



Castlevania[®]

Lament of Innocence[™]

Discover the Origins of
Dracula and the Belmont Clan
Coming Fall 2003 to the PlayStation[®]2
computer entertainment system

Konami of America, Inc., 1400 Bridge Parkway, Suite 101, Redwood City, CA 94065.

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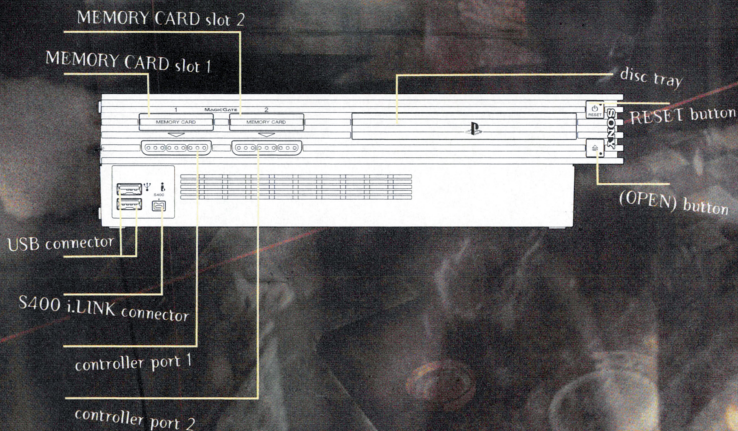
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CONTENTS

<i>getTING stArTed</i>	02
<i>stArTing UP</i>	03
<i>pRologUE</i>	04
<i>stArTing the gAmE</i>	05
<i>ContRols</i>	06
<i>MEnu</i>	09
<i>save, load, cOntinUE</i>	12
<i>Options</i>	13
<i>chARActers</i>	14
<i>Credits</i>	15

GeT tING sTARTEd



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the (standby)RESET button. When the power indicator lights up, press the (open) button and the disc tray will open. Place the **Silent Hill @3** disc on the disc tray with the label side facing up. Press the (open) button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

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

Blood Color

Set the blood color.

Blood Volume

Set the blood amount.

Walk/Run Control

Select running or walking as the default movement type. By pressing the  button, you will either run or walk depending on the selection. The default setting is to run by pressing the  button and a directional button.

Map

Set the default display size for the map screen. 'Zoom out' in the default setting will make the default size smaller. 'Zoom in' will make the default size bigger.

Noise Effect

Turn the noise effect ON/OFF. The noise effect is used to create a scarier atmosphere.

Display Mode

Adjust the screen sharpness.

CHARACTERS

HEATHER

The heroine of this story. Just an ordinary girl, with a bit of a sharp tongue and quick temper. On a typical Sunday she goes shopping at a local mall, and steps into a world of nightmares. Terrified of the bizarre situation she finds herself in, she nonetheless has the courage to fight back and survive.

CLAUDIA

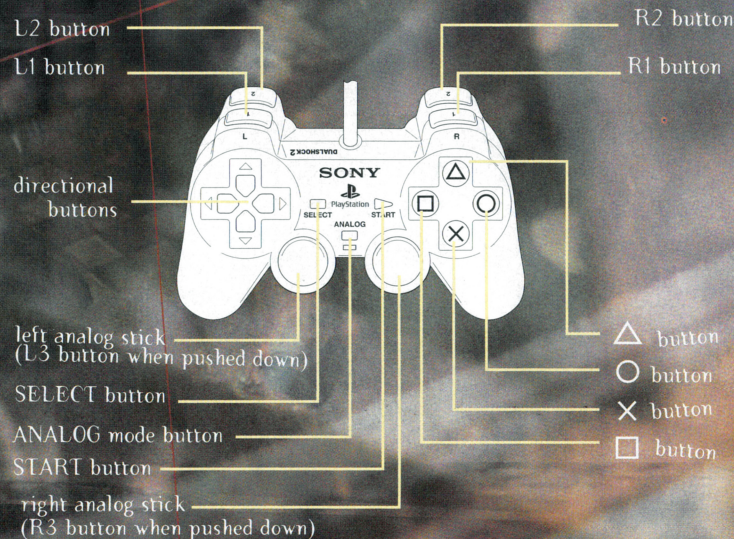
A mysterious woman who Heather meets in the distorted shopping mall. She slips through the darkness, leaving behind words fraught with hidden meaning. Could there be some kind of connection between her and the strange apparitions that menace Heather?

