Silent hill homecoming pc guide

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This step-by-step guide was written for a normal level of difficulty, although the only differences of the hard level are the tougher enemies and less ammunition in the clip. This step-by-step guide is suitable for all versions of the game (PS3, Xbox 360, PC). Color Legend: X-Ray Film - Elements of the Battle
Knife - Weapon Health Drink - delivers hospital maps - maps, children's drawings and photos to Save Point - save the dots after the opening scene, repeatedly pressing the button on the screen to allow Alex free. Turn on the flashlight to see in the dark. Check the memo to the left of the double doors and
leave the room. Follow the trail of blood on the floor. The hallway approach the iron gate to meet Alex's younger brother, Joshua - he's not very talkative at the moment. The door is locked by a keyboard. Head through an open door to the right. Examine the light box with an X-ray - you'll find three digits.
Examine the memo on the table to find out that you need three more to get the whole code. Take the hospital map off the board, Leave the room through another door, Enter the only open room in the hallway - 203 (the one where the baby's crying is heard - inspect the middle incubator to stop it). Get a
health drink on the counter behind, check the memo nearby and jump through a broken window into room 204. Explore the main battle of the weapon on the table and then grab an X-ray film from a shimmering light box. Go back to the Nursing Center to put a new X-ray with the old one and get the code -
624872. Go to the keyboard door and enter this code. Joshua escapes, leaving his drawing on the floor. Take a children's drawing (1/18) and follow Alex's brother. Go to the bathroom, watch Joshua slip through another door. Continue your chase. There's a Save Point sign on the wall in the next room -
you can keep your game here. Go through another door to the women's restroom. Take a battle knife stuck in the mirror to trigger the cutscene. The world will begin to turn into a nightmare - welcome to the underworld and say hello to the creepy nurse. Attack the nurse to get used to the fighting
mechanics and then go to the stall she appeared from and get out of the toilet through a gap in the wall. Take the first aid kit to the left. Go upstairs, break the glass window and jump into the Day Room. There are two nurses in the room - you can fight
them or turn off the flashlight and slip a guietly fleshy canvas into the wall. Cut it out with a knife and squeeze into room 303. You'll find the point of salvation here. There's also a note on the bed. Exit into the hallway. When it passes, the logging will begin, introducing a new type of enemies - Roy. After
defeating them enter the linen room. Take the health drink off the shelf. Exit through the other door. In this hallway direction to purchase a photo (1/11) from a gurney. Enter the Operating Theatre. Examine the memo on the shelf. I'll get off the stairs and then get off the ledge without railings. You better
turn off the flashlight here as there are three nurses standing around the operating table. Move the quietly meaty gap as the double doors are closed, and use a knife to cut and squeeze. Take a drawing of the child (2/18) from the wall immediately after the break and then go upstairs. Find a gurney with
half a body and grab the operating theatre key to it. Go down and go back to the Operating Theatre. Open the double doors with the operating key and step through. Examine the memo on the counter in the room and exit into the hallway. Here you'll meet Josh again. Talk to him (various dialogue options)
don't affect anything at the moment) and you'll find out that Joshua wants his toy. Leave Josh and open the door to the left to enter the Nurse Center. In this room take a health drink off the shelf and examine the newsletter of the missing patient by the window. Finally, there is the point of preservation. Go
out into the hallway and go into room 203. Cutscene will play showing Robbie dragging something into a hole in the mirror. Take a drawing of the child (3/18) from the wall and then walk up to the bloody mirror to explore it. Something grabs Alex's hand: guickly press the button on the screen several times
or Alex will miss his limb. As soon as you get Robbie, Roy will show up in the room. Go back through the Nurse Center to give Josh his toy, but he'll just win again. The gate will open - go through it into the corridor. Take a children's drawing (4/18) from the ground, head down the hallway and take another
children's drawing (5/18) from room door 206. Go to the elevator and press the button. The logging will begin. Alex hears metal scars. He walks up to the elevator doors and hits a huge blade. Alex wakes up in the cab of a truck on the way to Shepherd's Glen - it was all just a nightmare. The trucker
(similar to Travis Grady of Silent Hill: Origins) drops off Alex, and the first goal is to get home. Look at the jubilee holiday flyer in the column of the building. Moving down the street to the east and cutscene will play where Alex meets Judge Holloway. At the end of the conversation, she invites him to return
home. Now you can go to the house as you were advised or visit the town hall first. Enter the central room. Rinse the photo (2/11) from the counter to the left of the podium. You can also read the City History Book at the newsstand behind the catwalk. Then enter the room to the
right of the center. Check out the newspaper article on the wall, except for the door. Come to the table and get the serum. Serums are very valuable, as they not only replenish completely, but also increase it a bit. Save them for the most difficult fights as they are extremely rare. Now head to the back of
the building. There are two offices. On the right is Judge Holloway. You can have a brief conversation with her. The office on the Wall and a health drink on the mantelpiece. Nothing more to see here, so go back outside. Head north along Craven Avenue and enter Shepherd
House (left). There's a head upstairs in the house. Enter the parent's bedroom with double doors. Check out the letter from mom to dad on the toilet to find the tape on the counter. Go out into the hall and go to the left room, which used to be alex and Josh's room. Take a flashlight
from the bottom bed to evoke memories of cutscene. The bookshelf in the room hides a secret. Explore it and move the books to the left to reveal the yellow button. Tap it and the bookshelf will open the revealing hidden room. Take a map of the house from the shelf inside. Now go down - will play scenes.
Alex meets his mother, sitting in the living room. She looks almost catatonic, and the only answer Alex gets from her is that everyone is gone. He takes the Old Revolver out of her hands, then hears the noise, before coming out of the basement and goes to investigate. Descend to the basement where you
will meet a new enemy - Lurker, who will attack from the water. Deal with it with your knife. Then walk to the basement and examine the door. It is locked and cannot be opened until the basement is flooded. Check the water pump nearby to find the Garage Remote and Note Water Pump.
