



## Silent Hill 2: The Novel

*Sadamu Yamashita*

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"He received a letter from his beloved wife.  
A woman who had died three years ago.  
"I'll be waiting for you in our 'special place'"  
Could Mary really be waiting in Silent Hill?  
In this town that holds far too many memories.  
There are many suspicious people there; including Maria, a mysterious woman who resembles his late wife.  
A red demon restlessly looms in the shadows.  
Can James discover the truth in Silent Hill?  
What message is his wife trying to send from beyond the grave?"

## Silent Hill 2: The Novel Details

Date : Published 2006 by ?????????????????? (Konami Digital Entertainment)

ISBN : 4861558328

Author : Sadamu Yamashita

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### **Leonel\_Olivieri says**

Decente 6/10

"Hola, me llamo Yeinms Sanderland y me gustan las almohadas".

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### **PsypherPunk says**

*Silent Hill 2* is still considered by many to be a landmark game and a genuine contender for "best ever", mostly due to its compelling story. Given that this is essentially a retelling of said story there's little way in which it could actually be *bad* and thankfully, for the most part, it isn't. It's rather flat and repetitive in places, highlights a little too clearly some of the game's more bizarre moments of video-game-logic and at the end explicitly draws conclusions on the reader's behalf but it's still a good story.

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### **Hussein Baher says**

Let me start by saying i am a HUGE FAN of the silent hill world and this book portrayed it in the right way.

The whole concept of the town gripping the lost stray souls to find "their truth" in the depths and corners of this maleficent town while unraveling secrets of their past lives along the journey is personally so interesting.

Horrifying,scary,mysterious,dark,action-packed,disturbing,gruesome,gory...

James psychologically disturbing journey for the truth encircling his wife getting in depth of his past life,memories,personality and secrets will grab your breath and keeps you on the edge until the story is finished.

Everything about this book is so oddly satisfying( the atmosphere,places...) the characters despite they are few are perfect and breath-taking their stories are so emotional. I loved how their paths crosses along the story. Dark and filled with envy,anger and revenge you can't help but to venture into their personal stories.

The plot-twisting conclusion is FANTASTIC leaving me with an emotional beautiful ending that will stick with me throughout my life.

This Book left me speechless and again its not just for the fact that i am a HUGE FAN of the franchise the story was just overall a brilliant masterpiece.

If you're not a fan of silent hill or you love horror books in general you'll still gonna enjoy the book hopefully as i did.

GET READY TO GET ATTACHED.

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## Wayne says

This story is amazing. Why? Because it's screws with the mind, questioning whether or not things are real or not. It's the story of James Sunderland losing his wife from a horrible disease that could not be helped. After James loss three years ago, James received a letter from Mary three years later after her death. Mary wanting to meet James in there "special place". James determined to find Mary, James goes out to Silent Hill to find Mary. James ventures forward, and realizes the town is not what it used to be. Stores boarded up, and seeing strange things from afar, but then realizing... Things aren't what they seem, because of monsters! Is James really losing it? Or is this real? That's up for you to find out in this crazy ride of a story.

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## Ramza says

The Silent Hill franchise is often hailed as an epoch-making landmark in Horror gaming history, and for good reason. In a time where the Resident Evil series marked the golden age of Survival Horror, and uninspired, paint-by-number copycats of said games ran amok, Silent Hill was certainly the most unique new arrival if there ever was a word for it, taking the genre to unparalleled heights. The franchise really helped demonstrate to the sceptics of the time that video-games could indeed be considered a form of art, and for me personally, it proved a life-changing (if not slightly traumatic) experience.

Silent Hill favours emotional vulnerabilities and unsettling imagery as the driving force behind its horror mechanisms instead of jump-scares and tense situations à la Resident Evil. It is the very epitome of psychological horror, and goes to great, disturbing lengths in embodying it. Knowing how Silent Hill mainly relies on subtle yet ubiquitous symbolism, perturbing renditions of mundane life and some of the most distressing soundtracks you'll ever encounter in the medium (Dark Ambient at its finest!), it came as no real surprise when this official novelization of Silent Hill 2—a strong contender for best SH instalment, best horror game, or "best video game evaaaar!!" depending on who you ask—failed to convey the sheer stressing scope of that nightmarish yet eerily alluring adventure.

