play with our toys. We value the trust of the families who have chosen to make our toys part of their lives, and always respond immediately to any issues that pose a potential threat, however small.

(2)Welcome to the Allaby toy recall line. To determine if your product is included in the current recall, please listen to the following

information. The affected toy is the Red Hot Racer miniature car. The affected toys were assembled by a specific subcontractor during a limited timeframe. Please look at the underside of the toy and check for a six digit alphanumeric code on the base of the car, such as 3255RX. If this code begins with the numbers 42, 43 or 46, then your product is included in our recall program. Please store the toy in a safe place and call back within office hours to arrange a refund. Here at Allaby, the safety of the children who play with our toys is of paramount importance to us. We value the trust of the families who have chosen to make our toys part of their lives and always respond immediately to any issues that pose a potential threat, however small.

(3)Welcome to the Big Boy Toys recall line. To determine if your product is included in the current recall, please listen to the following information. The affected toy is the Red Hot Racer miniature car. The affected toys were assembled by a specific subcontractor during a limited timeframe. Please look at the underside of the toy and check for a six digit alphanumeric code on the base of the car, such as 3255RX. If this code begins with the numbers 42, 43 or 46, then your product is included in our recall program. Please store the toy in a safe place and call back during office hours to arrange a refund. At Big Boy Toys we know you have a choice when you spend your hard-earned money on your children's toys. Big Boy Toys works to provide inexpensive, entertaining and safe toys for your family. We will always act quickly when our quality control discovers a defect in a toy we have manufactured.

(4)This is the Tomo Biru toy recall line. To determine if your product is included in the current recall, listen to the following information. The affected toy is the Red Hot Racer miniature car. The affected toys were assembled by a specific subcontractor during a limited timeframe. Please look at the underside of the toy and check for a six digit alphanumeric code on the base of the car, such as 3255RX. If this code begins with the numbers 42, 43 or 46, then your product is included in our recall program. Store the toy in a safe place and call back during office hours to arrange a refund. Here at Tomo Biru we know you have a choice when you spend hard-earned money on your children's toys. Tomo Biru toys works to provide inexpensive, entertaining and safe toys for your family. We will always act quickly when our quality control discovers a defect in a toy we have manufactured.

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Valerie

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(1)You've reached Valerie. I'm not here right now, or I can't make it to the phone. Ah, what the hell - you got me. I'm screening my calls.

(2)You've reached Valerie. I'm not here right now. Or if my pencil dick ex is to be believed, I'm too drunk to come to the phone. Due to my problems with alcohol.

(3)Hi, this is the voicemail for Valerie. Please leave a message. Is that's you Herman? Yes, I am seeing someone else. Lots of someone elses. Buh bye.

(4)Hi, this is Valerie. Please leave a message and I'll get back to you. If this is Herman, please stop calling. I'm not ready to talk yet.

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Waitress Wanted - 555-6649

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(1) Hi. We have plenty of positions open for new waitresses. Work is hard and demanding, but the tips are good.

You get a burger lunch on the house, too.

(2)Hi, we're still looking for new waitresses. The work includes waiting tables, but will also include dish washing and some cleaning work. The hours are long, but flexible. If you're a hard worker, stop by.

(3)Hi. We're still looking for girls to wait tables. If you've got experience working in a bar or club, know how to mix drinks, give us a call.

(4)Hi. We are still looking for waitresses. If you're pretty, a people person and know how to serve drinks, drop by. If you need a place to crash, I have a room upstairs that's yours.

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Weather - 555-7669

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(1)Winter storm warnings remain in effect until 7 pm tomorrow. Freak weather has created a deep storm system moving across the state. Unprecedented north to northwest winds of 75 to 85 mph with gusts to around 95 mph will result in substantial blowing and drifting snow... and sharply reduced visibility. Near white out conditions are expected. A winter storm warning for snow and blowing snow means severe winter weather conditions are expected or occurring.

(2)Winter storm warnings remain in effect until 7 pm tomorrow. North to northwest winds of 15 to 25 mph with gusts to around 35 mph, will result in substantial blowing and drifting snow... and sharply reduced visibility. Localized near white-out conditions are expected. A winter storm warning for snow and blowing snow means severe winter weather conditions are expected or occurring; you are advised to remain inside for the duration of the warning. If exposed, seek shelter.

(3)A total storm accumulation of 14 to 20 inches is expected by late today. Temperatures will fall to near 10 degrees above zero this morning resulting in wind chills of near 10 below zero, snow and blowing snow along with the coldest air of the season... A deepening storm system will push across the state this morning, strengthening north to northwest winds that will pull arctic air down across the state. These winds will be gusty through the day. The result of the gusty winds will be areas of snow and blowing snow that will reduce visibility. In addition, the combination of brisk winds and falling temperatures into the single digits above and below zero will produce very low wind chills in the single digits and teens below zero.

(4)Winter storm warnings remain in effect until 7 pm tomorrow... A winter storm warning for snow and blowing snow means severe winter weather conditions are expected or occurring. Snow and blowing snow will make travel dangerous. If you must travel... use extreme caution.

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Wonderland - 555-6328

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(1) Welcome to wonderland. I'm the Cheshire Cat and I'm here to help route your call. Unfortunately, at this hour, there are no customer enrichment agents here to speak with you. Please call back tomorrow. Wonderland is committed to ethical business

practices and has a commitment to using meat products sourced entirely from the United States. We are currently reviewing all of our recipes to ensure they are not only value optimized, but healthy too. Last year, Wonderland was voted 23rd most forward-thinking food service company by Business Press Magazine.

(2) Welcome to Wonderland! I am the Queen and I'm here to help route your call. At this late hour, there is no customer enrichment agent to speak with. Call back tomorrow, or it's OFF with your head! wonderland has many school programs in your state. We offer excellent career advice and our locations are keen to sponsor local athletics and sports events. Speak to your local wonderland franchise manager to find out more.

(3)Welcome to Wonderland. I'm Alice, and I'm here to help route your call. Unfortunately it's passed tea-time now, and there are no customer enrichment agents here to speak with. Please call back tomorrow and we will do our best to help! Many of our Wonderland locations have exciting restaurant opportunities for new team members. This is a fantastic opportunity to get in at the ground floor and gain valuable experience in customer care, food preparation, and modern hygiene procedures.

(4)Welcome to Wonderland. I am the Hatter and am here to help route your call. It being tea-time, we have no customer enrichment agents to speak with you. Hey, hands off that teacake! Time to change places... Wait, you still there?

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V. MISCELLANEOUS/VARIATIONS

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Here is a list of some of the variations in scenery and text in the game. More to come. Character and clothing variations are not included as of now, but you can find info on those in other FAQs.