Water pump out of fuel, so we have to go and get some. Get out of the house. Use Garage Remote in front of the garage. Beware as Lurker crawls out of it. Enter the garage. Grab the steel pipe from the counter. Use it to open the closet door in the garage and take an empty gas cylinder. On the right is
the Combat Training Guide. As you exit the garage, another Lurker will crawl through a hole in the fence. Kill it (The steel pipe is quite effective against them), go through the hole and then through another to find yourself in the park. Take a drawing of the child (6/18) from the wall to the right. Then find a
photo (3/11) lying on the ground behind the slide. You can also read an article in the Old Newspaper lying on a bench. Go to the door of the fence with a steel pipe. Walk down the alley to discover the truck. Lurker will crawl because of the trash cans. Recycle it and fill an
empty gas cylinder from the truck tank to get a full gas can. Make your way back to the basement at Shepherd House and fill the water is gone, you can open the door and go out into the backyard. In the There is a health drink in the flowerbed on the right. The
children's drawing (7/18) is on the fence on the left, and the photo (4/11) is on a backpack at the back gate. Before continuing through it, step up the back of the house. In the kitchen, look in the fridge to get a health drink. Then use the tape on the return machine to listen to a
conversation between Josh and his father. Go to another room to find the Note engine on a small table next to the sofa. Get out of the house and step through the metal gate and you will arrive at the cemetery. Take a map of Rose Heights Cemetery from a
stone bench. Move on. Alex notices the gravedigger behind the fence. Leave it to be and go down into the pit. Cutscene will begin to introduce a new dog-like creature - Feral. Defeat it with a combos knife and take the odd stone slab from the pedestal of the old fountain. Climb to the other side of the pit.
Take a health drink from the pavilion and explore the gates to Bartlett's mausoleum to find out that it is locked. Moving to the family crypt to the north. In one of the crypts you will find a point of salvation on the wall. Find a crypt with a hole in the Crypts Mid family and squeeze through it. Go east and check
the crypts on the north side - you'll find a health drink in one of them. The path is blocked by a locked gate, so enter the crypt to the south and duck under the hole. Go further east and squeeze through another gap in the crypt wall to enter the Founders' Row. Feral will attack from behind the tomb on the
right. Go south, jump down into the pit, duck under the hole and climb to the other side. Enter the Founders' Garden and kill another Lurker devouring a corpse. There is a health drink in the northern part of the garden. Walk through the metal gates to the north and walk up the stairs to the Western Garden.
Examine the plates at the end of each staircase. Take a strange stone slab from the fountain and go to the gate, locked round mechanism. Put both stone slabs and gates open. Go ahead and go out on the main street. Go west and turn to the police station. At the entrance of the station turn left and find a
first aid kit on the ground at the end of the road. Go back to the street and continue your journey west. Here, on a billboard, Alex meets Elle. She tells him about the disappearance of people in the city and gives Alex Walkie Talkie - he will notify you of the approaching monsters, radiating static noise. After
cutscene find a drawing of a child (8/18) behind the billboard. From here, head south across the River View and turn into a bridge. Open the gate to enter the Junkyard. Dunk under a hole in the fence, continue your way around the building, squeeze the trough narrow hole in the wall and enter the store.
Inside Alex Will Be its owner is Curtis Accers. Talk to him to find out that the guy is digging graves in the cemetery Mayor Bartlett himself. Eventually it will give you an MK 23 pistol in place for your old revolver. There's gun ammunition behind the counter, and a guide to combat training on the main range
of combat on the toolkit. Head to the back room to find the Junkyard Card, a health drink in a broken fridge and some more pistol ammunition in the backup drawer in the corner. There's also Save the Point, so keep your game and then head out the door next to it. Walk to the Junkyard entrance gate.
Beware of a feral attack on your way. Once you have crossed the bridge, a new monster, smog, will attack you after cutscene. This is good advice to keep your distance from this creature and use the gun to get rid of it. Wait until the smog prepares for his attack and exposes his glowing lungs. At this
point the smog becomes very vulnerable - just a few shots to the lungs, and it is done. Go back to the cemetery. You need to get to Bartlett's Mausoleum. On your way you will meet some smog and ferals - you can fight or just run past them. When you finally arrive at the site, you will find that the
mausoleum is open. Go to the tomb and inspect the coffin to solve the puzzle and open it. The purpose of this sliding puzzle is to move the top of the bottom down to unlock the coffin. To do this, you will have to move the long figures on the left, which block the path, to the right side of the field to release
the second column. Here's how you do it: 1) Move one part in the far right and then up. 3) Move the double piece in the 2rd row once and in the far right. Now select the vertical piece in the second column and slide it down unlocking the
coffin. All Alex finds in the coffin is the Broken Watch. The scary noise shines, causing Alex to collapse to the ground. When he regains consciousness, Alex finds himself in a different place. Alex's in Silent Hill right now. He notices Josh behind the car, which runs away again. Head down the street and
look at the entrance to the Grand Hotel. There Joshua hides inside, but Alex can not enter because of wooden boards blocking the path. Run on and go into the alley on the opposite side of the street. I did it. Deal with it, go down the alley and go down. Duck under the fire truck and grab a fiery axe. Go
back to the Grand Hotel to crack the boards. Get inside. In the right corridor there is a health drink in a glass case. They walk down the main corridor to the lobby. Joshua escapes through a hole in the wall. Go to the front desk and take the Grand Hotel card from the mailboxes behind. There are also two
notes. Jump through the elevator shaft and collect services from toolbox and return to the lobby. The elevator doesn't react at the moment - there's no energy. Get out of the hotel - beware of smog in the main corridor. There will be a couple of smog outside. Kill them as you will need to solve the puzzle in
this area now. Use the service key to open the chain fence to the left of the hotel entrance. Take a health drink from a dumpster and read the memo next to it. Turn to the broken switch box and examine it. The clipboard on the dumpster is the key to solving the puzzle. It says: Don't forget to stick a big
game! XXI. The idea is to connect the wires so that they form the sign XXI, meaning you have to cross the first and second wires, as well as the third and fourth. Here's the solution: 1) Yellow wire - connector 2 2 2) White wire - connector 1 3) Red wire - connector 4 4) Blue wire - connector 3 5) Green wire
- connector 5 Hit switch to restore power. Go back to the hotel and call the elevator. Inside the elevator pick up pistol ammunition. Hit the 5th floor button as this is the only one running and prepare yourself for the fight. New monsters called Needlers will attack from all sides of the cockpit and try to reach
you with their claws. You can use a gun or knife (if you want to spare ammunition) to defeat them. Aim for your head. After you kill the nidlers, the elevator will open. Get out of the elevator before he falls. Check out the picture of the woman in front of you, cut it with a
knife and squeeze through. Behind the picture is a locked door. Take a photo (5/11) attached to it and duck under a hole in another wall in Room 302. Use Save Point here to save your game and get out into the hall. Alex walked up to the door to room 301 and started talking to the woman inside. She
