

<http://www.replacementdocs.com>

XBOX

KONAMI

# SILENT SCOPE COMPLETE

[www.konami-europe.com](http://www.konami-europe.com)

UNITED KINGDOM  
Konami of Europe  
Jubilee House  
7/9 The Oaks, Ruislip  
Middlesex, HA4 7LF

FRANCE  
Konami of Europe  
23, Rue Cambon  
75001 Paris

DEUTSCHLAND  
Konami of Europe  
Berner Strasse 103-105  
60437 Frankfurt/Main

ESPAÑA  
Konami of Europe  
Ortense 34-9s  
28020 Madrid

NETERLAND  
Konami of Europe  
Burglaan 41  
7314 BK Apeldoorn

SVERIGE  
Konami of Europe  
Boidegeton 40  
11633 Stockholm

SSC/MANIA/E-790



## SAFETY INFORMATION

### ABOUT PHOTSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a dNovor before playing.

**OTHER IMPORTANT HEALTH AND SAFETY INFORMATION.** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

### AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

## TABLE OF CONTENTS

USING THE XBOX VIDEO GAME SYSTEM	4
USING THE XBOX CONTROLLER	5
USING A COMPATIBLE LIGHT GUN (SOLD SEPERATELY)	6
LIGHT GUN CONTROLS	7
STARTING THE GAME	8
SILENT SCOPE	10
SILENT SCOPE 2	17
SILENT SCOPE 3	27
CREDITS	35
WARRANTY	38
CUSTOMER SUPPORT	39

Thank you for purchasing Silent Scope Complete from Konami.  
Please read this manual thoroughly before playing the game.

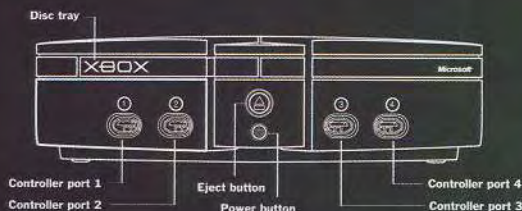
Also, please keep this manual in a safe place so you can refer to it easily later.  
(Note: Konami does not re-issue manuals.)

Konami is continuously striving to improve its products.  
As a result this product may differ slightly from another depending on the purchase date.



## USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Silent Scope® Complete disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing Silent Scope® Complete.



### Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

## USING THE XBOX CONTROLLER



1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Silent Scope® Complete.

START Button	Start/Pause
BACK Button	Not Used
D-Pad	Scope Movement
A Button	Shoot
B Button	Scope ON/OFF
X Button	Scope Speed Up (when Scope is ON)
Y Button	Scope Speed Down (when Scope is ON)
L Trigger	Scope ON/OFF
R Trigger	Shoot
Left Thumbstick	Scope Movement
Right Thumbstick	Not Used









## USING A COMPATIBLE LIGHT GUN (SOLD SEPERATELY)

When using a compatible light gun, the brightness of the TV should be increased for best performance. When calibrating a light gun, make sure the Scope On/Off switch is in the "Off" position. To adjust screen brightness, see Light Gun Calibration on Page 16, 24 or 32.

Note: Please refer to the light gun manufacturer's information to find out if the light gun you want to use is compatible with Silent Scope Complete or not.

## LIGHT GUN CONTROLS

 Button	Start/Pause
 Button	Back
D-Pad	Scope Movement
 Button	Shoot
 Button	Scope ON/OFF
 Button	Scope Speed Up (when Scope is ON)
 Button	Scope Speed Down (when Scope is ON)



## STARTING THE GAME

## CONTRAST ADJUSTMENT

If a light gun peripheral is connected to the Xbox, the Light Gun Calibration screen will appear. Set calibration and adjust screen contrast for optimal light gun performance.

## SELECT GAME

After the introductory logos are displayed, the Title Screen will appear. Select Silent Scope, Silent Scope 2 or Silent Scope 3 using the Directional pad, Left thumbstick or light gun. Enter the selection with the **A** button or **START** button.



## THE SCREEN

Time remaining

Score

Magazines  
(remaining ammo;  
reloading is  
automatic)



CREDITS 2 Lives

## STARTING THE GAME

## THE SCOPE

Using the Left trigger, you can toggle the scope on the screen. Adjust the sights quickly when the scope is off, then turn the scope on by releasing the trigger to make fine adjustments over a target. Shots can be fired without making scope adjustments if necessary.



