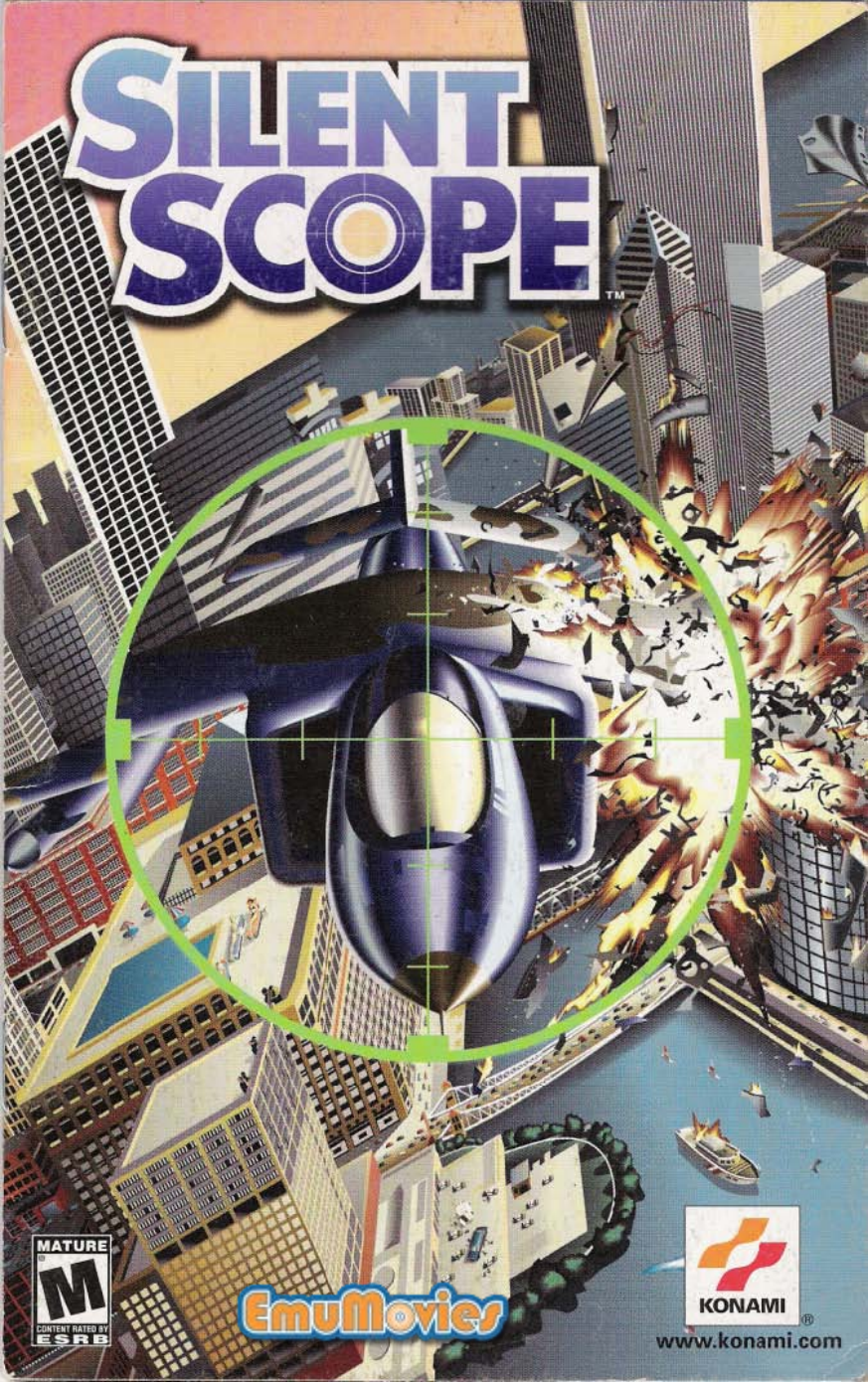


# SILENT SCOPE™



**MATURE**  
**M**  
CONTENT RATED BY  
ESRB

**EmuMovies**



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

## WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER

### ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

### WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

### USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

### HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing Konami's Gradius III & IV. Please read the instruction manual before starting gameplay, then go ahead and enjoy the game! This manual will not be reissued, so please take care not to lose it.

For your information, Gradius III & IV is an original product of Konami and Konami Computer Entertainment. The software copyrights and trademarks of this game are held jointly by both companies.

### Disclaimer:

Konami has taken all steps to ensure this product reaches its customers in safe and proper working order. At the time of purchase, under normal play conditions, the customer acknowledges that with the there will be some minor differences.

