

USER'S MANUAL

SILENT SCOPE 2™

Dark Silhouette™



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.

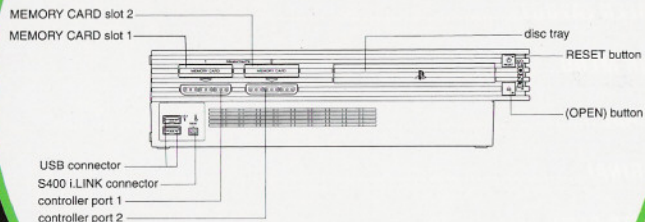
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

Table of Contents

<i>GETTING STARTED</i>	02
<i>STARTING UP</i>	03
<i>STORY</i>	04
<i>SCREEN LAYOUT</i>	05
<i>MAIN MENU</i>	06
<i>ARCADE</i>	07
<i>ORIGINAL</i>	11
<i>LINKED PLAY</i>	13
<i>RANKING</i>	14
<i>SAVE AND LOAD</i>	15
<i>OPTIONS</i>	16
<i>EXTRA OPTIONS</i>	22
<i>CHARACTERS</i>	23
<i>CREDITS</i>	24

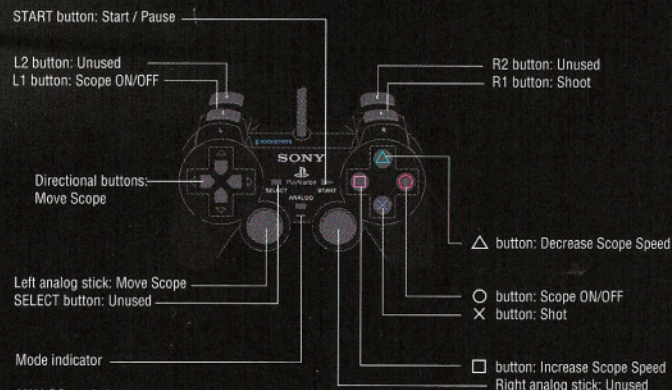
Getting Started



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 2™ Dark Silhouette™ 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.

Starting Up

DUALSHOCK™2 ANALOG CONTROLLER



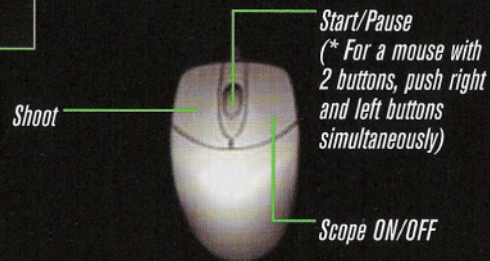
ANALOG mode button

If the mode indicator is red, the left analog stick can be used. The vibration function will work if the mode indicator is on or off. (see OPTIONS p.16)

The key configuration described above is the default setting. You can change it in KEY CONFIG (P. 18)

Please do not perform a software reset while saving or loading game data. The data may be lost.

USB MOUSE



Story

Screen Layout

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.



Scope: Use L1 button to turn scope on/off



Scope OFF



Scope ON

You can turn the on-screen scope display on and off by pressing the SCOPE ON/OFF Button.

Turn the scope OFF to quickly orientate yourself, and turn the scope ON to focus in on your target and fire.

You can fire regardless of whether the scope is ON or OFF.

Main Menu



- Insert the disc properly and turn on the PlayStation®2. Press the START button when the title screen is displayed to bring up the Main Menu. Choose an option using the directional buttons and select by pressing the X button.

- When turning on the PlayStation®2, if you insert a memory card (8MB) (for PlayStation®2) containing saved game data into MEMORY CARD slot 1, your game data will automatically be loaded and you can continue your game from where you left off.

ARCADE

Play the arcade version of the game. (P. 07)

ORIGINAL

Play the original home version of the game. (P. 11)

LINKED PLAY

Play a 2-player game by linking two PlayStation®2 consoles with an i. LINK cable. (P. 13)

RANKING

View a list of rankings for each mode. (P. 14)

SAVE/LOAD

Save and load game data. (P. 15)

OPTIONS

Adjust various game settings. (P. 16)

EXTRA OPTIONS

Adjust settings for extended functions. (P. 22)

STATUS

View information about game progress. (P. 22)

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 X button to make your selection.

After selecting your player, you will enter the Mode Selection Screen. Choose a play mode using the directional buttons and press the X button to select.



SHOOTING RANGE

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

STORY

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

DUEL

Seek and eliminate your opponent in a timed duel.