## VIEW ROTATION SYSTEM

In SILENT SCOPE 3 the view can be rotated from specific spots during gameplay. When enemies attack you from behind or escape outside the game screen, rotate the view to find them and then attack. The view can be rotated when a light blue arrow appears on both edges of the screen, or by pressing the **Y** button or **X** button.



# SILENT SCOPE™

## THE STORY

While traveling to Chicago for a political campaign, the President and his family have been kidnapped and are being held hostage by an armed terrorist group. The terrorists are demanding the release of their leader from prison in return for releasing the President and his family. If the Terrorist leader is released, the government suspects that the terrorist group will strike again.

To avoid exposing the President and his family to further danger, the government has decided not to resolve this problem with armed forces. To regain control of the situation, an elite Professional Sniper has been sent in undercover. His mission is to rescue the President and his family and take out the leader of the terrorist group. Time is of the essence! Get out there and eliminate the hostile threats and bring the President and his family back safely.

From the Title Screen, select ARCADE MODE, TRAINING MODE, OPTIONS or RANKING using the Directional pad or Left thumbstick. Enter the selection with the **A** button or **START** button.



## ARCADE MODE

Select ARCADE MODE to play the Arcade version of Silent Scope. (P. 12)

## TRAINING MODE

Select TRAINING MODE to improve your skill level. (P. 14)

## OPTIONS

Select OPTIONS to modify game settings. Game Settings can also be modified during gameplay by pressing the **START** button to pause the game. (P. 15)

## RANKING

Displays the player rankings for each mode.



## MODE SELECT



Shooting Range

Story Mode

Time Attack

Selecting ARCADE MODE from the Main Menu will display the Mode Select menu screen. Select Shooting Range, Story or Time Attack using the Directional pad or Left thumbstick. Enter the selection with the **A** button or **START** button.

## SHOOTING RANGE

In this mode, the player practices sharpshooting at a shooting range. The player scores points for speed and accuracy within a set time limit. Select between an indoor or outdoor range.

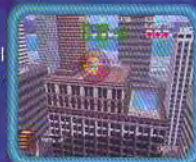
## BASIC RULES

In both the indoor and outdoor shooting ranges, the player must shoot all enemy targets within a specified time limit to move on to the next stage. Be careful not to hit any innocent bystanders, otherwise the player's score is penalized. After completing each stage or running out of time, the player's performance will be ranked based on score. Additional time remaining at the end of each stage is added to your point total. The player cannot proceed to the next stage if time runs out.



## STORY MODE

In this mode, the player advances through a total of six stages while trying to rescue the President and his family. The story changes according to the progress made during the game.



## BASIC RULES

The President and his family have been kidnapped by lethal terrorists. The government turns to a professional sniper to rescue the President and his family. In each stage, the player must carry-out a specific mission while taking out enemies and the level boss within a specified time limit. Each time an enemy hits the player, the player's life is decreased by one. Accidentally shooting an innocent bystander will also decrease the player's life. However, throughout each stage, special Life-Up girls can increase the life gauge by one if the player spots them in the scope. The game ends if time runs out or if the player loses all lives. It is possible to continue playing from the last scene provided all continues have not been used. It is not possible to continue after the time runs out when confronting the final boss.

## TIME ATTACK

In this mode, the player must try to clear stages within a set time limit.



## BASIC RULES

In each stage, you have a mission and must eliminate all the enemies and defeat a boss character within a specified time limit. After clearing certain stages, your performance will be ranked based on your time. You do not incur damage from enemy fire in Time Attack, nor are you penalized for shooting innocent bystanders. There are three levels of difficulty in Time Attack, allowing the player to progress through different stages in the game.



**OVERVIEW**

The goal of this mode is to improve your targeting skills, reaction time, and shooting accuracy. The Training Mode contains four different types of training (Time Attack, Perfect Shot, Pop-Up Targets, Quick Shot) in three different training zones (Farm, River, Cave).

**BASIC RULES****TIME ATTACK**

Try for the fastest clear time in each zone.

**PERFECT SHOT**

Shoot as many targets in a row as you can. Miss a shot and it's game over.

**POP-UP TARGETS**

Unlike the other training modes, the targets disappear if you don't shoot the targets after a certain amount of time. Try to hit all targets that appear on screen.

**QUICK SHOT**

Try to hit as many targets as possible within the time limit.

