

# SILENT HILL

by

**MpGrill**

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# 1. Story

Lara was driving home at night from a long trip. Suddenly the radio started playing weird noises and in front of the car appeared a creature like shadow. She swerves her car to avoid hitting the creature on the road. She crashes the vehicle and loses consciousness. After waking up she realizes that there is thick fog all around here with ash falling from the sky. An unpleasant smell of something burned is in the air.

She starts to follow the road and soon discovers the deserted and foggy town of Silent Hill.



## 2. General information

**Playing time:** 2 – 3 hours

**Number of secrets:** 9

**Number of levels:** 6 ( 5 + 1 final )

**Number of different weapons:** 3

**Class:** mystery / Horror

**Difficulty:** medium

**Project building time:** March 2013 – December 2016

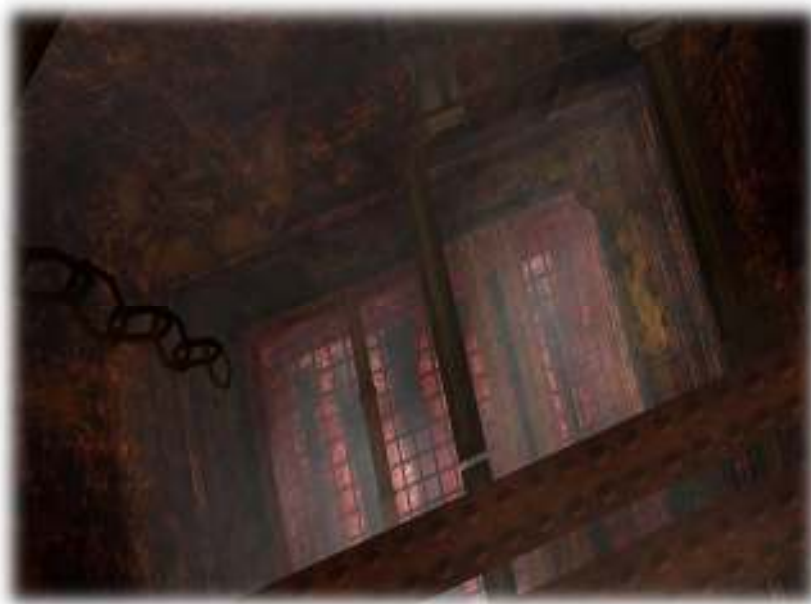
**Inspired by:** Silent Hill, Silent Hill 2, Silent Hill 3 and Silent Hill the movie

**Beta testers:**

- Dutchy
- Gerty
- LaraTheRaider
- Mrshina
- Raidertom

### 3. Tips & tricks

- Some **secrets** are connected through more than one level, so it's sometimes necessary to collect an item or do a task in a previous level.
- All **weapons** ( except the pistols ) are secret items. Collecting the secrets will give you **enough strength** to easily fight some big monsters that are waiting for Lara.
- Mostly **pickups** ( ammo, medi packs ) are not just lying on the floor. They are usually in chests, cupboards, drawers, bookcases and pedestals.
- Not all **enemies** can be killed. The blood effect doesn't necessary mean they are mortal.
- You start with no items ( only the binoculars ). Be sure to **explore** the town and surroundings in search of medi packs and ammo.
- Remember where you left **locked doors and switches**. There is only one switch that you should keep in mind in order to successfully finish the game ( crowbar switch in the school ).
- Sometimes it's necessary to **read the messages** left on the walls of Silent Hill. They are giving you some important hints for keys.



## 4. The Town map



- NOTE:** - Full size picture included in the download package
- Not all structures are shown in the map

## 5. Special thanks and credits

### **New Dwight** for:

- fixing the PLS problem level jump crash
- inventory screen setup
- final boss battle enemy and sfx

### **Lgg\_production** for:

- creating some silent hill enemies
- other items used from trsearch.org

### **Axelia** for:

- creating an unique Lara outfit inspired by Silent Hill 2

### **Titak** for:

- helping out with various script problems

### **Beta testers:**

- especially Raidertom, Dutchy and Gerty

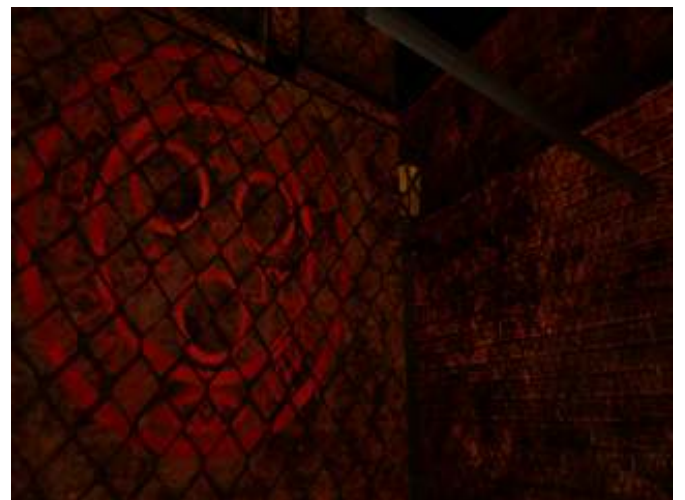
### **Objects downloaded** from:

- Trsearch.org
- laraslevelbase.org

### **Textures downloaded** from:

- silenthillcommunity.com

## 6. Screenshots





## 7. Contact

**E-mail:** [mpgrill.trle@yahoo.com](mailto:mpgrill.trle@yahoo.com)

**Forum:**

- <http://www.tombraiderforums.com/> ( nickname: **MpGrill** ) - preferred
- <http://forum.trle.net/> ( nickname: **MpGrill\_trle** )
- <http://forum.laraslevelbase.org/> ( nickname: **MpGrill** )

**Thank you for downloading and playing !**

**Please write a review on trle.net.**