SILENT HILL

By JubilantDemon with assistance from Canas-Dark

In my restless dreams,
I see that town.

Silent Hill.

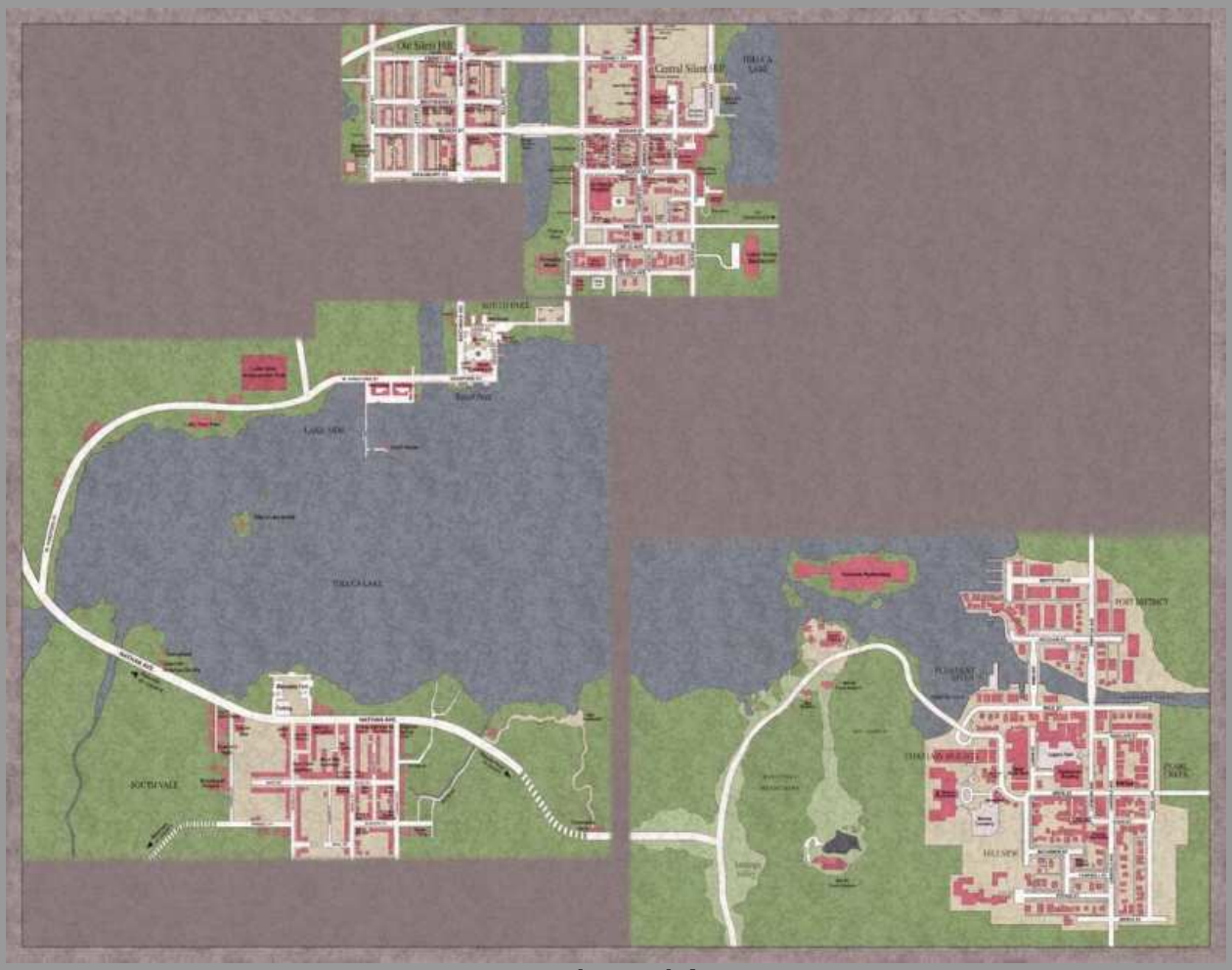
Greetings Jumper. For the duration of this Jump, you'll be in a pleasant old town in Maine. Where dreams come true. The name of that town is Silent Hill. Although it is known as a scenic resort area, it is a cursed place where the town's former inhabitants were once driven away, brutal executions were once carried out, and a mysterious plague was once prevalent. The town is centered around Toluca Lake, from which a thick fog perpetually enshrouds the area and makes vague the reality and dreams of those who visit the town. And according to those who have seen them, there are also times when "things" that should not naturally exist appear. Of course, that shouldn't be a problem for you, right?

This place is not safe. Home to a cult known as the Order, who worship their 'God', a horrible being born of human suffering. Worse yet, Silent Hill plays host to a horrific supernatural alternate reality known as the Fog World and Otherworld, home to all manner of nightmarish monsters. These Monsters and even the Otherworld are shaped after the current mind of Alessa, the daughter of the Order's current leader who was burned to near death in order to incubate their God.

Adamant for the return of their god in order to reach Paradise, the Order has been involved with murder, torture, child abuse, and has even convinced parents to dismember, drown, and set their children on fire, believing their sacrifices to appease God. Sinister traditions and rituals continue to be handed down from a time long ago and are performed in secrecy. Perhaps you'd

like to do something about that? Or maybe... does their Paradise sound appealing to you Jumper?

+1000 CP



Location

Where are you in this town? Silent Hill is divided up into three known distinct districts, each catering to varying demographics of the population. You may choose one or roll for an extra +50 CP. You'll find that leaving the town will be rather difficult.

1. Southeast Port
2. Paleville
3. South Vale

Why are you here?

People come to this place for so many reasons. Surely you must have a reason too, don’t you? Were you born here? Raised by the people that call this place home? Are you searching for someone? A daughter, father, husband, wife? Or maybe you came here to escape something. A secret in your past, someone who is hunting you, something you did? Regardless, you're here now. Silent Hill doesn’t get visitors that often nowadays, vacationers or otherwise, and they come in all manner of ages and genders. You may choose yours freely.

Searcher: Ah, so you’re looking for someone important. I won’t pry too much into it, but do they want to be found? Is who you are searching for even here?

Native: No, not born *of* this place like those monsters, but a person, born *in* Silent Hill. You're a bit more familiar with these parts, for better or worse.

Runner: That makes sense. You run. You run from your past, your problems, yourself even. Tell me, what did you do that made you think you deserved this hell?

Origins

You may have come here for a reason, but that doesn't fully decide who you are, who'll you be, and what you've done. Isn't that what a person is, a sum of their past and present, searching for their future?

The Fool (Drop In): You're innocent in all this. Caught in between the fires of vengeful wrath and holy obsession. While you may not truly be innocent, you're not bound by any past memories or ties. Your naivete will guide others to try and use you.

The Lovers: You remember them. You remember their eyes, their smile, the way they talked, what they wanted. Now they're gone. It clings to you. Maybe you'll find peace here.