Game options can be accessed through the Title Screen, Main Menu or by pressing the START button during gameplay to pause the game. Press left/right on the Directional pad or Left thumbstick to cycle through the desired options sub screen. Press up/down on the Directional pad or left thumbstick to select from the options available. After all settings have been adjusted, press the button to confirm the settings and return to the previous menu. Press the button to cancel you selection.

The following are options available in the Options Screen:

**GAME SETTINGS****DIFFICULTY**

Set the difficulty level.

**PLAYER LIVES**

Set the number of lives the player has at the start of the game.

**BRANCH SELECT**

Set whether the player selects a path at branch points or whether they are selected randomly (for the Story Mode).

**CONTINUE**

Set the number of times a game can be continued in the Story Mode. If the "EXTRA" option is selected, the number of continues can be increased during the game based on the player's performance.

**OTHER SETTINGS****HIT EFFECT**

Change the effects when an enemy is hit by a bullet.

**VIBRATIONS**

Toggle the vibration effect ON and OFF.

**SOUND****MUSIC VOLUME**

Adjust the volume level of the background music.

**SE VOLUME**

Adjust the volume level of the sound effects.



**BUTTON SETTINGS****BUTTON TYPE**

Select between Type A (i.e. Normal Controls) or Type B (i.e. Professional Controls).

**REVERSE**

Reverse the Up/Down functions of the scope.

**SIGHT SPEED**

Adjust the speed of the scope.

**LIGHT GUN CALIBRATION**

Calibrate light gun and adjust screen brightness settings.

**LIGHT GUN SETTINGS**

Display the light gun settings.

**SAVE/LOAD****SAVE**

Save the current game in progress.

**LOAD**

Continue playing a previously saved game.

**AUTO SAVE**

Select whether to automatically save the game during gameplay. The default setting is "OFF."

Note: At least 4 blocks of free space must be available on the Xbox console to save game data. Please do not turn off the Xbox console while saving or loading data or data may be lost.

**BRIGHTNESS LEVEL**

The brightness level of your television can be adjusted using this screen as a reference. Adjust the brightness level on your television set just until the image of the Life-Up girl on the right side of the screen disappears. If your television does not have a brightness adjustment, disregard this option menu.

**THE STORY**

A terrorist group has occupied a sealed research lab in an attempt to steal a prototype VX gas missile. The British government sent in a special counter-terrorist unit to deal with the situation, but all contact was suddenly lost in the middle of the mission. Fearing the worst, the government immediately turned to its secondary assault force, two brave snipers, to search for and rescue the missing unit.



# SILENT SCOPE 2

Fatal Judgement™

© 1999 2001 NUNAM. ALL RIGHTS RESERVED.



From the Main Menu, select ARCADE, ORIGINAL, RANKING, SAVE/LOAD, OPTIONS, EXTRA OPTIONS or STATUS using the Directional pad or Left thumbstick. Enter the selection with the **A** Button or **START** button.



### ARCADE

Play the arcade version of the game. (P. 19)

### ORIGINAL

Play the original home version of the game. (P. 21)

### RANKING

View a list of rankings for each mode. (P. 22)

### SAVE/LOAD

Save and load game data. (P. 22)

### OPTIONS

Adjust various game settings. (P. 23)

This mode lets you play the arcade version of the game.

When you select ARCADE from the Main Menu, you will enter the Player Selection Screen. Choose the character you wish to use with the directional buttons and press the **A** button to make your selection.



After selecting your player, you will enter the Mode Selection Screen. Choose between Shooting Range, Story and Duel using the Directional pad and press the **A** button to select.



### SHOOTING RANGE

Race against the clock to score points on the shooting range.



### BASIC RULES

Track, aim, and shoot each of the targets as they appear. If you defeat all the targets within the time limit, the drill is completed. If you exceed the time limit, the session ends in failure. Upon successful completion of the drill, any time remaining is added to your score.

Only aim for targets that are holding weapons. Their point value varies depending on the accuracy of the user's shot.

Shooting an ordinary person will result in a large penalty to your score.



**STORY**

Follow the storyline as you progress through the stages in order.

The story unfolds as you progress through the missions and defeat the enemies and bosses in each stage. Your life decreases when you are hit by enemy fire, or when you accidentally shoot an innocent person. If you lose all your life or run out of time, the game is over. Reaching designated locations throughout the game will automatically extend the time by a fixed amount (TIME EXTEND). At certain points during the game, Life-Up Girls and Time-Up Men will appear. Finding these characters will increase your life (+1) and your time (+10), respectively.

