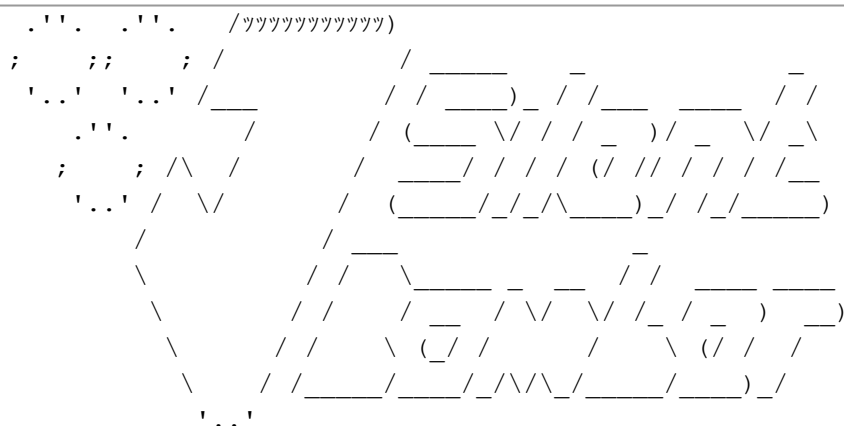


Silent Bomber FAQ (JP)

by beno_jange

Updated to vFinal on Nov 14, 2004



Unofficial Silent Bomber FAQ
For Sony PlayStation Only
Version Last
By Beno Jange
Email: beno_jange@hotmail.com

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I. Disclaimer ..... 0100

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v0.2 - 02/09/2001 - First release.
 - Walkthrough up to mission 04.
 - Based on the Japanese version.

v0.6 - 02/18/2001 - Revised the Need Help.

- Rewrote the Author's Note.
 - Revised the Game Reviews.
 - Updated some parts of the Walkthrough.
 - Walkthrough up to mission 10.
 - Updated the Tips & Tricks.
 - Updated the Credits.
- v1.0 - 04/15/2001
- Removed the Need Help.
 - Revised the Author's Note.
 - Revised the Game Reviews.
 - Added character, story and mission description.
Thx to CJ Speirs <cjspeirs@hotmail.com>.
 - Updated some parts of the Walkthrough.
 - Finished the Walkthrough (Whew ...).
 - Added Data Chip location in the Tips & Tricks.
 - Updated the Frequently Asked Questions.
 - Added GameShark for Japanese version.
 - Updated the Credits.
 - Corrected some spelling and grammar errors.
 - Some small changes in typography.
 - Based on the Japanese version plus some US version.
- v1.2 - 05/09/2001
- Happy Vesak day on 7th May 2001.
 - Revised the logo.
 - Updated the Author's Note.
 - Added the VR Arena.
Thx to CJ Speirs <cjspeirs@hotmail.com>.
 - Updated GameShark for Japanese version.
- v1.3 - 07/04/2001
- Decided to move character information in Game Basics section into Characters section.
 - Updated character information.
Thx to CJ Speirs <cjspeirs@hotmail.com>.
 - Added tips on defeating boss in level #11 and #12.
Thx to Timothy Monzon <unknown1777@yahoo.com>.
- v1.4 - 11/01/2001
- Updated the Author's Note.
 - Added some notes in the Walkthrough.
Thx to CJ Speirs <cjspeirs@hotmail.com>.
 - Added the last three characters in the VR Arena.
Thx to ShadowwolfAoD@xxx.xxx.
 - Updated the Frequently Asked Questions.
 - Added Easy S Rank in the Tips & Tricks.
Thx to CJ Speirs <cjspeirs@hotmail.com>.
 - Decided to move story information in Walkthrough section into Story section.
 - Updated story information.
Thx to CJ Speirs <cjspeirs@hotmail.com>.
 - Some changes in typography.
- vLast - 11/14/2004
- Added Boss Strategy section.
Thx to Zero X <kiliksivy@hotmail.com>.
 - Added tip on defeating boss in level #07.
Thx to Jonathan Gooden.
 - Fixed keyword numbering mistakes in GameShark section.
 - Decided not to include any contributor email addresses to avoid any spammer!
 - The FAQ is officially finished now.

IV. Author's Note	0400

About This FAQ	0401

I never intend on making a walkthrough for the Japanese game since I can't speak nor can I write in Japanese. But this game is so damn cool, has a nice graphic, and relatively fast and since I can't find any detail FAQ for it on GameFAQs so I decided to make the FAQ for it. This FAQ can be used for both (JP and US) Silent Bomber version and should be detailed enough for you.

Yea, I'm still alive! It's been three years you know since the last update. What a surprise for me since I still received some emails asking about this game even though I DIDN'T PLAY THIS GAME ANYMORE. Some of them even contained some informations that I left out. In this update, you can read the tips for defeating all of the boss by Zero X. Also Jonathan Gooden has contributed boss strategy for mission #07.

This update is dedicated to Zero X and Jonathan Gooden for encouraging me to update my FAQ. Thx alot men for your comment and contribution! This will be the last update of this FAQ unless there is such a keen need for me to do so (which probably won't happen). For easy searching, just highlight the keyword number on Table of Contents and press Ctrl+F. Btw, please excuse for my poor English.

How to Get the Update	0402

The newest revision of this FAQ can always be found at:
= GameFAQs <http://www.gamefaqs.com>

This FAQ can also be found at:
= Game Advice <http://www.gameadvice.com>
= Playstation cheat.net <http://www.psxcodez.com>
= Cheat Code Central <http://www.cheatcc.com>
= GameNotOver.com <http://www.gamenotover.com>

How to Contact Me	0403

Any questions, requests to post this FAQ, criticisms, contributions, suggestions, etc (no spam please) are welcome as long as you state "Silent Bomber" as a subject of your letter and tell me where you read this FAQ. Tell me your website name and address if you request to post this FAQ. Before sending me any questions, make sure that you've searched my FAQ thoroughly and you still can't find the answer. If your questions are already covered in this FAQ then I will tend to ignore it. Also please understand that you won't get my reply very soon since I check my email not every week (at least once once a month).

NOTE: I am not hiding secrets or any other information, i.e. everything I know about Silent Bomber is in this guide.

V. Game Reviews 0500

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Have you ever played Bomberman ? Have you ever played Brave Fencer Musashi ? Now, I challenge to play Silent Bomber. Silent Bomber is a mix between Brave Fencer Musashi and Bomberman. In Bomberman, the hero can bomb the enemy, so does Silent Bomber. In Brave Fencer Musashi, the hero can jump, avoid the enemy, grab the item, fight the enemy in different area so does Silent Bomber.

Speaking about the graphics, I do admit that the graphics is awesome. But I really hate the hero hairstyle. It looks ugly for me. As about storyline, not bad (thx to CJ Speirs <cjspeirs@hotmail.com> for telling me the story). The sounds is really good. You can hear your steps sound, explosion sound. The music is really well composed. But sadly that this game only contains several tracks. I wish if there's more music.