%%%

PLAYGROUND

%%%

- beer cans in the puzzle
- soda cans in the puzzle

%%%

BAR

%%%

- sports theme
- Irish theme

%%%

DINER 52

%%%

- brightly lit
- dimly lit, reddish lighting

- male standup sign with microphone, holding menu
- topless woman cardboard standup sign, hands covering breasts, menu between legs.

%%%

BILLBOARD AD NEAR BAR



%%

- Bodkin Insurance
- Brodie Insurance
- United Fruitcake Outlet (not seen until 2nd playthrough)

%%

ORION LODGE

%%

- Bloody bear on the table in first room, darker wood, more bloody and messy in general
- stuffed bear in the corner in first room, mounted animal heads on the walls, more organized looking and lighter wood

%%

THE CAT HOUSE

%%

- Cat House: Outside has some signs with cat eyes and "cat House" written on them.
- Honey Trap: Purple neon "The Honey Trap" sign on black rectangle background.
- Lotus: Sign has white background, "Lotus" and a picture of a lotus flower. Inside is pretty much the same except for some green lighting and green walls.

%%

SCHOOL

%%

Courtyard

\*\*\*\*\*

The mural on the wall, visible if you're standing in the middle of the courtyard, reflects the classes you chose on the psych test.

Statues outside School Gymnasium

\*\*\*\*\*

- 1 - Lion
- 2 - Running headless boy
- 3 - Virgin Mary

Inside Gymnasium

\*\*\*\*\*

- blue and yellow with balloons
- red with candles and flowers on table
- darker, reddish tablecloths with 3 large candles on each

%%

BALKAN NIGHT CLUB

%%

- blue with lots of neon
- hardwood/brick, more brownish color scheme.
- red lighting

%%

MALL

%%

- shutter you crawl under later in level reads "Girls love shopping. Come inside. We work you good." on top of a black dragon (I think).
- shutter reads "Burn this shithole down. Burn all you people" over a red skull and crossbones.
- shutter reads "Foreclosure Notice" and a bunch of text I can't quite make out.

%%

LISA'S APARTMENT

%%

- poster above couch is abstract painting
- poster says something in French about "la meme chose.."

%%

CINEMA

%%

- playing "Together Forever"
- playing "Good Poison"
- playing "The Dancer"
- playing "Mother Dearest"

%%

LAKESIDE AMUSEMENT PARK

%%

- Cupid's Bow sign
- Hot Rod Racers sign
- Wild Horses sign
- Pirate Pete's Barrels of Grog

%%

TOWN

%%

- "Cinema Obscura" poster is green with three pictures on it
- "Cinema Obscura" poster is brown with four pictures on it

%%

PAWN SHOP

%%

-----

Neon sign

-----

- 1 - red nude woman below text "PAWN SHOP"
- 2 - dollar sign with "checks cashed, money orders, PAWN SHOP"
- 3 - "PAWN SHOP" then two dollar signs, then "HARD CASH"

-----

Taxidermied animal

-----

- 1 - female lion
- 2 - large dodo bird
- 3 - peacock

-----

Sign outside

-----

- 1 - red
- 2 - green
- 3 - purple

-----

Display window

-----

- 1 - scantily-clad mannequins in a bondage scene
- 2 - television, gas masks and a sign reading "Hard Cash, instant money"
- 3 - maybe lamps and candle holders? I can't tell.

%%%

DOCK AREA (left dock)

%%%

- 1 - dead deer
- 2 - a boat called "Der Oswind"
- 3 - fish and birds

#####

VI. RAW SHOCKS

#####

I'm not entirely sure what influences these, and in some games, I have gotten more than one type. Their name may be taken from Rorschach inkblot tests, which you can see in Dr. K's office and on the back of the cards in the sex test.

\*\*\*\*\*

Sexy raw Shocks

\*\*\*\*\*

These ones have no features except huge lips on their faces, they have breasts and feet that look like they are wearing heels. They also have sort of scars/gashes around the thigh that makes it look like they're wearing thigh high stockings. Small waists. Questions about sex seem to influence you getting these.

\*\*\*\*\*

Older woman raw Shocks

\*\*\*\*\*

These are similar to the sexy raw shocks but plumper and less shapely, the breasts sag and they have large (pregnant?) bellies. They seem to be a subset of the Sexy Raw Shocks.

\*\*\*\*\*

Cancer raw Shocks

\*\*\*\*\*

These ones look like they are covered in tumors like the elephant man. Lumpy and misshapen.

\*\*\*\*\*

Abstract raw Shocks

\*\*\*\*\*

These look like cubist raw shocks or raw shocks made of lego bricks, they have holes and look like they are sliced apart. There are empty spaces in them. The "abstract thinking" question seems to give you these ones.

\*\*\*\*\*

Wasted raw Shocks

\*\*\*\*\*

These ones are emaciated looking and it looks like their spines are coming out of their back. The questions about alcohol seem to give you these ones.

-----

Purpose of Raw Shocks

-----

Now that we know there are several types of raw shocks, we might also wonder what their purpose is, other than making the nightmare sequences a bit of a pain in the ass. When they overtake Harry, you will notice that

they don't hurt him. They don't injure Harry. Their purpose is not to kill him, but rather, to keep him from the truth. They slow him down. They serve as a device in Cheryl's mind to allow her to keep deluding herself and living in her fantasy world. That's why they stop Harry. When Harry reaches the lighthouse, Cheryl has to face the truth about him and about herself. Part of her doesn't want to do that. The longer Harry is delayed from reaching the lighthouse, the longer Cheryl lives in her fantasy world.

#####  
VII. MEMENTOS  
#####

\*\*\*\*\*  
A Winter Beacon

\*\*\*\*\*  
"Covering Himself with light as with a cloak.  
Stretching out the heavens as a curtain" is on a  
sticker on the bottom.

Lighthouses are everywhere in this game. For those of us who played SH1, we are led to believe that we'll probably end up at the actual lighthouse where Harry sees Alessa in SH1. This doesn't happen; the lighthouse is The Lighthouse Clinic. The lighthouse also helped James get across the lake in SH2. Regardless of whether it's an actual lighthouse or not, the lighthouse is still Cheryl's actual, physical location. Everything points to the lighthouse. And what is a lighthouse for? It helps people find their way in the dark or in storms. It points ships in the right direction. Harry is confused and he's unsure where he's going, so it makes sense that he's pointed toward the lighthouse. When he's finally close, on the frozen lake, Dahlia calls and says. "Turn back! For our daughter's sake!" This is because the lighthouse is where the truth about everything is, all is revealed there. The whole delusion falls apart when he gets to the lighthouse, that's why Dahlia tells him to turn back for Cheryl's sake. If he gets there, Cheryl will finally have to face her feelings about her father's death.