**DUEL**

Seek and eliminate your opponent in a timed duel.

Seek out your opponent and take him down. Reduce your opponent's Life to 0 to win the round. Win more than half the pre-set number of rounds and you'll win the match. Win more than half the pre-set number of matches and you'll be declared the winner of the duel. If the timer runs out, the match is over. The player with the most rounds won when the timer runs out is declared the winner of the match. The timer is reset at the beginning of each new match.

**CITY**

A stage designed for novices.

**FOREST**

A forest stage. It's pretty tough to find your opponent. Recommended for average players.

**AIR**

For experts only. Face off on a tower bridge. Watch out - there's no telling who the helicopter might target!

This mode lets you play the original Home Version of the game.

When you select ORIGINAL from the Main Menu, you will enter the Original Mode Screen. Choose between Boss Battle, Mission and Outdoor Shooting Range using the directional buttons and press the **A** Button to select.

**BOSS BATTLE**

Fight against a boss.

**TRAINING**

When you select TRAINING, you will enter the Boss Selection Screen. Choose the boss you wish to practice on using the Directional pad and press the **A** button to select. You cannot select a boss you have not yet faced.



After selecting a boss, you will proceed to the Player Selection Screen. Choose the character you wish to use with the directional buttons and press the **A** button to make your selection.

You can practice fighting any boss you have already faced in ARCADE Story Mode. There are no Life or Time limits, so you can keep practicing until you defeat the boss. If you wish to quit in the middle of the battle, press the **START** button to pause the game and select QUIT to exit.

**MISSION**

Carry out a set of mission orders.

When you select MISSION, you will enter the Mission Select Screen. Choose the mission you wish to play using the directional pad, and press the **A** button to make your selection.

In this mode, you must carry out a set of orders provided for you. Fulfill the given set of requirements to complete the mission. If you wish to quit in the middle of the mission, press the **START** button to pause the game and select QUIT to exit.

**OUTDOOR SHOOTING RANGE**

Practice your target shooting in a number of different environments. Race against the clock for points on the outdoor shooting range.



Selecting this option will allow you to view a list of rankings for each mode.

RANKING			
STORY MODE			
Rank	Score	Hit	Date
1st	10000	570	10/1
2nd	9000	451	9/1
3rd	8000	401	8/1
4th	7000	351	7/1
5th	6000	301	6/1
6th	5000	251	5/1
7th	4000	201	4/1
8th	3000	151	3/1

### SAVE AND LOAD

This option lets you save and load game data.

### SAVE

Save your current game.

### LOAD

Load previously saved data.

### AUTO SAVE

When this is enabled, data will be saved automatically throughout the game.

At least 4 blocks of free space must be available on Xbox console to save game data.

Please do not turn off Xbox console while saving or loading data. The data may be lost

This option lets you adjust various game settings.

### GAME SETTINGS

### STORY MODE SETTINGS

Change STORY MODE settings.

### DIFFICULTY

Set the game difficulty.

### LIFE

Set the amount of Life provided when starting the game or continuing after dying.

### CONTINUE

Set the number of continues available.

### TIME LIMIT

Set the time limit used when starting the game or continuing after dying.

### DUEL MODE SETTINGS

Change DUEL MODE settings.

### LIFE

Set the amount of Life provided.

### TIME LIMIT

Set the time limit.

### ROUND

Set the number of rounds.

### MATCH

Set the number of matches.

**SILENT  
SCOPE 2**  
Fatal Judgement



**OTHER SETTINGS****HIT COLOUR**

Set the colour of the hit effects.

**COUNTDOWN DISPLAY**

Change the time countdown display used in the scope.

**SOUND****MUSIC VOLUME**

Set the music volume.

**SE VOLUME**

Set the volume of the sound effects.

**CONTROLLER****BUTTON SETTINGS**

Change button assignments.

You can change the configuration of the "SCOPE ON/OFF", "SHOT", "INCREASE SCOPE SPEED", and "DECREASE SCOPE SPEED" buttons. Selecting the DEFAULT button will return the button configuration to its original layout.

**VIBRATION**

Turn the vibration function ON/OFF.

**REVERSE SCOPE**

Reverse the up/down movement of the scope.

**SWITCH SCOPE ON/OFF**

Switch the function of the SCOPE On/Off button.

**LIGHT GUN CALIBRATION**

Calibrate light gun and adjust screen brightness settings.