The greatest job of this game is its innovation. Why? 'Cos we can bomb the enemy as we like. There are many types of enemy from tiny tank to dinosaur. Also you can adjust your current status to increase (decrease) your lock-on range, shield, bomb. There's also VR Arena in which allow you to battle one by one in the arena. You can select 12 characters in this mode. You can also choose to fight either with computer or with 2P.

The level is designed very well. We will always see the changes in each level. There are also many new enemies in each level. Also the design for the boss is very good. We should use our brains to defeat the boss. Each boss has different strategy to use. Playing this game will guarantee you won't be bored for hours. I think that this game has a lot of potential in the future but I wish if it is longer. I heard that the US and UK version has come out this year.

Here are my rating about this game:

- Graphics : 8.5
- Storyline : 8.5
- Sounds : 8.5
- Music : 8.5
- Innovation : 8.5
- Gameplay : 8.5
- Overall : 8.5
- Difficulty : Hard (Yikes ..)
- Buy/Rent : Buy

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VI. Game Basics ..... 0600

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Controls 0601

- /\ = Detonate the bomb.
- [] = Place the bomb.
- O = Place the liquid bomb.
- X = Jump.
- L1 = Select the liquid bomb (move left).
- R1 = Select the liquid bomb (move right).

Techniques 0602

- Lock-on Jumping = Hold [] while jumping.
- Lock-on Bombing = Hold [] (and point it to the enemy).
- More Bombing = Hold [] and press [] quickly until there's no more bomb left.
- Jump Bombing = Place the bomb, jump then detonate it.
- Double Jumping = Press X twice on the wall.
- Charge Jumping = Press X twice quickly.

Items 0603

- E-Chip+1 = Collect these to increase your E-Unit status.
- Data Chip = Collect these to unlock a new character in VR Arena.
- Life+10% = Restore 10% of your life.
- Life+50% = Restore 50% of your life.
- Napalm Liquid = Make the fire damage.
- Gravity Liquid = Make the gravity damage.
- Paralysis Liquid = Make the enemy paralyze temporary.

VII. Characters 0701

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\*\*\*\*\*  
The whole Character section was contributed by CJ Speirs <cjspeirs@hotmail.com>.  
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Jutah Fate ..... 0701  
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A genetically engineered man created by the military government TARAKHAN as part of its Elite Fighter Engineering Project. He was trained as a military weapon, specialising in spying, assassination, and demolition. He lived only to destroy. Then the military government collapsed, and he was sentenced to 300 years in prison. There, he had a mental breakdown. Now, he's fighting for his freedom.

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Annri Ohara ..... 0702  
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An elite military officer and computer specialist that graduated from the military academy at the head of her class. Annri sought fulfilment in the Hornet government maintaining planet-wide peace. But, after joining the Hornet army, she discovered there were problems with the government, as with any large institution. Annri is the only member of Operation Toroy from the Hornet Military.

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Benoit Manderubrot ..... 0703  
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An international political criminal and chess master who has joined and led seven major revolutions. Benoit assumed a different identity and embraced a different ideology for each conflict. He believes that revolution is like chess, and uses people as game pieces. He volunteered for Operation Toroy. Benoit is considered the most mysterious member of the troop, his ability as a soldier exceeding even Jutah's.

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Micino Tifone ..... 0704  
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A professional spy who will do anything for money. Micino has stolen state secrets by seducing goverment officials with her beauty. Her strong points are her physical strength and cat-like agility, and her uncanny sixth sense.

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John Loss ..... 0705  
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A hero, he uses guerilla tactics to fight for the liberation of the oppressed Nufu tribe, a primitive held in goverment "preservation". He agreed to join Operation Toroy on condition that the tribe be freed. His character is described as intelligent and quiet, but once he's on the battlefield, his bravery and ferocity are unequalled.

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Tim Palmer ..... 0706  
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The youngest member of the mission, Tim is a brilliant and resourceful pilot. He needs only a few minutes to master any vehicle. He gets his nickname "Mr Escape" from his previous career of breaking prisoners out of jail. He's a talented weapons operator and is master of the hasty retreat.

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VIII. Walkthrough ..... 0800

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Prologue 0801

This stage actually is a training stage in which teach you the basic of the game. Place the bomb by pressing [] on the target sign. Step back. Detonate it by pressing /\ . Move up then left. Place bomb twice, step back then detonate it. Move up. You'll see the crate. Bomb the crate. Pick up Lock-on unit item. Now you have a new ability (lock-on). As you see the chopper, hold [] towards the chopper. Detonate it. Pick up Napalm Liquid item which is left by the chopper. Now in your inventory you have liquid bomb. Press O to place liquid bomb. Detonate it. Move right. Place liquid bomb by pressing O on the stucked wall. Detonate it. Place another liquid bomb and detonate it. Move up.

Now, you've reached the fighting session. Don't forget to bomb the car to get Napalm Liquid. Use your lock-on mechanism to destroy the chopper. Don't forget to place two bombs on one chopper. Always, run to avoid the missiles. One chopper needs about 4 bombs to be destroyed.

After the chopper is gone for good, you'll face tank. This battle is easy, just use the same strategy. After you've done enough damage, the tank will explode.

Mission 01 0802

Mission Objective: Destroy all anti-aircraft batteries.

You'll see some brown boxes. Bomb it to get some items. There are many tiny tanks, focus your attack on the tiny tank creator (the one on the wall). Place bomb on the ground near it. Detonate it when it put a new tiny tank. Do these steps until it gets destroyed. Remember to destroy all object with target sign. Place bomb on the laser gate pillar (red one) and detonate it. Use the same strategy for the rest. When you've destroyed all object with target sign, the exit sign will appear. It works like a compass for you. It shows you the exit. Just follow the direction. Enter the door and ...

*** NOTE *** There's a bonus or two you might be missed. On the right hand side of the level, you can wall jump to get some extra Material Liquid and an E-Chip or two. You have to jump off the wall, and then burst jump towards the wall again. (Thx to CJ Speirs <cjspeirs@hotmail.com>)

***** BOSS *****

Now, you'll face crab shaped robot. This battle is easy if you know what to do. Just place the bomb on its feet (by using lock-on mechanism) then detonate it. Also run in cycling manner to avoid the laser and missile. When crab shaped robot life bar is about 50%, it'll have a new attack (charge attack). It will build its laser shield and running towards you (to hurt you). Just wait until its shield is gone then quickly bomb it. Also you have to predict where the crab shaped robot will move. Run to the opposite direction of its move. When its four legs get destroyed, just choose another target. After you've done enough damage, the crab shaped robot will explode into the scrap metal ...