asks to find three memories, and Alex agrees. Enter number 303. Here's a message on the wall; I can't see my face. Maybe you'll be in 404. It's a clue. Number 304 has a note in the closet. Walk through a hole in the wall to get to room 307. There's nothing here. Walk to 308 through the hall. Here's
another note and a hint written on the wall: 405 scares me. I left my ducky there. Head down the hallway to find a cool hole in Room 309. Hack the boards with an axe and enter the room. Climb to the top floor. Move through a hole in the wall at 406. A memo in the closet. Swarms attack you at the
entrance to the hall. There is a delivery notice on the table on the left side of the central hall. The nurse will leave room 402. Use a knife to kill her. Look through the hole in the wall in front of the 403 to find the last key message: You can't wash it off. Enter 402 and press the closet here to reveal the gap in
the wall. Enter room 404 and go to the toilet. Take Alchemist Out of the office. It's one of those memories a woman was talking about. Go back to the hall and head to room 408. Cutscene will call by introducing Bogeyman. After Bogeiman disappears, Roy breaks into the hall from Room 405. Recycle
them and go to 405. Enter 407 through a hole in the wall and exit the hall. Use your axe to crack the tree in front of room 408, kill Roy and collect the serum from the sink. Go back to the hall and cut through the boards to get to the stairwell. Go up the stairs to the 5th floor, jumping through the
cracks on your way. Nidler is waiting for you here. Nidlers can block your attacks, so the best tactic against them will be to attack from behind with a knife or a steel pipe. When Nidler raises his leg to attack, dodge to one side and attack his weak spot. Once you're done with it, grab a health drink on your
nightstand through the gap. There is nothing in room 508 but a note and a swarm. Hack down the boards into Room 505, press the closet in the room and enter the 507. Take a Lakeside Amusement Park Postcard from the bed. Another note is in the closet and the health drink is in the bathroom. Go back
to the gym and break into room 504. Beware needler here. Take the gun ammunition on the bed. Click the closet to reveal a picture of the child (9/18) on the wall. Get in 503 through the hall and jump down to 403. In the bathroom is the last memory. Take a postcard on Lake Toluca and walk away from
room 503. Now you have to make it all the way back to room 301. Run down the corridor to the stairs (there will be 3 nurses - you better run past them, not fight. Get to Room 408 and drop to 309. Smog in the hallway. Get to Room 301 via 307 and 304. Give
the lady's postcards and she will give you a strange clue as her thanks. Go to the locked room for a painting on the same floor and open it with a key. Jump through the gap to reach Joshua, Unfortunately Alex doesn't do this and falls to the first floor of the hotel. Take gun ammunition and a health drink off
the table. Save your Save Point game on the wall and walk through the double doors to the atrium. Try opening the following doors here only to discover that they are locked, and the Grand Hotel will turn into its nightmarish version. The doors will open. Go to the atrium to talk to Mayor Bartlett and
prepare for the boss's first fight. You can't hurt a monster right away. First you need to get rid of four bags of flesh hanging in a circle around the creature. The tomb will try to attack Alex by holding out long arms. Hide behind one of the bookshelves around the Tomb to avoid this attack. Bookshelves can
only take a certain amount of damage before it is destroyed, so don't stay too long in one place. the second attack knocks on the ground with its blows, causing a rain of glass debris from the roof. Just keep running around or dodging to avoid falling fragments of broken glass. In the first stage, wait until
the Tomb punches the shelf with his fist and then attacks one of the bags with either an axe or a gun from the cover. It takes two or three bullets to destroy one bag. If you use an axe to use one combo at a time, then go back behind the lid to wait until Sepulcher strikes again
Repeat until all the bags are destroyed and the tomb falls to the ground. Now you can get close to the monster, wait until its swinging attack and
dodge it. His hand will be stuck in the floor. Run next to him and cut it with an axe. The monster will collapse now, so you can run to his head and inflict some damage. Repeat this sequence again until you see the button icon on the screen. Click on the button to deliver the final blow with an axe to defeat
the boss. The monster falls through a hole in the floor and Alex follows him shortly after falling unconscious. Alex wakes up in the cell, he lost all the weapons. Check around or just wait a while and the cutscene will eventually start. Wheeler's deputy entered the cell and asked Alex what had happened to
Mayor Bartlett. Tell him about the creatures, and Wheeler opens the cage. Follow him and you finally get to the room with Save Point. Wheeler tells Alex that they need to meet with Dr. Fitch and open the neighbors. Follow him into the corridor to trigger the cutscene introduction of a new enemy - Splits.
Wheeler tells Alex to get to the chief's office. Leave Wheeler covering his back and run down the hall. There will be a split, tearing the door to the right. You can run past it or enter this room first to collect a photo (6/11) from the table. Since you can't fight the split at the moment, avoid it attack and move to
the last door of the hall on the left and then enter the second door to the left in the next room. After cutscene you get 12 Gauge Shotgun. Take a map of the station from the closet at the door and go out into the corridor. Moving into the snoo's doorway and cutscene will begin. Use the axe to crack the
doorway and go to the lobby. Here you will meet two splits. If you can handle it, two more will rush out of the hallway to the left, Also another one will appear from the corridor you came from. There is a health drink on the file cabinet in a room with a broken window - jump into the room to get it. Another
health drink awaits you on the sink in the toilet. Nothing more here, so go to the end of the corridor and under the hole in the Wall. There are two splits waiting here. Also, there is shotgun ammunition on top of the file cabinet in the corner. Hack the doorway and go to the garage. One split lurks here in the
car. Look at the wrinkled note on the trunk of the police car. Enter Garage's office. You can solve a small extra puzzle here to get some materials. Examine the locked safe with the keyboard. For the right combination you need to remember that a memo on a police car said: Only time will tell who has the
right to live. Look at the watch at the safe. Time 2:06, so the combination will be 206. Enter it and collect gun ammunition, shotgun ammunition, 
the car. It is best to use a firearm against Siam. It will take 3 shots from a shotgun or 7 shots from a pistol to finish this beast. After defeating Siam, Alex and Elle run down the drain. Go ahead and Elle will draw your attention to the Gate 3 valve. Turn it over to let Elle under and she will turn the valve on
her side so that Alex can duck under too. Keep straight ahead. There will be two lurkers in the flooded area. Climb towards the alcogs to find the x2 ammunition pistol on the tank. Get off the tunnel a little more and then step up to the platform to the left and snatch the wire fence door with a pipe. Go inside
and turn the valve to drain the water forward. Go back to the tunnel and get on with your journey. Don't move down the stairs to the left yet, but go ahead. You'll find a point of salvation on the wall. Walk into the room past Save Point and collect a sewer card and shotgun ammunition there. Now go back to
the drained pool and move through it. Keep going straight. Get a health drink from the raised niche to the left. Turn the valve to its side, but it can try with another. You have to go back to the beginning. Two needles will attack on the way