**LIGHT GUN SETTINGS**

Display the light gun settings.

**SCOPE ADJUSTMENT****SIZE**

Set the size of the scope.

**ADJUST SIZE**

When you select ADJUST, you will enter the Scope Size Adjustment Screen. Adjust the scope size using the directional buttons, and press the **A** button to confirm. Press the **B** button to undo changes and revert to the previous size.

**DEFAULT SIZE**

Restore the size to the default setting.

**TRANSPARENCY**

Set the transparency level of the scope.

**ADJUST TRANS**

When you select ADJUST, you will enter the Transparency Adjustment Screen. Adjust the transparency level using the directional pad, and press the **A** button to confirm. Press the **B** button to undo changes and revert to the previous transparency level.

**DEFAULT TRANS**

Reset transparency to default setting.

**SPEED**

Adjust the movement speed of the scope.



**ADJUST SPEED**• **SCOPE ON SPEED**

Selecting SCOPE ON will allow you to adjust the movement speed of the scope when it is open. Adjust the speed using the directional pad, and press the **A** button to confirm.

Press the **B** button to undo changes and revert to the previous speed.

• **SCOPE OFF SPEED**

Selecting SCOPE OFF will allow you to adjust the movement speed of the scope when it is closed. Adjust the speed using the directional pad, and press the **A** button to confirm. Press the **B** button to undo changes and revert to the previous speed.

**DEFAULT SPEED**

Restore the movement speed to the default settings.

**SCREEN ADJUSTMENT**

Use this screen to adjust the brightness of your television. Adjust the brightness setting on your television until the picture on the far right is just a bit too dark to be seen. Please note that if your television does not have a brightness control, you will not be able to adjust this setting.

**DEFAULT ALL**

Restore all options to their default settings.

**THE STORY.**

Dr. Scott, the leader of a clone research group with ties to a nationally run project was kidnapped. Out of fear of the misuse of cloning technologies and the leakage of sensitive state secrets, the government dispatched a group to find the brilliant researcher. The efforts of the search uncovered that the doctor had been kidnapped by an enormously wealthy terrorist organization. The government poured all its resources into gathering information on the organization, but the doctor's location remained a mystery.

Using all of the resources at hand, the government continued gathering information on the organization. Finally, one year after the doctor's disappearance, the government uncovered information on the dispersed bases of terrorist operation and started a mission to rescue the doctor and cripple the organization. A Marine, Colonel Robert, personally requested that he serve as the commander of this critical mission, and activated a hand-picked elite special unit to carry it out. However, in order to keep the public from becoming alarmed at the grave implications of cloning technology misuse, he had no choice but to give up on a large-scale operation.

The lone option that remained for the colonel was to entrust this most critical assignment to a single man...



**SILENT  
SCOPE 3**



From the MAIN MENU, select Silent Scope EX or Silent Scope 3 to play either game. OPTIONS, EX OPTIONS, RANKING and SAVE/LOAD are also available from the MAIN MENU.

### SILENT SCOPE EX

Play the arcade version of the game. (P.28)

### SILENT SCOPE 3

Play the original home version of the game. (P.30)

### OPTIONS

Adjust the various game settings. (P.31)

### EX OPTIONS

Adjust the settings for extended functions. (P.34)

### RANKING

View a list of rankings for each mode. (P.34)

### SAVE/LOAD

Save and load game data. (P.34)

### SILENT SCOPE EX

Select SILENT SCOPE EX from the Main Menu to advance to the Mode Select Screen. Move the sight with the Left thumbstick or directional pad to select a mode and press the **A** button to enter.



### GAME START

Start the arcade version of the game. Select either STORY Mode or SHOOTING RANGE.



### STORY

The story unfolds as you clear the missions you have been assigned. The game is over when your life becomes zero. Your life decreases over time, so it is imperative that you take out enemies quickly. Your life also decreases when you are hit by enemy fire or when you accidentally shoot an innocent bystander. Your life will slightly recover by defeating enemies, and will significantly recover if you defeat an enemy by exploiting its weakness or by finding Life-up Girls that appear during the game.

### SHOOTING RANGE

Aim and shoot each of the targets as they appear. If you defeat all the targets within the time limit, the drill is completed. If you go over the time limit, the session ends in failure. Upon completion of the drill, any remaining time is added to your score. Only aim for targets that are armed. The number of points varies depending on the accuracy of your shot. Mistakenly shooting an ordinary civilian will result in a large penalty to your score.