DOUGLAS

A middle-aged detective. For some unknown reason he is following Heather through the mall. Will he prove to be an ally to Heather? Or is he her enemy?

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



There are two available button configurations for the controller. To change the button configuration, choose "Button Config" from the OPTIONS screen.

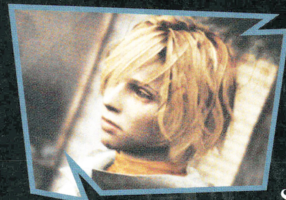
The default controls are based on CONTROLLER TYPE B.

- | | |
|--|---|
| L2 button - Search View | R3 button (press and hold) -
(There are some places where you cannot use this) Use the supply equipped |
| L1+R1 buttons (simultaneously) - Quick 180° turn | R2 button - Enter Caution Mode |
| L1 button - Sidestep left | R1 button - Sidestep right |
| Directional buttons or left analog stick -
Movement | Right analog stick -
Movement field of view (in Search View) |
| ○ button - Turn flashlight on/off / Cancel | SELECT Button -
Access the Item Screen |
| △ button - View map in map window | |
| □ button - Run / Guard | |
| × button - Confirm selection / Attack / Look in | START Button -
Pause / Stop the Movie Demo |

PROLOGUE

"Okay, I will. I love you too, dad."

Heather smiled to herself. It was just a nice little chat on the phone. Just another everyday occurrence in her tranquil life. She was unaware that this tranquil world was about to be torn asunder.



It happened suddenly, without warning, and seemingly without reason. The simple happiness she had known was gone. Her entire world was transformed into a grotesque and bizarre nightmare... She was caught in the middle.

The cheerful weekend bustle of the shopping mall was replaced by a deep, ominous silence.

The only sounds now were the footsteps of unspeakable creatures, lurking in the darkness. What had happened? She needed to know. But there was no one left to tell her.

Heather was trapped alone in a deranged world, with nothing to do but escape. Not knowing where to turn, her only thought was of survival. She clutched her pistol tightly, ready to shoot anything that tried to attack...

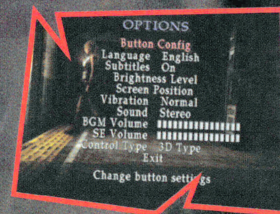


04

"They've come to witness the Beginning.
The rebirth of Paradise, despoiled by mankind."

OPTIONS

The following settings can be adjusted in the **OPTIONS** menu. Press the **L1** or **R1** button to switch to the **EXTRA OPTIONS** screen. New items will be added to the **EXTRA OPTIONS** screen after completing the game. Pressing the **L1** or **R1** button will enable you to get back to the **OPTIONS** MENU.



OPTIONS

Button Config

Choose one of two different button configurations.

Language

Select between English, French, German, Italian, Japanese, Korean or Spanish.

Subtitles

Turn in-game subtitles ON/OFF.

Brightness Level

Adjust the brightness of the game screen. The default setting is level 3.

Screen Position

Adjust the position of the game screen.

Vibration

Select between OFF, Soft, Normal and Hard vibration functions.

Sound

Toggle the sound between stereo/monaural.

BGM Volume

Adjust the volume of the background music. The sound volume of the characters will also be changed accordingly.

SE Volume

Adjust the volume of the sound effects.

Control Type

Toggle the control type between 2D and 3D.

13

SAVE, LOAD, CONTINUE

Save

Throughout the game, you will see various places marked with a glowing red magic symbol. Face one of these symbols and press the **X** button to access the SAVE screen. Follow the instructions on the SAVE screen to save the game.

Saving and Loading

You need to have a memory card (8MB) (for PlayStation®2) with at least 364KB of free space to save. The save data of Silent Hill®3 consists of system data to save the environment settings and gameplay data to save your progress. You can save up to 40 saves.



Caution

Removing or otherwise tampering with the memory card (8MB) (for PlayStation®2) while saving the game may result in a corrupted save file. If this occurs, move the cursor to the corrupted file and press the **X** button to delete it.

