SILENT SCOPE™

Dreamcast™

KONAMI®

www.konami.com

MATURE
M
CONTENT RATED BY ESRB

T-9507N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.
If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.
In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.
To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:
•Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
•Do not play if you are tired or have not had much sleep.
•Make sure that the room in which you are playing has all the lights on and is well lit.
•Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
•Before removing disc, be sure it has stopped spinning.
•The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
•Do not allow fingerprints or dirt on either side of the disc.
•Avoid bending the disc. Do not touch, smudge or scratch its surface.
•Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
•Do not write on or apply anything to either side of the disc.
•Store the disc in its original case and do not expose it to high temperature and humidity.
•Do not leave the disc in direct sunlight or near a radiator or other source of heat.
•Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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GETTING STARTED

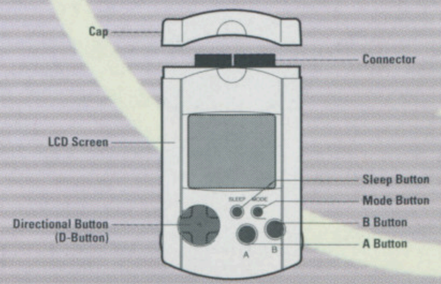
Set up your Sega Dreamcast according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a GD-ROM. Insert the SILENT SCOPE disc and close the disc cover. Insert a game controller and turn on the Sega Dreamcast. Follow the on-screen instructions to start a game.

Memory Cards

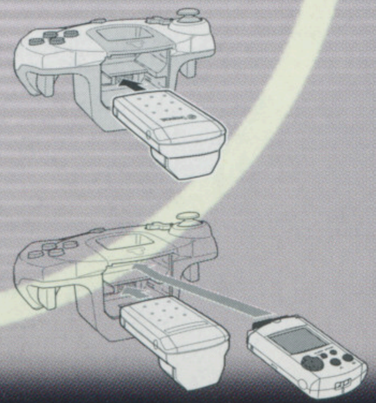
To save game settings and progress, insert a Memory Card [Visual Memory Unit (VMU) sold separately] into Expansion Slot 1 on the Sega Dreamcast Controller before starting play. You can load your saved games from the same VMU, or from any VMU containing previously saved SILENT SCOPE games.

NOTE: SILENT SCOPE uses at least 20 blocks of Memory Card data to save each game. Make sure there are enough free blocks on you 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. While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



SEGA DREAMCAST JUMP PACK™

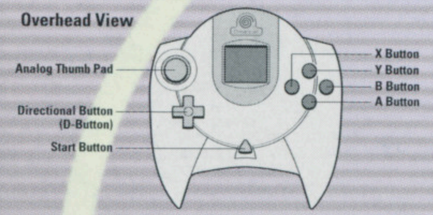


USING THE CONTROLLER

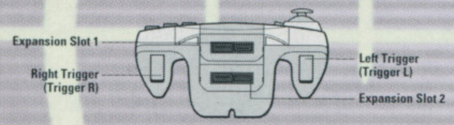
NOTE: If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn th epower OFF and then ON agian making sure not to touch the controller.

SEGA DREAMCAST CONTROLLER

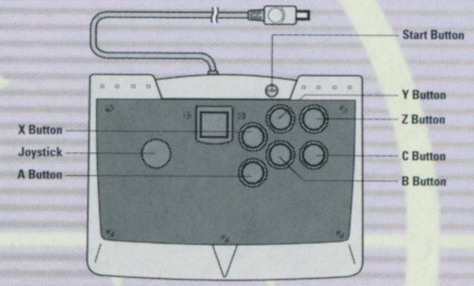
Overhead View



Forward View



SEGA DREAMCAST ARCADE STICK



SEGA DREAMCAST JUMP PACK™

• Always use Expansion Slot 2 when using the Jump Pack with the Sega Dreamcast Controller. If the Jump Pack is inserted in Expansion Slot 1, it will not connect properly with the controller, and it may fall out during gameplay or operate incorrectly.

