

SILENT SCOPE 3

MATURE
M
CONTENT RATED BY
ESRB

EmuMovies



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 FORMAT DISC:

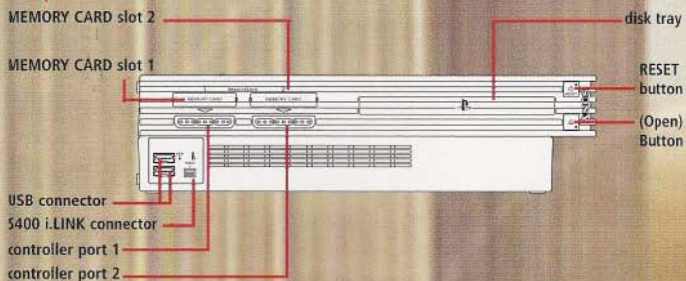
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

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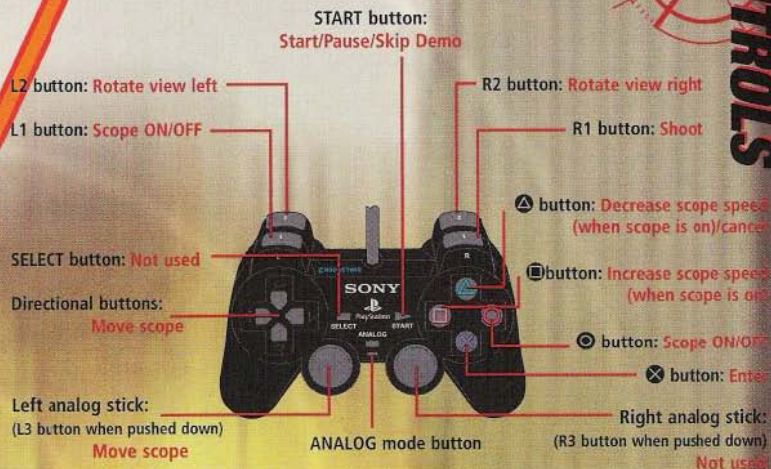
3D-Phonic is the technology developed by Victor Company of Japan, Limited (JVC), which may create a sound image localization in response to user's operation.



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®3 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.

If a memory card (8MB)(for PlayStation®2) containing saved data is inserted into MEMORY CARD slot 1 when the PlayStation®2 is turned on, the game data will be automatically loaded and you can continue your game from where it was last saved.

DUALSHOCK®2 ANALOG CONTROLLER



START button: Start/Pause/Skip Demo

L1 button: Scope ON/OFF

L2 button: Rotate view left

Directional buttons: Move scope

SELECT button: Not used

R1 button: Shoot

R2 button: Rotate view right

Δ button: Decrease scope speed (when scope is on)/cancel

◻ button: Increase scope speed (when scope is on)

○ button: Scope ON/OFF

× button: Enter

Left analog stick: Move scope

Right analog stick: Not used

ANALOG mode button

If the mode indicator is red, the left analog stick can be used.

The vibration function is active, regardless of whether the mode indicator is on or off.

L1 + **R1** + **SELECT** + **START** buttons

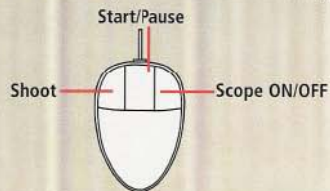
Activates the soft reset function, and game returns to the Title Screen immediately after start-up.

The button assignments described above are the default settings. To modify the button assignments, select **BUTTON CONFIG** (P.11).

Please do not perform a software reset while saving or loading game data, as there is a risk that data may be lost.

USB MOUSE

Start/Pause
 (*For a mouse with two buttons,
 click left and right buttons simultaneously)



When using the mouse, left-click to enter and right-click to cancel.

Move the sight to the right or left edge of the screen and the view automatically rotates.