*** NOTE *** Use the green bullets he fires to get x10 Combo before killing him. (Thx to CJ Speirs <cjspeirs@hotmail.com>)

Mission 02 0803

Mission Objective: Find a way into the ship.

You can choose either to destroy all object or just move to the door in the north. Don't forget to destroy the brown box in the left side near bubble laser turret to get Data Chip 1. Approach the door in the north and ...

***** BOSS *****

Now, you'll face 3 armed robots. 2 of them is armed with laser sword. One of them is armed with laser bazoka. Use your lock-on mechanism to put the bomb on them. The robot with laser sword will start chasing and slashing you. The robot with laser bazooka will point its infra red on you then blast you off. Here's what to do. Focus your

attack on the robot with bazooka. As the robot with laser bazooka point its ray on you, jump to approach it. Place as many bombs as you can on it. Bang it. Don't forget to jump to avoid samurai robot attack. When the robot with bazooka gets destroyed, you'll win this battle. After that enter the door and ...

***** BOSS *****

Now, you'll face another boss. This boss is a huge cannon bazooka. The boss will blast you off with its huge laser. Take care the tiny tank creator 1st. Place about 3 bombs on the ground near it. When it opens its garage, quickly blast it. Remember to avoid the boss blast. Do the same steps for the last 5 tiny tank creators. After you've destroyed all of tiny tank creator, now you need to take care of the boss. Simply choose left laser turret or right laser turret. Now go to the area between laser turret and the huge canon bazooka. Place as many bombs as you can on the huge cannon bazooka arm. Detonate it when it start to blast. Repeat these patterns to blast the boss for good ...

*** NOTE *** Use S Rank tip at boss again. 10,000 x 10 points is nice. (Thx to CJ Speirs <cjspeirs@hotmail.com>)

Mission 03 0804

Mission Objective: Destroy the energy condensers.

Focus your attack on the giant robot. Place as many bombs as you can and bang it. This robot sometimes can build a shield. Just wait until the shield is gone and bomb it. Move all the way to the top. You'll face the group of robot. Use jump bombing on them. Don't forget to bomb the crate on the left side to get Life+50%. You'll meet the vehicle which carry the robots. Destroy it. Before you enter the door, don't forget to destroy the crate in the right side to get Data Chip 2. Now, enter the door ...

*** NOTE *** There are large grey...things running across the walkway when you start. Blowing them up will kill the Turtle tanks. (Shielded gun turrets). (Thx to CJ Speirs <cjspeirs@hotmail.com>)

I found out easier for me to jump in the platform above the object with target sign. Use charge jump to do it. Place as many bombs as you can on the ground above the object. Bang it. Destroy the vehicle which carry the robots. After you've destroyed the last vehicle, you can choose the right side platform to pick up some items. After that, choose the left side platform. Proceed all the way to the top. You'll meet laser gate with giant robot. You know how to do isn't it? Don't forget to destroy all object with target sign in the south.

Move up. In this area you can choose either to go left or right. Focus your attack on the object with target sign. You can just ignore the robot. After all of the object gets destroyed, leave this area. Repeat the same steps for other side. After that enter the door ...

Mission 04 0805

Mission Objective: Destroy the Hardshells.

You'll face samurai robots. It's easy. Just use jump bombing on it. Don't forget to destroy all target sign in this area. Also you can destroy all boxes to get some items. After you take it all, go right to the elevator. Move up near the control panel to make the elevator ascending.

Move left. This area is getting tougher. You'll face samurai robots. Repeat the same patterns. Don't forget to destroy the two robot factories which create the robots. You'll also face bazooka robots if you kill enough samurai robots. But it's easy to destory just use the same strategy. You can destroy all boxes to get some items. After you take it all, go left to the elevator.

Move right. You'll face new type of robots here. I called it gold robots. This robot can charge a shield and use its sword to slash you. All I do just place Gravity Liquid on the ground and detonate it. Believe me it will kill the gold robots in no time. Don't forget to destroy the robot factories. You can destroy all boxes to get some items. Don't forget to destroy the bubble laser turret in the east for Data Chip 3. After you take it all, go right. Ascending the elevator and ...

***** BOSS *****

You'll have the boss fight. Use your Gravity Liquid to take care two gold robots. Beware of the ray from the robot with bazooka. It will blast you off. Stay away from the ray by jumping. Focus your attack on the robot with bazooka. When it gets destroyed, the fighting session will end ...

Mission 05 0806

Mission Objective: Defend the lander.

Bomb some brown boxes on the left for some items. After that go right, down the platform. Go right, down the platform. Destroy the giant ship. Bomb some boxes for some items in the north west. The north platform will ascend. Destroy the giant ship. Across that platform. Bomb some boxes. Destroy some enemies. The north platform will ascend. Destroy giant ship. Across that platform then go right. Wait until the north platform ascend. Go there. You'll descend the area. Go left, bomb some brown boxes for some items. Go right, destroy the giant ship. Go to that platform again. You'll ascend. Go north. Don't forget to bomb the boxes on your left for Life+50%. Go right, destroy the boxes. Go right and ...

Now, your job is to prevent the ship from being destroyed. Open up your menu screen by pressing START. Select E-Unit. Decrease your bomb by one by pressing LEFT. Increase your range by two by pressing RIGHT twice. Close the screen. Take care the giant ship 1st. Use your lock-on mechanism to destroy it. After that take care the robots. Take care another giant ship then take care the robots. Take care the robots and take care the giant ship. Take care the last giant ship then take care the robots. You finally save the ship ...

Mission Objective: Find a way out of the power cable.

Go up, right. You'll see laser gate trap. Don't step on it or you'll get the blast. Place some bombs on the ground near it then detonate it. Go right. Destroy the bubble laser turret. Go up. Place the bomb on the swing thing. Approach the laser gate then detonate the bomb. Go up, bomb the box for E-Chip+1. Go down, left. Destroy the robot creator by bombing it over and over again. Go up for Gravity Liquid. Go down, right. Destroy the robot creator. Go right, up. Destroy laser gate trap. Go right. Destroy the robot creator. Go up for Napalm Liquid. Go down. Destroy the robot creator. Go down for E-Chip+1. Go up, right. Bomb laser gate trap. Go right. Bomb laser gate trap. Bomb the box for Paralysis Liquid. Go up. Destroy the laser gate trap. Go right. Destroy the robot creator. Go up. Destroy the laser gate trap. Bomb the box for E-Chip+1. Go right, down. Destroy the bubble laser turrets. Go down. Destroy the bubble laser turrets. Go up. Place bomb on the swing thing. Go down. Detonate it as you near the laser gate. Go down. Enter the exit in the right side. Follow the bridge and enter the next door.