The High Priestess: The Order of Silent Hill reaches far and wide, and yet is still localized here. Perhaps as a side effect of this, or maybe it is the cause of that, the land of Silent Hill seems to follow them. Certainly while under the influence of Alessa your presence will not be tolerated, and yet, perhaps you can use this place to further your goals.

Perks

Your Reason for being here and Origin, offers a 50% discount on all associated Perks; 100CP becomes free.

General Perks

Inventory [Free/100CP] - Silent Hill has many pieces to its puzzles. You will need a place to carry them. By default, this acts as an inventory you can pull up in front of you with a thought and select from it. Other beings cannot see or interact with it. For 100CP, pulling up this screen not only pauses everything around you, but also allows you to view your vitals.

Sirens [100CP] - The transition between worlds can be jarring. The Fog World is safer, more akin to the real Silent Hill, but you cannot always stay there. With this perk, you'll be able to hear clearly the sign of the changes between 'worlds' and anticipate when it will happen. After you've escaped Silent Hill, you may choose to hear sirens whenever you're near portals, or other similar transitional points.

Some Darker than Others. [200CP] - This town holds many secrets. Now you can acquire a portion of them yourself. As you journey through it, you'll find messages painted in blood across the walls and floors of various places. These messages will not always contain important information, and may even be threatening, but will always be fairly useful. They have a supernatural understanding of you and your goals, what you've accomplished, and what you plan on doing.

Seals of Divine Hate [300CP] - While not being as disastrous as Dahlia makes it out to be, most rituals here are quite dangerous; whether they conjure forth monsters or allow one's spirit to be reborn as a beast. As such you have a unique power to weaken and destroy supernatural rituals, seals, and other spells. This power draws on your lifeforce itself. Expending your own health and stamina to gradually weaken, then outright destroy it. That said, should you manage to destroy a

supernatural spell in such a way, you'll find that the released energies will restore a fragment of your expended vitality.

Enlightened Connection [400CP] - Silent Hill is a place powered by the human mind. Archetypes, fears, wants, desires. Those who have a deeper connection to the town have a deeper understanding of how to utilize this power, and it seems that you have this as well. The town will change slightly. Not enough to make everything a cakewalk, but you'll find it more… accepting of your goals. Ammo will be found when you need it, puzzles can always be completed. Monsters hit less as hard, and luck is on your side. Note that this only helps with troubles stemming from the environment or monsters, but never those stemming from other people.

Shattered Memories[600CP] - Silent Hill molds itself based around those within it. Perhaps this world is more a part of you than you'd like to admit Jumper. For you see, the town will now actively draw on your memories. Your fears, desires, guilts, all will be used to form monsters and the landscape of the hellish Otherworld. However, this isn't for nothing. For while this town may be much more personal than you'd like to admit, this perk now acts as a Capstone Booster.

> Additionally, post-Jump, you may create your own 'Silent Hill', or a place where mind and matter intersect. You may spread this 'corruption' wherever you wish, but only from one centralized point as a creeping fog. As your psionic or magical prowess grows, so does the range of influence you have. Not only that but being the creator of this otherworld means you have complete control over how it manifests.

Perks of the Searcher

No Matter What [100CP] - You'll save them. For the duration of your stay in Silent Hill, you're looking for someone. You'll find clues to where they are scattered around the town, and your spirit will be emboldened by these clues, increasing your willpower and fortitude. Post-Jump, clues will continue to trickle towards you, providing a similar boost.

I'm in No Mood For Jokes [200CP] - You came here to find someone, and you're not going to beat around the bush with some crazy lady. You'll find that you're able to skip the bullshit and get to the point. Long speeches, poetry, songs… as long as people don't have beneficial information for your search, you'll know, and can shut down their ramblings and filibusters with ease.

Born From A Wish [400CP] - You have truly supernatural connection with the person you're looking for. You'll be able to follow in their footsteps without even trying. Additionally, if you do try, you'll find that your path becomes ever so slightly clearer. Despite the fog and the dark, your goal illuminates your way.

Fighting for an Impossible Cause [600CP] - The more the stakes are up against you, the more you'll be able to come out on top. You'll find that when the going gets tough, you'll be able to rise above the odds, becoming stronger and more able to handle even otherwise impossible challenges. You have an unshakeable faith that borders on delusion. You'll find tools that will allow you to destroy the enemy's weaknesses. You'll fight for them. You'll find them.

> **Capstone Boosted** - Til the End of Time. Your dedication to this person is truly impressive. It doesn't matter how many hits you'll take, nor does it matter how hard the hits are. You'll keep on going until you find them. You're able to keep going even past the point of death, but if you stop searching, or if you find them, then death will

still try to claim you. It may be best to seek some form of recovery before your task is done, if you can.

Perks of the Native

Full Circle [100CP] - You've lived here in Silent Hill long enough to know that when the town wants to teach you something, you'd better listen. It has been said that Silent Hill calls out to people with darkness in their hearts, summoning those with guilt. While you may or may not be guilty, you're able to understand why you've been brought to places when things are unclear. This helps change your "whys" into "hows" and "what do I do next"s.

Moonlit Claudia [200CP]- In this town grows a flower, the White Claudia. This flower has many properties that make it sought after. It's a powerful hallucinogenic drug in its own right and is one of the key ingredients in The White Chrism, a substance valued by the Order for many of their rituals. It was said that the ancient people used these flowers in incense and chewed on the seeds to commune with the Old Gods. This perk provides you with the knowledge and means of growing and cultivating these flowers and producing the White Chrism. It does not however, give you the knowledge to perform any of the Order's Rituals.

There Was a Hole Here [400CP] - Now it's gone. You'll find that there will be shortcuts that only you can access. Hidden pathways and secret doors. These places tend to show up in areas you're more familiar with, and will lead you through to areas that cannot logically be connected to the area you came from, such as a door in a subway opening to an apartment. Occasionally, you'll find holes that pierce reality. Passing through one will allow you to head from the Otherworld to the Fog World, and vice versa. In future Jumps, these holes will take you to the next 'layer' of dimension, and if none exists, then it will send you to a Fog World of the place you're in.

Foggy Dreams[600CP] - Silent Hill has been described before as a dream, with the Fog World being the lighter

layer of sleep, and the Otherworld being the deeper layer of sleep. Whether this is true or not isn't fully understood. Regardless, you have an innate power to you. Psychic power. This innate power manifests as telekinesis, astral projection, and telepathy. This is simply due to how deeply connected to the land you are. These powers are not that strong outside of Silent Hill, or outside of other areas where mind and matter meld, but inside they are boosted to immense power. Telekinesis can become enough to break bones or throw large objects, mental projections can become physical.

Capstone Boosted – Dreamer. Oh, I see. Your power has reached its height. Your own mind is able to meld with the matter around you. Your powers are always at full strength, and you gain the ability to wield divine lightning much like the Incubator that the Order wished to use to birth God.