Arcade (continued)

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.



Life-up Girl



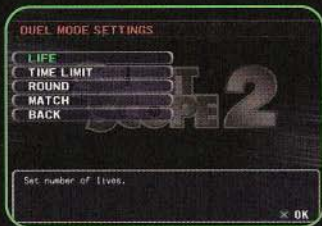
Time-up Man

Arcade (continued)

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!

Original

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 the mode you wish to play using the directional buttons and press the **X** button to select.



BOSS BATTLE

Fight against a boss.

MISSION

Carry out a set of mission orders.

OUTDOOR SHOOTING RANGE

Race against the clock for points on the outdoor shooting range.

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 buttons and press the **X** 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 **X** 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.

Original (continued)

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 buttons, and press the  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.



Linked Play

THIS MODE LETS YOU PLAY A 2-PLAYER GAME BY LINKING TWO PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEMS WITH AN i.LINK CABLE.



You cannot select this option unless two PlayStation®2 Computer Entertainment Systems are connected with an i.LINK cable.

CONNECTING

To use LINKED PLAY mode, you must have 2 television sets and 2 PlayStation®2 Computer Entertainment Systems. Connect the \$400 i.LINK to each PlayStation®2 console using an i.LINK cable.

LINKED PLAY mode is for 2 players only. Please do not connect 3 or more consoles together.

GETTING STARTED

When both PlayStation®2 Computer Entertainment Systems have been properly connected with the i.LINK cable, insert the "SILENT SCOPE 2" disc into each console and turn the power on.

Now, select LINKED PLAY on each PlayStation®2 to enjoy cooperative or competitive play.

- LINKED PLAY mode cannot be used if both players' Link IDs are the same. Choose LINK ID under SYSTEM SETTING on the Options Screen to change your Link ID. (See P. 17)
- When playing a LINKED PLAY game with 2 players, setup of LIFE, TIME LIMIT, ROUND MATCH is determined by the player's Options whose Link ID is set to Player 1.

Ranking

SELECTING THIS OPTION WILL ALLOW YOU TO VIEW A LIST OF RANKINGS FOR EACH MODE.



RANKING			
STORY MODE			
Rank	Score	Hit	Name
1st	10000	50%	DKR
2nd	9000	45%	TEC
3rd	8000	40%	M.I
4th	7000	35%	UTA
5th	6000	30%	SIN
6th	5000	25%	MPK
7th	4000	20%	J.W
8th	3000	15%	SAI

Save and Load

THIS OPTION LETS YOU SAVE AND LOAD GAME DATA.



SAVE

Save your current game.

LOAD

Load previously saved data.

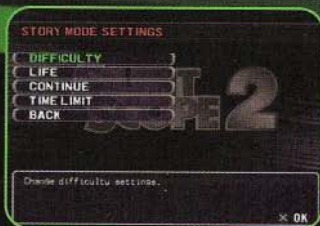
AUTO SAVE

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

- At least 80KB of free space must be available on the memory card (8MB) (for PlayStation®2) to save game data.
- Only MEMORY CARD slot 1 may be used.
- Please do not remove the memory card (8MB) (for PlayStation®2) or turn off the power while saving or loading data. The data may be lost.

Options

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

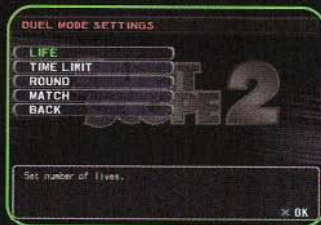
Set the time limit.

ROUND

Set the number of rounds.

MATCH

Set the number of matches.



SYSTEM SETTING

LINK ID

Select the player to be used during LINKED PLAY.

HIT COLOR

Set the color of the hit effects.

LANGUAGE

Select the language.

COUNTDOWN DISPLAY

Change the time countdown display used in the scope.



SOUND

SOUND

Choose between stereo or monaural sound.

MUSIC VOLUME

Set the music volume.

SE VOLUME

Set the volume of the sound effects.

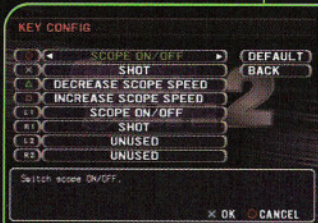


Options (continued)

CONTROLLER

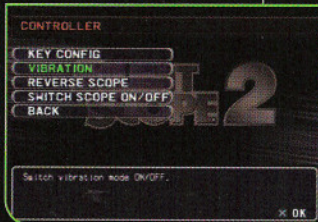
KEY CONFIGURATION

Change button assignments. You can change the configuration of the "SCOPE ON/OFF", "SHOT", "INCREASE SCOPE SPEED", and "DECREASE SCOPE SPEED" buttons. Selecting **DEFAULT BUTTONS** 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.