With no ambient sounds or sinister visuals to assist him, Sadamu Yamashita was left with his arrant mastery of words alone to properly project Silent Hill's distinct aura on his readers' minds... only he's really not that gifted. The events are rushed, the rendition of the game's undercurrents is weak, the characters are offered no proper establishment, and the sexual overtones the series is known for are outrageously toned down for some reason. I'm not sure if it stems from the fan-translation but the narration is lamentably crude and the prose can only be described as shoddy. Also, in desperately trying to expound some of the gaming world's most improbable logic (as in why would anyone jump down a bottomless pit in a monster-infested town or even linger there in the first place), Yamashita-san comes up with ridiculous explanations more laughable than said unsound logic. Finally and most irritating of all, he constantly keeps spoon-feeding you the main character's musings, obnoxious uncertainties, and every single drawn conclusion. The only good segments were those taken straight out of the game, namely dialogues, memos, newspaper scraps, and of course, the famed letters essential to the plot. If the book has one saving grace of its own, it's the little bits of additional insight on Angela Orosco's story that were absent or made more obscure in the game.

Even the first Silent Hill movie, and despite my many issues with it, succeeded in perfectly encapsulating the games' particular atmosphere (and in all fairness, it's still in my opinion the best video game adaptation I ever

chanced to see on the big screen—and those are plenty) whereas this novelization proved to be a pretty tame affair. It reads more as a hastily embroidered walkthrough and less like the nonpareil experience it ought to be. If like me you're the nostalgic fan in need of every Silent Hill media you could get your hands on, then by all means proceed with this reading, but if you're new to the franchise and want this book to introduce you to this most peculiar world, I certainly won't recommend it as it does the the source material a substantial disservice. In case gaming isn't your cup of tea and you're still interested in experiencing Silent Hill to some extent, the aforementioned eponymous movie (of 2006, not the 2012 crappy sequel) from French director *Christophe Gans* will do just that.

Usually, book with all the previously mentioned flaws would garner no more than a [1star] rating, but after all—as a certain Ernest Baldwin would say—this *is* Silent Hill.

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### **Gayle says**

The novelization falls short from the tremendous impact that the game delivers. Most of the scenes happened all too quickly, especially scenes where James battles the monsters of Silent Hill. I remember scenes with Angela and Eddie wrapping up within a few paragraphs, like the encounter happens, the characters are brushed off, and then James continues his search for Mary. I think it would have lived up to the game way, way more had it been more realistic and slowed down in terms of pacing. Having known the story beforehand and being a fan of the series, the novel was a good, quick read. However, those who didn't play the game or encounter the Silent Hill series beforehand might find it so-so or even weak.

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### **Felipe Guerrero says**

Excelente libro, muy, muy bueno.

La historia de Silent Hill es genial, ya sea que solo hayas jugado uno de los juegos o mas, simplemente los juegos son verdaderamente aterradores tanto por su atmósfera como por su historia. Los acertijos siempre son geniales y también lo son los monstruos que deambulan por ese lugar. Este libro plasma eso de manera bastante fiel aunque se echan de menos los acertijos ya que no son mencionados, ni uno solo, de hecho es como si el personaje principal del libro tuviera todo resuelto y se tratará solo de ir de un lado a otro; pero, eso sí, profundiza mucho mas en las emociones de los personajes y eso es de agradecer bastante.

No podía dejar de comparar este libro con las novelizaciones de los juegos de Resident Evil que son muy buenas también, aunque mucha gente dice que parecen guías del juego. Supongo que por eso el autor de esta novelización de Silent Hill omitió los acertijos, para no caer es eso.

En fin, una gran adaptación de un gran juego, uno de los mas aterradores de la historia.

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### **Charlie Hailey says**

It summarized the game.