Perks of the Runner

I Was Weak [100CP] – *That's why I needed you.* You're not the strongest. You're not the toughest. You're not the smartest. But you're fast. You're able to run. Your stamina is effectively doubled, and you'll never find yourself tripping or stumbling when you run. You'll find this invaluable in due time. Running into something directly and on purpose is still going to cause you to trip, mind you. This doesn't grant perfect balance. Additionally, the stamina multiplier stacks with other similar effects.

Geometric Prison [200CP] – Sealing memories away from oneself has always been one of the many ways the brain deals with trauma. Most of the time this process is automatic or subconscious. Now though? It's all conscious. You can lock away memories from yourself, with the power to add triggers to remember them. While no one person can release them aside from yourself, and nor can anyone find these memories if they search through your mind, the land of Silent Hill can still draw on these to create monsters. Post Jump, this weakness will be removed (and you can toggle the automatic processing again), but

during it, how will you confront the prisoner of your own mind?

Me? No… [400CP] – *I'd never kill myself.* You're able to reassure yourself of things with ease. Maybe it's that you're not upset, or that you didn't just kill someone. Your mind will shape around the event and edit your memory to allow you peace of mind. This is not mere self-delusion but truly changing your own personal truth to better fit with your desires. Even a God of Truth, willingly allowed into your mind, would believe your memory of the events over other, lesser evidence. Just know that the more you convince yourself of something, the harsher it will be when reality comes crashing down. Post Jump, this Perk's effects can be toggled (individually or fully), and its alterations will always be known to you when you seek them, allowing you to know events as they truly were without harming your psyche… if that is your wish, of course.

Now it's Time to End This [600 CP] – *I needed someone to punish me for my sins... But that's all over now. I know the truth.* When reality comes knocking. When the world faces you with the undeniable truth of things. When it comes to light. You'll have a choice. Continue in delusion or embrace it and become better. If you do the latter, you'll find that you achieve clarity and a resurgence of willpower. Beings made from your repressed darkness will fade, and lands like Silent Hill will have no power over you. The more you do the former, the more you repress, the stronger you'll become when you embrace the light.

Capstone Boosted – The Bogeyman. Now, when you accept something you'll be able to assume the form of the monsters created by those repressed truths. Your physical, mental, and magical strength increases tenfold, and your appearance will become distorted. Staying in this form for too long will have negative effects on your psyche however. Remember that your rage and hate for yourself will only grow if you lash out at others.

Perks of the Fool

Dreams are Like Lies [100CP] – *I had a dream. In my dream, I opened a door. But was that really me? I had a different name.* Never again will you experience the dysphoria of finding yourself in a foreign shape. All your forms are comfortable and will resonate with you to be you. Memories from origins will find themselves having a life that is either similar to your own original life, or a better version of what it would normally be. Additionally, you are now capable of telling whenever you are dreaming.

So What'd You Do? [200CP] – *I killed her.* Or… not really. Silent Hill attracts the guilty to this place, it feeds on their darkest parts and makes their world all the worse for it. You, on the other hand, are innocent. Even if you had committed mass murder or worse prior. You will find that in a new location none of your past sins will haunt you. Guilt will lift off of your shoulders, and judgment will not come to pass. This doesn't protect you from any future sins however, only the past.

Bastion of Sanity [400CP] – *Finally. Someone else who's okay*. Your very presence attracts the mentally stable and sane. You will find yourself around people that are willing to listen to reason, and you yourself will hold onto your sanity for as long as possible. It would take an Elder God personally attacking your mind to make it crack. While this may seem lacking, sanity is a rarity in this town. Interestingly enough, you will also find that certain creatures born of dream and mind will have their attacks lessened against you while you grow all the stronger against them. Your sanity stabilizes the product of an insane world.

Broken Circle [600CP] – *Son... you still don't get it. It doesn't matter what you want.* Silent Hill has a habit of keeping people trapped in it until they've finished what they started, or came to grips with their past, or what have you. It can even get to the point where some people are drawn back to this place after escaping, or history

repeats itself to bring their trauma anew. You will come to find that this town has little to no hold on you. You can come and go as you please, regardless of barriers. This even influences the layout of the Town itself as it shifts to provide passage.

Capstone Boosted - Limbo. The trapping effects of Silent Hill don't just ignore you, but now they shift to your whims, allowing you to place intangible, invisible, unbreakable threads onto others. These threads will slowly shift fate itself to draw them back to either you or a location of your choice. Depending on your choice, either the area around your targets, or the location you choose will gain more Silent Hill like qualities as it feeds off of the thread you used. It will create personal monsters and environments for your chosen. They can escape via attaining some form of personal growth or conquering whatever challenges form from it. Rest assured that any other means of escape are moot, they will always come full circle

Perks of the Lovers

Obsession [100CP] - Some might call it an 'unhealthy obsession', but you'd find it to be anything but. Love guides you, gives you the strength to move on, and you'll generally find that when you're with someone you care about deeply, that harm will be just a bit lesser to the both of you.

Escort [200CP] - No, not in that way. There will come a time in everyone's life where they need to guide someone. Whether it is through a difficult decision, or a town full of murder monsters. Normally having to watch someone while also making your own way and having to wait for them to keep up tends to be a bore. This perk changes things. Now, anyone you are escorting and guiding gains a modicum of your abilities. Not enough to make them companions or jumpers in their own right, but enough to make sure that you don't have to worry about them as much.

The Blood of the Covenant [400CP] - Love comes in many forms, but it is generally agreed upon that the bonds you choose to make are more important due to the love put into them. For a place full of metaphors, it's interesting that Silent Hill would have it manifest so literally. Sharing blood, whether it be two cuts touching, or a vampiric feeding, or a transfusion now has no ill effects. This has two major boons, for one, now your blood is a universal donor and receiver, even for other species, and by sharing blood, up to 8 people can be bound together by a powerful protection. These bound people will always know where one another is, and they can freely share lifeforce to heal the others. As long as your relationships last, the covenant of blood you form will be unbreakable.

Love can Conquer Death [600CP] - Ask anyone who knows fairy tales. The prince's kiss revives Snow White; the power of love saves the day. Silent Hill is not a fairy tale. Far from it. However, it has been shaped by the minds of children. Alessa's nightmares and pain fueled it once, and the collective unconscious has stories like these wandering throughout. Now, you have a similar property. Love and love alone can keep you alive. Affection and kindness can heal wounds better than most doctors. While it cannot bring you back from the dead. It can bring you back from the brink.

> **Capstone Boosted -** Rebirth. Now love can. Via a ritual that involves collecting either white chrism, or a suitably holy liquid, and an obsidian goblet that is either crafted or found, the dead can be brought back to life. While you don't need to love the person to do so, if you happen to, it will also grant them a '1-up' that will refill every 10 years. You can perform this ritual on yourself in advance to revive you as a 1-up, but this truly shines when used on someone else that you love.

Perks of The High Priestess

Offering of Snake[100CP] – *A man offered a serpent to the sun and prayed for salvation.* You know the path to salvation. Flesh is impure, and humanity is sin. You have the divine skills of rending the flesh off of your targets. Much like the land of Silent Hill you are a great Torturer.

