**History and Lore of Silent Hill**

The first and fifth games in the main series establish the key history of the town and universe of *Silent Hill,* as well as the lore and mythology*.* Other installments help explore the lore of the town and the consequences that occur because of the events in these three installments. I will not detail the events going back to the town’s discovery since that occurs shortly before 1600, however it is noted that the Native American's that settled their first stated that the town had a strong and spiritual power.

Chronologically, the 5th game *Origins* is the first -being set in 1976 - and gives a greater insight into what happened to Alessa Gillespie, the series' main antagonist and most influential character. Since birth she always had a connection to the supernatural and as the town of Silent Hill already had a strong 'power', her presence acted as a driving force for the town to grow stronger. It was because of her supernatural gifts that her mother, Dahlia Gillespie, chose her to be used in a ritual, orchestrated by The Order, at the age of 7. The ritual is to bring forth God, who would then bring the apocalypse and form the Paradise.

The ritual was a success and Alessa became pregnant with God however she was saved from the house by Travis Grady (*Origins'* protagonist). Despite being saved from the house she is taken again and held in secret by The Order. She uses her Astral Projection ability to help Travis piece together a mystical devise called the Fluros which she believes would trap the evil within her. After he does this, he fluros fires a beam of energy into Alessa and splits her soul in two, the evil half remaining inside of her and the good half being reincarnated as a small baby. After the baby is taken away from Silent Hill and left by the side of the road. Harry and Jodie Mason, who name the girl Cheryl, found the baby.

It is 7 years later in 1983, when Harry and Cheryl Mason (Jodie dies 3 years prior) travel to Silent Hill on a holiday (Cheryl's suggestion that is actually Alessa calling her back). As they arrive a projection of Alessa appears, causing Harry to crash the car. Alessa and Cheryl’s souls join together at this point and Alessa’s psychic abilities send the town into an altered reality in order to slow down Dahlia. During his search for Cheryl, Harry encounters many monsters in both the Fog World and Otherworld, both of which are altered realities created by Alessa, which are manifestations and delusions conjured by Alessa.

He soon finds Dahlia who manipulates him into using the Fluros to stop Alessa from putting the town in a permanent hellish Otherworld. Not knowing that the device was originally intended to amplify Alessa's powers instead of trap them, Harry does so and then soon discovers that Alessa is actually using another device called 'Seal of Metatron' in order to contain the Otherworld and kill herself.

Dahlia kept Alessa alive and in a constant state of pain, by using magical incantations, since Cheryl was first born 7 years ago. Because of The Order's spell, Alessa is unable to die conventionally so she plans to use the 'Seal' to annihilate herself, the Otherworld and everyone in Silent Hill. This is why Dahlia manipulates Harry by telling him that the 'Seal' is instead something that will bring forth a malevolent demon called 'Samael', so that he will stop her, which he does. After he stops her with the Fluros, Alessa is captured by Dahlia and births God (who began to grow again after Alessa and Cheryl's souls were combined).

Now, depending on the player’s decisions throughout the game, Alessa birth the Incubator or the Incubus. Either way, it kills Dahlia and fights Harry. An apparition of Alessa then opens a portal to the real world for Harry to escape. Alessa hands Harry a small baby girl who is a reincarnation of Alessa and Cheryl and once Harry leaves the town with the baby, the apparition of Alessa collapses and the portal closes. Alessa grows up again inside the new baby, later named Heather, in the life she always wanted.

This series of games features a deep and complex mythology combining the supernatural, religion, demonology and psychology. The fundamental and basic premise of the town and games are that the town calls to people who harbor darkness inside them. Once inside the town, they become trapped and are forced to confront their inner demons and emotions in order to come 'full circle' (a term that describes the ending in which the main character comes to term with what they did and are allowed to leave).

All the later sequels (beside the third game) follow separate characters and stories. Each story centers on a character that has done something in their past and are somehow find themselves in the town either by an accident (*Downpour)* or through a past ties with the town (*Homecoming).* Regardless of how they come to the town, they must battle with demonic creatures that are physical manifestations of the characters deepest fears, emotions and repressed desires.

Each protagonist 'Otherworld' is different because the town is personalized to that particular individual. This has led to the common theory that Silent Hill is set across multiple realities which only adds to the complexity of the backstory. The power within the city (amplified greatly by Alessa's power) allows itself to manifest in 3 separate planes of reality, the real world, the Fog World and the Otherworld.

The Fog world is the most visited and playable of the 3 worlds. The fog rolls in off of Toluca Lake but is still a part of the towns 'power'. In this world, many of the streets in the town appear to suddenly end and drop into oblivion. However, they could be completed at later points, leading to the belief that it is the down directing the character on the path they need to follow in order to come 'full circle'. The town will hint and influence the world around the character, transitioning them into either the Fog or Otherworld when it is necessary for them to continue on their quest and come to terms with their past. Despite the world being full of evil, death, demons, blood and torture, the reason the town does it is actually to help them, most likely an influence of Alessa's reasons and true intentions of only helping people, despite what it may seem.

The Otherworld is the darker and more twisted version of reality. The world itself transforms and resembles the psyche of the protagonist, creating physical manifestations of their inner feelings in the form of hideous and dangerous monsters and creatures. The setting and geography of the world also differs with each character; *Murphy Pendleton* in *Downpour* has a world built with a lot of metal and water, representing his time in prison and the events surrounding his sons death.

A key feature to the game is the endings. Each game has multiple endings, each of which can be attained through certain actions, decisions and events that the player choices and performs. The chances are that through the first play through of any game, the player will get a bad ending due to not knowing how certain choices effect the outcome. This means then that the player can play through again to get a better ending. This also adds to the theory of the 'full circle'; because Silent Hill only lets the protagonist go after they confront their pasts, if they get a bad ending, they haven't come 'full circle' meaning they will be sent back and forced to repeat the cycle until they face what sent them their, like a purgatory of some sort. It is known that some of the characters have gone missing or never seen again, often meaning that they have never come 'full circle'.