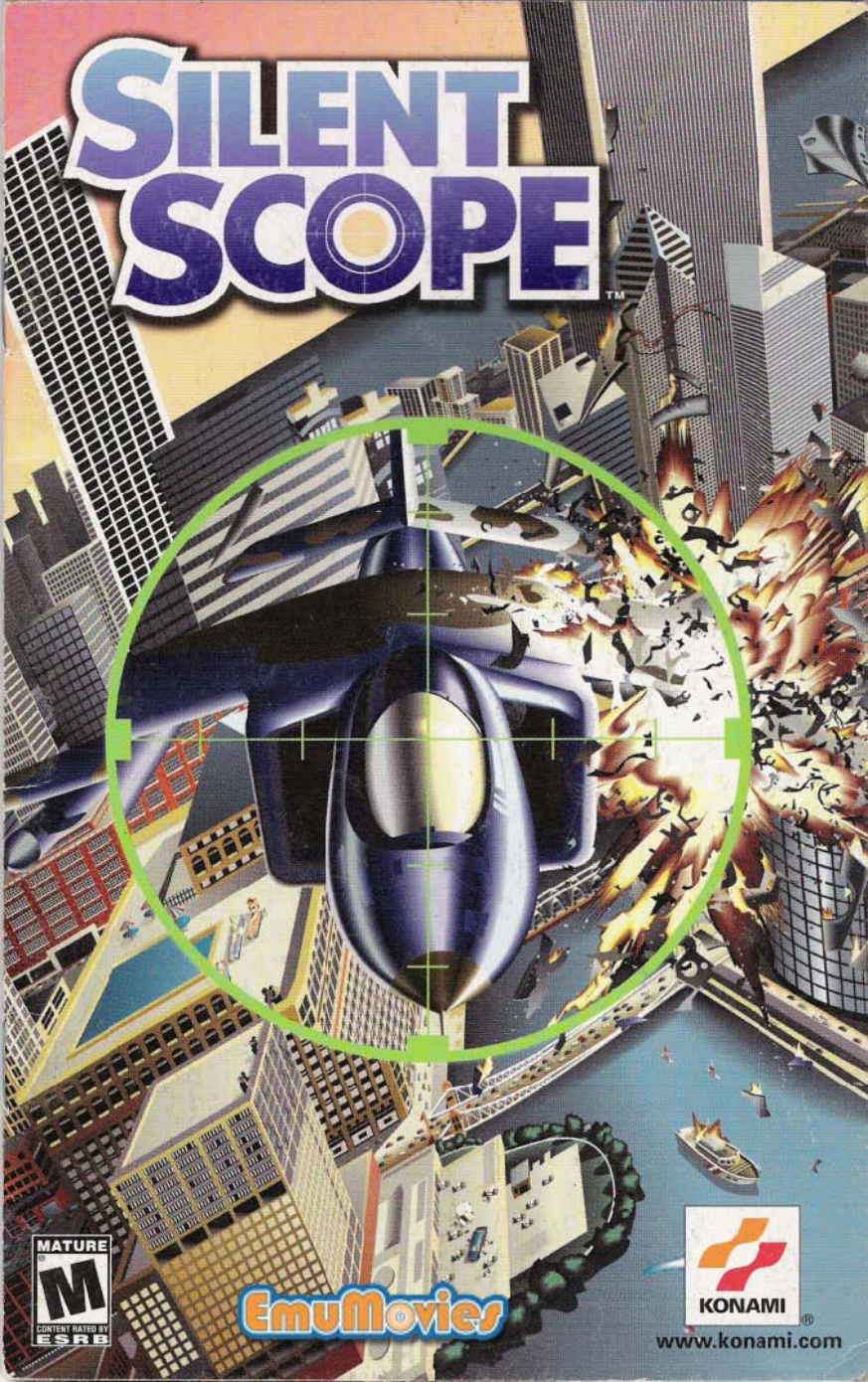


SILENT SCOPE™



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 DISC:

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

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

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

Disclaimer:

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

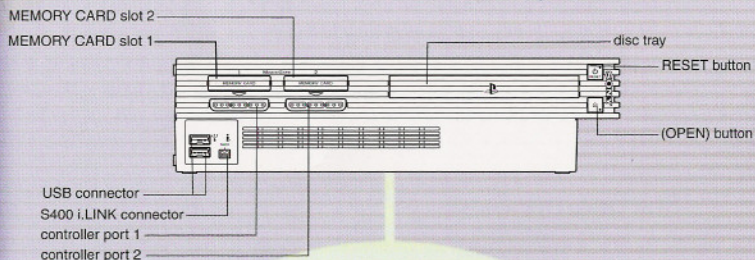
WARNING

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

CONTENTS

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

GETTING STARTED



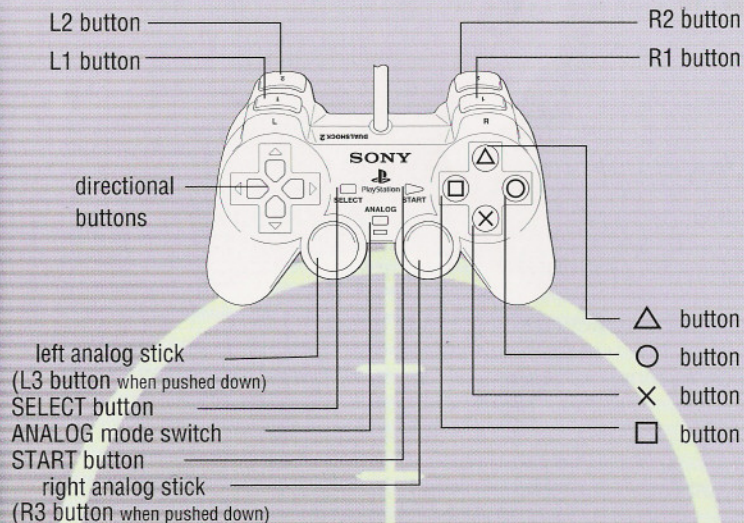
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will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

Memory Cards

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

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

CONTROLS



Normal Mode Controls (default configuration)

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

Professional Mode Controls (default configuration)

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

STORY

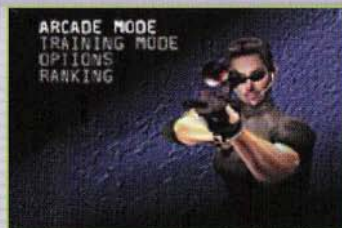
While traveling to Chicago for a political campaign, the President and his family have been kidnapped and are being held hostage by an armed terrorist group. The terrorists are demanding the release of their leader from prison in return for releasing the President and his family. If the Terrorist leader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

To avoid exposing the President and his family to further danger, the government has decided not to resolve this problem with armed forces. To regain control of the situation, an elite Professional Sniper has been sent in undercover. His mission is to rescue the President and his family and take out the leader of the terrorist group.

Time is of the essence! Get out there and eliminate the hostile threats and bring the President and his family back safely.

STARTING THE GAME

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



Arcade Mode (see Mode Select p.8)

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

Training Mode (see Training Mode p.13)

Select TRAINING MODE to improve your skill level.

Options (see Options p.14)

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

Ranking (see Ranking p.16)

Displays the player rankings for each mode.

THE SCREEN

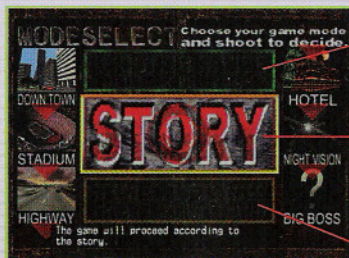


The Scope

Using the O button, you can toggle the scope on the screen. Adjust the sights quickly when the scope is off, then turn the scope on by releasing the O button to make fine adjustments over a target. Shots can be fired without making scope adjustments if necessary.