Offering of Reed[200CP] – *A woman offered a reed to the sun and asked for joy.* Joy is born from suffering. You know this to be true. The more you suffer, the more rewarding the end will be. The world was once timeless, and experienced nothing but suffering. You are able to channel this ancient bygone suffering into yourself, damaging your physical form and soaking in damage. The more damage you take, the stronger you can harm others, and the greater result your actions will have.

Halo of the Sun[400CP] – The Rebirth of God is the main goal of the Order, and this symbol represents this above all else. With this perk, you'll gain intimate knowledge of all of the Order's rituals, and particularly the many Rituals of Rebirth the Order has. Suffering powers these rituals, whether it is the suffering of one girl to form God in her womb and nurture it, or the suffering of hundreds to create God's physical form.

Paradise[600CP] – God's final act. The event that would occur upon her revival. The creation of a true Paradise born from suffering and free from sin. While this doesn't give you the power to create a paradise, it will allow you to influence the results of your rituals. No longer will the creation of a God cause it to kill you. You will be safe from your own creations, and the results of various rituals will lean towards an outcome that benefits you.

Capstone Boosted – Her Holiness. Whereas before you could only influence the results of rituals and spells, you can now fully control beings you summon and create. God will be bound to man and Paradise will form in your image. In addition, you gain a

mote of their power yourself as you ascend closer toward what you called upon. Be wary of summoning or creating things much stronger than you are, for even if you can control them, once they have outlived their use, you'll find that banishing them will be a task much harder than bringing them into this world.

Items

Your reason for being here, and Origin, offers a 50% discount on all associated Items; 100CP becomes free. Items lost, broken or used up will find their way back to you after a week, fully repaired unless stated otherwise.

General Items

A “Broken” Radio [Free]: This radio seems to only hiss with the gentle tones of white noise most of the time. Rarely, you might catch signals from other working radios, or even respond to them, but the signal will probably be weak. Consider leaving this radio on anyway; for some reason, the white noise becomes a dull roar in the presence of unnatural things, and those wishing you harm, and only ever in a tone that you can hear.

A Flashlight [Free]: The darkness comes, Jumper. This flashlight is not perfect, and may be dulled by unnatural forces, but is otherwise unbreakable and requires no power source to function. Consider turning it off in the darkness; monsters are drawn to its glow.

A Length of Pipe [Free]: Did you trip over this after stepping out of your car, or while walking along the foggy sidewalk? It fits your hands well, if you have a need for some simple implement for violence.

Health Drink [50CP each]: These drinks appear in the form of small, brown bottles and are commonly obtained in pairs. Consuming one restores a small amount of health equivalent to around 10%. For each purchase, you gain 2 health drinks. They replenish every 24 hours.

Red Square [50CP+ 400CP Max]: This Red Square is burned into your mind. Whenever you look upon it, a slight headache will occur which will quickly pass. Upon touching it, you’ll be sent to a ‘safe room’ that houses medical supplies, ammo, and a bed and other simple furnishings. Once you exit through the door, you’ll be back where you found the Red Square, and it will ignite

and burn away. No time passes in the outside world while you're here, so don't think you can hide the entire jump. These squares are occasionally found throughout whatever worlds you'll visit, a sight you'll soon come to love.

For an additional 50 CP, these 'safe rooms' will be upgraded to hold more medical supplies, more and rarer ammo, and better furnishings. With another upgrade, you'll find that the size of these safe rooms increase, along with frequency. The safe rooms stop upgrading once they've reached that of a penthouse apartment, with enough ammunition and medicine to supply a small army. Be safe in luxury.

A Handgun (100CP) - A simple handgun. Maybe it's a bretta, or m1911, the exact specifics are up to you. While you'll find ammo for it in the strangest of places, and the townfolk won't seem surprised that you carry it, it's still only a mere sidearm with limited stopping power. If you lose it, you'll find it within the hour, though not with any ammunition in the magazine. Strangely, the last bullet always seems to count as a 'critical hit'.

A Shotgun or Rifle (200CP) - Ah, weapons carried by men seeking violence. Are you here hunting? Unlike the Handgun, some townsfolk may take exception if they see you waving this around. Keep it secure and watch for ammo wherever it may appear. These aren't military arms. The Shotgun functions as you'd expect, albeit with more kick than one would believe, capable of stunning certain creatures. The Rifle on the other hand is capable of doing high amounts of damage from far away but must be reloaded every shot. The damage dealt by these items will slightly increase the more you use them. If you lose or break a weapon, you'll find it again within the hour, though missing any ammunition.

You may purchase both of them for an extra 50 CP.

A Ritual Knife (300CP) - Oh, now this is a surprise. This knife may not carry the stains of any of the numerous sacrifices that it carried out, but it nonetheless

remembers them. Unnatural creatures will feel its bite much more severely than their natural counterparts, but in either case this knife seems as sharp as a scalpel. It will not break, and may be used as a magical focus; it's especially useful for rituals, and can reduce their costs to mere maiming instead of mass slaughter.

Aglaophotis (400CP) - As detailed in the Kabbalah, this refined herb, sourced from Arabian deserts, has been distilled into a liquid. If cooled, it will crystalize. Aglaophotis is commonly used to dispel and ward against evil spirits and demons. You may use it as a panacea against corruption, perhaps by drinking it or splashing it on the affected individual. Take care; even some proclaimed gods find it unbearable, and if you are seen with it, Silent Hill's denizens will take offense. Contains one dose to start, and you'll find another every week regardless of if you've used your current stock.

Book of Lost Memories[600CP] - What an odd find Jumper. This book seems to detail the history of this land, and yet, every time you open it, it seems to hold different passages. The name of this town comes from the legend of the people whose land was stolen from them. They called this place 'The Place of the Silent Spirits'. By 'spirits', they meant not only their dead relatives, but also the spirits that they believed inhabited the trees, rocks, and water around them. This item acts as a capstone booster for items and has the ability to hold secret or forgotten lore about the worlds you visit in the future.

Items of the Searcher

Coin Collection [100CP] - These 3 silver, gold, and copper coins could fetch a not so insignificant price at the proper seller, but where they truly shine is in the various forms of puzzles that stand between one and the mysteries of Silent Hill. In this world, using one of these coins on a puzzle causes the puzzle to complete itself, regardless of what it is, piano, art, talking statues, all of them are solved with a single coin. In future jumps, these coins can be used to solve similar ‘puzzles’ or traps. Nothing too complex mind you, you can’t use one to solve world hunger, or to solve an exit out of a supermax prison, but a keypad or which wire to cut? That would work. Any coins used are refreshed at the end of a jump.

Identifying Photo [200CP] - How else are you going to find someone, if you can’t ask people if they’ve seen them before? This is a photo that changes to whoever you’re searching for. Showing this item to someone will cause them to truthfully give as much information as they can about the person in question and their whereabouts. Looking at it yourself sees your resolve to continue bolstered.