\*\*\*\*\*  
Hidden Fire

\*\*\*\*\*  
This is a pack of Hemingway Ultra Lights cigarettes. There are a few Hemingway references, and when Ernest introduces himself to Maria in SH2, she says, "Ernest Hemingway?" (On a related note, compare when Harry introduces himself to Lisa in SHSM: "I'm Harry." "Harry Houdini?"). It may also be because Heather interacts with the cigarettes in SH3, saying she quit. Cheryl smokes in SHSM, also, if you go by the problem child messages about smoking in a nonsmoking zone.

\*\*\*\*\*  
Frozen Waters

\*\*\*\*\*  
There is ice everywhere in the game, obviously, and icy imagery. There is also the frigid messages, referring to more sexual problems, as well as Cheryl being stuck in a state of not dealing with Harry's death.

\*\*\*\*\*

### A Broken Ward

\*\*\*\*\*

Andrea LeMay suggests this refers to antirape wards. Flashlights and whistles have been used for this purpose, and this fits in well with where it's found: in the lodge, where the partiers were. There are condoms and clothes strewn about. Why a "broken" ward, though? It didn't work. Probably this isn't in any literal sense, but rather, something bad happened at the party. This changes depending on your actions, but it's clear that all is not well. There are drugs and there is drinking, there's the bloody sleeping bag in the snow, and the other lodge with the shadow kneeling over a bloody sheet. I discussed this elsewhere, but kneeling over a bloody sheet could mean a lot of things, and the bloody sleepingbag and talk of Cheryl removing all her clothes while on drugs reinforce the possibilities.

It could also just be symbolic of Cheryl feeling less protected without her father.

\*\*\*\*\*

### A Moveable Feast

\*\*\*\*\*

"All stories end in death" is engraved on the knife handle. This is also another Hemingway reference. Hemingway committed suicide, which could be connected to the words on the handle. It also brings to mind Angela and the knife in SH2. It's found in a hunting lodge, which also brings us back to death; there are slaughtered animals all around, which could be connected to the idea of a "feast," but also with death. It's also worth noting that there was a Cafe in SH1 called "A moveable Feast" in Central Silent Hill.

\*\*\*\*\*

### Pinned Beauty

\*\*\*\*\*

This has an extinct butterfly pinned to it, and Harry talks to Lisa about Cheryl collecting butterflies. Lisa thinks it's creepy to collect dead bugs, even butterflies. Harry emphasizes that they are "pretty bugs." Themes of butterflies were important in SH1 and SH2. Here, I think it refers to sexuality more than anything. Caterpillars makes cocoons and emerge as butterflies; butterflies are the mature, transformed state. When Harry died, Cheryl was a young, immature, prepubescent girl. Now she's a grown woman. The butterfly may be beautiful, but it's still a bug to Lisa. I think this shows Cheryl's ambivalence about growing up and becoming a woman, and being unsure about sexuality.

\*\*\*\*\*

### Suffocated Forever:

\*\*\*\*\*

A bug in a bead of amber. I think this represents how Cheryl has trapped her image of Harry in her mind, she's preserved him. There is a lot of suffocating and choking in the game, as well, but I think this is more about preservation. When you think of bugs trapped in amber, you think of bugs that

may have lived with the dinosaurs, yet they are still perfectly preserved in their original state. Cheryl's memory of Harry is preserved likewise.

\*\*\*\*\*

#### My Plastic Perfect Girl

\*\*\*\*\*

This appears to be a naked Barbie doll with pigtails. I think it refers to womanhood, like the butterfly, and to sexuality. She has pigtails like a little girl, but the body of a woman, emphasized because the doll is nude. The pigtails echos talk about a girl in a wig, a prostitute, who variously looks like the man's daughter, or she's wearing a wig but not actually very young, or that he hit her because he's angry with himself and she looks so much like his daughter. A contrast between the appearance of youth and one's actual age, as well as the themes of Cheryl with older men.

\*\*\*\*\*

#### Heavenly Protection

\*\*\*\*\*

St. Christopher, who apparently has something to do with transportation, and Harry died in a car crash.

\*\*\*\*\*

#### A Frigid Jewel

\*\*\*\*\*

"Ice Queen" is written on the band. More themes of being frigid! Cheryl and her frigidity? I also find it interesting that the "Jock" outfit for Harry says "Kings of the Ice."

\*\*\*\*\*

#### An Eternal Rose

\*\*\*\*\*

Just as one of the movies playing at the cinema is called "Together Forever," there are a lot of themes of love, marriage, and beauty and how long these things last or don't last.

\*\*\*\*\*

#### Infinite Jest

\*\*\*\*\*

Hamlet reference.

\*\*\*\*\*

#### Synthetic Femur

\*\*\*\*\*

This is a dog toy. Cheryl apparently had a well-loved dog at some point. The principal thinks his dog is his one true friend. I think in the context of the game, dogs may be a symbol of unconditional love, or even good relationships gone bad. The photos of the dog show happier times with Cheryl and the dog, just like the video shows happier times with Cheryl and Harry. In both cases, death caused these happy times to end too soon, and now she only has photos and videos to remind herself of them.

\*\*\*\*\*

#### Memories Undeveloped

\*\*\*\*\*

Roll of photos. Photos and videos play a large role in the

game, because they are Cheryl's way of keeping her father alive. She replays old home movies endlessly.

\*\*\*\*\*

My Flying Lizard

\*\*\*\*\*

"Lost World Terry" is written on the tag. I think some of the toys here merely represent childhood, but it's worth mentioning that it's another extinct animal. The Xerxes Blue butterfly is also extinct. While I don't know what kind of bug was in the amber, it's possible that it's extinct as well. Extinct animals aren't alive anymore; Harry is not alive anymore. One version of the pawn shop has a taxidermied dodo bird, also extinct. I think the fact that there are several taxidermied animals in the game is also related. All versions of the pawn shop have one (dodo, lioness, peacock). There is also the stuffed bear and several other animals in the hunting lodge. Like the dead butterfly or the bug in amber, they are preserved. Just like Cheryl's memories of Harry. Probably has nothing to do with anything, but this reminds me of the green pterodactyl named Pterry on Pee-Wee's Playhouse.

There are two books that this could refer to. One is Lost World by Sir Arthur Conan Doyle, which is about an expedition to the Amazon, where dinosaurs and other extinct creatures still live. This could refer to Harry living on in Cheryl's mind.

It could also be a reference to Michael Crichton, since there is a Crichton St. in Silent Hill. Crichton's book The Lost World, a sequel to Jurassic Park. It's been a while since I've read these, but the premise was that scientists were using DNA matter from dinosaurs to genetically engineer living dinosaurs on a remote island.

In either case, dinosaurs, as well as Harry, are not around anymore. In Crichton's books, the experiment goes horribly wrong. Dinosaurs are strong and dangerous. It also brings to mind the Frankenstein references, with dead or extinct things being reanimated.