Continue

When you save or load the game, or after you have progressed to certain designated points within the game, the "CONTINUE" option will appear on the Title Screen menu. Selecting this option and pressing the **X** button will allow you to continue from where you last saved the game, or from the designated continue point.

Load

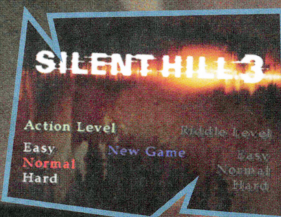
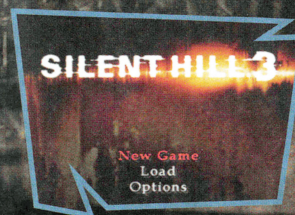
If a Silent Hill®3 save data file exists on the memory card (8MB) (for PlayStation®2), the "LOAD" option will appear on the Title Screen menu. Select this option and press the **X** button to access the LOAD screen. This will allow you to resume the game from any point at which you saved.

STARTING THE GAME

The heroine of the story, Heather, has suddenly been transported from her everyday world to a world overrun with prowling monsters. Choosing either to fight or flee from the creatures, Heather must solve a variety of mysteries to progress through the story.

To start a new game, choose "New Game" from the Title Screen menu and press the **X** button.

At this time, you should choose the action difficulty level and riddle difficulty level that best suit your style of play.



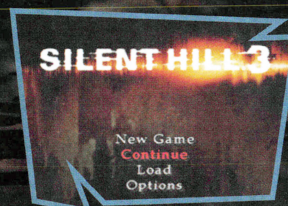
ACTION LEVEL

- Easy** Weak monsters and simplified controls
 - Normal** Standard difficulty
 - Hard** Monsters are very strong and fast
- Overall difficulty level is high

RIDDLE LEVEL

- Easy** Riddles are simplified and hints are provided
- Normal** Standard difficulty
- Hard** Riddles are complex

Note: Regardless of the difficulty levels selected, the game scenarios and endings will be the same.




CONTROLS

Movement

Use the left analog stick or directional buttons to control Heather. There are two types of movement controls available, 3D and 2D. The default setting is 3D and the Up/Down/Left/Right direction keys will be Forward/Backward/Left/Right from the character's view. In 2D, your character will move in the corresponding direction of the directional buttons, relative to the camera. The control type can be selected on the OPTIONS screen. Heather will automatically turn to face points of interest, such as items and doors that have previously been opened.



Moving Mode

Press the  button to run. Heather will look towards items or doors that have been opened. In addition, you can also pick up items when going by doors.

When Heather is about to fall off a cliff:

As Heather progresses through the game, she may come close to falling off a cliff or into a hole. When this happens, she will teeter precariously on the edge for a moment. Use the directional buttons or the left analog stick to stop her from falling. After a few seconds, she will regain her balance. If you try to move Heather closer to the edge of the cliff or hole while she is already teetering, she will fall in and get hurt. In extreme cases, the game may end. Heather will not fall into any holes or off cliffs when the action difficulty is set to Easy.

In Caution Mode, Heather:

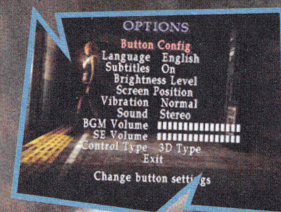
- can attack with the  button
- will not fall into any holes
- will automatically turn to face potential threats
- can guard with the  button

Memos

Select the Memo function to review hints for solving riddles and reread important messages. Important information will automatically be saved here.

Options

Select OPTIONS to adjust game settings.



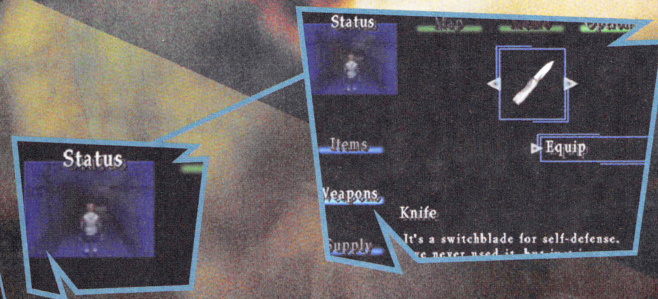
Status window

As Heather's health decreases, this window in the Item Menu Screen will begin to turn yellow, then red.