Psychology Tests[400CP] - Now scattered throughout Silent Hill, and in later worlds, around important areas you’ll visit; are pages from psychological tests. These tests carry a supernatural property to them that is unique even for Silent Hill. By answering the questions truthfully, and doing the activities in the worksheet pages, the nature of the world around you will shift. Maybe the color of a house will be the same as you colored it in. The true power of these tests reveal themselves by being able to create a sort of path to your goal. As you work through them, each page will foretell something that you’ll be encountering in the future. Not only that, but shaping the details to fit the bigger picture allows for ripple effects to make your search better.

Lighthouse [600CP] - The Lighthouse Clinic is a wonderful place. It is both a therapy center, as well as functioning as long term housing for an extended family. Not only that, but, as the name implies, it comes with a lighthouse. This lighthouse has one unique property however, that being that its light can be seen from anywhere if someone is looking for it. In addition, anyone you are looking for can see it as well. Its light can pierce through even the thickest of fogs and the darkest of nights. With it being bright even in the midday sun. Don't mind Dr. K, he's not as harmful or cultist-y as the other Dr. K, instead, he's a genuinely great therapist, and after living in Silent Hill for so long, nothing really phases him.

Capstone Boosted - The Miracle Illuminated. This Lighthouse of yours. It's something special. It seems to enforce its own version of the Otherworld around it. Its light burning away falsehoods and now guiding you in your search. The Lighthouse's light reshapes the paths for your search to be much more direct and easier. Removing blockades and obstacles, and even burning away weaker monsters and enemies. The light seems to shine even in places it really shouldn't, almost as if it was a spotlight around you, or lighting up important items and passages.

Items of the Native

Flash Camera[100CP] - While not used to exorcize ghosts, this Camera is remarkably durable, and has a flash feature. It seems to have an infinite amount of film, and develops without flaws. If a dangerous paranormal phenomena is captured by it, such as a certain ‘shy’ entity’s face, the picture will not develop. The flash functionality can also be used separate from the picture function if needed, if in a case where a flashlight would prove unwieldy or isn’t around.

Swords of Obedience [200CP] - To call these swords is a bit of a misdirection. These 5 artifacts are a sort of supernatural nail. Capable of pinning down a ghost in one spot. These blades are 5 in number, and you gain an additional five every jump, or ten years, whichever comes first. These blades are also slightly upgraded, in that they can also pin down other supernatural beings, although you may need more than one depending on the creature. 5 for a Demon, 100 for an Elder God, and of course, you have to be able to get close enough to impale the target.

Slice of Home [400CP] - Do you not wish to leave your home of Silent Hill behind? Well, perhaps this can help a bit. With a purchase of this item you gain a completely mundane section of Silent Hill. ⅓ to be exact. This section of the town exists in its own fogworld similar to how the Other Mother’s realm functions in Coraline. Journeying past the boundaries of the town sees you wander into a deep fog, just to emerge from the other side. No monsters thankfully. Just a lot of fog, which isn’t new to anyone who has lived here. You can choose whether or not you want to populate the town with followers, or gain a new chunk of folk who live here.

Room 032 [600CP] - Congratulations on the new apartment Jumper. It's haunted! Don’t worry. Unlike a similarly named apartment, the ghosts within are not hostile toward you, and seem to overall be friendly and content. They’ll

do things like write reminders in blood on the mirror, close doors or cupboards you forgot, and keep the place clean of pests as well. The features of this apartment can be imported into any other house or apartment up to the size of a mansion. Anything larger and they'd have trouble keeping up with it.

Capstone Boosted - Jumper's Haunted Castle
Now your friendly ghosts are much more capable. Able to haunt structures up to the size of a castle or fortress, as well as work as a supernatural home security system. Of course, they will only attack people that you would, or those that purposefully try to steal from or attack the building. In addition, they can manifest a semi-corporeal form of either butlers or maids. These ghostly caretakers can only manifest up to 20 at a time and are decently skilled in all mundane tasks.

Items of the Runner

Bedding [100CP] - For those who run are always in need of a place to rest. You will find that a comfortable bed, sleeping bag, or simply just a place to rest can be found in even the most unlikely of places. Curiously, there is always a sizable pure white pillow that has a hospital smell.

Abandoned Locket [200CP] This peculiar locket contains fragments of memories. As you traverse your journey, the locket reacts to the environment’s influence, revealing glimpses of forgotten traumas and unresolved emotions that have occurred in the place around you. While it won't provide all the answers, it serves as a key to unlocking repressed memories in others. Additionally, the locket acts as a protective charm, shielding you from psychic and emotional attacks.

Great Knife [400CP] - Broken Scissors, although these may have been scissors for a giant, and the other half is long gone. This massive knife grows in strength with your own guilt, becoming more decrepit and rusted as your own soul is stained. It also becomes heavier, to the point that eventually you may not be able to wield it at all. Alternatively, or as an additional further discounted purchase, you may acquire a spear with the same terrible properties as the knife itself. Much like the knife, the spear’s partner is long lost.

Pyramid Head - [600CP] - A terribly warped thing, this mask. This mass of charred flesh and melted rusty metal could rather uncomfortably be worn atop your head. Resembling a tumorous metallic caution cone, there would be no reason to want to put it anywhere near your head. Wearing this mask dramatically bolsters your defenses to the point where even a regular person could shrug off sustained gunfire. The mask itself is indestructible and completely protects the head from any and all physical damage. The weight of the mask is as heavy as all of the sin in the world, slowing your movement to a crawl.

Capstone Boosted – Heavy is the Head. Now the weight has increased to quite frankly a ridiculous degree. It quite literally roots you in place with chains. As long as you are rooted like this you cannot be budged and nor can you be harmed. Completely invincible. This weight can be lifted to resume its previous state with but a thought, but it also lifts the invulnerability. Perhaps there is a hint of irony in that a person so dedicated to running is forced in place.

Items of the Fool

Pizza [100CP] - The most normal thing you'd find in Silent Hill. A box of pizza that refills itself upon being closed, and changes to whoever opens its preferred type. Legally distinct from the SCP.

Straitjacket [200CP] - This is a straitjacket. Self-explanatory you'd think at least. However, where it shines is in the fact that it can be used to actually soothe symptoms of insanity and stress. Having someone wear it is like a gentle hug that keeps them from hurting others and slowly heals their mind from any traumas or psychological issues. Now if only you could make one for the town itself.

Slice of Paradise [400CP] - Are you attached to this resort town? Interested in taking it with you, without any of the hangups about guilt monsters and dream logic? Well now you can. Each purchase of this item gives you ⅓ of the town of Silent Hill Maine with none of its supernatural qualities and inhabitants. Post-Jump you may integrate this into any other town you own, and it will be populated by followers, some of which echo the designs and mannerisms of people you might meet here.