Go right. Destroy the bubble laser turret. Go down. Destroy the bubble laser turrets and laser gate trap. Go down. Destroy the bubble laser turret. Go right. Bomb the laser gate trap. Go right. Go up. Bomb the laser gate trap. Go up for Gravity Liquid. Go back to swing thing. Place bomb on it. Detonate it when you near the laser gate. Bomb the box for Paralysis Liquid. Go right. Destroy the bubble laser turret. Go down. Bomb the laser gate traps. Destroy bubble laser turret in the left side. Go right. Destroy the laser gate traps. Go right. Destroy the robot creator. Go up. Destroy the robot creator. Destroy the box in the right side for Data Chip 4. Go up. Destroy the robot creators in both side. Go left. Destroy the box for Napalm Liquid. Go right, up. Destroy the box for Paralysis Liquid. Go right. Destroy the robot creator. Go right. Bomb the box for Life+50%. Go down. Destroy the laser gate traps and the robot creator. Go right. Destroy bubble laser turrets. Go down. Bomb the robot creator. Go down. Destroy the laser gate traps in the right side. Go down. Destroy the laser gate traps. Go down. Bomb the bubble laser turret. Enter the exit in the right side.

Go right, jump right. Go down. Destroy the bubble laser turrets. Go right, jump right. Destroy the bubble laser turrets. Jump left. Jump right. Destroy the robot creator. Jump right. Jump left. Destroy the bubble laser turrets in the left side. Across the platform to the left side. Go left. Destroy the boxes for Napalm Liquid and Gravity Liquid. Jump right to climb the platform in the right side. Jump right. Jump right. Destroy the bubble laser turrets. Use double jump to climb the platform in the left side. Here's how to do: jump right to reach the right side wall then jump left to the left side platform. Use charge jump to reach the left side platform. Jump right. Destroy the box in the right side for E-Chip+1. Across the platform to the right side. Go right. Destroy the box for Life+50%. Go left. Jump left. Destroy the bubble laser turrets. Jump right twice to pass two platforms in the right side. Enter the exit in the right side.

***** BOSS *****

You'll face a red crab shaped robot. It will attack you with cycling laser blast. Just jump to avoid it while placing the bombs on it. Detonate it. It will build a shield while it attack you with two oval bubble laser turrets. Just jump to avoid it. After you've done about

50% damage then it will change its attack. 1st, it will blast 5 laser towards you. Just jump and run to avoid it while placing the bombs on it. Detonate it. It will build a shield while it attacks you with two laser blast towards you. Just jump in circle manner several times to avoid it. After you've done enough damage then it will turn into scrap metal ...

*** NOTE *** When the boss puts up a shield and fire 2 little pods to attack you, you can hurt the pods. (Thx to CJ Speirs <cjspeirs@hotmail.com>)

Mission 07 0808

Mission Objective: Destroy the Air Plants.

There are many enemies in this area. There are some bug shaped enemies in which can charge towards you (to hurt you). Just simply put the bombs on the ground. When it approach you, quickly detonate the bomb. Also there are some generator shaped enemies in which throw the bubble laser in cycle manner. Just run in cycling manner and place the bombs on it, then detonate it. Remember the object with two green spheres always contain the items. Destroy all target sign in this area to enter the next door.

***** BOSS *****

This is the easiest boss in the game. Run on its back. Jump on its back. Place as many bombs as you can on the target sign. Keep the distance from the bomb and detonate it. When you see that it stops then you know that it is gonna swing its hands, quickly jump down. When its life is about 50%, the target is changed. Now, just stack as many bombs as you can on the target sign and detonate it. Repeat the same steps. If you run out of life, you can bomb the north east object with two green spheres for Life+50%. Do these steps until it's destroyed ...

*** NOTE *** I have a hint for you, the boss on mission 7 is incredibly vulnerable to Napalm Bombs when you set them on either of the targets (Back or Neck). (Thx to Jonathan Gooden)

Mission 08 0809

Mission Objective: Destroy all enemies.

You'll ride the platform across the river. You'll face some flying enemies. It's easy, just destroy them. You'll face boat robot. Place the bomb near it then detonate it. You'll face some flying enemies. It's easy. Now the fight is getting tougher. You'll face some flying enemies with boat robot. Focus your attack on that boat. After the fight is over, you'll land on the dock. Remember to destroy all the crates. Some of the crates will give you Life+50%. In this area you'll face some vehicles which carry robots. Destroy the vehicle 1st then destroy the robots. I just place the bombs on top of the vehicle. Strangely enough, all the robots get destroyed. Don't forget to bomb the crate in the north east (near the right side door in which the vehicle come) for Data Chip 5. After that, ride another platform across

the river.

***** BOSS *****

I suggest you to configure your E-Unit status by increasing the shield and decreasing the range. You'll face 3 robots. They will make 3 bubble charges towards you. Just simply run to avoid the bubble charge while putting the bombs on the ground. Detonate the bomb when the bubble charge near it. After that, they launch the missiles towards you. Just run diagonally to avoid it. Then, they will blast you with some magenta lasers. Jump and run to avoid it. After they blast you, they will approach you. Now configure your E-Unit status by increasing the bomb and range. Use this chance to make some damages on them. Don't go straight forward them. Instead position yourself in the right side or left side the robot. From this position, stack the bombs and bang it. Repeat these steps until the robots get destroyed.

Mission 09 0810

Mission Objective: Find Annri.

Remember in this area if you have the hard time on the robot then just enter the building to make them disappear. Go down the leftest path. Go right. Enter the building for Napalm Liquid. Go down, left. Bomb the box for E-Chip+1. Go right. Enter the building for Paralysis Liquid. Go right, up the rightest path. Go left for Napalm Liquid. Go left. Place the bomb on the swing thing. Go up. Detonate it as you want to pass the laser gate. Bomb the swing thing in the right side. Pass the laser gate. Enter the building for E-Chip+1. Go right, up. You're stucked isn't it? Place some bombs on the ground near the laser gate. Detonate it then you've passed it. Go left, down for Napalm Liquid. Go up, right. Enter the door.

Go right, you'll face generator shaped robot. Just cycling it while placing the bomb on it and detonate it. Go left. Destroy the generator shaped robot. Go down. Destroy the generator shaped robot. Destroy the box for Gravity Liquid. Go down. Place the bomb on the swing thing. Detonate it to pass the laser gate in the down side. Go down. Destroy the generator shaped robot. Go right. Destroy the generator shaped robot. Enter the building in the left of the generator shaped robot for Life+50%. Go up for Paralysis Liquid. Go right. Destroy the generator shaped robot. Enter the building in the left of the generator shaped robot. Go up. Destroy the generator shaped robot. Go up for Napalm Liquid. Go left. Enter the building for E-Chip+1. Go left. Destroy the generator shaped robot. Go left. Enter the building for exiting this area.

Mission 10 0811

Mission Objective: Destroy all Bio-logical weapons.