\*\*\*\*\*

The Modern Prometheus

\*\*\*\*\*

Frankenstein doll, won from a machine in the cinema. Dr. K refers to Cheryl's memory of Harry as Frankenstein-like, which is to say, she's stitched it together from many parts to make something which is different from what the real Harry was, it is part reality (memory) and part fantasy. Frankenstein's monster was made of parts of dead people and then reanimated with electricity. Harry is dead, but he lives on in Cheryl's mind.

\*\*\*\*\*

We, Ouroboros

\*\*\*\*\*

"Love is a hungry drug" is engraved on the ring. This is probably partially referring to the Ouroboros puzzle piece in SH1, but it's noteworthy that it has two snakes and emphasizes "we."

\*\*\*\*\*

Poetry as Precise as Geometry

\*\*\*\*\*

"Everything one invents is true" engraved on a pen.  
I think this tells how important memories are to Cheryl.  
She lives inside her head, her memories, real or not,  
are more real to her than anything. She may embellish  
her memories of her father, but that doesn't make these  
fantasies any less true and important to her.

\*\*\*\*\*

#### A Happy Bond

\*\*\*\*\*

This is a friendship bracelet discovered by making a fish  
throw up. The ambiguity of emotions here is important.  
"Sweetie" is written on the bead. Cheryl has a lot of  
ambiguous feelings toward people, and probably her  
relationships with others have suffered a lot from it.  
She villifies her mother, who may not deserve it.  
Harry calls her "sweetie" sometimes in the game, yet  
the idea is not completely sweet, because of the vomiting  
fish.

\*\*\*\*\*

#### A Beacon, A Key

\*\*\*\*\*

Another lighthouse. Because it's a keychain, it may refer  
to the idea of what's really happening being unlocked, in  
a sense, when you get to the Lighthouse.

\*\*\*\*\*

#### Your Diamond Heart

\*\*\*\*\*

More reference to marriage.

\*\*\*\*\*

#### The Dragon

\*\*\*\*\*

A red dragon, purchased at "Myths and Legends of  
Lakeside." It refers to the videotape, where Harry  
and Cheryl are being taped with their heads through  
the board with the picture of a princess and a knight.  
Harry explains that knights slay dragons. Cheryl is  
the princess; Harry is the knight. The dragon, I think  
is Cheryl's personal demons, her not confronting  
Harry's death, and allowing her denial to negatively  
impact her life. Dragons are fantasy creatures, and  
the game is a fantasy/delusion.

\*\*\*\*\*

#### Eve/Adam

\*\*\*\*\*

These two locketts have photos of Dahlia and Harry,  
respectively. To a child, parents are like Adam and  
Eve. The mother is the model for what a woman should be  
like; the father the model for a man. If you bring Freud  
into it, the opposite-sex parent is the model for one's  
future mate. Cheryl seeks out older men who remind her  
of her father. (If you go by the Lisa dialogue, she then  
regrets it the next day.) "Never forget" is written on  
Adam memento, obviously referring to Harry. "True  
Happiness" is written next to Dahlia.



#####

VII. POSTERS AND SIGNS

#####

\*\*\*\*\*

Menu

\*\*\*\*\*

Lattes

Cappuccinos

sm \$2.60

med \$3.15

lg \$3,55

Flavored Lattes

sm \$2.85

md. \$3.40

lg \$3.80

Cappuccinos

Get your favorite drink FroZen

just \$3,50

Extra espresso .75/shot

Extra flavor .25/shot

\*\*\*\*\*

Menu 2

\*\*\*\*\*

Daily Specials

Market Price

Steak & Fries

cherry Pie 3.99

Rae's Clam cakes

Flounder Dinner

includes soup or salad

fries or baked potato

+ vegetable

"Meat the crab heah!"

\*\*\*\*\*

Poster

\*\*\*\*\*

Cream & silk

a night of r&b house and

soulful grooves

9pm-3am

Club Vertical

Random Access Records

DJ Cadillac

Kraft Nation Records

MC Siren

wet Plastic Records

FU108FM

Mega Wax Records

DJ Monika

DJ Bubbles

Lil' Sister Records

dress code: Gentlement: Sharp fashion

ladies Sexy Fresh

Management reserves the right to change DJ billing without notice

\*\*\*\*\*

Posters in Clear Picture

\*\*\*\*\*

- Memorial Game: she never forgot
- Night Drive
- Frankenstein 90: the monster is loose
- Les fleurs du mal: et mon esprit, toujours du vertige hante, halouse du neant l'insensibilite
- Voyeur in Eden: one bite is never enough
- Beacon 13: they're showing us the way
- Freshly legal young flesh 2: the new sex ed. They're learning fast!

\*\*\*\*\*

Pussy Galore

\*\*\*\*\*

[cat food?]

\*\*\*\*\*

Derma Revive

\*\*\*\*\*

stops ageing in its tracks  
[outside, near the bar]

\*\*\*\*\*

Signs in Wonderland Burger

\*\*\*\*\*

Wonderland. Praise? Comments? Complaints?  
Interested in what goes into our food?  
Want to hear about our latest offers and  
promotions? Or just want to speak to Chesh  
the Cat? Call 555-6328 The Wonderline!

-----

Cheshire Cat's Kids Menu

- Alice's Favorite \$1.60
- Pancake filled with Mushroom 1.35
- Pancake filled with chocolate 1.43
- Desser of the Heart Queen 1.22
- Joker Brownie .56
- Honey Boney .80
- Monaco .70

-----

White Rabbit's Quick Solo Meals Menu

- Rose Red Double Angus 4.55
- White Rabbit Wonder Burger 3.23
- Footman Fishburger 4.36
- Mock turtle Chowder 3.92
- Eat Me Cheesecake 1.32

-----

Mad Hatter Tea Party Bucket Menu

- Wonderburger 3500
- Wonderburger with Cheese 3.65
- Mad Hatter Burger 3.62
- Wonderfish Burger 3.75
- Wonder Dish 4.55
- Rabbit Crunch 4.36

\*\*\*\*\*

SIREN

\*\*\*\*\*

Siren  
plus support  
Local singer songwriter  
one night only  
sensual ballads and sexy beats  
8pm till late  
[on wall in hallway before you meet older Dahlia]

\*\*\*\*\*

Lost children?

\*\*\*\*\*

Lost children?  
Call 555-5678 for assistance.  
[on wall in amusement park]

\*\*\*\*\*

First Aid Procedures

\*\*\*\*\*

Lakeside Amusement Park  
First Aid Procedures call 911

Major Injury  
Breathing difficulty or suspected Heart Attack  
When a person cannot breath or should not  
be moved.