back; Also one Lurker will be waiting for you in the water. Run to Gate 4 and Elle will lift the gate. Duck under and continue. The other Nidler is attacking you here. In the niche on the right is a shotgun of ammunition. Another Nidler is attacking you. Laugh down the tunnel. Two Lurkers are waiting for you
at Spillway - you can't go on without killing them because Elle is afraid. Once you're done with them, climb to the other side. Nidler will appear in the next corridor. Collect shotgun ammunition and pistol ammunition at the end of the corridor. Now find the illuminated lever and pull it to open the gate to the
left. Throw yourself down and find a room with Save Point. After that, go to the Main Drain Room. Let Elle slip gates, but she won't be able to get through again. Three nidlers will appear and attack the lonely Alex. After killing them Alex will hear the screams of Elle and Siam will make his appearance in
the cell. Use a shotgun, and when the creature is dead, the gates will open. Continue your journey to find Elle radio in a pool of blood. Check the alcoes to find the photo (7/11) and climb the stairs at the end of the tunnel to return to Shepherd's Glen. You'll leave near Shepherd House, but you can't enter it
at the moment because of the barbed wire blocking the front door. Go south to knock it out. Wheeler will call the radio and invite Alex to meet in the office of Doc Fitch, which is on Main St. Moving Forward - two Ferals roaming the street. There may be more enemies on the streets on your way. Before you
go to the doctor's office you can explore the cooling room in the town hall, as now you have an axe. Enter the Town Hall - there will be two smog in the corridors. Hack the boards on the left side of the town hall to get in. Inside you will find a portrait of Isaac the Shepherd on the table. Move the shelf to the
wall to show the drawing of the child (10/18). You can also keep your game in the back room. Then go back to the streets. Go straight to Doc Fitch's office. Eventually, you'll initiate the coke. Follow the bloody trail left by Doc Fitch on the ground and enter your office. Take a health drink behind the check-in
desk. Study the degree of the Southeastern University next to the door on the right. Go to the last room in the hallway. Rinse the photo (8/11) from the counter. Check the locked box on the dresser. You better turn off the lights now, because when you get back in the gym, there's going to be five nurses.
Use the darkness to get rid of them. You can use your shotgun here. Go to the room from which they came out and get the serum from the enclosure on the bed. Check out the note on the table. Return to the room with the locked box and use the Small Key to unlock it.
After the scene, Alex will shed his time in the Underworld. Alex takes the Scarlet doll in the scene. This area doesn't have a map, so read carefully so you don't get lost. Walk down the narrow corridor and suck down. Josh will appear in front and escape. Don't follow it, as it's a dead end. Take another
ladder to the left. Jump over the gap and press the button on the screen to climb to the other side. Left on the path and then jump into the hole in the wall. Move down the corridor, jump over the fan. At the end of the short corridor on the right is a doll. If you study it, he will say: Behind you and smog will
appear in the hall. Falling down through the fan. Kill a few swarms here and take the gun ammunition off the table. Keep going straight until you reach a dead end with Sign. Go back a little and look for a place where you can fall on the lower stairs. Climb this ladder to grab a health drink from the bench
and then go down. Keep going until you see Josh running into a split. There will be smog on the left and drawing of the child (11/18) on the right in this area. Continue your journey, jump over the gap to the bridge and turn left. Go on. When you see the fork, choose the left path, drop down, jump through
the gap with lava. Get down and go down the stairs. Find the pipes to squeeze through and then duck under the fan. Take Crowbar lying on the table, go back to the stairs and you will hear some scary screams. Climb up and continue your path jumping through lava gaps. Pull the lever on the wall to stop
the working fan in front and duck underneath. Go down the stairs, and then go down. You end up running through Josh sitting behind the fan. He will run away as always, leaving on the ground. Move through the fan and take a child's drawing (12/18). In a room with three duck fans under the
right that doesn't work. Use a knife to open the meaty gap and squeeze through. Squash Roy and then pull the lever on the wall to stop the fan and drop down through the fan shaft. Go straight and you finally get to the room with six fans. You will have to manipulate them to
get through, but first go through the fans number 3 and 2 to grab the serum on the bench. Come back to solve the puzzle. To get through you have to turn off all the fans on one side. To accomplish this task, there are switches between the fans in this order: 1) Pull the lever 4/5. 2) Pull the lever 3/4. 3) Pull
the lever 2/3. 4) Pull the lever 5/6. 5) Pull the lever 5/6. 5) Pull the lever 3/4. Now the fans numbers 4, 5 and 6 are off, so you can duck under them and get to the other side. Going through the fans go down the stairs and you will find Save the Dots on the wall. Next, go down the stairs. Follow Josh, and the
wall ahead will show the corridor. Go to the door with a valve. Open it and step into the room. You'll see Doc Fitch cutting himself with a razor. Talk to him and give him a Scarlet doll eventually, and then Scarlet herself will make her look. Beautiful Scarlet attacks Alex with his hands. Before the attack she
raises her hand, so you should be able to dodge it. At this point you need to crack The Porcelain's Porcelain Body. Stand in front of her, dodge her attacking hands and deal damage with your steel pipe or crowbar to one of her legs. When some damage is done, Scarlet will fall to the ground - now you can
destroy the porcelain on one of her hands. Be guick to do this before it stands again. Repeat until the porcelain shell on the legs and hands will not be destroyed. Keep attacking Scarlet and She falls to the ground next time, run to her back and press the button on the screen to snatch her back open.
Scarlet will seem dead, but alas, not for long. Scarlet is now moving much faster. She'll hide in the dark and then jump on Alex. Get ready in combat position and dodge her jumping attack. If you are successful, Alex will avoid attacking Scarlet and you will get a chance to run her back and cause serious
damage by pressing the button on the screen. If you missed her attack from the ceiling, you need to get her away from Alex and then attack her normally, although it will be much harder. The best advice will be to stay away from her at this stage and wait until she hits the ceiling again and makes her
attack jumping. Either way you need to attack her back a few times until the boss is finally done. After the fight, Alex will be back in the doctor's office. He'll get the Founders Key. The symbol on the head of the key resembles the one seen in the town hall. So let's head there and find it. Get out of the office
and go straight to the town hall. Go to the central room and approach the pedestal with a symbol. It has a keyhole where you can use the founders key. The floor panel will lift showing a set of stairs into the basement. Rinse down and take a first aid kit under the arch in the wall. Move on as you like. In the
next room after the tunnel you will be waiting for three nurses. Once you deal with them, you can read 4 ancient books. There is also a cross to get a ceremonial dagger. It will replace your battle knife. During the scene. Alex will remember where he saw her pen - at home. Explore the
wall between the two book stands to find the keyhole. Use the ceremonial dagger to unlock it and continue through a small maze until you get into the room with the table. Use the ladder to get back to the surface. Now you are in one of the mausoleums in the Cemetery of the Founders of Rose Heights.