In this area, you'll face alot of dinos. Place as many bombs as you can on its claw. Jump and run in cycle manner to avoid its attack then detonate it. When its both claw gets destroyed, place as many bombs as you can on the ground near it. Detonate it. Also when there's a group of dino, you can use your Napalm Liquid to burn them. Repeat these

steps for the rest dinos. Before you enter the exit be sure to bomb the box in the south east for Life+50%. Also remember to pick up the Data Chip 6 in the north control panel (in the area before the exit door). If you haven't picked it up. Just go left and bomb the north control panel.

***** BOSS *****

It's best if you configure your E-Unit status by increasing the bomb and shield. Take a look on the dinos neck. There's some circle red, isn't it? It's your target. Place as many bombs as you can on the neck, detonate it. The dino will throw its kid to chase you. Keep running while placing the bombs on the ground. Detonate it to kill its kid. The dino will also have shockwave attack. Just jump several times to avoid several shockwaves. Do these steps until its dead ...

*** NOTE *** I noticed that it has an unbelievable weakness to gravity bombs. If you stack as many bombs as possible to increase the gravity power, its health will simply drain at an insane speed. So I advise to save as many gravity bombs as you can for this boss. (Thx to Timothy Monzon)

Mission 11 0812

Mission Objective: Ride the elevator to the bridge.

You'll ride elevator to the top. In this area, you'll face 3 flying robots (the same as mission 08 robots). It's best if you configure your E-Unit status by increasing the shield. They will shoot you with laser magenta. When they point its ray towards you just jump and place the bombs on them. Detonate it. They will attack you with bubble charge. Just place the bombs on the ground and detonate it when the bubble charge across it. They will also charge towards you. Just avoid it. After the battle is over then you'll land on the three intersections. Be sure to get Life+50% in the north west then ride the elevator again. You'll face another 3 flying robots. Do the same steps on them. After they fall off then ...

***** BOSS *****

It's best if you configure your E-Unit status by increasing the bomb and shield. The robot will attack you with two oval saws. Stack as many bombs as you can on the oval saw. When the oval saw return back to the robot arms, quickly detonate the bomb. The robot sometimes will attack you with missile and laser. Just run to avoid it. Repeat these steps until the robot change its attack pattern. When the robot's life is about 50%, it will use a new attack patterns. 1st, he will throw many lasers towards you. Just run and jump to avoid it. 2nd, he will attack you with two oval saws. Just place as many bombs as you can on the saw. 3rd, he will throw many missiles towards you. Wait until the oval saw return back to the robot arms and quickly detonate it. Remember to keep running to avoid the missiles. Repeat these steps until the robot gets destroyed ...

*** NOTE *** Instead of using regular bombs, use all the napalm you have on the saws, since the burning effect will continue to damage them. (Thx to Timothy Monzon)

Mission 12 0813

Mission Objective: Protect Annri while she hacks the ships controls!

This is a survival level actually. You must protect the girl from being hurt by the dinos. Don't go anywhere, just stay near to the girl. Place the bombs on the dino claws. Detonate it. When it has no hands then place the bomb on the ground near it. Detonate it. When there are 3 dinos, use your Napalm Liquid to burn them. When you run out of life, you can bomb the box to get Life + 50%. After that, quickly go near the girl again. Repeat these steps until you kill all of the dinos. Before you leave this area, be sure to bomb all the boxes. These boxes contain Napalm Liquid, Paralysis Liquid, Gravity Liquid and Life+50%.

Mission 13 0814

Mission Objective: Destroy the Felmion Cannon before it destroys
Hornet!

Jump on the right side platform. Enter the door. Now you should see 4 door labelled 01, 02, 03 and 04. Enter door labelled 01. Move down, right. Destroy the generator shaped robot. Go down and ride the elevator to the ground. Destroy the generator shaped robot. Bomb the boxes for some items. Ride the elevator again to reach the surface. Bomb the box in the right side for the item. Go left. Destroy generator shaped robot. Destroy the box in the left side. Ride the elevator to the ground. You'll face one enemy. Bang the enemy by cycling around it. Bang the swing thing (oval one in the ground). Move up. Now you'll face three enemies. Simply cycling around the enemy and place the bomb on them. Now, destroy the target sign on your right. Bang the swing thing. Enter the elevator to the surface. Proceed your way to the exit.

Enter door labelled 02. Move left, down. Destroy the generator shaped robot. Wait until the swing thing (oval one in the wall) appear. Quickly bang it. Move right to pass the laser gate. You'll be on the 3 intersections. Move right. Destroy the generator shaped robot. Move up. Destroy the generator shaped robot. Bomb some boxes for items. Back to the 3 intersections area. Move down. Move left. Destroy the generator shaped robot. Descend by using the elevator. Destroy the generator shaped robot. Bomb the boxes for items. Ascend by using the elevator again. Move right. Destroy the generator shaped robot. Enter the elevator. Destroy the generator shaped robot. Bang the swing thing (oval one in the wall near laser gate). Move up. Now you'll face three enemies. Simply cycling around the enemy and place the bomb on them. Now, destroy the target sign on your left. Bang the swing thing on the ground. Enter the elevator to ascend. Proceed your way to the exit.

Do the same steps for the other door. Just remember that door labelled 03 is basically the same with door labelled 01. Also door labelled 04 is basically the same with door labelled 02. When you run out of life you can enter the right side elevator in door labelled 03 for Life+50%. Don't forget to pick Data Chip 7 in the box in the north east of the 3 intersections (door labelled 04). After you destroy all of the target signs, proceed your way to the door in which you 1st come in.

The whole mission 14 strategy below was contributed by CJ Speirs
<cjspeirs@hotmail.com>.

Mission Objective: Destroy Brain!

Ah...I hate this mission...allright.

Before you take the lift, grab ALL the goodies (including Data Chip 8 in north west). They'll help a lot. After Benoit's taunting, you'll be on a chess board. (Restart point) This is quite easy after a few shots, as the glass...things are destroyed with a single bomb. Because of this, I recommend taking all E-Chips from bombs and putting them on Range. If your Shield isn't Lv6, get it there NOW.

Attack patterns:

- Pawn - moves straight ahead, fires a LOT of green bullets.
- Knight - moves in L-shape, and creates a force-fieldy thing to hurt you.
- Rook - fast, and fires purple lasers. As soon as you hear it spawn, JUMP.
- Bishop - ditto, but moves in diagonals.
- Queen - has a shield which she uses till she attacks with a BIG GUN. Get a lock-on and keep firing till shield drops.

After a while, you'll get a Life 50%, and face Benoit. Oh, and if you die, its back to chess. This is not fun.

He has several main attacks.

- 1 - The big green man. He'll swipe at you, grab you, and squeeze you. 6 bombs makes it fade away, but this is the real killer move. He has 3 swipes - from left-right, down-up, and right-left.
 - Left-right - burst jump to the left.
 - Down-up - burst jump right.
 - Right-left - burst jump down.
- 2 - Walking about. He spawns 2 little copies of himself. If you blow these up, they fire little lasers. He gets lock-ons, and blows you up. Lock-on to him first.
- 3 - Warp bomb. He and 2 copies teleport next to you, lay a stack of 8 (!) bombs each, and blow them up. To avoid, just burst jump.