Emergency Instructions

Call 911  
when calling for assistance, state Lakeside amusemtne park  
and give building/zone name  
Seek help from the nearest trained park representative.  
Once they are on-scene, go to the vehicle access area  
to direct emergency personelle when they arrive

Reporting Injuries

Report to your supervisor or ride manager  
Complete Riverside Incident Report  
Send request to the Safety office

Call 911 Immediately

[in amusement park]

\*\*\*\*\*

Hydraulic Ramp Safety Notice

\*\*\*\*\*

The owner and operator of this  
equipment shall have an understanding of this and jack and  
safe operating procedures before attempting to use.

Preparation

1. Verify that the product and application are compatible.
2. Assemble handle, ensure spring clips align with slots.
3. Use the notched end to engage, turn release valve.
  - a. Clockwise until firm resistance is felt to further turning. This is the Closed release valve position used to raise the ram plunger.

b. Counter-clockwise, but no more than 1/2 turn from the closed position. This is the Open release valve position used to lower the ram plunger.

4. With ram fully retracted, locate and remove the oil filter plug/screw. Insert the handle into the handle sleeve, then pump 6 to 8 strokes, Ensure the oil level is just below the oil filter hole. Reinstall the oil filter plug/screw.

5. Pour a teaspoon of good quality air tool lubricant into the air supply inlet of the lift control valve. Connect the air supply and distribute lubricant.

6. Replace worn or damaged parts and assemblies with Stant authorized replacement parts only.  
[in warehouse near mall]

\*\*\*\*\*

freshly legal

\*\*\*\*\*

freshly legal

young Flesh 2

The new sex ed

They're learning fast

[clear picture, back room]

\*\*\*\*\*

DVD Transfer

\*\*\*\*\*

DVD Transfers!

Copy your old video tapes  
to DVD

Your old home movies  
on DISC!!

Ask for details

[in Clear picture]

\*\*\*\*\*

Silent Hill useful phone numbers

\*\*\*\*\*

Silent Hill useful phone numbers

in an emergency dial

Fire/Police/Ambulance 911

Police station 555-6358

Alchemilla Hospital 555-9400

Brookhaven Hospital 555-9300

Accommodation

Riverside Motel 555-4340

Lakeview Hotel 555-2502

woodland Lodge 555-6128

Auto

southside Salvage 555-2212

Fir Tree Garage 555-4341  
East Gas 555-5612

for further information please call  
Silent Hill Customer Service center on 311  
[warehouse near start of game]

\*\*\*\*\*

Cammie Boone

\*\*\*\*\*

Cammie Boone was spit roasted by the entire Cuckoo's offence here.  
Cheerleader whore!! Cuckoos rule! 5-1 [drawing of nude woman]  
Sept 6, 2006

This is your lucky day!  
[men's room near beginning of game]

\*\*\*\*\*

Sorry!

\*\*\*\*\*

Sorry! Closed due to severe weather.  
Will reopen when town thawed!  
[tv shop]

\*\*\*\*\*

Big Ray's Auto Sales

\*\*\*\*\*

Big Ray's Auto Sales. The real deal.  
Yesterday's Models  
at today's prices.  
[poster in town]

\*\*\*\*\*

Camera Obscura

\*\*\*\*\*

Moments in time captured on film. A century of life in  
Silent Hill through the lens.  
[poster in town]

\*\*\*\*\*

Reminder

\*\*\*\*\*

Reminder  
The key is in Jane's jacket.  
[Theresa's dress shop]

\*\*\*\*\*

Cuckoos News (on wall outside of school)

\*\*\*\*\*

CUCKOOS NEWS

End of season charity drive  
Everyone is invited to attend the charity drive on Nov. 14.  
Participate in the games and entertainment to raise money  
for our chosen charity, 555 tALK, the suicide prevention  
helpline. This fantastic charity provides a great service  
to teens statewide , so please come and spend spend!

cuckoos Trick and Treat Oct 31  
by Troy Taylor, magazine sports editor

Instead of dressing up like ghouls and spooks this Halloween, the Eagles traveled to Brahm's to play the Falcons on Oct 31. Leading with a powerful 1st half performance and boosted by several strong juniors, FC prevailed 38-26. Josh Stevens, #12, threw for a season high of 122 yards with a 78% completion average. The quarterback also rushed 5 times for 30 yards and a touchdown. On the defensive end, juniors Rudi Valdez and Todd Ramsey led the way with 14 and 16 tackles respectively.

\*\*\*\*\*

Drawing (on wall in school)

\*\*\*\*\*

When I grow up I want to buy a motorbike and drive along the road.

\*\*\*\*\*

Magic Steps

\*\*\*\*\*

Magic Steps

Dance School

Enrollment

Begins October 14th

open evenings weekly every thursday at the Kelly Memorial Sports Hall.

Annual show. Tickets on sale for the annual student show on November 12th and 13th.

Recent graduates [photos of 6 students]  
[in playground]

\*\*\*\*\*

Playground rules

\*\*\*\*\*

Playground rules

NO adults except in the company of children.

NO littering and glass bottles.

NO bicycles, rollerskates, scooters, or skateboards.

NO pets.

[crossed out] No use of illegal drugs, alcohol, or smoking.

NO disorderly conduct.

NO entering the playground after it is closed.

[in playground]

\*\*\*\*\*

United Fruitcake Outlet

\*\*\*\*\*

United Fruitcake Outlet

Protect your family! Enlist today and expose the conspiracy at the heart of modern America. Call 555-3825

[billboard on side of bar after you've played through at least once and started a game with the same save file]

\*\*\*\*\*

Help save our lighthouse

\*\*\*\*\*

Customers

Help save our lighthouse.

[some small print that I can't read]

Harry comments that it's a good cause.

[in cafe or bar]

\*\*\*\*\*

County Weather Service

\*\*\*\*\*

Notices

County Weather Service

Daily weather reports by phone. Updated every 6 hours.

Severe weather warnings. Short range forecasts. Call 555-7669

\*\*\*\*\*

Friendship

\*\*\*\*\*

Friendship by Catherine Anderson

I have a friend

Perfect as can be

She hears my problems

And listens to me

She likes me for me

Loves me for my faults

Says "always be yourself"

"Promise never to change."

[drawing of hands]

[in school]

\*\*\*\*\*

TALK (suicide line)

\*\*\*\*\*

We won't judge.

We won't scold.

We won't hang up.

We're here to listen 24/7

555.TALK

Call 555-8255

Anytime.

[in school]

\*\*\*\*\*

Join Chess Club

\*\*\*\*\*

Join Chess Club

White to play

Mate in two?