Paired Mirrors [600CP] - This is a pair of antique mirrors. Tall enough to show an entire person from head to toe and ornately decorated with alchemical symbols. Supposedly utilized in summoning rituals in the 1700s, these mirrors possess a unique link to one another. This link allows one to, by expending a bit of mental/magical/or psychic energy, traverse through one, and exit the other. However, if one of the mirrors is covered or its view is otherwise obstructed, traveling into the mirror will send you into a reflection of the room it… well reflected. This space is semi-consistent, and can be used for storage, as any items brought into it will persist, even if the mirrors are moved. The caveat is that the items have to be carried into the mirror. Each mirror accesses the same storage space.

Capstone Boosted – Mirror Maze. How peculiar. It seems that instead of just two, you are in possession of 10 mirrors. Now, entering one of these mirrors takes you into an ‘in between’ space that acts as the storage room, now the size of a sports stadium. Not only that, but you can exit from any of the 10 mirrors, meaning that you don’t have to have the storage functionality and the travel functionality separate.

Items of the Lovers

Dead Letters [100CP] – For those with a softer heart, this may be a curse. At your lowest, you will find a handwritten letter. It is signed by the most important, and deceased, person to you. Its contents are one of comfort and kindness, forgiveness for your sins, advice, and so forth. These letters, despite forming from the impossible, are genuine. Written from beyond the grave and from across worlds.

Heartfelt Momento [200CP] – A symbolic item that represents your eternal bond with your beloved. It could be a locket containing a lock of hair, a piece of jewelry with a shared inscription, or any meaningful keepsake. This item serves as a reminder of your connection, granting you strength and resolve in times of adversity. Its presence provides a comforting sense of companionship, even in the darkest of moments.

Slice of Honeymoon [400CP]– Truth be told, the land of Silent Hill as it is currently utilized is a tourist attraction. It has developed a thriving industry on touring the sights of tragedy that have occurred here. This fact has led many who enjoy the somber foggy lakeside town to visit on dates, honeymoons, and even settle there. Perhaps you are one of those people, as you now have access to ⅓ of Silent Hill. This slice of the town seems to be thriving much more compared to the other parts of it. Filled with tourists and natives. All of which are followers Imported into future worlds, it will attract those looking for a place to rest.

Our Special Place [600CP] - This item manifests as your choice of a park. Either an amusement park, fairground, nature park, or playground. This place is always safe, and has an unnatural ability to be the perfect place for a date, romantically or platonically. The right amount of shade on a sunny day, or the perfect cover from the rain. For anything hostile to you, entering this special place is as if you vanished into thin air, and it can only be entered by those you desire. Yes other people can visit it, but they cannot see nor hear you, nor can you interact with them. It is *your* special place after all.

Capstone Boosted - Place of Unbroken Promise. Now you can finally fulfill that promise to them. While in your special place, you can conjure the spirit of a loved one to stay with them for 1 night and 1 day. They gain a physical form and can even leave the area, but they must remain within 1 mile of you. If they leave the radius, they simply are returned to death. Once this day is spent, it cannot be spent with the same person for another decade. This works on even those who cannot be traditionally resurrected, and while they cannot be revived permanently via this method, it is nice to see them all the same, for just one day.

Items of The High Priestess

Antique Store [100CP] - This unassuming antique store functions as the perfect front for any operation. It houses a network of secret passages beneath it, and while they are empty now, this item can be imported into any property to hide it, a slight Somebody Else's Problem field blocking them from paying too much attention.

Halo of the Sun [200CP] - Steel, Blood, and Light. These symbols sit at the heart of the Halo of the Sun, the most important symbol of the Order. Now, this symbol is yours. It is a uniquely powerful symbol, being able to be infused with powerful psychic and magical energy when inscribed. This allows the symbols to store spells inside of them, memories, and even souls. The Halo can be used to supplement any other form of magic circle, from

Alchemy circles to demonic circles. It merely costs an equal amount of blood and steel and light (usually via immolation) to activate.

Valtiel [400CP] - How most Holy you must be to gain this most sacred of servants. The Attendant of God, Valtiel, is under the direct order of God who apparently has appointed him to you. He is the caretaker of the Otherworld and is innately tied to it. Valtiel, as an attendant, takes a relatively passive role in most things. Observing from afar, and keeping the flow of the Otherworld and Fog World in balance. While not very conversative, they truly only have one purpose for you. They will revive you once per year. Upon your death, they will drag away what remains of your corpse, and restore you to health in a safe place. Any attempt at stopping them will fail. The ritual to revive you takes a day, and during which your mind and spirit manifest in the Otherworld, even if such a place doesn't exist in future worlds. This Otherworld is near the heart of it, known as Nowhere, made up of distorted and even more dreamlike environments. You are completely safe while here, and are left to wander Nowhere until the ritual is complete.

Flauros [600CP] - Excavated from ancient ruins deep beneath Toluca Lake, this triangular pyramid shaped object is a power artifact capable of both amplifying psychic power and neutralizing it. Upon its use, it splits into several pieces, Past, Present, Future, Falsehood, and Truth. If used to amplify, these pieces are drained and travel to sites connected to natural leylines, much like the ones that Silent Hill sit on to recharge. If they are used to neutralize, each piece contains a fragment of the power, converted into a monster that can be defeated to complete the nullification. Either way, it takes at least 6 months before it can be used again.

> **Capstone Boosted -** True Flauros. The Flauros has been strengthened beyond its previous power by the Book of Lost Memories. Its recharge rate is now reduced to a day, and the pieces simply collapse in front of you. In addition, the Flauros can be used to completely seal something in its entirety ranging

in size and power from a girl, to a demon, to a town. Stronger beings might be able to fight against this effect, causing a battle of wills to take place, but for the most part, it can be used to deal with even the most dangerous beings in this world. Just be ready to explain to everyone why an entire town in Maine just ceased to exist. It can only seal something away like this every 10 years, and it can only do so 5 times until you have to release one of the sealed things.

Companions

Be wary that Silent Hill has a tendency to separate those who enter its fog, leaving each to their own unique form of torture and therapy while they explore their own mind. It generally dislikes ‘groups’. Though there are times when you will see your companions. Periods of rest and regrouping will be rare, and even long distance communication will be difficult.

Mira the Therapy Dog [Free] - This Shiba Inu’s barks lead you to safety and away from danger. While this dog doesn’t appear in Silent Hill, it fully manifests in your Warehouse for cuddles. (If you lack one, it forms whenever you’re in a safe space.) It fully understands all languages, although it cannot speak them. Additionally, has a strange amount of machine related intelligence, and comes with a pair of headphones that it wears, albeit incorrectly. Seems to enjoy pressing buttons.

Import [50CP each] - Bring Companions in, and allow them to experience Silent Hill. They get an Origin, a reason why they are here, and up to 600CP to spend on Perks and Items. This can also be used to create brand new companions, fresh from this world.

