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It all begins with Harry Mason, who is traveling to the mysterious town of Silent Hill with his adopted daughter, Cheryl. During the trip, Harry has a car accident while trying to avoid a strange figure on the road. When he wakes up, he realizes that Cheryl is missing. Desperate, he decides to search for her in the town, which is shrouded in a dense and eerie fog.

As Harry explores Silent Hill, he encounters bizarre and terrifying creatures that seem to come straight out of a nightmare. In the midst of his desperate search, he meets Cybil Bennett, a police officer from the nearby town of Brahms, who is also investigating the strange occurrences. Together, they try to unravel the mysteries of the town and find Cheryl.

As Harry progresses, he discovers that Silent Hill is controlled by a sinister cult led by Dahlia Gillespie. This cult is trying to bring back their god, and for that, they need Cheryl as a vessel. The story becomes even more complicated when Harry learns that Cheryl is actually a part of Alessa Gillespie, a girl with psychic powers who was used by the cult in a horrific ritual. Alessa was burned alive to give birth to the cult's god, but the ritual failed, splitting her soul in two – one part became Cheryl.

The town of Silent Hill has an alternative and even more terrifying version known as the Otherworld. This place is a manifestation of Alessa's nightmares, and Harry is frequently transported there, facing even greater horrors.

During his journey, Harry meets Lisa Garland, a nurse who took care of Alessa. Lisa reveals crucial information about the cult and the experiments conducted on Alessa, helping Harry to better understand the situation.

In the final confrontation, Harry faces Dahlia and the cult's god. Depending on the player's actions throughout the game, different endings can be achieved. In some endings, Harry manages to save Cheryl and Alessa, while in others, he faces the defeat of the cult's god.