Your only real chance to hit him is Stage 2, where he walks about. Good luck, you'll need it.

~~~~~  
\*\*\*\*\*  
The whole Boss Strategy section was contributed by Zero X  
<kilikivvy@hotmail.com>.  
\*\*\*\*\*



Ah, Silent Bomber. This was one of my favorite unknown hits on the PSone made by Bandai. I REALLY hope they make a sequel to this game as I've noticed that all the characters from this game were used as NPCs (non-playable characters) in the dot Hack series of games. I hope this boss guide helps out all those who are having trouble with this awesome game.

1. Anti-aircraft Defense 1 - Use Paralysis liquids to stun him and target his body with bombs.
2. Giant Cannon - Destroy all of the drones that come out of the walls. Then hit the cannon with a Paralysis liquid and hit the cannon with a couple of bombs.
3. Hardshells - Concentrate only on the one with fires the large cannon. Simply set of a Paralysis liquid to freeze all of them and target all of your bombs on him.
4. (Non-boss, but difficult) Protecting John and Jim - Divide your concentration on the Hardshells in front and the aircrafts in the rear. Take care of the Hardshells with some Napalms and 5-7 normal bombs on the aircrafts.
5. Anti-aircraft Defense 2 - Same as before but you'll have to use Paralysis liquids more often since it fires very rapidly.
6. Giant Hardshell - Jump onto his back and detonate a Paralysis liquid to freeze him and detonate 6-7 normal bombs in the first target. When the first target is destroyed jump on his back again and do the same to his torso target. Don't stay on his back too long or he'll hit you with his laserblade.
7. Blue Mist x 3 - Dodge their weapons by jumping and target them when they fly beside your platform to use their machine guns. When they fire their homing spheres at you use a Gravity liquid to shield yourself from them bumping into you. Jump to dodge their air charge.
8. Bio-Creature Queen - Target the red dots on either side of her head with 6-7 bombs and use a Napalm/Gravity liquid on her children that chase you. Jump to avoid her floor-shaking rifts.
9. Blue Mist General - When he drops his shield and sends his saws toward you, set 7 bombs on his saws. When he retracts them back to his shoulders, set them off for major damage. Be careful as his life decreases, he attacks with other weapons as well as use his saws. Dodge the weaponry and continue the target and detonate pattern.
10. (Non-Boss, but Very Difficult) Protect Annri from Bio-Creatures - Keep the bio-creatures away from Annri and nail them all at once (groups of 3) with combination of surrounding them with bombs and setting off some Napalm/Gravity liquids. Or lure them to one of the 4 destructible computer stations to assault them with bombs and the flames of the explosion.
11. Benoit's Game of Chess Using the Brain Room - Prep for this by setting your E-Unit as follows: Bomb 5, Range 11, Shield 60. The first 2 kinds of pieces aren't too much of a problem. The next 2 pieces Benoit uses on you next are pretty annoying as they try to bump into you and rarely stop for you to get a target lock on. The short one

stops only in corners and the tall one stops anywhere else. After beating this set of pieces you'll get 2 Life+10%'s. Next, things will get harder as you'll have to fight a new piece which is shielded from your target lock until it unleashes it's attack which will take off 20-30% of Jutah's health, and it's assisted by those 2 pieces you fought first. I suggest you destroy or dodge the assisting pieces but keep an eye on the shielded piece until it drops it shield. Then destroy it before it can hit you with it's attack. Finally, you'll face the shielded pieces 1 on 1 (about 12) which is simple if you blow it up before it can hit you. Beat all of them and you'll be rewarded with a Life+50%. Now get ready to face...

12. Benoit w/ Brain Room Power - Use the same E-Unit setup as for the chess game. Keep in mind that the Benoit that is glowing green is the true Benoit. Air Charge or target Benoit when tries or gets a target lock on you. When Benoit's giant hologram tries to grab you, Air Charge (Double tap Jump button) downwards toward the screen (if he tries to grab you from under you) or Air Charge diagonally down-left or down-right if he tries to grab you in the corresponding direction. If you do manage to be grabbed by him, target 5 bombs quick at the hologra to break the hold. After the 3 Benois set 8 bombs down and detonate them, locate the true Benoit and target 4-5 bombs to deal some decent damage. Benoit will normally follow up with a hologram grab, a spread energy beam from him and his doubles, or both. Defeat Benoit and enjoy the ending. Save your game after the ending credits to play the game in Advanced Mode when you load the file.

Yes, for those who have noticed this is my same exact guide from my older site, but heck, there's someone out there who will appreciate this.

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X. VR Arena ..... 1000  
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The whole VR Arena section was contributed by CJ Speirs <cjspeirs@hotmail.com>. The last three characters in VR Arena section was contributed by ShadowwolfAoD@xxx.xxx.

This is a neat feature added to an already brilliant game. It really adds to the lifespan. You can't actually access VR Arena unless you have a save from the main game. You can play in 2 modes: 1P vs Com, or 1P vs 2P.

General Controls:

- d-pad - Move your character.
- L1/R1 - Shields. These protect your character from enemy attack, and also prevent you from firing, with a few exceptions. Your shield is drained when you hold the button, but refills quickly. If you're actually hit while shielding, your shield bar doesn't drain. If you ram your opponent with your shield, you deal a slight amount of damage.

The buttons do different things for each character.

For the location of the Data Chips, see elsewhere in this guide.

Jutah 1001

Requirement: none.

- Attacks - [] - Bomb. Hold for Lock-On.
O - Detonate.
X - Jump. Double-tap to Boost jump.

Jutah's pretty similar to his main-game form. However, hes lost his Liquid Bombs. A note about Lock-On - once the bombs are attached, the enemy can destroy those bombs with their shield.

Tactics - Get a lock, fire, blow up quickly, rinse, lather, repeat till dead.

Good vs - Fire Ox, Solid Hunter.

Bad vs - Clod, PL-2313, John.

Clod 1002

Requirement: Data Chip 1.

- Attacks - [] - Cannon. Hold to aim, release to main.
O - Chain Gun. Weak, but useful for keeping Jutah at bay.
/\ - Missiles. Can also be used when you're shields up. Home in and hurt.
X - Odd. Hold it to move your tank quicker. Double-tap does nothing.

Tactics - Use your Cannon to do the main bulk of your damage. If they get too close, keep 'em away with chain-gun. Finally, send your missiles whenever you have to shield. It's quite hard to lose with the Clod.

Good vs - Just about everyone.