Harry Mason[200]: Harry Mason is the adoptive Father of Cheryl and Heather Mason, those two technically being the same person, but not quite. That makes him a partial father to Alessa, given that he raised a fragment of her soul. He begins his journey in 1983, defeats the Incubus, and takes home the newly reincarnated version of Alessa named Heather. He has all of the Searcher Perks, the Broken Radio, a handgun, and a flashlight. Canonically, he dies shortly before Heather goes to Silent Hill, this still happens, but post jump, you acquire him good as new, with all of the experience he’s had as a father and a godslayer.

Heather ‘Cheryl’ Mason[200]: This strong-willed bottle blonde is dependable, and wants a fairly normal life.

Unfortunately, she's the reincarnation of Alessa Gillespie, and the order wants her to birth God. She doesn't exist until 1983, and doesn't return to Silent Hill and begin her journey until the year 2000. She has the Aglaophotis, and all of the General Perks.

James Sunderland [200]: Honestly you'd be better off taking someone else. James is a troubled individual, with near suicidal ideations. He has the Runner perks, and the lover items. He claims he's looking for his dead wife Mary, who he believes died due to illness. He smothered her with a pillow. Regardless, a letter did arrive to bring him to Silent Hill. Supposedly penned in her own hand. His journey takes place 7 years after Harry's, and ends with him driving his car into Toluca lake.

Henry Townshend [200]: Do you need help getting better friends? Seriously, you want a casual guy who got locked in an apartment, targeted by the ghost of a serial killer, and was planned to be a sacrifice for the 21 sacraments? I suppose he's not a bad guy, he's just kind of normal. Aside from that, all he really has is all of the Native items and 'There was a hole here'. Just don't ask him about his apartment.

Alessa Gillespie [300]: Daughter of the Order, a true child of Silent Hill. She who would have given birth to god. It was her pain that awoke the slumbering hills. Her body is burned and charred, her mind is sunken into the depths of hatred and anger. If you take her as a companion, you have a choice. Keep her in this state, burnt and broken, as a powerful psychic. Use her just as the Order did before. For her power. As this she has all of the General Perks and Fool perks. Or? Take her as a child restored in health. All she'd have is Shattered Memories and Valtiel who is still loyal to her despite everything. Eventually she'd manifest powers held within the Fool perklines and the perk Seals of Divine Hate.

Cybil Bennett [100]:A 28 year old police officer. While she isn't the best suited for the supernatural forces in the town, she is still skilled with a firearm and has the bravery to push through some truly horrific odds. She has

a handgun, a rifle, a broken radio, borderline infinite ammo for her weapons, and enough trigger discipline and CQC training to handle most of the threats here by herself.

Claudia Wolf [100]: This young woman will become the high priestess of the Order in time. A childhood friend of Alessa's, but unfortunately deeply devoted towards the cult's goals and desires. She desperately desires a world free of pain and suffering and believes the only way to achieve that is to birth a god that knows of such things in enormity. She has all of the High Priestess perkline, the ritual knife, and the Halo of The Sun item.

Wishful Manifestation [100]: There are parts of this hell that can be seemingly positive. A glimmer of good in the heart of decay, death and pain. This place was once used for good and for the betterment of oneself. This manifestation is perhaps one of the few remaining creations like this. Maybe it takes the shape of a child, or perhaps an ideal partner. A father? A mother? Regardless, this manifestation is one of yours. Someone you lost, are looking for, or don't know you need. They have all the perks of the Native, and unless you ask them to stay in one form, they will shift into any shape that would help you the most emotionally.

Drawbacks

Timeline Toggle [0 CP]: Not feeling like joining Harry Mason for his search? Would you rather start alongside Mr. Sunderland? Perhaps you'd like to save Alessa from all of this chaos during the events of Origins. Maybe taking a trip into the Shattered Memories timeline is more your style? Regardless, this toggle allows you to set your starting date at any period in the game franchise, and even in alternate timelines if they suit your fancy. You still have to spend 10 years however. It's just that your start (and thus end) date is now different.

Eternal Fog [+100CP]: A dense fog envelops Silent Hill, obscuring your vision and impeding your progress. This fog is not merely a natural phenomenon but a manifestation of the town's malevolent influence, designed to disorient and dishearten those who dare to enter its depths. For you however, this Fog is honestly the worst. It seems to never let up, and is even thicker than before. Worst of all it seems to exist inside locations that really shouldn't have it, like inside of houses and dimensions created by cult rituals. When the town shifts into the Other World, the fog becomes a thick black smoke that, while breathable, still slightly chokes and stings the eyes.

Perpetual Puzzles and Fetch Quests [+100CP]: You are plagued by a series of never-ending puzzles and fetch quests that hinder your progress through Silent Hill. These challenges are almost like they are designed to test your problem-solving skills and patience to the limit.

The puzzles range from cryptic riddles to complex mechanical rube goldberg contraptions, each requiring a mixture of paying intense attention to the areas around them, notes you may find, or really stretching the limits of what you'd think would make sense. Fix the Jukebox to open the doors of a convenience store so you can get wire cutters to open a fence gate to get into a hospital.

Totally reasonable. The worst part is that these puzzles are unable to be bypassed.

The fetch quests involve retrieving specific items or information scattered throughout the town. Perhaps some annoying brat won't let you into a place without their teddy bear which just so happens to be across town. You'll end having to be finding seemingly useless items for people just to progress. Sometimes these quests will reward you with supplies or are required to solve a puzzle. At other times it's almost as if the town is trying to bog you down with filler content.

Hardy Horrors [+100]: Every monster inside of Silent Hill is just that much harder to put down. What would normally take around 6 bullets might take anywhere from 10 to 14. Even if you knock them down, they'll learn how to play dead, waiting for you to have your back turned and guard down to get right back up.

Order of Events [+200]: You seem to suffer from a horrid case of bad luck and circumstance. It seems that nearly everything you do here somehow furthers the Order's goals. Fight your way through the town just to learn that the monsters you've been killing are protecting an artifact the cult needs, accidentally undo the spell a girl put on the town to stop herself from being used to summon god, etc. This does not mean you are unable to stop the order, but it does mean you'll end up having to work even harder than before. If you are allied with the order, then you seem to be constantly accidentally thwarting their plans.

Alessa's Influence [+200CP]: You are plagued by the lingering influence of Alessa Gillespie. Her presence manifests as the voice of a child alongside hallucinations. subtly guiding your actions and influencing your decisions. While her intentions may initially seem benign, her influence gradually becomes more pronounced as you continue your journey. If you take this drawback while in a time that doesn't have Alessa, then you'll have a similar entity doing the same thing. The end result of this influence is to try and destroy

the Order, and potentially every single person inside of Silent Hill. It is not impossible to resist this call of the void, but it constantly will be there to test your resolve.

Bound by Fate [+200CP]: You become entangled in a web of fate that binds you to Silent Hill, making it nearly impossible to leave until you fulfill a predetermined condition or purpose. This condition could be anything from resolving a personal conflict to confronting a powerful entity within the town. Failure to properly figure out what binds you and solving the things means that even attempting to leave will merely bring you back. If the town ever lets you leave, you'll eventually be brought back. Even if you remain for fifty years, until you do whatever the town has asked of you, you will remain.