SPECIAL NOTE FOR ALL CONTROLLERS

SILENT SCOPE is a 1 Player game. Before turning the Sega Dreamcast power ON, Connect the controller or other peripheral equipment into the control posrts of the Sega DreamcastTo return to the title screen at any point during game play, simultaneously press and hold the A,B,X,Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

Normal Mode Controls (default configuration)

Move Scope	Directional Button or Analog Thumb Pad
Increase Scope Speed	X Button
Decrease Scope Speed	Y Button
Shoot	A Button or R Trigger
Toggle Scope On/Off	B Button or L Trigger
Start/Pause/Resume	Start Button

Professional Mode Controls (default configuration)

Move Scope	Directional Button or Analog Thumb Pad
Increase Scope Speed	X Button
Decrease Scope Speed	Y Button
Shoot	A Button or R Trigger
Toggle Scope On/Off	B Button
Start/Pause/Resume	Start Button
Enlarge/Shrink Scope Size	While holding down the L Trigger, press Directional Button Up/Down.
Adjust Scope Translucency	While holding down the L Trigger press Directional Button Left/Right.
Reset Scope Settings	While holding down the L Trigger, press X and Y Buttons simultaneously.

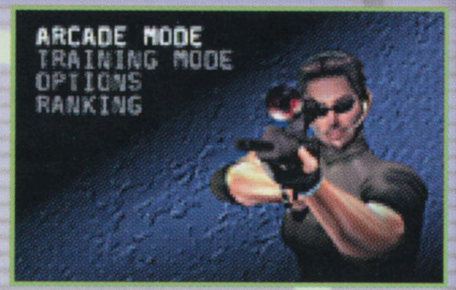
STORY

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 Button or Analog Thumb Pad. Enter the selection with the A Button or START Button.

Arcade Mode (see Mode Select p.9)

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

Training Mode (see Training Mode p.19)

Select TRAINING MODE to improve your skill level.

Options (see Options p.16)

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

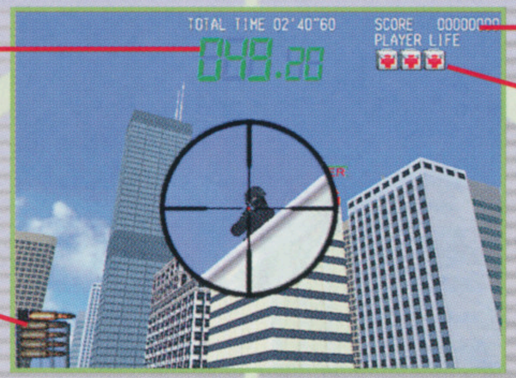
Ranking (see Ranking p.19)

Displays the player rankings for each mode.

WARNING: ENDING A GAME

The correct procedure when ending the game is to open the disc cover, wait for the disc to stop moving, then turn OFF the power. The disc will continue to turn if the power is switched OFF first, and may become scratched during removal.

THE SCREEN



Time remaining

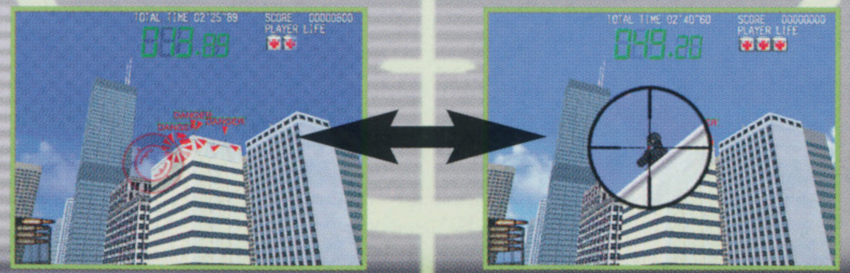
Score

Lives

Magazines (remaining ammo; reloading is automatic)

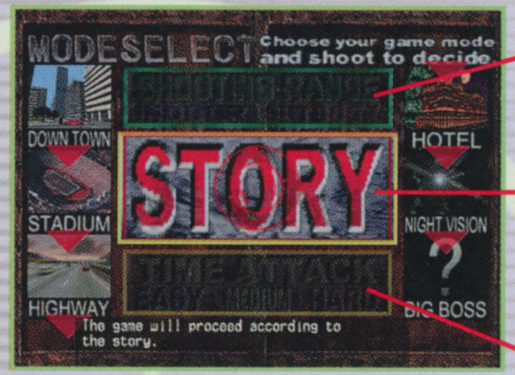
The Scope

Using the B 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 B Button to make fine adjustments over a target. Shots can be fired without making scope adjustments if necessary.