MODE SELECT



Shooting Range

Story Mode

Time Attack

Selecting ARCADE MODE from the Main Menu will display the Mode Select menu screen. Select Shooting Range, Story or Time Attack using the Directional buttons or left analog stick. Enter the selection with the X button or START button.

Shooting Range

In this mode, the player practices sharpshooting at a shooting range. The player scores points for speed and accuracy within a set time limit. Select between an indoor or outdoor range.

Story Mode

In this mode, the player advances through a total of six stages while trying to rescue the President and his family. The story changes according to the progress made during the game.

Time Attack

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

SHOOTING RANGE

Basic Rules

In both the indoor and outdoor shooting ranges, the player must shoot all enemy targets within a specified time limit to move on to the next stage. Be careful not to hit any innocent bystanders, otherwise the player's score is penalized. After completing each stage or running out of time, the player's performance will be ranked based on score. Additional time remaining at the end of each stage is added to your point total. The player cannot proceed to the next stage if time runs out.



STORY MODE

Basic Rules

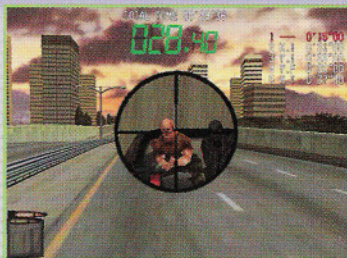
The President and his family have been kidnapped by lethal terrorists. The government turns to a professional sniper to rescue the President and his family. In each stage, the player must carry-out a specific mission while taking out enemies and the level boss within a specified time limit. Each time an enemy hits the player, the player's life is decreased by one. Accidentally shooting an innocent bystander will also decrease the player's life. However, throughout each stage, special Life-Up girls can increase the life gauge by one if the player spots them in the scope. The game ends if time runs out or if the player loses all lives. It is possible to continue playing from the last scene provided all continues have not been used. It is not possible to continue after the time runs out when confronting the final boss.



TIME ATTACK

Basic Rules

In each stage, you have a mission and must eliminate all the enemies and defeat a boss character within a specified time limit. After clearing certain stages, your performance will be ranked based on your time. You do not incur damage from enemy fire in Time Attack, nor are you penalized for shooting innocent bystanders. There are three levels of difficulty in Time Attack, allowing the player to progress through different stages in the game.



STAGES

Downtown

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

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



Football Stadium

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

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



Highway

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

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



Hotel

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

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



Night Vision

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

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



Big Boss

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

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



TRAINING MODE

Overview

The goal of this mode is to improve your targeting skills, reaction time, and shooting accuracy. The Training Mode contains four different types of training (Time Attack, Perfect Shot, Pop-Up Targets, Quick Shot) in three different training zones (Farm, River, Cave).



Basic Rules

Time Attack

Try for the fastest clear time in each zone.

Perfect Shot

Shoot as many targets in a row as you can. Miss a shot and it's game over.

Pop-Up Targets

Unlike the other training modes, the targets disappear if you don't shoot the targets after a certain amount of time. Try to hit all targets that appear on screen.

Quick Shot

Try to hit as many targets as possible within the time limit.

OPTIONS

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

The following are options available in the Options Screen:

Game Config

DifficultySet the difficulty level.

Player LifeSet the number of lives the player has at the start of the game.

Branch Select .Set whether the player selects a path at branch points or whether they are selected randomly (for the Story Mode).

ContinueSet the number of times a game can be continued in the Story Mode. If the "EXTRA" option is selected, the number of continues can be increased during the game based on the player's performance.

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



System Config

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

VibrationsToggle the vibration effect ON and OFF.



Sound Config

SoundToggle the sound between Stereo/Mono.

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

SE VolumeAdjust the volume level of the sound effects.



Key Config

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

ReverseReverse the Up/Down functions of the scope.

Sight SpeedAdjust the speed of the scope.