The Past is Never Dead [+300CP]: Your guilt and remorse materialize as physical echoes that follow you wherever you go in Silent Hill. These echoes take the form of distorted vision of your past. They serve as a constant reminder of your past mistakes, amplifying your feelings of guilt and self-doubt. Every mistake, conflict, whatever hangs heavy within your heart will be made manifest. Only the deepest pains will become monsters, while others will merely be reflections of these events. A paper will read about how you failed to save someone. Walking through a school will show the shadowed outlines and whispered words of a betrayal against you.

Twisted Reflections [+300]: Mirrors in your vicinity become portals to alternate dimensions where your worst nightmares come to life. Similar yet distinct to the Otherworld, these twisted reflections of reality are filled with distorted versions of familiar faces and places, not all of them are direct mirrors of areas in this jump either. They can be 'Otherworlds' of previous locations you have been along your chain as well. Ignore them, and they will cause the monsters within to spill out into reality, meaning that if you do not venture

inside and destroy the heart of each mirror the mirrors will continue to remain as open gateways, corrupting the world around them. One mirror will open per month. The Heart within is a literal beating heart of flesh deep within it. Destroy it and you will be expelled safely from the mirror, and the corruption will be purified.

Encounters of the Fourth Kind [+300CP]: Your journey through Silent Hill is plagued by the sudden and unexpected appearance of bizarre phenomena, reminiscent of the infamous UFO endings from the series. These encounters range from surreal and humorous to outright nonsensical, defying the logic and atmosphere of the town.

Why is Pyramid Head cutting a cake? How about the fact that Harry Mason Terminator just came out of a UFO and is trying to shoot lasers at you? While these nonsensical events may be out of place for Silent Hill (and they usually are) they are no less dangerous.

Fading Hope [+400CP]: Your sense of hope and optimism diminishes the longer you remain within Silent Hill. The town's oppressive atmosphere erodes your confidence and belief in a positive outcome, making it increasingly difficult to maintain a sense of purpose. It is possible to steel yourself if you maintain focus but allow too much doubt to slip in and you will begin to falter. Remember, hesitation is defeat.

Eternal Night [+400CP]: The darkness of Silent Hill's night becomes unyielding, shrouding the town in an eternal night that never gives way to dawn. Normally the town of Silent Hill goes through cycles of the cold and wet fog world, and the dark, hot, and rusty otherworld. However, for your stay, you are now forever stuck in the ‘Otherworld’. Paths are blocked more frequently, giving way to razorblade fences or boiling pits. Monsters are much more nightmarish and common, and even the regular ones are harder to put down.

Memories Shattered [+400]: You wake up on the outskirts of Silent Hill, bereft of memories of your chain, and the

powers and items you've acquired. Your companions will suffer a lesser form of this, losing their perks and items but not their memories. You have the proper memories of your origins here, and you are aware of a feeling that you shouldn't do something that would fail your chain. You are innately aware that there is something very important within Silent Hill. As it turns out, there are fragments of your memories and with them, are your powers. Items scattered around the town, allowing others who may be in it to use them. Though they won't gain a how to guide, so no worries about them activating your death star. Granted, anything bigger than a car or more dangerous than a tank isn't going to be in the town.

The Room [+600CP]: You find yourself trapped within the confines of an eerie and claustrophobic apartment, reminiscent of the one featured in Silent Hill 4. Attempts to leave the apartment are futile, as the door is locked and bound by a myriad of chains.

The apartment itself is haunted. Haunted by the past. Actions performed within it. Terrible actions. Spirits of loss, regret, pain. All reside within. They're hungry. They want to live again, and they will kill you to do so. Every so often, the apartment will change. Shifts will reveal new rooms and sections that overlap. Only by performing rituals detailed in scattered notes will you be able to purify the sin within the apartment.

While trapped in the apartment, you are cut off from the outside world, including your warehouse and outside perks as well as other drawbacks. Once you make your way out of it, your journey through Silent Hill will truly begin, upon which you will regain everything.

Stalked by the Executioner [+600CP]: Pyramid Head, the harrowing executioner of Silent Hill, becomes fixated on your presence within the town. His relentless pursuit is characterized by a menacing, lumbering presence that is felt even in the most secluded corners of Silent Hill.

Much like the poor souls in practically every other game past Silent Hill 4, you're being constantly hunted down and tormented by your very own bogeyman. Though unfortunately it isn't tailored to you. It's just Pyramid Head. Again. Something that should have ought to have died alongside James, but I digress.

He's immortal (reviving even if you do manage to kill him), unbothered by traps and silly things like walls or doors, and seems to always know where you are. His damage scales with your defense and health, meaning that regardless if you're superman or an average joe, it'd only take about 3 hits to put you down. Thankfully, you get a 1 hour head start every day, and killing him gives you a 30 minute break. This does have a cool down of an hour.

God Revived[+600CP]: The malevolent influence of Silent Hill begins to seep into the fabric of reality beyond its borders, gradually spreading its dark influence across the world. At first, the signs are subtle—a sense of unease, strange occurrences, and unexplained phenomena that defy rational explanation. Over time, these manifestations grow more pronounced, with fog settling far past the town, and eventually falling entirely into the Otherworld.

As the corruption spreads, the world begins to crumble and shift. Buildings become bigger on the inside, the ground cracks open and time begins to lose meaning. Days and nights halt entirely and if it is not halted the entire Earth will begin to collapse into a subjective hell. The influence of every human actively shaping the world into a worse version of itself.

This is the paradise of the Order. The town of Silent Hill has become ground zero for a flood of horror that will grow to encompass the entirety of North America in two years. By the ninth? You'd be hard pressed to find a spot on the planet that hasn't been consumed by this 'divine presence'. The only way to stop this is to slay the God of the Order in its full power.

The Coming Daylight

Have you escaped this world, or have you died in its grasp? If you've only managed the latter, your only option is to Give Up. What did Silent Hill teach you?

To Give Up - The harshest lesson, and one reserved for those who could not overcome Silent Hill's cruel measures of therapy and torture. You are sent back from whence you came, before you ever began Jumping, though with all the purchases made here and prior retained. Giving Up is not your end, but it is the end of your Chain.

To Cling To The Known - There is an entire world beyond the borders of Silent Hill itself here, even if the Town may send you gentle reminders to return to it; if you'd like, they can be endlessly ignored with ease. Choosing this option will also end your Chain, and you will stay in the world of Silent Hill permanently. Regardless of your actions in this world, Alessa's opinion of you rises greatly, and unless you ask, Silent Hill will harm you no more. You also gain the Shattered Memories Perk and Book of Lost Memories Item if you didn't have them already.

To Move On - That which does not kill us may still carve things away from us. For good or ill, you have learned that Silent Hill is not your final resting place, and that there are other lessons your Chain has to teach you. You leave this world behind, optionally in stasis until your Chain ends or until you come back to visit again, and may continue with your next Jump or Gauntlet.