MODE SELECT

Selecting ARCADE MODE from the Main Menu will display the Mode Select menu screen. Select Shooting Range, Story or Time Attack using the Directional Button or Analog Thumb Pad. Enter the selection with the A Button or START Button.



Shooting Range

Story Mode

Time Attack

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.

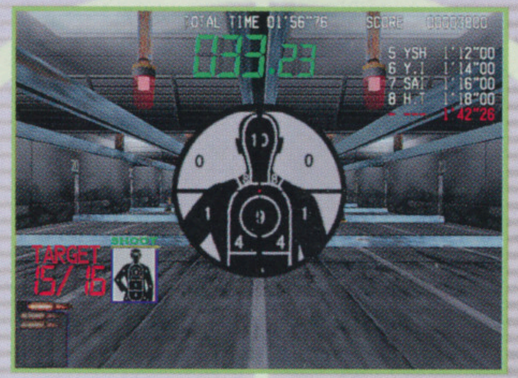
Story Mode

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

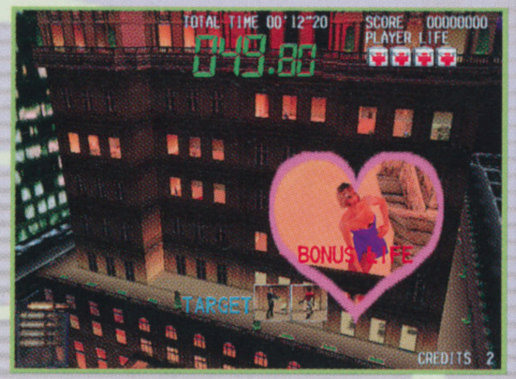


Basic Rules

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.

See the section on Stages (p. 13) for more information on each stage.

TIME ATTACK

Basic Rules

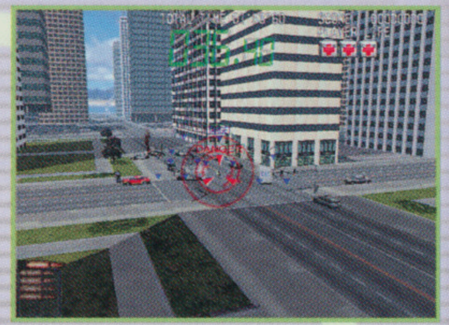


In each stage, you have a mission and must eliminate all the enemies and defeat a boss character within a specified time limit. After clearing certain stages, your performance will be ranked based on your time. You do not incur damage from enemy fire in Time Attack, nor are you penalized for shooting 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: Eliminate Terrorist Threat)



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

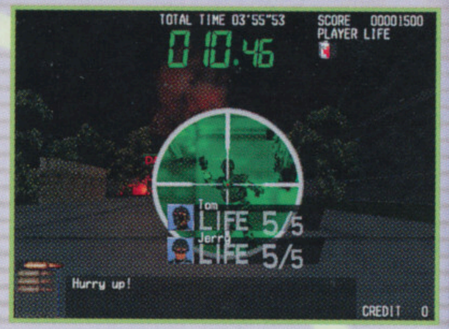
Milwaukee Imperial Hotel, Wisconsin
(Mission: Rescue the First Lady)



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 Directional Button or Analog Thumb Pad Left/Right to cycle through the desired options subscreen. Press the Directional Button or Analog Thumb Pad 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 B 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 Using the Controller 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 dissapears. If your television does not have a brightness adjustment, disregard this option menu.



RANKING



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.

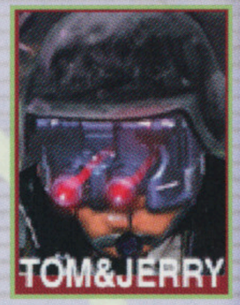
Hornet the Sniper



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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NOTES

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If you experience technical problems with your software, please call our Warranty Services number (650) 654-5687.