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## Jorge Soto says

Bien, esto es una guía del juego Silent Hill 2 en forma del libro >.< creo que al autor debió de tomarse algunas libertades respecto a la trama y darle un poco de "sabor", en ocasiones resultó muy mecánico la manera en que se va desenvolviendo la historia, las batallas con los "monstros" (así aparece en el libro) son bastante simples; por otro lado la descripción de personajes y lugares es muy pobre, pero se cuenta a lo largo de la historia con ciertas imágenes, que son muy malas, parecen screenshots del juego.

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## Biondy says

Judul: Silent Hill 2: The Novel

Penulis: Sadamu Yamashita

Penerbit: Konami Digital Entertainment

Halaman: 303 halaman

Terbitan: 2006

"Silent Hill 2: The Novel" adalah novelisasi dari video game Silent Hill 2 yang dirilis pada September 2001. SH 2 bercerita tentang James Sunderland, seorang pria yang menerima surat dari Mary, istrinya yang telah meninggal 3 tahun lalu. Berpegang pada harapan bahwa istrinya masih hidup, James pergi ke Silent Hill, sebuah kota kecil yang pernah dia kunjungi bersama istrinya dulu.

Tapi kota kecil itu tidak lagi sama. Saat James sampai di sana, tempat itu telah menjadi sebuah kota mati yang diselimuti kabut. Dalam pencarinya, dia bertemu dengan seorang anak kecil yang juga kenal akan Mary, seorang wanita yang sangat mirip dengan Mary, seorang pemuda yang tidak stabil, dan seorang wanita muda yang mirip dengan istrinya, tapi memiliki gaya berpakaian dan bicara yang bertolak belakang dengan Mary.

Serta monster. Monster-monster yang siap menghabisi James kapan saja.

## Review

*First of all, and I think I should write this in English, I read the fans-translation version of this book. Thanks to Emily "Lady Ducky" Fitch for the beautiful translation. It was so good, it felt like professional work. I'm forever grateful for your effort. If one day the book is translated into English or Indonesian, I will buy the copy.*

Suka banget sama ceritanya. Tampaknya penulisnya cukup setia mengikuti alur di gamenya, walau kelihatannya ada beberapa tambahan yang dimasukkan supaya ceritanya bisa lebih nyambung dengan baik.

Di bagian awal, jujur "game"-nya terasa banget. Seperti waktu James menemukan senjata, atau waktu dia memutuskan untuk menggeser jam besar dan menemukan lubang.

Untungnya hal itu perlahan-lahan hilang. Di 2 bab terakhir khususnya, nuansa "game" itu sudah tidak terlalu terasa.

Adegan pertarungannya James tidak terlalu banyak di sini. Ya, bagaimanapun juga, novel tidak punya ruang seperti di game untuk bertarung dengan sekian banyak monster sih. Lagipula bagian terkuat dari SH 2 ini memang bukan soal pertarungannya, tapi atmosfer serta plotnya.

*In my restless dreams,  
I see that town.*

*Silent Hill.*

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### **Incy says**

An excellent game poorly retold as a novel. Fans of the games can probably tolerate this weak writing for the sake of nostalgia and returning to Silent Hill, but others should steer clear of this glorified walkthrough. To say it feels rushed is an understatement. Within ten minutes of reading, we're introduced to Laura, to James and his background, have chatted to the Angela Orosco (the graveyard lady), been rushed into Silent Hill and already witnessed Jame's first slaying of a monster!

Little to no attempt has been made to convert 'game logic' to more realistic behavior and adapt the story for novelization, making the character actions seem ludicrously unbelievable. This shattering of the story's immersion is only compounded by the way the author doesn't seem to consider the consequences of what he's describing. For example, when James first finds the radio it is described as deafeningly loud (to the extent it hurts!) and as becoming progressively louder, but in the very next sentence the author seems to forget what he's just described, because he writes that James hears the shuffling footsteps of an approaching monster.

Perhaps some of the appeal of the telling is lost in translation, but even that cannot explain or excuse the rushed writing and inattentiveness to detail, or lack of thought about the way the characters would think and react. Very disappointing.