Turn left to take a drawing of the child (13/18) from the wall and then use the dagger to get out of the mausoleum. Use the dagger to unlock another mausoleum in the Founders Garden and grab the serum from the inside on the coffin. Now you have to go back to Shepherd's House, but if you want to
collect all the photos as well as more accessories, you need to make a detour here. Run to the cemetery parking lot and go outside. Go to the missing persons billboard to find the photo (9/11) lying in front of it. In addition, there is gun ammunition lying to the left of the billboard. More gun ammunition is in
front of the police station on the left side. Now you can run to Curtis' landfill to collect more things. You will meet two smog on your way there. Cross the bridge and you will find shotgun ammunition x2 and a health drink in front of the fence. blocked so so back to the cemetery. From the Founders' Garden,
head southwest to the pit. Duck under the hole in the wall and there will be two smog on the other side. You can kill them in order to get a first aid kit and shotgun ammunition at the end of the pit. Duck under a hole on the western wall and climb up. Here's another one - kill him or run past and squeeze
through a gap in the wall. Run through the family crypts, duck under the hole, and then squeeze to the family Crypts of the North. Use your axe to crack the rivet crypt to grab the Chrome Hammer pistol that replaces the gun. Keep going east. Climb the pit in the East Garden - two Ferals attack you here.
Climb to the other side of the pit. Run straight into the house. In the Old Crypt area you will be working in another smog. Get to Baker Street and enter the backyard of Shepherd's House. Before you go to the basement enter the kitchen through the back door. There's a nocwcule door that you can crack
now. Inside the dining room you will find a first aid kit on the table by the window. Get out of the house and enter the basement and unlock the secret room behind it. Take the attic key from the table and bluesteel shotgun out of the cabinet.
Go upstairs to the second floor and open the door to the attic. Continue through your neighbor to the attic. There, take a photo (10/11) on the boxes on the left. Click the bookcase to reveal the hidden door. Enter the room and see the memories. To your right, you can study Adam Shepherd's testimony of
his release or dismissal from Active Duty. Come to the table in front to solve the puzzle. You have to move the sliding pieces to restore the coat of arms of the Shepherd family. To see what it looks like, take a look at the flag above the table in the first-person view. Important note: if you start to solve the
puzzle and mess up completely, get out of the shepherds' house and re-enter to reset the puzzle. Now here's a list of steps to solve the double piece (row 1, column 3-4) left. 2) Move the double figure (row 2-3, column 4) up. 3) Move the figure (row 3, column 2) down. 4) Move the
shape (series 3, column 3) to the left. 5) Move the double figure (row 4, column 3-4) up. 6) Move the shape (row 4, column 1) straight twice. 8) Move the double part (row 2-3, column 1) down. 9) Move the part (row 1, column 1) down. 10) Move the
figure (row 3, column 2) down. 11) Move the double figure (series 3, column 3-4) to the left, 12) Move the double figure (row 1-2, column 4) down. After solving the puzzle the desk drawer opens and you get an email from Dad and a Silent Hill card. Go downstairs to talk to Alex's mom. During the
conversation you will be ambushed, and the house will turn into its version The front door is sealed and you have to solve four puzzles in the wall hinting that you need to know something about events from the past to avoid home. Go to the living room to save
your game at Save Point. Take the angry mask from the stand on the closet. Go upstairs. Take Cliver out of the window closet. Enter the bedroom toilet. Collect an indifferent mask from the underces and stuffed Rabbit from the bloody bath. Go back to the first floor and get into
the kitchen. There's one Roy here. If you study the wall hole more Roy will come. Take a frowning mask and health drink from the kitchen counter. Go to the next room, where you will need to solve the first puzzle. There are two crosses with skin in the room. The first cross has the following letter over the
body: To hide her pain is the face she wore... The second reads: Behind this mask, her heart was bare. This puzzle is related to Alex's mother. You have to put the right ones. To solve this puzzle, place an
indifferent mask on the face of the first corpse and a frown mask on the second. Solving the puzzle will illuminate one of the four characters on the front door. Go back to the lobby. On the way there you will meet a split. Use your Bluesteel Shotgun - one shot is enough for him. Pull the lever to close the
kitchen door and open the door to the attic. Go to the second floor. In the guest room push the study to take the heart of the medal of darkness out of the ground beneath it. Go up the stairs to the attic. The split is hiding here to your right - kill him before he can get to you. To the left of it there is a gap
through which you can squeeze through. Aside from the rupture you will find gun ammunition and shotgun ammunition. Go back to the main square and look for a place near the stairs where you can duck under the pipes. Collect the Vile Acts medal from the dummy there. Be careful as soon as you take
the medal split will attack you from behind. Return by diving under the pipes and look for another narrow gap between the pipes to squeeze through. Another split lies on the ground waiting for your approach. Don't give him a chance! Go further down this path, duck through the hole and then jump on the
pipe and you will enter the room with a round pedestal. Collect the Fallen Star medal from the enclosure on the pedestal and go to the dummy in one room to solve the second puzzle. This puzzle is related to Alex's father. You need to place 3 medals on the coat in the correct order. To do this, study the
shape of the medals in the body on the pedestal. The Fallen Star Medal lay there first. The second belongs to the Heart of Darkness medal, while one to the Vile Acts Medal. Thus, the correct order of medals should be: Fallen Stars - Heart of Darkness - Vile Acts The Second Symbol will prepare. Go back
to the lobby to pull the lever out. Now the door to Josh and Alex's room is open. Go there. Read the Doctor's note on the wall. After that, go to the clock on the opposite wall to start solving another puzzle. The first part is related to Alex. You have to set
the right time by adjusting the hands of the clock. The right time comes from the doctor's note on the wall. That's room number 206. So, the right time and all the windows in the room will open. The second part is related to Joshua. Approach the window, glowing orange light, and place
the stuffed Rabbit, as this toy is firmly connected to Josh. This will solve the puzzle. The third symbol on the door is on fire now. Before returning to the lobby find a meaty gap and cut it to get through. Inside you will find a butcher knife and a drawing of a child (14/18). Go to the lobby and pull the switch
again. Now the basement door is open. Go down and walk down the hall. Lurker will move from the hole in the wall. Deal with it and keep running forward. Duck through the gap and finally cut through the fleshy membrane. In the hunter's room sniffing out a bogeyman
knife from a decapitated corpse split. Check out the preparation table for the latest puzzle. You need to insert knives in the board, clover on the board, clover on the middle and insert a bogeyman knife
into the split head. The task is done. So now all the characters around the door are lit and you can finally open it. Before you do that, it's a good idea to keep your game in Save Point. Open the front door and the house will return to normal. Alex will leave the house and meet with Elle. Together with
Wheeler, they will go to Silent Hill by boat. Alas, during the journey they were ambushed and Alexey is separated from his comrades. He's in Silent Hill right now. Climb the wooden stairs, jump on the rock platforms and climb to another segment of the dock stairs. Move through a hole in the fence to get to
the streets of Silent Hill. Wheeler's going to be on the radio with Alex. Apparently, he's in prison. Check the map. In the west is the cemetery of Dargento. You will need to go back there later if you want to get a rifle, but currently you don't have all the necessary items, so just go to the bait shop. Beware of
lurkers on the streets that will appear here. Duck under a hole in a wooden fence. In the backyard you will find a rescue point, a children's drawing (15/18) on the wall and gun ammunition on Go back to the street. Go through the Sagan St Overlook Correctional Front Gate - it's closed. Alex talks to
Wheeler, and Wheeler tells Alex there's a back entrance on the other street. Continue down the street and enter the back gate too, since it is electrified. First, we need to turn off the power. Keep going south and enter the boiler room. The
boiler room is flooded, so expect Lurker to hide in the waters. Take the Health Drink out of the east and take rifle ammunition from the windowsill of the boiler room. Turn around and head west through Koontz St. towards Alchemilla Hospital.