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CONSUMER SUPPORT

If you need help with SILENT SCOPE or any other Konami games, you can call the Konami Game Hint & Tip Line for help.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)
- **95¢ per minute charge**
- **$1.25 per minute support from a game counselor**
- **Touch tone phone required**
- **Minors must have parental permission before dialing**

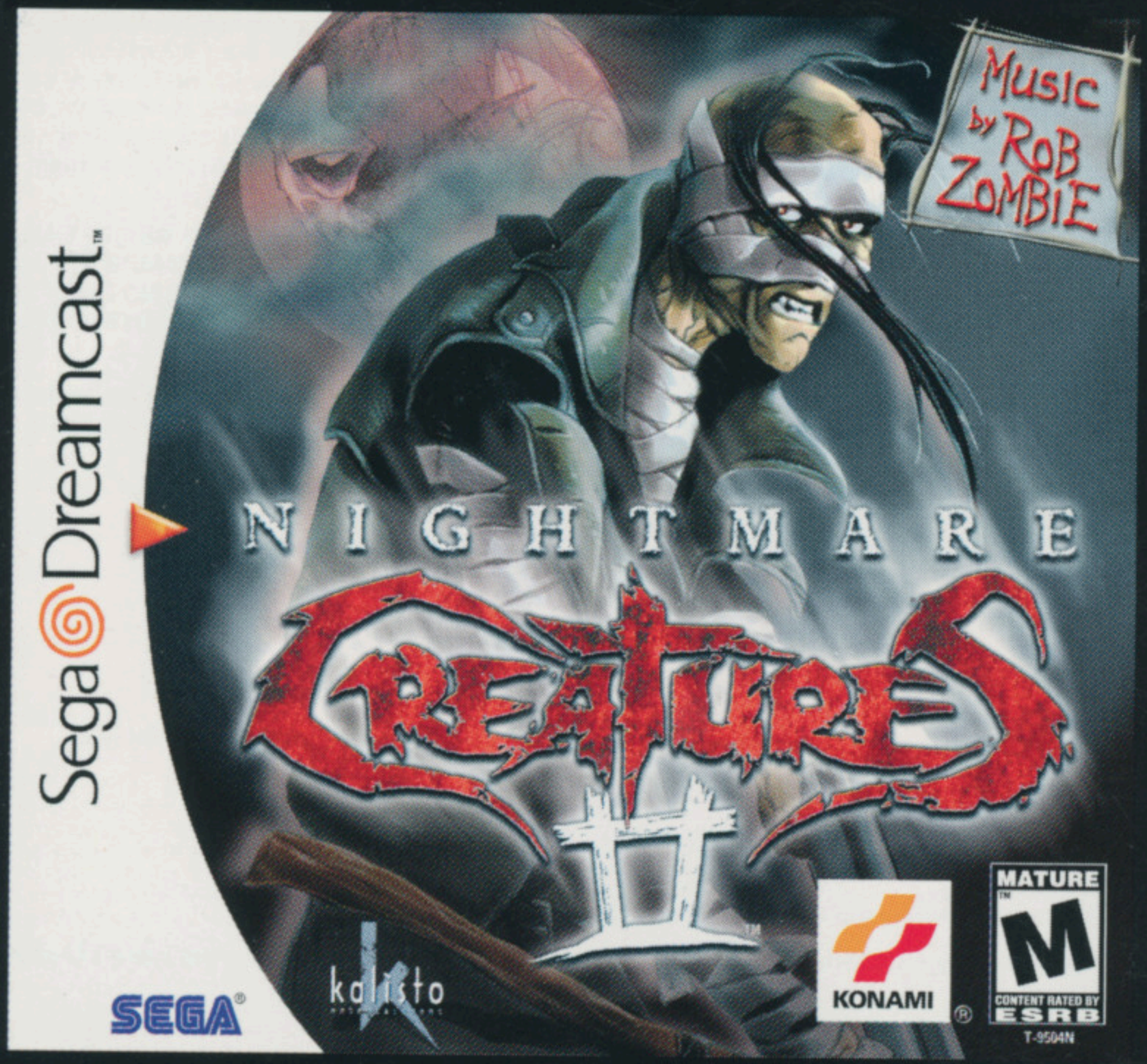
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