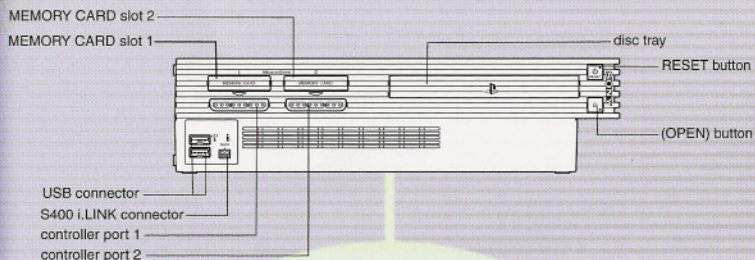
### WARNING

Gradius III & IV is an original game product created by Konami CO., LTD. and KONAMI COMPUTER ENTERTAINMENT TOKYO CO., LTD., which reserves all the copyrights, trademarks and other intellectual property rights with respect to this game. The exclusive distribution rights to the game are retained by KONAMI CO., LTD.

# CONTENTS

Getting Started . . . . .	2
Controls . . . . .	3
Story . . . . .	5
Starting the Game . . . . .	6
The Screen . . . . .	7
Mode Select . . . . .	8
Shooting Range . . . . .	9
Story Mode . . . . .	9
Time Attack . . . . .	10
Stages . . . . .	11
Training Mode . . . . .	13
Options . . . . .	14
Ranking . . . . .	15
Characters . . . . .	17
Original Arcade Credits . . . . .	19
Home Conversion Credits . . . . .	20

# GETTING STARTED



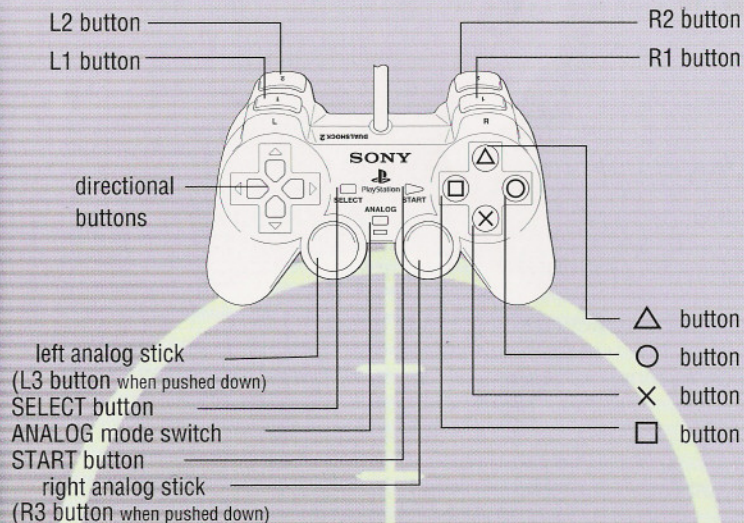
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the SILENT SCOPE™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## Memory Cards

To save game settings and progress, a memory card for PlayStation®2 (8MB) is required. Insert the memory card into MEMORY CARD slot 1 (MEMORY CARD slot 2 is not used) of the PlayStation®2 computer entertainment system before starting play. You can load your saved games from the same card, or from any memory card for PlayStation®2 (8MB) containing previously saved SILENT SCOPE games. PlayStation® game console memory cards cannot be used.

NOTE: SILENT SCOPE uses at least 81KB of memory card data to save each game. Make sure there is enough free space on your memory card before starting play. Do not insert or remove a memory card while saving/loading games or after the power has been turned ON.

# CONTROLS



## Normal Mode Controls (default configuration)

Move Scope	Directional buttons or left analog stick
Increase Scope Speed	□ button
Decrease Scope Speed	△ button
Shoot	X button or R1 button
Toggle Scope On/Off	○ button or L1 button
START/Pause/Resume	START button

## Professional Mode Controls (default configuration)

Move Scope	Directional buttons or left analog stick
Increase Scope Speed	□ button
Decrease Scope Speed	△ button
Shoot	× button or R1 button
Toggle Scope On/Off	○ button
START/Pause/Resume	START button
Enlarge/Shrink Scope Size	While holding down the L2/R2 buttons simultaneously, press the Up/Down Directional buttons.
Adjust Scope Translucency	While holding down the L2/R2 buttons simultaneously, press the left/right Directional buttons.
Reset Scope Settings	While holding down the L2/R2 buttons simultaneously, press the □ / △ buttons simultaneously.

## STORY

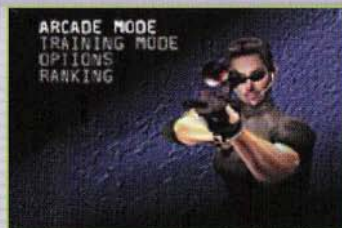
While traveling to Chicago for a political campaign, the President and his family have been kidnapped and are being held hostage by an armed terrorist group. The terrorists are demanding the release of their leader from prison in return for releasing the President and his family. If the Terrorist leader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

# STARTING THE GAME

After the introductory logos are displayed, the Title Screen will appear. Select ARCADE MODE, TRAINING MODE, OPTIONS or RANKING using the Directional buttons or left analog stick. Enter the selection with the X button or START button.



