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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 prisoner. Walk through the double door. Wheeler tries to open 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 area. In the shower room, two more nidlers 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 the double door to Cell A block. Exit 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 shelf at the top of 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 office. There you will find a piece of wire tools on a metal table. You have all the wires now so go back to the intersection window. Place all 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 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 quickly 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 quickly 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 to find five plates for them. Leave the organ and head to the back of the church. Watch out for the split lurking here and enter the East Wing. Explore the pool to get the latest 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 head to the west wing. Examine the statue on the ground floor 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 and attack. Get rid of it and go 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 Sorrow - Candle 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 and watch the stage. The elevator takes Curtis inside. Alex has no choice but to ride with him. Looks like Curtis didn't cheat Alex's disguise 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 corner. Defeat them and walk down 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 quite 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 study and another 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 302. Take the first aid kit off the shelf and study the torture list. Go back 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 medkit 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 your 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 table 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 (between the beetle and wind symbols) is in the place where Doc Fitch left his pad. In this case, the wind 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 in the inner ring with 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 door will open. Go to him to find another puzzle ring. Now you have to match 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 plaques. 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 hovering weapons - just keep some distance and shoot out everything you have. Sooner or later you'll end up with the monster. Fighting becomes more difficult if you don't have a lot of ammunition - you need to get close to Amnion's body in this case. Amnion's main attack swings his front foot. Another of his attacks at this stage is a black spray from his mouth. To dodge both attacks just watch out for the monster's feet - dodge when Amnion lifts one or both of 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 legs, spitting spray on top or trying to grab Alex. Dodge all his attacks, wait until the monster's legs 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 cutscene after the credits. Loans.

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