### FREE PLAY

Freely select and play a stage from stages that you have already cleared.

Select GAME START to advance to the Mode Select Screen. Move the sight with the left thumbstick or directional pad to select a mode and press the **A** button to enter your selection.

### SILENT SCOPE 3

Select SILENT SCOPE 3 at the Main Menu to advance to the Mode Select Screen. Move the sight with the Left thumbstick or directional pad to select the mode and press the **A** button to enter your selection.



**GAME START**

Start the original home version of the game.

**FREE PLAY**

SELECT and play a stage from stages that you have already cleared.

**NEW GAME**

Start a game in the story mode. Select GAME START to start a new game, and when you have successfully completed the first stage, the area selection screen will be displayed. From there, select the area that is displayed on the map to advance to the next stage.



Note that by selecting NEW GAME you will erase the saved gameplay data for the story mode.

**CONTINUE**

Continue playing from where you left off previously.

Current gameplay progress will be erased when the power is turned off. Please save game data before turning off the power. (P.34)

The storyline unfolds as you clear the areas that are displayed on the overall map. The game is over when your life reaches zero. Your life decreases when you are hit by enemy fire or when you accidentally shoot an innocent bystander, but it will not decrease over time. Your life will slightly recover by defeating enemies, and will significantly recover if you defeat an enemy by exploiting its weakness or by finding Life-up Girls that appear during the game.

From the OPTIONS menu, you can make adjustments to the various game settings. You can switch pages by aligning the sight onto the left and right arrows that are displayed on the screen and pressing the **A** button to confirm.

**GAME SETTINGS**

Adjust the various game settings.

**DIFFICULTY**

Set the difficulty level of the game.

**STARTING CONDITION**

Set the amount of life provided at the start of the game.

**CONTINUE**

Set the number of continues. The number of continues only applies when playing in SILENT SCOPE EX mode. The game cannot be continued in SILENT SCOPE 3 mode.

**OTHER SETTINGS**

Adjust the system settings.

**VIOLENCE LEVEL**

Set the level of graphic violence during the game.

**MAGNET**

Set the automatic aiming function to automatically align your sight to enemies near spots that you are looking at through the scope.

**HIT COLOUR**

Set the colour of the hit effects.

**SOUND**

Adjust the settings for sound.

**MUSIC VOLUME**

Adjust the volume of the BGM.

**SE VOLUME**

Set the volume of the sound effects.



**CONTROLLER**

Adjust the settings of the controller.

**BUTTON SETTINGS**

Change the button configurations.

You can change the button configuration of Scope ON/OFF, Shoot, Increase Scope Speed, Decrease Scope Speed, Rotate View Right, and Rotate View Left. Selecting DEFAULT will return the button configuration to its initial layout.

**LIGHT GUN CALIBRATION**

Calibrate light gun controller and adjust the screen brightness setting.

**LIGHT GUN SETTINGS**

Display the light gun settings.

**VIBRATION**

Turn the vibration function ON/OFF.

**REVERSE SCOPE**

Reverse the up/down movement of the scope.

**SWITCH SCOPE ON/OFF**

Adjusts the default scope on/off setting.

**SCOPE ADJUSTMENT**

Adjust the settings for size, movement speed, and transparency level of the scope.

**SIZE**

Adjust the size of the scope.

**TRANSPARENCY**

Adjust the transparency level of the scope.

**SPEED**

Adjust movement speed of the scope.

**ON SPEED**

Adjust the movement speed when the scope is displayed.

**OFF SPEED**

Adjust movement speed when the scope is off.

**SCREEN ADJUSTMENT**

Adjust the TV brightness level by using this screen as the standard.

Adjust the TV brightness setting to where you just lose sight of the picture on the far right. Please note that this setting cannot be adjusted unless your television has a brightness control.

**NIGHT MODE BRIGHTNESS**

Set the brightness level when using the night scope.

After changing this setting from the adjustment screen, select OK to accept the changes or CANCEL to undo the changes. Selecting DEFAULT will revert any changes to the original setting.

**DEFAULT ALL**

Revert all items that have been changed in Options to their original setting.



Adjust the settings of the various functions that appear during gameplay once certain conditions have been met. Align the sight onto the left and right arrows displayed on the screen and press the **A** button to switch the page.