## Arcade Mode (see Mode Select p.8)

Select ARCADE MODE to play the Arcade version of Silent Scope.

## Training Mode (see Training Mode p.13)

Select TRAINING MODE to improve your skill level.

## Options (see Options p.14)

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

## Ranking (see Ranking p.16)

Displays the player rankings for each mode.

# THE SCREEN

Time remaining

Magazines (remaining ammo; reloading is automatic)



Score

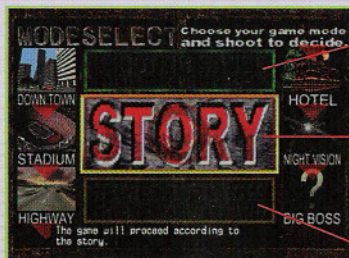
Lives

## The Scope

Using the O button, 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 O button to make fine adjustments over a target. Shots can be fired without making scope adjustments if necessary.



# 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 buttons or left analog stick. Enter the selection with the X 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.

## 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.

## Time Attack

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

# SHOOTING 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

## Basic Rules

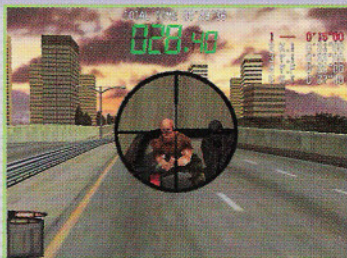
The President and his family have been kidnapped by lethal terrorists. The government turns to a professional sniper to rescue the President and his family. In each stage, the player must carry-out a specific mission while taking out enemies and the level boss within a specified time limit. Each time 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

## 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.



# STAGES

## Downtown

**Downtown Chicago, Illinois**  
(Mission: Rescue the First Lady)

The President of the United States and his family have been kidnapped by terrorists, who now occupy the entire downtown area of Chicago.



## Football Stadium

**Downtown Chicago, Illinois**  
(Mission: Rescue the President's daughter)

You have intercepted information indicating that the terrorists are holding the President's daughter as hostage at the football stadium! Rush to the stadium and rescue the girl!



## Highway

**Chicago, Illinois**  
(Mission: Rescue the President's daughter)

The terrorists have been spotted on the highway attempting a getaway! Get over there and take down those terrorists! Shooting at terrorists in moving cars is extremely difficult. You must take into account the speed of their movement and shoot ahead of them! Lead your shots.



## Hotel

**Milwaukee Imperial Hotel, Wisconsin**  
(Mission: Rescue the First Lady)

You've received a tip that the terrorists are holding the First Lady in captivity at the Imperial Hotel! Using photo profiles of terrorist members, seek out and eliminate the terrorists hiding out in the hotel!



## Night Vision

**Terrorist base in Green Bay, Wisconsin**  
(Mission: Rescue the President)

You've discovered the location of the Terrorists' headquarters! They are sure to be holding the President inside. Infiltrate the enemy base by either sneaking through the woods or parachuting in to rescue him!



## Big Boss

**Terrorist base in Green Bay, Wisconsin**  
(Mission: Defeat the final Boss)

Everything about this commander of the terrorist group is cloaked in mystery.



# TRAINING MODE

## 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.



# OPTIONS

Game options can be accessed through the Title Screen, Main Menu or by pressing the START button during gameplay to pause the game. Press the left/Right Directional buttons or left analog stick left/right to cycle through the desired options subscreen. Press the Up/Down Directional buttons or left analog stick Up/Down to select from the options available. After all settings have been adjusted, press the START button to confirm the settings and return to the previous menu. Press the O button to cancel you selection.

The following are options available in the Options Screen:

## Game Config

Difficulty . . . . .Set the difficulty level.

Player Life . . . . .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.

Time Limit . . . . .Set the time limit imposed from the start of a game or the start of a continuation (for Story Mode).



## System Config

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

Vibrations . . . . .Toggle the vibration effect ON and OFF.



## Sound Config

Sound . . . . .Toggle the sound between Stereo/Mono.

BGM Volume .Adjust the volume level of the background music.

SE Volume . . .Adjust the volume level of the sound effects.



## Key Config

Button Type . . .Select between Type A (i.e. Normal Controls) or Type B (i.e. Professional Controls). Refer to Controls pg. 3 for control descriptions.

Reverse . . . . .Reverse the Up/Down functions of the scope.

Sight Speed . .Adjust the speed of the scope.