Beware of Lurkers and Ferals. In the first small yard you will find a bloodstone on a bench. Go further to the west and in the second hospital yard get a serum from the bench. Now go straight to Toluca Lake Offices on Wilson St, as you can't get to Lake Toluca and Power from the street
Inside the table on the left is a familiar newspaper. On the right is gun ammunition. Go through the Lower Landing and into the office, take the turquoise from the sink at the door and drink health from the table. Jump over the abyss. There's a point of salvation on the wall. Hack the boards and
grab Lake Toluca and Power Key from the table. Make your way back to Lower Landing and use the key there to open the door and gain access to the power plant. The area is patrolled by two members of the Order. They need to detect you and go down. Take them and then examine the white board on
the ground floor with a diagram of the power generator system. There are pistol ammunition on the shelf next to the fire door. Go up to the second floor. Go up to the shelf next to the fire door. Go up to the second floor. Go up to the s
puzzle to cut off power. There are three stations at the power plant, each of which operates different systems. Station A is on the 1st floor, stations B and C are on the 2nd. If you do it the wrong system will reset. We learn from the Charts on the ground floor which station controls what: Station A - Water
Station B - Boiler Station C - Steam Notice on the second floor says we should close the boiler (station B) first. Turn the B valve on the steam, you have to turn off the water supply station. Turn off the water channel (Station A) on the ground floor, then return to the
second floor to turn off Steam Feed (Station C). When all the valves are off, go to the control station and pull the lever to turn off the power outage, two members of the Order will work at the power plant - armed with a rifle. Kill them and head back to the streets through the offices of Lake
Toluca. The streets are now flooded with ferals and splits. Don't waste your time and ammunition fighting all the enemies here - just make your way to the boiler room, cross it (another Lurker is in the water) and walk up to the back gate of the prison. Siam breaks through the gate - use a shotgun to defeat
him. Now you can go to prison or head back to Dargento Cemetery to get a new weapon. If you feel you don't need it, just skip the next paragraph. Go back to Dargento Cemetery, walk through the Garden of the Sun and find a place in the wall where you can break through to it. Use your axe to pass.
Grab the pomegranate from the bench and walk into janus' garden. Here I could - sending it. There's another stone - Sapphire - on a bench in the center of janus Garden to solve an optional puzzle. Explore the statue of Janus, the Greek god of youth
and adulthood. Two holes on the side with the 12th Old at the front and one new on the back. These round holes are obviously for the stones to put in. The figures on the statue also refer to the months: January 1, December 12. The stone of birth for January is The Pomegranate, and the stone of birth for
December is turquoise. Place the turquoise in the front round hole and the pomegranate in the back. This will open a slot on the statue. Grab the moon garden key from it. Go to the southern part of the cemetery. Open the locked gate with a key and enter the Lunar Garden. I smog here. Go to
the mausoleum in the corner to find a crack in his wall by the ground. The weapon can be seen under the crack - dislocates the assault rifle M14. You can go back to prison now. Smog will block your exit from the cemetery. Go outside and return to the back gate of the prison. In a pickup truck back in
front of the prison get a Pulaski axe that replaces your fiery axe. Go to the alley on the left. Take a health drink on a dumpster and enter the prison door. The door has a point of salvation. Move forward to hear from Wheeler, telling Alex that he is being held in Block B. Walk through the door to the locked
gate. Come to the guard to pull out the lever and open the gate. Move through the gate. Move through the gate to get a first aid kit. Go down the hall, break the glass window and jump over it. On the counter is a note of the prisoner. Exit through the door. Find the prison card on the wall. Enter
the vault nearby to get a health drink on the shelf. There's also an employee note on the vehicle. Climb the gap and get in safety Here's the control panel, but it's broken. Pull the lever on the wall behind and walk through the open gate to Cell B. Two members of the Order stand in
front. Dislocate them. There's an old newspaper in the B5. Pull the lever on the wall to open the gate to the stairs and go down. B5 has a prisoner's letter. There are small arms on the shelf in the corridor. Go through the double doors to the next part of the B cell block. Immediately after you open the door,
two members of the Order attack you, so back off and use a firearm. Once you defeat them, pull the lever on the wall to free Wheeler from his imprisonment. Immediately after Siam falls from above and attacks you. Wheeler will help a lot in this fight. Siam attacks Wheeler, so he took out his shotgun or
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rifle and shot him in the back. After the fight, follow Wheeler upstairs. On the second floor, before moving on turn to the upper guard room take a drawing of the child (16/18) from the wall. Back Wheeler, cross the gap and duck into the hole. Pull the lever in the office to open the wire gate and the wheeler

will lead you to control with the control panel. Wheeler manages to get the panel running, so he stays to guide Alex and open the way for him. Get out of the office and jump over the gap to the gate in the block of cell A. Wheeler will open the gate. Walk through the double door. Cell A6 contains a prisoner's letter on the bed. The A5 has a health drink on the sink. In the A8 cell on the wall is another letter from the chain gate, but he'll jam. Return to the cell block and Wheeler will open the gate to the stairs. Descent to the 1st floor. Here, Nidler emerges from a hole in the A1 cell. After the fight, Wheeler will open the gate to the shower room, two more ndidlers emerge from the hole in the ceiling. Recycle them and find a section in the wall that you can break with an axe. Pass in the boiler room and upstairs to save the dots. Alex contacts Wheeler, who tells him to come back. Go down to the other gate, which will then open. Go through other double doors to find a locked door with a keyboard that is disabled. You have to restore power first. Go back to the block. Squeeze into the A11 cell and then get into the A10 cell to get Loose Wire from the vehicle's headlights. Come back and go upstairs. Take the health drink off the stairs. Go to the other side of the catwalk. Enter the upper guard room to find a box for interchanges. This is another wiring puzzle, but now there are 3 wires missing. Enter the A20 cell to collect the radio wire from the radio. Walk through the double door at the end of the podium and enter the A20 cell to collect the radio wire from the radio. Walk through the double door at the end of the podium and enter the A20 cell to collect the radio wire from the radio. Walk through the double door at the end of the podium and enter the A20 cell to collect the radio wire from the radio wire from the radio. three wires in a box and start solving the