[in school]

\*\*\*\*\*

Alchemilla Radio

\*\*\*\*\*

Alchemilla Radio

Healing through music

tune in to 101.6 FM

[in hospital room]

\*\*\*\*\*

MIDWICH FOOD FOR THOUGHT

\*\*\*\*\*

MIDWICH FOOD FOR THOUGHT

"The important thing is not to stop questioning;

curiosity has its own reason for existing. One cannot help but be in awe when contemplating the mysteries of eternity, of life, of the marvelous structure of reality. It is enough if one tries merely to comprehend a little of the mystery every day. The important thing is not to stop questioning; never lose a holy curiosity."

-Albert Einstein  
[in school]

\*\*\*\*\*

KEEP TOLUCA SAFE!

\*\*\*\*\*

KEEP TOLUCA SAFE!

In events of suspicious activities, theft, or violence  
Call Toluca security

5550207

[in mall]

\*\*\*\*\*

Tammy

\*\*\*\*\*

Tammy

Will ....for \$\$\$ or

Tequila

555-7588

[in school]

\*\*\*\*\*

Lost cat

\*\*\*\*\*

Mr Milkie

Have you seen my cat?

He is brown with black stripes.

If you see him, please contact

Bobby Ashton

1104 Arcadia Avenue

[alley near beginning of game]

\*\*\*\*\*

THE CHOKING GAME

\*\*\*\*\*

THE CHOKING GAME

SPACE MONKEY?

FUNKY CHICKEN?

CALIFORNIA HIGH?

Sounds fun?

Tell that to the 50 people who have died while

"playing" this game in the last ten years.

DYING IS NO GAME.

The Choking Game is dangerous and can lead to

permanent injury and, in many cases, death.

[in school]

\*\*\*\*\*

Projector (1)

\*\*\*\*\*

The Natural World



Why did God create mosquitos?

Mosquitoes are a type of fly whose females suck blood. They are the deadliest spreaders of disease in existence. People ask, "Why would God create such a creature?" The original humans, Adam and Eve, were not vulnerable to malaria or other diseases. It was only when they disobeyed God that they lost their strength and become weak. God did not design mosquitoes to harm us, but because of our sin against his will. We suffer in his way. Mosquito bites are a reminder for us all to obey God!  
[in school room 4d]

\*\*\*\*\*

Projector (2)

\*\*\*\*\*

[handwritten on board] TEACH HIM RITE!

[on projector] LESSON CANCELLED TODAY  
DUE TO ILLNESS

[handwritten on board] IF HE CUM BACK  
WE CUT HIM AGAIN!

Die Mr Gordons!  
[in school room 4d]

\*\*\*\*\*

Projector (3)

\*\*\*\*\*

drawing of Samael from SH1  
[in school room 4d]

\*\*\*\*\*

Projector (4)

\*\*\*\*\*

[STD message]  
[in school room 4d]

\*\*\*\*\*

The Albatross

\*\*\*\*\*

Baudelaire's The Albatross  
translated by class 5 French students  
To pass some time at sea, the sailors  
will catch the albatross, the big bird  
who absentmindedly escorts a ship  
across the black depths of the sea  
[in school]

\*\*\*\*\*

Debbie

\*\*\*\*\*

Debbie!  
I can't stop thinking of you in class. you are so  
beautiful. I will never stop loving you - Herb  
[handwritten note in classroom with drawing of  
a heart. Harry comments that it's cute.]

\*\*\*\*\*

School Paper

\*\*\*\*\*

PULLITZERS AND FREEBIES AWAIT!

Have an urge to write?  
Want to get to the truth of the matter?  
Want to get free tickets to movies?

Join the school newspaper team and begin  
a life of adventure!  
Interested? Call the editorial staff  
on 555-7857

Also, we have an URGENT need for  
photographers to help out the picture desk.  
[in school]

\*\*\*\*\*

Connie

\*\*\*\*\*

Midwich High School Senior Players  
Present a production of  
CONNIE  
The School of hard knocks  
Midwich Sports Hall  
[poster outside school]

\*\*\*\*\*

Schooner Miranda

\*\*\*\*\*

Schooner Miranda  
Sailed from this shore on November 13th 1869  
capsized in the winter storms.  
She was ost with all hands.  
This plaque is dedicated to their memory.

J. Barnhill	P. Hopkins
N. Brown	A. Court
K. Ford	J. Court
M. Jarman	JC Gale
H. Stewart	P. O leary
J. Lane	M. Burne
M. Navidson	PO Bryan

[plaque on the statue near the souvenir shop]

\*\*\*\*\*

Casting Call!

\*\*\*\*\*

Casting Call!  
Wanted!  
Actors to play parts in local movie.  
Look for enthusistic, outgoing people. Experience of amateur  
dramatics, radio plays, modeling or dance a bonus. Don't just  
watch movies, be part of them!  
[cinema]

\*\*\*\*\*

Before your time

\*\*\*\*\*

Before your time

A precious song cut short  
never lived the life you ought  
out dearest, dearest little one  
we love you even now you're gone  
[on bridge near mall entrance, with a flower]

\*\*\*\*\*

Balkan Poster

\*\*\*\*\*

The Balkan.  
Dance. Drink. Live.  
Every night of the week!  
[seen while walking with Lisa]

\*\*\*\*\*

Alchemilla Radio

\*\*\*\*\*

1. Night driving
  2. What did she say?
  3. My magic guitar
  4. Daddy's Girl
  5. Crying tonight
  6. My Love for You
  7. Rockin rabbit
  8. Up all night
  9. Never again
  10. Happy Returns
- [list of song titles in the hospital room]

\*\*\*\*\*

River Fishing Regulations

\*\*\*\*\*

- River Fishing Regulations
1. Season length. From 3rd Saturday in June to Dec 31
  2. Anglers must have a current fishing license.
  3. Daily bag limit is 4 fish. Note that the bag limit for fishing about the Paleville Confluence is 1 fish per day.
  4. Minimum size limit is 12". All fish caught below this size must be released.
  5. Jug and snag fishing are prohibited.
- Penalties apply under law.  
This waterway is ranger patrolled.  
State Department of Natural Resources. (SDNR)  
Telephone 555-3474  
[near lake, fishing cabin]

\*\*\*\*\*

Jobs in your area

\*\*\*\*\*

Jobs in your area

Retail loss prevention assoc. needed  
Requirements  
Primary duties.  
Maintain safe environment for store employees and guests  
Greet guests in an exceptionally friendly manner  
Monitor all store entrances for safety control and  
guide customer traffic when needed

Weekend work is required

call Susan 555-7872  
[in mall]

\*\*\*\*\*

Burn this shithole  
\*\*\*\*\*

Burn this shithole  
Burn all you people  
[graffiti of skull and crossbones on red background]  
[mall shutter]

\*\*\*\*\*

Join Tookie  
\*\*\*\*\*  
Join Tookie

Toluca Mall is looking for children aged 4 to 10 years  
old to feature in a forthcoming promotion!