SILENT SCOPE EX

Play the arcade version of the game. (P.6)

SILENT SCOPE 3

Play the original home version of the game. (P.8)

OPTIONS

Adjust the various game settings. (P.10)

EX OPTIONS

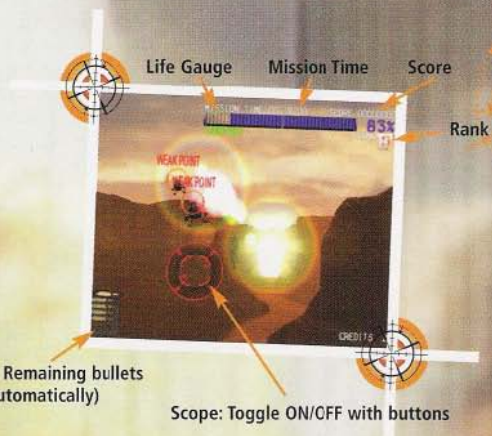
Adjust the settings for extended functions. (P.13)

RANKING

View a list of rankings for each mode. (P.13)

SAVE/LOAD

Save and load game data. (P.13)



BASIC CONTROLS

Use the Scope ON/OFF button to switch the scope display on the screen on and off. Turn the scope off to move the sight quickly, and turn the scope on to pinpoint targets. You can fire regardless of whether the scope is on or off. Far away enemies can be targeted more easily by reducing scope speed.



Scope off



Scope on

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 **L2** or **R2** button.





Select SILENT SCOPE EX from the Main Menu to advance to the Mode Select Screen. Move the sight with the left analog stick or directional buttons to select a mode and press the **X** button to enter.

GAME START

Start the arcade version of the game.

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 analog stick or directional buttons to select a mode and press the **X** button to enter your selection.

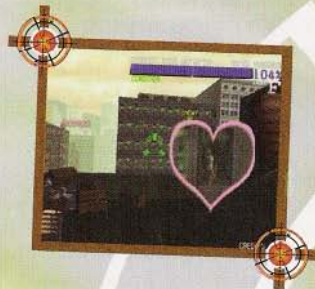
STORY

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.

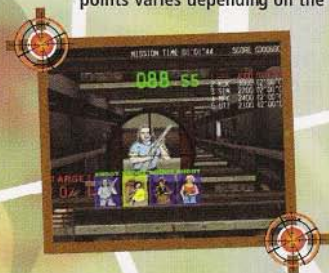


SHOOTING RANGE

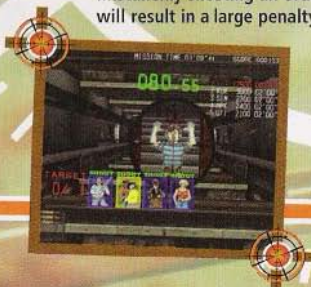
Aim and shoot each of the targets as they appear. If you defeat all the targets within the time limit, the drill is completed. If you go over the time limit, the session ends in failure. Upon completion of the drill, any remaining time is added to your score.



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.




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 various bases of the 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...

Select SILENT SCOPE 3 at the Main Menu to advance to the Mode Select Screen. Move the sight with the left analog stick or directional buttons to select the mode and press the  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.13)

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 **X** 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.

SYSTEM SETTINGS

Adjust the system settings.

LANGUAGE

Select the language.

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 COLOR

Set the color of the hit effects.

SOUND

Adjust the settings for sound.

NORMAL STEREO

Set the game to normal stereo sound.

3D STEREO

Enjoy the game through realistic 3D ambient sound.

3D HEADPHONES

Enjoy the game through realistic 3D ambient sound when using headphones.

MONAURAL

Set the game to monaural 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 CONFIG

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.

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 screen settings.

SCREEN POSITION

Adjust the screen position.

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.

BRIGHTNESS LEVEL

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.



EX OPTIONS

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 \otimes 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.

Rank	Score	Ap	It	Mode	Name
1st	50000	800	1000	KUK	
2nd	40000	700	1000	SIN	
3rd	30000	600	1000	MPK	
4th	20000	500	1000	UTL	
5th	10000	400	1000	T-H	
6th	5000	300	1000	K-T	
7th	3000	200	1000	TEC	
8th	1000	100	1000	G&D	



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.