wiring puzzle. Once again you have to connect the wires through trial and error. You can determine how many wires are connected correctly by clicking on the switch - the green lights will show the number correct. Here's the correct answer to the puzzle: 1) White Wire - Connector 2 2) Green Wire - Connector 3 3) Yellow Wire - Connector 5 4) Blue Wire - Connector 4 5) Red Wire - Connector 4 5) Red Wire - Connector 1 Hit Switch to Restore Power. Once the power has been restored, pull the switch to the left of the switch. This opens the A15 cell. Go to it through the gap to get the serum. Head down and pull two switches here. One opens the A14 with nothing inside. Another opens the A12 with a prisoner note that contains the code to the door: 110391. Get to the keyboard and enter this number. Go to solitary confinement. Move to the end to find Alex's mother tied to the cross. This is the first key moment that determines the end of the game. Make your choice between compassion or mercy, watch its consequences, and see how the Prison turns into its otherworldly version. Leave the area. Save your Save Point game on the fence and move to the next room where the metal cage will rise from the center of the room. The lever will disappear into the hole. Don't stretch inside yet - you'll be punished with the advent of Nidler. You have to solve the riddle first to pull the lever safely. The cage has three dials on it. Read the texts to learn how to rotate the dials. The first reads: I stand next to a holy man monarchs fear my anger No one can move as much as I can ever curve the way Look at the appropriate dial. You need to choose from the presented options. As you can see they are all chess pieces. The holy man is a bishop. Next to him stands either a knight or a king/queen, but the curve path is clearly directed towards the knight, who moves in this way, no other figure moves, reminding the letter L. Turn the dial so that the image of the horse's head was on top. The second table reads: The person who designed it does not want the person who bought it not to use his man who used it does not understand this Look at the dial on the side of the cage for some clues. The answer is quite simple - it's a coffin. Turn on the dial so that the coffin is on top. The final table reads: What does a man love more than life Afraid of more than death or mortal struggle What poor people, the rich acquire And all satisfied people wish What misanthropes spend and wastrels to save and each person carries to his grave? It may be a little tricky, but pay attention to the empty on the third dial. That's nothing - that's the answer. Set an empty space to be on top. Nwo Nwo can approach the hole in the cage and reach inside. The cage will go up revealing a hole in the ground. Jump into a hole. Alex will meet Wheeler in this room. Find a save point here to save your game and squeeze through a gap in the wall. Climb the stairs and continue on the path to the room where a couple of nidlers descend from the ceiling. Defeat them with Wheeler and run on until you get to the door with the lock mechanism. Before entering turn left into a room with a rescue point, first aid kit and health drink on the shelves. Open the sealed room. After the scene, Alex is trapped in a cell with a monster named Asphyxia. Asphyxia in close combat attacks can be very annoying and difficult to dodge, so you better stay as close to it as possible. Any frontal attacks don't seem to cause serious damage to her, and that's because her weak spot is her tail. You have to follow a simple tactic to finish this fight guickly and easily. Make some distance between you and the monster, stand so that the wall of the room will be right behind you and wait as the boss approaches you. Wait until the moment when Asphyxia is ready to rush forward and run to the side. Asphyxia hits the wall instead of Alex. Use this moment to cut her tail with an axe. Make two or three strokes and then guickly run away as the furious monster will try to hit you with his tail. Repeat this tactic several times more before you can deliver the finishing kick. After the fight, Alex will see Josh through a broken window, running away, as always. Follow him through the door and you will enter a new area - the Church. Run to Josh forward - he takes off as usual. Explore the left side of this area to find gun ammunition x2. Could attack here. Recycle it and turn the wheel to continue through the gate. After the gate on the right is a health drink. Another was able to roam the area. Kill him or run past, grab rifle ammunition to the right of the stairs, and then enter the church. Take a map of the Church from the bench right in front of you. There is also a memo with anthem lines on another bench, and shotgun ammunition on the bench a little further away. Examine the base of the organ and use your dagger here. This will open the gate at the back of the church. Explore the Pentagon again to find five slots. You need photo (11/11). Take a look at the baptismal font that contains something inside. Turn the wheel side by side to lift the cage. Exclude Roy from the inside of the font and take a bowl-shaped stove. Turn around and go upstairs. There's a point of salvation on the wall. On the table is an excerpt from the psalm. Approach confessional booth to find that there is someone inside. Talk to this man. You can forgive the person or not - the choice will affect the ending. Whatever choice you make, take the kneeling man slab from the next stand after the conversation. Walk past Save Point in the alcove to get a health drink and an unlit candle. Return to the main hall and get ready to be attacked by two splits. Shoot them down and place an unlit candle on the statue holder. The statue will release the Candlelight from her hands. To the left of the statue there is a gun ammunition. Go to the second floor. Get a health drink from the table, shotgun ammunition on the other side of the bench and explore triptych painting. You can cut through each picture, but you really only need to cut through the picture of the person to get the Tree Plate. The picture of the woman has nothing inside and the image of the tree hides Roy. Once you cut out the picture of the person, the split will rush through the gate. Grab a rifle ammunition at the beginning of the corridor. Go further to pick up the first aid kit on the bench and sword slab under the stained glass with the image of a knight. Siam will ambush you to break through the glass and throw you down into the main hall. Here's another Siam waiting, so does two of them. Equip yourself with a rifle and run to the back of the church to make some distance between you and siamami. Shoot them and change your position if necessary to keep the distance. When Siam's history, head to the organ as you have all five plates now. Body pentagon slots are labeled with different emotions. You have to match these labels with plates. To do this, you need to remember the circumstances under which you received the plates. The bowl slab was obtained in a baptismal font full of blood and containing a body that resembles a kind of sacrifice. The knee slab was taken by a man in a confession stand. The man seemed to repent of his sins. The candlelight plate was taken from a statue of a woman with a view of sadness and sadness on her face. Behind the picture of a man staring with a desire at a woman from another picture, there was a slab of the Tree. The sword slab was obtained from