Items that are marked by „?“ cannot be selected. When certain conditions have been met during gameplay to make one of these items selectable, the word „NEW“ will appear on the Main Menu.

### RANKING

View a list of the rankings for each mode.

### SAVE/LOAD

Save and load game data.

### SAVE

Save current game progress.

### LOAD

Load previously saved game data.

### AUTO SAVE

Set to automatically save game progress during the game.

### PAUSE MENU

Press the **START** button during gameplay to interrupt the game and bring up the Pause Menu. To end Pause and resume play, select CONTINUE from the Pause Menu and press the **START** button.

### CONTINUE

Return to the game and continue play.

### RETRY

Start the current stage over from the beginning.

### QUIT

Stop gameplay and return to the Main Menu.

### SILENT SCOPE STAFF

#### EXECUTIVE PRODUCER

Fumiaki Tanaka  
Hiroyasu Machiguchi

#### PRODUCER

Shigenobu Matsuyama

#### GAME MAIN PROGRAMMER

Hardboilder Shin.

#### SYSTEM PROGRAMMER

Yoshihisa Inoue

#### ENEMY & CAMERA PROGRAMMER

Yoshito Fukuda  
EFFECT PROGRAMMER,  
Teck Niihama

#### CHIEF DESIGNER

Masaaki Kukino

#### MAP DESIGNER

Yutaka Fujiwara  
Yoshinori Kobayashi  
CHARACTER DESIGNER  
Yoshinobu Saito

#### MOTION DESIGNER

Hiro Moriyama  
Kazuya Inoue

#### SOUND EFFECT

Masahiro Ikariko  
MUSIC COMPOSER  
JIMMY WECKL

#### HARDWARE ENGINEER

Hitoshi Konishi  
Tatsuya Kobayashi  
Masakatsu Watanabe  
Hidekazu Yamashita  
Satoshi Ueda

#### MECHANICAL ENGINEER

Yuji Tamura  
Koichi Nishio  
Hirofumi Nagao  
Manabu Akita

#### INDUSTRIAL DESIGNER

Hiroyuki Muraki  
Makiko Otomi

### PRODUCT DESIGNER

Hideaki Minoda  
Hiroyuki Sugimoto

### ORIGINAL GAME IDEA

Yoshitaka Komiya

### SPECIAL THANKS

Hideki Chosokabe  
Hajime Takahama  
Noriko Nagata  
ALL G&D STAFF

### DIRECTOR

Masaaki Kukino  
Shigenobu Matsuyama

### KCE STUDIOS, INC. CONVERSION TEAM

### EXECUTIVE PRODUCER

Kazumi Kitaue

### PRODUCER

Yutaka Haruki

### CHIEF PROGRAMMER

Kenichiro Kato

### PROGRAMMER

Masaaki Nagakura  
Yasukazu Miura  
Seitaro Kimura  
Tatsuya Shoji

### DESIGNER

Kazuyuki Kaiho  
Kuniaki Kawai  
Yasushi Kadokura

### SOUND PROGRAMMER

Satoru Nakata  
Shunsaku Iwashita

### TARGET MODEL

Koji Aiba  
Toshihisa Satake  
Yosuke Adachi  
Tomikazu Nakazawa  
Kaz Nirasawa  
All staff members of  
Konami Group

### DIRECTOR

Yasushi Kawasaki

### SILENT SCOPE2 STAFF

#### EXECUTIVE PRODUCER

Fumiaki Tanaka

#### PRODUCER

Hiroyasu Machiguchi

#### GAME MAIN PROGRAMMER

Hardboilder Shin.

#### ENEMY & LINK PROGRAM

Koji Makino

#### EFFECT & BOSS PROGRAM

Teck Niihama

#### CHIEF DESIGNER

Takeshi Uchi

#### MAP DESIGN

Takeaki Hayashino  
Kazumi Tsuda

#### MAP DESIGN

Takeshi Uchi  
Masaaki Kukino

#### CHARACTER DESIGN

Yoshinobu Saito

#### MOTION DESIGN & ACTOR

Kazuya Inoue

#### SOUND EFFECT

Masahiro Ikariko

#### MUSIC COMPOSER

JIMMY WECKL

#### PRODUCT DESIGN

Masayuki Uematsu  
Hideaki Minoda  
Takuya Kobayashi

#### INDUSTRIAL DESIGN

Makiko Otomi

#### MECHANICAL ENGINEER

Happi Tamura  
Manabu Akita  
Nozomu