A memory card (8MB)(for PlayStation®2) with at least 79KB of available space is required to save and load game data.

A memory card can only be used in MEMORY CARD slot 1.

Do not remove the memory card or turn off the power while saving or loading, as game data may be erased.

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 EX CHARACTERS****PLAYER**

A member of the anti-terrorism special forces VIPER sniper unit 1. His mission codename is **FANG 1**. Naturally his real name is classified information and cannot be revealed. As a sniper he carries out the duties of surveillance, assessing the situation, and eliminating the bad guy. Together with his partner, who serves as the spotter, he has brought an end to many difficult situations. It's said that once he is given permission to fire, the target in his sight is always silenced. This fact, combined with his cool reticent personality, has led to him being called "Mr. Silent Scope."

PARTNER

The spotter for the sniper unit of special forces unit **VIPER**. Her ability to detect movement and spatial recognition is the best in the unit. She is armed with an assault rifle and a hand gun, among other weapons. She carries out communications, locates enemies, provides backup, and gives support to the sniper so that he can completely concentrate on targeting enemies. Both she and the player character are unmarried, and only have each other to rely on. The partner is actually a first class long-distance marksman, and matches the player character shot for shot on the firing range.

CAP

Commander of the anti-terrorism special unit **VIPER**. A living legend, it's widely accepted that without him the unit would never have come into existence. Numerous military and police units are under his command. He spends most of his time barking orders at troops, but it is his wife who wears the pants at home.



SILENT SCOPE 3 CHARACTERS



FALCON

A top notch sniper who as a member of the anti-terrorism unit has protected the country from danger on numerous occasions. Now retired, he works as a hired gun, and his cool personality and unparalleled marksmanship have made him a very hot commodity.



ROBERT

Colonel in the Marines. The power of his hand-picked elite special forces unit is at his whim, and he is feared even by his own forces because of his audacious strategies. Maybe that is why he never takes a part in missions that are made public, which has left his military history shrouded in mystery.

HARBOR

Stop the terrorist organization from exporting weapons!

There are lots of lazy terrorists among those watching over the weapons export harbor. Until mid-stage, enemies won't notice you even if you miss your target, so think of the mission as a drill and don't worry about missing shots. Sometimes it's fun just observing the terrorists through your scope.



RESEARCH LAB

Bring an end to the clone research lab crisis!

The terrorists are using the lab technicians as human shields, so you'll need to be dead accurate in your aim. A missed shot will tip off your existence to the enemy, and you'll find yourself surrounded by enemy reinforcements. It's very important that you aim carefully and don't miss any shots.



CASINO

Destroy the illegal casino!

This stage pits you against members of the terrorist organization in a casino packed with ordinary civilians. Shooting civilians must be avoided at all costs. Make sure not to mistake civilians for similarly clothed terrorists.



DAM

Prevent the dam from being blown up!

This mission will test your long range marksmanship. You must pick off terrorists on the ground from a helicopter circling above an enormous dam that the terrorists have taken over. Use the "Decrease Scope Speed Button" effectively in order to eradicate your targets.



CANAL

Recover the stolen weapons!

In this stage you take shots from a motor boat while speeding through a canal. Although the boat is unsteady, your targets are not so far away, so it is relatively easy to line them up in your crosshairs. If you take your time and stay relaxed, you should be able to take out the targets.



OIL RIG

Destroy the oil platform!

It is no easy feat to steady your aim from a helicopter, so try and get a feel for where the bullets will end up. Enemies that you don't take out in the first part of the stage will mount a massive offensive in the latter part of the stage, so be very careful.



IRONWORKS

Destroy the weapons plant!

As you would expect from the enemy's weapons plant, the security is tight. Enemies in this stage sound an alert and attack when they find that one of their companions has been killed, so if you are found out, you'll quickly be in a bind. Pick off enemies when surrounding enemies are looking the other way, and think about the order in which to take them out.



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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

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CONTRA

SHATTERED SOLDIER™

coming soon



Animated Blood
Violence

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