Bad vs - Hmm...occasionally, the Fire Ox.

Fire Ox 1003

Requirement: Data Chip 2.

- Attacks - [] - Purple lasers. Useless, because most enemies fit in that space BETWEEN the lasers.
O - Green Blobs. Useful for keeping humanoids at bay.
/\ - Missiles. Your only hope. Keep jammin /\ and hope you last longer.
X - Hold to move faster.

Tactics - Er. Running isn't an option, so...keep firing Missiles. Shoot and shield, shoot and shield.

Good vs - Solid Hunter.

Bad vs - Everything else.

Gunner 1004

Requirement: Data Chip 3.

Attacks - [] - Pulse rifle. It targets, and fires 3 blasts. Of course,
 by the time it fires, the enemies moved.
 /\ - Missiles. Takes about 10 seconds to reload.
 X - Jump, or double tap to Somersault. Same as Jutah.

Tactics - Jump like a loony, firing missiles. You'll be hard to hit.

Good Vs - Solid Hunter, Fire Ox, John.

Bad vs - Samurai, Blue Mist.

Solid Hunter 1005

Requirement: Data Chip 4.

Attacks - [] - Charge up and shoot purple lasers.
 /\ - Homing Lasers.
 X - Move...faster...double tap to spin. It doesn't do much.

Tactics - This guy is so pathetic it's unbelievable. Don't go him. If
 you do, hide in a corner and fire Homing Lasers.

Good vs - Hmm...come back to me on that one.

Bad vs - Where do I start?

Samurai 1006

Requirement: Data Chip 5.

Attacks - [] - Sword Slash. Hit it twice to Combo.
 /\ - Missiles. Same as Gunner.
 X - Jump. Double-tap to Somersault.
 X, [] - Do a cool slash attack.

Tactics - Hit and run, using slash attacks up close, then retreating
 and firing missiles while your shield recharges.

Good vs - Gunner, PL-2313

Bad vs - Clod.

Blue Mist 1007

Requirement: Data Chip 6.

Attacks - [] - Pulse Rifle. Same as Gunner.
 /\ - Missiles. Same as...lots of characters.
 O - Plasma Ball. Just what they used in the main game,
 except suddenly as weak as a wet paper bag.
 X - Fly high in the sky. Useless.

Tactics - Use Plasma Balls to keep facing your opponent, then launch missiles.

Good vs - Gunners.

Bad vs - Clod, John.

PL-2313 1008

Requirement: Data Chip 7.

Attacks - [] - Swipe with the right claw.
O - Dash and swipe with the left claw.
/\ - Poison breath shot.
X - Leap forward.

Tactics - Keep using O to get major hits in.

Good vs - Jutah, John.

Bad vs - Clod.

John 1009

Requirement: Data Chip 8.

Attacks - [] - Chain Gun.
/\ - Missiles.
O - Mines. Useful against Jutah and probably Benoit. They
Lock-on to the mines instead of you.

Tactics - Spread out mines to keep them at bay, then use missiles for major hurt.

Good vs - Jutah, Samurai.

Bad vs - Clod.

Mercury 1010

Requirement: Achieve a rank of B or higher in each level.

Attacks - [] - Buster Rifle. Large laser.
/\ - Missiles.
O - Swing. Swings rifle at target.

Benoit 1011

Requirement: Achieve a rank of A or higher in each level.

Attacks - [] - Bomb. Same as Jutah.
/\ - Detonate.
O - Hologram. Press 3 times and you will teleport into
triangle with holograms to do 24 bomb attack.

Neko Tank 1012

Requirement: Achieve a rank of S in each level.

- Attacks - [] - Main cannon. Same as Clod just funnier.
 /\ - Missile.
 O - Cat paw attack. Close attack.

XI. Tips & Tricks 1100
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Advanced Mode ..... 1101  
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Successfully complete the game to unlock advanced mode. This mode allows you to select which mission to play, and you can go back through and grab essential Data Chips from the game stages.

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Better Ranks ..... 1102  
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For better ranks, you have to meet all the requirements below:

- Destroy alot of boxes and enemies.
- Keep your health as much as possible.
- Finish the game as fast as you can.

-----  
Data Chip Location ..... 1103  
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- Data Chip 1 - Mission 02: in the 1st area, the brown box (near the left side bubble laser turret).  
Data Chip 2 - Mission 03: in the 1st area, the crate (right side of the door)  
Data Chip 3 - Mission 04: in the 3rd area, east laser bubble turret.  
Data Chip 4 - Mission 06: in the 2nd area (see the walkthrough for detail).  
Data Chip 5 - Mission 08: in the north east crate, near the right side door (in which the right side vehicle come).  
Data Chip 6 - Mission 10: in the north control pannel, area before exit door.  
Data Chip 7 - Mission 13: in the box in the north east of intersection (door labelled 04).  
Data Chip 8 - Mission 14: north west area before the elevator in the north.

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Easy S Rank ..... 1104  
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On some levels, there are turrets that fire green bullets that can be destroyed for points. Plant a gravity bomb and position yourself so the bomb is between yourself and the turret. Detonate, and the bullets will be destroyed. Your combo will start, and probably get to x10. When the

gravity is almost done, plant another gravity bomb, and repeat. This gets you about 1000 points per gravity bomb. Gets lots of points easy. (Thx to CJ Speirs <cjspeirs@hotmail.com>)

-----  
Getting the Last 3 Characters in VR Arena ..... 1105  
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- Mercury - Achieve a rank of B or higher in each level.
- Benoit Manderubrot - Achieve a rank of A or higher in each level.
- Neko Tank - Achieve a rank of S in each level.

NOTE: This can best be done in advanced mode after successfully completing the game.

-----  
Maxed Out E-Unit ..... 1106  
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Achieve a rank of A in each levels to get a maxed out E-Unit in addition to Benoit in battle mode.

-----  
The Advantage of Continue ..... 1107  
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This game offers you infinite amount of continue. When you enter the new door or fight the boss and you dead, you'll continue at that point with full life. The down side is you lost your points in the previous area.

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XII. Frequently Asked Questions ..... 1200  
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Q: Why did you write the FAQ for the "classic" game?

A: Well, actually I have some reasons:

1. I don't want to received many emails. I read one of the FAQ in GameFAQs. The author said that he received 3800+ emails since his game is really fresh. How can I read and reply it if I get that much emails?
2. Since the game is "classic" so most of the secrets should have been covered. It saves my time to update my FAQ over and over again just to update the secrets.
3. Usually, I choose to write the FAQ if:
  - a. The other FAQ isn't detailed.
  - b. There isn't any FAQs for it.

Q: I see that your grammar isn't good.

A: Honestly speaking, I realized that my grammar is bad. That's because English is not my mother language. But as long as you can understand what I try to say that's OK, right?