under the image of a knight being stabbed in the back of the executioner. The scene resembles revenge. Final put plates in slots in such order: Repentance - Knee Man Plate Revenge - Sword Plate Desire - Tree Plate of Sacrifice - Bowl Plate After the plate is fixed in the right places, the body opens the revealing secret chamber with Alex's father, Adam Shepherd, tied to two pylons. During the conversation Adam gives Alex Shepherd Ring and eventually sliced Bogeyman. After the scene go through what's left of Adam Shepherd and collect a health drink, as well as drawing a baby (17/17) from the back of one pylon. Go downstairs. The path to the right is blocked by the ferry. Go left and find a mountain suit on the table. With this protection, Alex can pass through steam. Call the elevator takes Curtis inside. Alex has no choice but to ride with him. Looks like Curtis didn't cheat Alex's disquise and eventually knocks him out. Alex is brought to the ward with Judge Holloway. She shows Alex what's really going on and takes strength exercises to end Alex's life, which doesn't really get along with our plan, so click on the screen to get yourself free and get rid of this crazy. After the fight look around to collect the Lair Map, First Aid Kit, Health Drink and Ceremonial Dagger. This is your only weapon at the moment as all your weapons have been taken away. Save your game at the point of saving and leave the room. Head to Room 212 in Sector 2. There is one member of the Order inside. Recycle it and grab a steel pipe from the corpse of a policeman. Break the glass into the next room, and another member of the Order will make it look. After defeating it get shotgun ammunition off the shelf, Sector 3 Key to the Key Rack and your Mk 23 pistol off the counter. You can also explore the book Through the Fog on the Table. Exit through the door of room 211 and find the last children's drawing (18/18) behind the dumpster. Return to the hall through rooms 211 and 212. Two Members of the Order are attacking you here. Go to Sector 3, duck under the grille and use Sector 3 Key to unlock the door. The area is patrolled by a member of the Order. Destroy it, peep the door into the corridor with your steel pipe and continue your journey. There are two Members of the Order around the corridor diving under the bars. The gate will close behind Alex. Move to room 320 to call the scene. Elle tortures Curtis. Now, you have to act fast or Elle will die. Climb over the gate to your left, press the fridge blocking the door and snatch the door open with your steel pipe. Step into room 321. Curtis will have to distract from Elle and attack Alex with his circular saw. The battle with him is guite simple. Equip your dagger and attack it without interruption. The saw is so slow that Curtis should not be able to counterattack you. You can also use your gun to deal with it. In any case, after the fight, Alex frees Ella and they leave the room. Return to room 320 to get a health drink and first aid kit from the counter. On the same counter is a book. Go to room 321 and grab the number 301 Key racks on the wall. Go back to the gym. Turn Turn The valve to make Elle step through and join her as she keeps the gate open with a valve on her side. In the next area, two members of the Order will attack, one of whom has a rifle. Try to attack one with a rifle and then finish the other. Unlock room 301 and step inside. There are a few notes in this room. Also you will find one gun ammunition in the office past the curtains. Check your back to get all the weapons back. There is a healthy drink in the cupboard and a serum on the table at the back. Break the glass separating the two rooms and jump over to room 301 and go out into the hall. Head to Sector 1 through Sector 2. Get rid of the lone member of the Order and do the gate trick to continue. Enter number 113 and get the Marksman Police rifle off the desk on the left and shotgun ammunition from the closet at the back of the room. On the other table is a set of by-laws. Break the glass into another room and jump into room 112. Wheeler's approach is for another important choice that could affect your end. You can save Wheeler by giving him a medkite or Wheeler will die. After the scene step through the door to room 111. Elle will leave you here. Get out of the room and run down the corridor by striding the trough door at the very end. Find the point of salvation on the wall in this room. This is you last opportunity to save the game, so use it. Then go to a large round room. You have to solve the last puzzle here to continue into the next room. There are four pills all over the room. You can't read them now. Use your ceremonial dagger on the columns to the right of each tablet to remove the red coating from them and make the text legible. These are contracts with God of the four founding families of Shepherd's Glen. Pay special attention to family symbols and method of killing a child: The Fitch Family - Eye/Knife Family Holloway - Scales/Loop Family Bartlett - Triangle/Land Family Shepherd - Trident/Water Check Rings on the floor. There are two rings with symbols. You have to match the symbols with the places where the three family members were standing. There are only three places here - there is no symbol of the Shepherd family. The prescription notepad shows the location of the Fitch family. The other should belong to the bartlett and Holloway families. Rotate the inner ring twice so that the human symbol (Holloway) will be on top and the symbol of the mountain (Bartlett) in the bottom left. Now you need to match the family symbols from the plates on the outer ring. Turn the outer ring eight times so that the symbol (Fitch) will be in the bottom right, the weight symbol (Holloway) at the top and the triangle symbol (Bartlett) in the bottom left. After matching the two rings, the lock on the Characters of the Shepherd family in both rings, so they will be on top. The symbol of the Shepherd family in the inner ring is a drop of water, and in the outer - a trident. Rotate the inner ring four times and look three times clockwise. The door will open after the two characters are correctly matched. Take a step into the camera. There are four altars with plagues. Explore the altar of the Shepherd family to evoke the scene and the boss's last fight. Ultimate Boss: Amnion Fight is pretty simple if you have enough ammunition for you don't have a lot of ammunition - you need to get close to Amnion's body in this case. Amnione's main attack swings his front legs. Then go up to the body and use the knife to slice it. After the boss has suffered enough damage, he will change his position. During the second stage look at Amnion's two-legged smashing attack. If you manage to dodge him, you will get the monster's feet stuck in the floor for a short time, during which you can damage his body with a knife. The boss is also attacking you, waving your leas, spitting spray on top or trying to grab Alex, Dodge all his attacks, wait until the monster's leas are stuck and continue to damage his body. Finally, you'll be able to handle the finishing blow - Alex rips open Amnion's belly. letting Joshua free. Congratulations! You defeated Silent Hill: Homecoming. Watch cutscene and your end. Check out the Endings section to learn more about them. Also, if you've collected all the drawings and photos, you'll see a bonus cutcene after the credits. Loans.

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