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### **Uninvited says**

I've been playing the Silent Hill games since the first one was released on PS1. Story-wise, I consider SH2 to be not only the best in the franchise, but one of the best among all games, and I've played it several times since it was released. Now I don't much care for reading books based on games (I prefer playing the games themselves, if they interest me), but SH2 was so good, I thought I'd make an exception. The only other time I've made this exception was when I read the book based on the incredible adventure game Culpa Innata. Unfortunately, as opposed to CI, which went deeper, the SH2 book was basically a readable walkthrough. If you've played the game, then this book offers almost absolutely nothing. The only difference is that the book (briefly) spells out some of the inner workings of James' (the main character) mind, which are left to the player's interpretation in the game, and that we get a couple of paragraphs of what the secondary characters are doing/thinking at certain points. Therefore, I do not think it's an essential read for anyone who's played the game. On top of that, the writing is a bit subpar, again, feeling like you're reading the walkthrough of the game, and not actually a book. If you haven't played the game and you're into psychological horror, then I'd suggest you play it asap and skip this book. But if you're not a gamer, then this book is recommended, despite its shortcomings.

5\* for the story, 2\* for the book itself. 3.5\* total, which I will round down to 3\*, as playing the game is a far better experience.

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### **Sah Angoluan says**

This novel is one of the most interesting novels that i have read so far, aside from the 'A Song of Ice and Fire' by George R.R. Martin. The story of Silent Hill 2 revolves around James Sunderland in the search of his wife Mary, actually Mary died 3 years back due to chronic disease, but James went to look for her because he received a letter written to him from Mary.

It is said,

In my restless dreams,  
I see that town.

Silent Hill.

You promised me you'd take me  
there again someday.  
But because of me, you were never able to.

Well, I'm alone there now...

In our "special place"  
Waiting for you...

And that 'special place' is the whole town, Silent Hill that made James confused where to find his wife.

My Review:

Translation: I've read this novel in English thanks to Emily 'Lady Ducky' Fitch. Her grammar is so concise that i felt like the real author wrote it. She translated it so well, she even use simple grammar that make it easier for the readers to understand. I'll wait for her next Silent Hill translation.

Story: The story is like any other story in the Silent Hill game or movie, i've watched the movie and played only the Silent Hill 1, and all of them contains the sad nature and psychological aspect of each character. I loved it. That each monsters represents for example, the monster the James encountered in the novel and in the game has somehow a psychological symbol to him, unconsciously, like the mannequin that describe as lust, the armless monster that symbolizes confinement, and whats more the red demon, that what James would call it, that symbolizes remorse.

What i also liked about this story is that, it unravels the story of James and his past, what he did to his wife through what was happening to the Silent Hill and what he encountered in the Silent Hill.

Note: I remember the movie Silent Hill, that i think i read that the movie was based on both Silent Hill 1 and Silent Hill 2 game, and the clearly explained why there is pyramid head or the read demon, the armless monster, because the main character, the mother i forgot her name was so attached to her daughter, Sherry

just like James as he is so attached to his wife Mary. But of course, in the movie, the mom didn't do anything to Sherry unlike James that did wrong to her.

But in all of that, after reading the novel, i was so touched to the ending because Mary, his wife, want only one thing, and that is, James not to forget about her.

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### **Mohamed says**

The novelization of the best game I have ever played?! How could I possibly not read that? And what took me so long to do so???

Well, it was a quick, nostalgic read that I surprisingly enjoyed quite much, minus the poor Character Development (if any) that these kind of books usually offer as a main purpose, an added value to the original piece, be it a movie or a video game. Eventually, I ended up going through the game one more time, reading instead of playing. More or less.

Read this if you are a masochist son of a bitch. Oh, but you have to play the game first.

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### **Oscar Torrado says**

Excelente novelización de un excelente juego. A diferencia de las novelizaciones de Resident Evil, Silent Hill 2 no se siente como una guía del juego sino como una historia que ahonda más en los detalles de los personajes y en situaciones que realmente no comprendíamos o simplemente se dejaron a la imaginación.

La historia de un hombre que baja al mismísimo infierno por amor y en busca de redención y perdón es única, triste y maravillosa. El final que escogieron para esta versión es el más acertado y personalmente uno de mis favoritos.

"No puedo pedirte que me recuerdes, pero no puedo soportar que me olvides."

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