Q: Hey you say that I have to move left but I can only move up. What's wrong?

A: Sorry, sometimes I mistyped the direction.

Q: You ask about the US version. I've found it ...

A: Yess, I know. I received several emails told me about this so please don't bother telling me that you have an US version.

Q: Where can I buy the US version of Silent Bomber?

A: According to Justin A, he said that he got it at [www.gexpress.com](http://www.gexpress.com).

Q: I've been stuck on level 14. Can you send me some sort of strategy to pass this level?

A: I think CJ Speirs has written quite the detail walkthrough for it or you can read an alternate strategy in Boss Strategy section. If you still have a problem then I suggest you to use GameShark ...

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XIII. GameShark ..... 1300

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All of these codes come from the Game Shark Code Creator's Club:

<http://www.cmgsccc.com/>

These codes was made and tested on GameShark v3.2.

Japanese 1301

1J Joker Command	D00C7940	????
01 Infinite Bombs On Pick Up	800E9362	0009
	800E9364	0009
02 Max Score	800E93BC	FFFF
03 Max Shield	800E9384	03E8
04 Float In Air (Press R2)	D00C7940	0002
	800E5210	5000
	D00C7940	0002
	800E5212	0000
05 Infinite Jump	800E51E4	0001
06 Can't Be Hit (GS 3.0 Or Higher Needed!)	800E8934	0000
07 Complete Target (Until Mission 5)	800E9388	0013
	800E9386	000B

North America 1302

01 Infinite Napalm Liquid	300D7E2A	0063
02 Infinite Paralysis Liquid	300D7E2B	0063
03 Infinite Gravity Liquid	300D7E2C	0063
04 Infinite E-Chips	300D7E2D	0063
05 All Targets Destroyed	C20D7E3E	0001
(GS 2.2 Or Higher Needed!)	800D734E	0000
06 Max Set Bombs	8019147C	0006
07 Max Lock-On Range	80191E00	0006
08 Max Defense Field Power	80192784	0006
09 Max Score	800D7E84	FFFF
	800D7E86	0FFF
10 Have All Characters	800D7D28	FFFF
11 Overall Time is 0:00:00	800D7D18	0000
12 Invincible	800D73F8	0000
13 Infinite Jumps	800D3CAC	0001
14 Infinite Health	800D73BC	4000
	800D73BE	0006
15 Infinite Shields-Rescue-Ship-Mission 12	80179BB6	0019
16 Infinite Shields-Rescue Ship Mission 5	8019E92E	000F

NOTE: I won't bear any responsibilities for the use of these codes.

XIV. Story 1400

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The whole Story section was contributed by CJ Speirs <cjspeirs@hotmail.com>. This section contains many spoilers. Do not proceed if you don't want the game to be spoiled.

\*\*\*\*\*

\*\*\* Prologue \*\*\*

It has been 1000 years since the launch of the Space Colony Project. During that time, planet after planet has felt the desire for self-determination. Currently, about half of the more than 200 colonised planets have acquired right of self government.

After a number of wars, the supremacy of the Earth was upheld by ORUGANERA, a corporation/religious group which possessed overwhelming military and economic power. Because of the enormous influence of the ORUGANERA group, most self-governed colonial planets were forced to conclude treaties with them.

And now...the planet Hornet. It doesn't want to join, so the ORUGANERA are going to blow it up with the Dante, and it's Felmion. This has a range of 3 million km. Hornet has organized a defense fleet just outside this boundary.

Operation Toroy is what your operations called. Convicts who want freedom have volunteered to go in on a damaged ORUGANERA ship, and disable the Dante.

\*\*\* Level 01 \*\*\*

Story beforehand - They saw through your ID. The AA guns are attacking the assault teams. The assault capsules are launched. Jutah lands, after a fashion.

\*\*\* Level 02 \*\*\*

No story beforehand. Cut scene - Benoit contacts Jutah. Talks about the time when he was training.

\*\*\* Level 03 \*\*\*

Annri wants to hack the computer. To do this, she needs a diversion. You're it.

\*\*\* Level 04 \*\*\*

Annri sets the Hardshells routine to maintenance. She thinks this will let you get a surprise attack. Hah.

Just before Mercury shows up, Tim cries "They've spotted us..."

\*\*\* Level 05 \*\*\*

You don't feel like going on a rescue mission, until Annri orders you to.

As the landers busted, you have to find another way to your original entry point.

\*\*\* Level 06 \*\*\*

You're sneaking onto the cargo train. Everythings going well until Annri is cut off and the train stops. Bugger. Time to run...

Benoit taunts you throughout.

\*\*\* Level 07 \*\*\*

Annri has been captured! Micino knows where she is, but won't help unless you help her first. She wants you to destroy the air plants to cause some commotion so she can escape.

The boss is Mercury, believe.

FMV - The bridge crew dispatch the Blue Mist...

\*\*\* Level 08 \*\*\*

Heading along in my automob...raft. Micino didn't know any other way to prison complex, so you get the scenic route.

\*\*\* Level 09 \*\*\*

At the end, you tell Annri all about the training mission...how you're a mere shell of a man now...yada yada. It's clear he likes Annri, no?

\*\*\* Level 10 \*\*\*

Annri sends you into the deep depths of the Bio Lab. All the scientists are DEAD! Shades of Resident Evil, here.

At the end, Benoit contacts you again. You head for the bridge.

\*\*\* Level 11 \*\*\*

The Blue Leader says you're the most powerful warrior hes ever met...this is the final battle, he claims.

The bridge crew are dead too! Benoit is there and he explains that he came along to take over Brain, the computer running Dante...he offers you to join him or die...you say "No." He ejects you into space. Benoit and jutah have one of those complex hate/hate relationships.

The lander saves you! Yay!

\*\*\* Level 12 \*\*\*

Big cutscene. You have to get to the core to stop Benoit. But all the doors are sealed, and there are Bio monsters everywhere. Jutah spots the docked cruiser and says "Hmmm..."

Time for Annri's hacking skills to save the day!

At the end, the cruisers use a weapon that looks a LOT like the Level 2 boss.

\*\*\* Level 13 \*\*\*

FMV. Hornets defense fleet opens fire. The Dante uses it's Felmion Cannon. Bugger. It's a race against time, now...

At the end, Benoit tells Jutah that Brain is going to destroy Hornet in a rational and logical manner. By ramming it.

\*\*\* Level 14 \*\*\*

Annri tells you to come back safe. Awwwwwww.

Benoit taunts you throughout.

And finally, Benoit reveals he was Jutah's commander in the prologue.

FMV ending.

XV. Credits ..... 1500

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Appears in alphabetical order:

- Ahmad Rizudin Izzudin <saviourv@hotmail.com>
- The 1st maker of Silent Bomber FAQ on GameFAQs.
- Thx for giving me the basic concept for Silent Bomber.

- Be sure to check his Silent Bomber FAQ on GameFAQs.

Al Amaloo

- The webmaster of Game Advice.
- Thx for hosting all of my FAQs.
- Thx for asking my permission to host my very 1st FAQ in the 1st place.

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Cheat Index

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