To receive an application pack  
call 555 8665

Applicants will need permission of a parent or guardian  
and proof [can't read] to qualify for entry  
[in mall]

\*\*\*\*\*

Toluca Lake  
\*\*\*\*\*  
Toluca Lake

Almost 1 000 000 years ago, glaciers 5 000 feet thick  
covered most of the Eastern coast of the United States.  
As these gigantic ice formations clawed their way across  
the continent that gouges huge holes in the earth.  
The melting ice filled these with water and created  
the Great Lakes that we know today.

The first Europeans to see Lake toluca were German  
traders and explorers in the 1600s. It was Jens Heinrich  
(1567-1635) who first "tapped" the lake and surrounding  
area, calling it Bodensee. It was later named "Lake of  
the Foul Water" or "Lake of the Puants" after the people  
who occupied its shores.  
[plaque on street near park]

#####

VIII. EASTER EGGS/REFERENCES

#####

\*\*\*\*\*

52 Diner  
\*\*\*\*\*

SH1 had a Cafe 5 to 2, also where you meet Cybil for the first time.

\*\*\*\*\*

ALICE IN WONDERLAND  
\*\*\*\*\*

There is a fast food place called Wonderland, which has a giant mushroom, pictures of the Cheshire cat and Mad Hatter, and a maze on the wall telling you to "follow the white rabbit."

Additionally, there is a store in the mall called "Tweedledum's" which sells children's clothing. "Newborn to infant - Latest Styles"

Besides the references to Alice's Adventures in Wonderland, it may also refer back to SH1, which had the Alice in Wonderland puzzle with the colored plates.

\*\*\*\*\*

#### Balkan Club

\*\*\*\*\*

SH1 had Balkan Church, but in SHSM, it's a nightclub. This is also sort of reminiscent of SH2, where Maria works at Heaven's Night.

\*\*\*\*\*

#### BIRDS/MUSIC PUZZLE

\*\*\*\*\*

SH1 had the memo "A tale of birds without a voice," referring to the piano puzzle. SHSM has a puzzle incorporating both birds and a piano of sorts as well.

\*\*\*\*\*

#### LAW & ORDER

\*\*\*\*\*

Debatable, but when Cybil has the shoulder-length dark hair, she looks a lot like Mariska Hargitay's character on SVU.

\*\*\*\*\*

#### BUTTERFLIES

\*\*\*\*\*

In SH1, there were a lot of butterflies in Alessa's room. Butterflies and moths were also a theme in SH2. In SHSM, Harry sometimes tells Lisa that Cheryl loves bugs and collects butterflies. The photos on the wall of the bordello show women dressed in leather and wearing butterfly wings, taking Cheryl's hobby of collecting "pretty bugs" and sexualizing them. There is also a memento called "Pinned Beauty." When you enter the bordello, you will also notice a bunch of child's drawings on the wall. Harry comments that everybody loves their kids. They are vaguely sexualized in nature as well, pictures of women's legs in fishnets, women in lingerie, etc.

Butterflies are also on the poster outside the Honey Trap. A woman from the back, looking over her shoulder, 2 butterflies, blue and purple.

The drawings in the brothel (upstairs room, end of hallway). The most obvious are the drawings of semi nude women in lingerie, sort of a childlike take on the pictures on the wall in the main area of the place. There are also dogs, though. One has what could be a dog being run over and a child screaming nearby. The other has a large happy dog with wings, flying over clouds. A reference to the dog being killed, perhaps going to heaven? The other figures in the "run over" drawing are odd. One is a stick figure, one is a female stick figure which is nude and

has breasts. It doesn't look like a car, though, it looks like each is on a table of some sort; it almost reminds me of the end boss in SH2 or something, but more like a table. Another drawing is of a snake.

Butterflies mounted in a frame in the bear room. If you get the less-bloody lodge, the first room has a frame to the left with 8 butterflies mounted on it, just like the butterflies on Alessa's wall. There are also butterflies in Cheryl's room in SHSM.

\*\*\*\*\*

#### CONTRA

\*\*\*\*\*

There is a Contra arcade game in the cinema. If you look at it, Harry will comment about "some real classics here."

\*\*\*\*\*

#### Dangerous Chemicals

\*\*\*\*\*

There is a cupboard with chemicals inside which you can't pick up, possibly like the ones Harry used in SH1 (Hydrochloric acid for the Old Man's Hand Puzzle).

\*\*\*\*\*

#### DEAD DOG POSSE

\*\*\*\*\*

This is graffiti scrawled near the playground, and probably refers back to SH1, where a dog's decapitated head was being used as a basketball behind Cafe 5 to 2. It's possible that it only refers to the dead dog referenced in this game, though, I suppose.

\*\*\*\*\*

#### Ernest Hemingway

\*\*\*\*\*

Hemingway brand cigarettes in Cybil's glove compartment.

\*\*\*\*\*

#### Green Lion

\*\*\*\*\*

In SH1, there is an antique shop called Green Lion. In SHSM, there is a pawn shop with the same name.

\*\*\*\*\*

#### HOLES

\*\*\*\*\*

Holes and very long staircases or ramps into the abyss have been used a lot in the series especially in SH2. James jumps into a lot of holes, and there is a very long green hallway leading from the Historical Society to the prison. This resembles a long, winding blue hall in SHSM, which is followed by 2 leaps into the abyss.

\*\*\*\*\*

#### INCUBUS

\*\*\*\*\*

There is a drawing of the Incubus from SH1 on the wall in the school.

\*\*\*\*\*

#### Indian Runner

\*\*\*\*\*

This store is in SH1 and SHSM.

\*\*\*\*\*

Infinite Jest

\*\*\*\*\*

This memento, which you find in the box in Lisa's apartment, has "Ophelia" written inside. This refers to the character in Hamlet, who drowns. The memento is an ugly green ring with a skull and crossbones, which also reminds one of the ugly ring in SH2.

\*\*\*\*\*

Lakeview Hotel

\*\*\*\*\*

If you call the number for the hotel, it will suggest that you make Lakeview your "special place." (SH2 reference)

\*\*\*\*\*

Lisa

\*\*\*\*\*

In SH1, Lisa mentions drugs in her diary, when she is hallucinating and feeling sick. She says she needs the drug. In SH0, she also seems to be on drugs and to get them from Dr. Kaufman. She also dies and bleeds a lot from the head in both SH1 and SHSM. When Harry goes to her apartment, she asks him to get her a pill from the medicine cabinet, mentioning that one of the perks of being a nurse is self-medication.

\*\*\*\*\*

GOLDFINGER

\*\*\*\*\*

There is a cat food box called "Pussy Galore."