SCOPE ADJUSTMENT

SIZE

Set the size of the scope.

ADJUST

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



DEFAULT TRANS

Restore the size to the default setting.

Options (continued)

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 buttons, and press the **X** button to confirm. Press the **○** 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 buttons, and press the **X** button to confirm. Press the **○** button to undo changes and revert to the previous speed.

DEFAULT SPEED

Restore the movement speed to the default settings.

SCREEN ADJUSTMENT

SCREEN POSITION

Adjust the position of the screen.

ADJUST

When you select **ADJUST**, you will enter the Screen Position Adjustment Screen. Adjust the screen position using the directional keys, and press the **X** button to confirm. Press the **○** button to undo changes and revert to the previous screen position.

DEFAULT

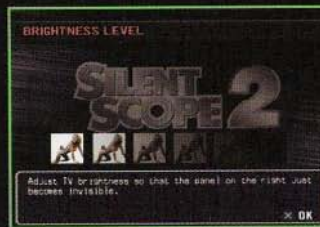
Restore the screen position to the default setting.

BRIGHTNESS LEVEL

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

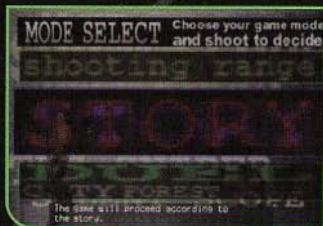
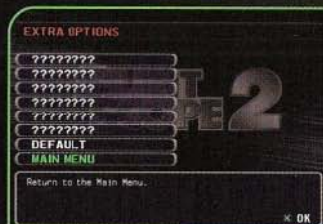
Restore all options to their default settings.



Extra Options

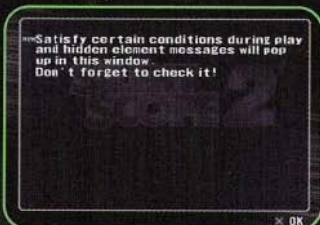
THESE SPECIAL FUNCTION SETTINGS WILL APPEAR AFTER YOU MEET CERTAIN CONDITIONS DURING GAMEPLAY.

Options marked with a “?” are not yet available. They will activate when you meet certain special conditions during gameplay. Descriptions of these options will appear on the STATUS Screen as they become available.



STATUS

THIS SCREEN LETS YOU KNOW HOW THE GAME IS PROGRESSING.



Characters

JACKAL SNIPER 1



As a former special forces member, Jackal's violent personality led him to disobey orders and go on a brutal rampage, endangering the lives of his unit. As a result, he was labeled a threat to society and imprisoned. He is the older brother of Laura, one of the female hostages. Although he has been temporarily released in exchange for his cooperation in obtaining information and eliminating the terrorists, he will stop at nothing to rescue his sister. Acting largely on impulse, he tends to forget his role as a sniper and attack directly.

FALCON SNIPER 2



Despite his retirement from the front lines, Falcon's cool, calculating personality and unsurpassed skill enabled him to single-handedly rescue the American President's family in SILENT SCOPE. Now, he has returned to his old haunts as a special counter-terrorist agent. He is the former lover of Laura, one of the female hostages. Teaming up with Jackal (Sniper 1), he will see the mission through to its completion. He always acts with a cool head, and never fails to carry out his duty as a sniper.

LAURA



Laura is the younger sister of Jackal (Sniper 1) and the former lover of Falcon (Sniper 2). She was a member of the missing counter-terrorist unit, acting both as a missile-disarmament engineer and as a chemical researcher. However, her team was betrayed by one of its members, a spy for the enemy, and Laura was taken hostage along with the other engineers.

BIBBOSS



The mastermind behind the terrorist incident, BibBoss has an evil charm about him. Boasting superhuman abilities, he is building an organization that threatens to take over the world. He plans to use the genocide-capable prototype VX-gas missile to display his power. He is an old friend and former comrade of Big Boss, the villain of SILENT SCOPE.

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

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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.

The silence is broken...
The most terrifying interactive experience returns!

SILENT HILL 2



Konami of America, 1400 Bridge Parkway, Suite 101, Redwood City, Ca 94065

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Blood and Gore
Violence