A Blue status window indicates good health, a Yellow status window indicates mediocre health, and a Red status window indicates low health.

Try to recover your health by using nutrition drinks or medical kits.

Also, if the vibration feature is switched on, the controller will vibrate more and more violently as Heather takes more damage.



Equip: Equip your selected weapon. Unless you are equipped with a weapon, you cannot attack an enemy.

Unequip: Unequip a weapon.

Reload: Reloads a weapon with bullets. You will need to have the appropriate bullets for the weapon you want to reload.

Examine: Examine a weapon.

Supplies

This category includes expendable items such as ammunition and medicine. Using ammunition will automatically reload the corresponding gun. Some items can also be equipped. When an item is equipped, you can use it without having to access the Item Screen by pressing the R3 button.

Reload: Reloads bullets to a weapon. You will need the appropriate bullets to the weapon you possess.

Use: Use your selected medicine. By using medicine items such as a "First Aid Kit", you can recover your health.

Equip: Equip your selected bullets / medicine. You can use the items by pressing the R3 button.

Unequip: Unequip items.

Examine: Examines items.

Maps

Once you have acquired a map, you can view it by pressing the **△** button. Press the **⊗** button while viewing the map to zoom in and out. Information about rooms you've already visited and doors that do not open are displayed in red on the map. The map can be a very useful tool when you're not sure where to go next.



If there is a blue triangle in the upper or lower areas of a map, it indicates that there is a map connected to it. By pressing the up or down directional buttons, you can see the connected map. You cannot move to the next map when the view is zoomed in.

By pressing the R1 button, you will not see the green triangle that shows Heather's position. Pressing the L1 button will remove written information on the map.

Battle (when in Caution Mode)

Press the R2 button to enter Caution Mode. Heather will automatically face toward monsters as shown below. Press the **⊗** button while facing a monster to attack it. When a projectile weapon is equipped, hold down the **⊗** button for repeat firing.



searching



being cautious



attacking with a melee weapon



attacking with a shooting weapon

Guarding

Hold the R2 button and press the **□** button to guard against attacks. You cannot move when guarding.

By guarding from enemy attacks, you can reduce the damage you receive, but you will still get hurt. If you are guarding with a weapon equipped, you will receive 5% of the full attack damage, but without an equipped weapon, you will receive 10% of the full attack damage.

Attack Types

When using melee weapons, such as knives or pipes, different attacks may be executed depending on the length of time the attack button is pressed, or if it is pressed in combination with the directional button.

If you are playing Action Level Easy, pressing the attack button will enable you to use weapons without holding the R2 button.



Search View

Pressing and holding the L2 button and right analog stick will cause the camera to shift to a forward view from behind Heather's back. Use the right analog stick to change your viewing angle. (Note: Search View cannot be used in all areas.)

Soft Reset

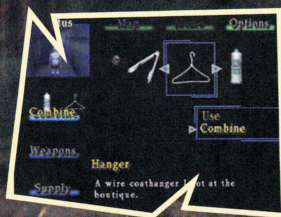
Press the SELECT button and START button simultaneously to perform a soft reset and return to the Title Screen.

MENU

Items

Use the directional buttons and the \otimes button to select an item. A list of available commands for that item will appear in the Command window at the right of the screen.

Combine: Sometimes the solution to a puzzle will require you to use several items at once. Select the items needed to solve the puzzle and combine them into one item. Once the items are combined, use the new item to solve the puzzle. You may combine up to three items.



Equip: Equip a selected item (will not be consumed). You can equip more than one item.

Power Switch: Turn ON/OFF the flashlight or radio. If you turn off the flashlight or radio, it will become more difficult to see and hear the monsters.

Adjust: Adjust the radio volume.

Examine: Examines items for clues.

Weapons

Select to equip a weapon. Press the left and right directional buttons to select a weapon and press the \otimes button to equip it. (The name of the currently equipped weapon will be displayed in green, and the weapon's icon will appear in the Weapon column.) You can also reload firearms if you have the right ammunition.