## Memory Card

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: For more info on saving and loading, refer to Getting Started pg. 2

## 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.



## RANKING

Rank	Time	Hit	Name	Class
1st	2'18"00	50%	YSH	American Ninja
2nd	2'20"00	45%	S.N	American Ninja
3rd	2'22"00	40%	KAZ	American Ninja
4th	2'24"00	35%	Y.K	American Ninja
5th	2'26"00	30%	SIN	American Ninja
6th	2'28"00	25%	Y.S	American Ninja
7th	2'30"00	20%	Y.F	American Ninja
8th	2'32"00	15%	KUK	American Ninja

This selection enables you to view the highest rankings for each game mode (Shooting Range, Story Mode, and Time Attack).

# CHARACTERS

## Professional Sniper (a.k.a. The Player)

**Former special operative in a British anti-terrorism task force**

You have an impressive battle record with the task force, but for unknown reasons, retired from the unit with no advance warning. Currently residing in Chicago, Illinois, you work as a sniper for hire in the underworld. You have successfully carried out numerous difficult missions with an innate cool-headedness, earning you legendary status as a sniper. Extremely reticent by nature, you treasure solitude and are still single. Your only companion is a one of a kind, custom sniper rifle.



## Scorpion the Butcher

**Former U.S. bodybuilding champion**

At one time, Scorpion was able to bench press 770 pounds with ease, but he had to retire from bodybuilding after suffering a devastating injury in which he tore his right thigh muscle. His life in disarray after seeing his dreams dashed, Scorpion was invited to join the terrorist group. He gained a reputation for his Herculean strength and brilliant mind and soon rose to the rank of officer. He was given the code name "The Butcher" because of his imposing muscular body. Incidentally, his apprentice is the one that appears in the fighter plane.



## Cobra the Ironman

**Killer for hire**

A long time ago, you prevented Cobra from completing a commission, shooting Cobra in the right arm. He underwent an operation to repair his arm and later, burning with vengeance, came after you time and again, but each effort ended in failure. His ruthless killing techniques and indomitable stamina and physique earned him the code name Ironman. Caring little about how he achieves his goal, Cobra joined the terrorist group for the sole purpose of seeking revenge against you.



## Hornet the Sniper

### **Hired sniper of the underworld**

Skillful at hiding undercover and unrivaled in shooting accuracy, Hornet has an appropriate name, as his strike is like the sting of a hornet. He will take on any job no matter how crude, provided the pay is generous.

Boasting that he is the god of snipers, Hornet has been waiting for a showdown with you in order to earn himself a reputation as the No. 1 sniper of the underworld. Though he has the habit of saying he's No. 1, he seems more like the No. 1 Narcissist.



## Tom & Jerry the Killer Machine

### **Biological Experiments created from an elite assassin's DNA**

Tom is Experiment #1 (the one without the mask) and Jerry is Experiment #2. The terrorist group raised these killing machines from birth to be assassins. A drug was administered to Jerry in large doses to adapt his body specifically to night combat, but resulted in wiping out all of his emotions. Since then, he has refused to listen to anyone but Tom, whom he has known since birth. Tom, who is teetering on the brink of insanity, attempted to escape from the group with Jerry to seek a more human-like existence. His attempt failed, but he has not given up on his dream of freedom.



## Monica the Armored Secretary

### **Secretary to the Big Boss and a specialist in torture**

In the presence of her stunning beauty and ingenious torture techniques, all men cannot help but obey Monica, including the Big Boss. In fact, some say the Big Boss kidnapped the President simply because she wanted to torture him. The armor she wears represents the latest technology created by the group's internal research and development team. The armor was designed to repel all bullets shot from any angle. However, since the top priority was making it lightweight, the armor suffers in durability. With her beautiful body clad in this armor, she flashes a bewitching smile as she hunts her prey again tonight.



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## CONSUMER SUPPORT

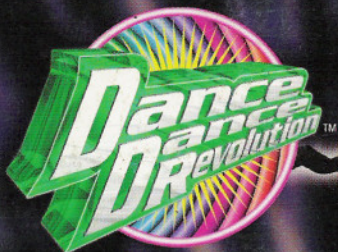
If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

- \* \$0.95 per minute charge
- \* \$1.25 per minute support from a game counselor
- \* Touch tone phone required
- \* Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

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PlayStation Compatible



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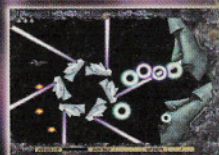
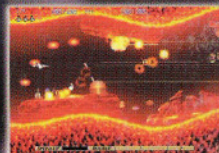
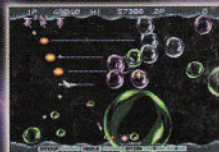


# GRADIUS III AND IV

PlayStation 2 Compatible



EVERYONE  
**E**  
Mild Animated Violence  
CONTENT RATED BY  
ESRB



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