\*\*\*\*\*

Mother Dearest

\*\*\*\*\*

This is the name of a movie playing at the cinema (though it changes based on your actions. This is one of the possible titles, though) and I think it has to refer to "Mommy Dearest," the book about Joan Crawford written by her daughter. There was also a movie version starring Faye Dunaway. To summarize these, Joan Crawford was having trouble conceiving and ended up adopting her daughter, Christina. She allegedly abused her, slept around a lot, drank a lot, and put her career before her daughter. How does this relate? In a few ways. First, the obvious: Cheryl vilifies Dahlia to a great extent. We can't be completely sure of all the reasons for this, but their relationship is not the greatest. Second, the alcohol themes. Harry may be an abusive drunkard, depending on your ending; Cheryl probably drinks and uses drugs. They both apparently sleep around a lot.

\*\*\*\*\*

Mr. Gordon

\*\*\*\*\*

The teachers in SH1 were named after members of Sonic Youth. The teacher in SHSM takes his name from Kim Gordon, as well. The house you go to after leaving the school in SH1 is the K. Gordon house. It refers back to SH1. Interestingly, it is this teacher in SHSM that's being harassed. In SH1, Alessa was harassed by students, and the teacher felt bad for her. Here, the teacher is getting harassing calls from students because of rumors regarding Cheryl.

\*\*\*\*\*

Snow White

\*\*\*\*\*

SH3 had some fairy tale references, and SHSM has billboard signs for "SnoWhite," which appears to be a tooth-whitening product, near Wonderburger.

\*\*\*\*\*

#### TOOKIE

\*\*\*\*\*

Tookie is the Toluca Mall mascot, and looks quite a bit like Toucan Sam, the Fruit Loops cereal mascot. You see him a few times in the game. There is an outdoor billboard with him on it, then a giant statue inside the mall. He is referenced in the phone conversation in the voicemail you get near the gumball machine puzzle. The child's favorite colors are the colors in his beak. There is a plush animal of him on a shelf. He is on a sign telling you to report suspicious activity to security.

\*\*\*\*\*

#### TVs

\*\*\*\*\*

There have been a lot of TVs behaving strangely in the series as well. When Harry enters the Shopping Center in SH1, he sees Cheryl and a lot of occult symbols on a wall of televisions. You also have to use a TV and VCR to view a tape in SH1. TVs/VCRs feature in a very important scene in SH2 as well, when James is in the hotel room. In SH3, there is a TV that turns on in the mall. SH4 has a TV haunting.

SHSM also uses TVs to good purpose. There is the floating down into the abyss scene where you see a lot of videotape images of Cheryl and Harry, and then the TV/couch room in one of the nightmare areas which plays a tape, and of course the opening segment at the amusement park, which is being constantly rewound and replayed throughout the game. There is a strong connection between memory (or loss of memory) and videotapes in the SH games. SHSM also has a store where you have to interact with a TV to solve a puzzle (security monitor). The endings show you taped scenes after the end credits.

\*\*\*\*\*

#### TWIN PEAKS

\*\*\*\*\*

The scene where Michele is in the High School gym singing in front of red curtains is reminiscent of Twin Peaks, which had a lot of scenes of red curtains and many dream-type sequences had stages with red curtains. It especially reminds me of the bit with Julee Cruise on stage, singing in front of red curtains.

Diner 52 has Cherry Pie as a special, listed on the green chalkboard, possibly as another Twin Peaks reference. There is something else about fish specials, and a drawing of a guy in hat saying something, but I can't read what it is yet. It also has a neon sign for Cherry Pie.

The red curtains in Lakefront Souvenirs also remind me of Twin Peaks, as well as possibly the two sets of legs near Valtiel in SH3's Chapel.

\*\*\*\*\*

#### Wheelchair

\*\*\*\*\*

After pulling Harry out of the Lake, Cybil revives him and puts him in a wheelchair. SH1 and SH3 had a lot of wheelchairs, in reference to



Alessa.

#####

X. STREET NAMES

#####

Starting with the original game, all the Silent Hill games have had street names referring to famous authors, etc., usually horror writers. The Book of Lost Memories gives some insight into this.

\*\*\*\*\*

Pharos Tower

\*\*\*\*\*

"Pharos" is Greek for lighthouse, so this is just another lighthouse reference.

\*\*\*\*\*

Shelley Rd.

\*\*\*\*\*

Mary Shelley, author of Frankenstein. There is also a Frankstein toy memento that you can get from the machine in the cinema.

\*\*\*\*\*

Levin St.

\*\*\*\*\*

Ira Levin. Best known for writing Rosemary's Baby and Stepford Wives. Levin Street was also an important area in SH1, because it was the only unlocked house in the first area with the doghouse in front of it.

\*\*\*\*\*

Matheson St.

\*\*\*\*\*

Richard Matheson. He is best known for writing I Am Legend and several episodes of the Twilight Zone.

\*\*\*\*\*

Bachman Rd.

\*\*\*\*\*

Richard Bachman was a pen name used by Stephen King.

\*\*\*\*\*

Navidson St.

\*\*\*\*\*

Navidson - reference to House of Leaves, which deals with a family of the same name.

\*\*\*\*\*

Harris St.

\*\*\*\*\*

Thomas Harris, author of Silence of the Lambs, Red Dragon, Hannibal, Hannibal Rising.

\*\*\*\*\*

Sagan St.

\*\*\*\*\*

Carl Sagan, astronomer and author.

\*\*\*\*\*

Hawthorne St.

\*\*\*\*\*

Nathaniel Hawthorne, gothic fiction writer.

\*\*\*\*\*

Midwich St./Midwich High

\*\*\*\*\*

Silent Hill 1 had Midwich Elementary and Midwich St.; SHSM has Midwich High School. These all refer to John Wyndham's novel The Midwich Cuckoos and its film adaptation, Village of the Damned. SHSM also has the football team called the Cuckoos as well as a statue of Wyndham in the center of the school courtyard.

\*\*\*\*\*

Simmons St.

\*\*\*\*\*

Dan Simmons, horror/scifi author.

\*\*\*\*\*

Wilson St.

\*\*\*\*\*

Colin Wilson, British writer who has written a lot of true crime and occult-related books.

\*\*\*\*\*

Craig St.

\*\*\*\*\*

Lillian Craig Reed, who uses the pseudonym Kit Craig and has written several psychological thrillers.

#####

XI. THANKS

#####

Thanks to Whitney from <http://silenthillhistoricalsociety.com> for some of the family pet messages and problem child messages, and for the screens/mp3/info about the Oriental Lotus.

Thanks for Stephen Ingalls for correcting my transcription of the men's room grafitti.

Thanks to Seta for mailing me about various other Twin Peaks references and easter eggs.

Thanks to Buffy Summers for the drowning kid memo typo.

If anyone has any thoughts or wants to discuss anything here, don't hesitate to email: [codzine@gmail.com](mailto:codzine@gmail.com) and I'll credit you if I use anything.