Memory Card

SaveSave the current game in progress.

LoadContinue playing a previously saved game.

Auto SaveSelect whether to automatically save the game during gameplay. The default setting is "OFF."



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

Brightness Level

The brightness level of your television can be adjusted using this screen as a reference.

Adjust the brightness level on your television set just until the image of the Life-Up girl on the right side of the screen disappears. If your television does not have a brightness adjustment, disregard this option menu.



RANKING

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

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

CHARACTERS

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

Former special operative in a British anti-terrorism task force

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



Scorpion the Butcher

Former U.S. bodybuilding champion

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



Cobra the Ironman

Killer for hire

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



Hornet the Sniper

Hired sniper of the underworld

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

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



Tom & Jerry the Killer Machine

Biological Experiments created from an elite assassin's DNA

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



Monica the Armored Secretary

Secretary to the Big Boss and a specialist in torture

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



EXECUTIVE PRODUCER

Fumiaki Tanaka
Hiroyasu Machiguchi

PRODUCER

Shigenobu Matsuyama

GAME MAIN PROGRAMMER

Hardboilder Shin.

SYSTEM PROGRAMMER

Yoshihisa Inoue

ENEMY & CAMERA PROGRAMMER

Yoshito Fukuda

EFFECT PROGRAMMER

Teck Niihama

CHIEF DESIGNER

Masaaki Kukino

MAP DESIGNER

Yutaka Fujiwara

CHARACTER DESIGNER

Yoshinobu Saito

MOTION DESIGNER

Hiro Moriyama
Kazuya Inoue

SOUND EFFECT

Masahiro Ikariko

MUSIC COMPOSER

JIMMY WECKL

HARDWARE ENGINEER

Hitoshi Konishi
Tatsuya Kobayashi
Masakatsu Watanabe
Hidekazu Yamashita
Satoshi Ueda

MECHANICAL ENGINEER

Yuji Tamura
Koichi Nishio
Hirofumi Nagao
Manabu Akita

INDUSTRIAL DESIGNER

Hiroyuki Muraki
Makiko Otomi

PRODUCT DESIGNER

Hideaki Minoda
Hiroyuki Sugimoto

ORIGINAL GAME IDEA

Yoshitaka Komiya

SPECIAL THANKS

Hideki Chosokabe
Hajime Takahama
Noriko Nagata
ALL G&D STAFFS

DIRECTOR

Masaaki Kukino
Shigenobu Matsuyama

HOME CONVERSION CREDITS

KCE Studios, Inc.

EXECUTIVE PRODUCER
Kazumi Kitaue

PRODUCER
Yutaka Haruki

CHIEF PROGRAMMER
Kenichiro Kato

PROGRAMMER
Masaaki Nagakura
Yasukazu Miura
Seitaro Kimura
Tatsuya Shoji

DESIGNER
Kaz Kaiho
Kuniaki Kawai

SOUND PROGRAMMER
Satoru Nakata
Shunsaku Iwashita

DIRECTOR
Yasushi Kawasaki

SPECIAL THANKS
Koji Aiba, Toshihisa Satake,
Yosuke Adachi, Tomikazu
Nakazawa, Kaz Nirasawa, All
staff members of Konami
Group.

Konami of America, Inc.

PRODUCER
Ken Ogasawara

VP MARKETING
Chris Mike

BRAND MANAGER
Rick Naylor

PRODUCT MANAGER
Jason Enos

MARKETING COMMUNICATIONS MANAGER
Cherrie McKinnon

CONSUMER SERVICES
Jamal Carter

PACKAGING ILLUSTRATION
Steve Isakson - Brain Bang

PACKAGING & MANUAL DESIGN
Scott Allen

SPECIAL THANKS
Bender/Helper Impact, Daniel Castillo, Wilson
Cheng, Catherine Fowler, Akira Kinebuchi,
Harry Kinney, Izora De Lillard, Rachael
Mannick, Pabulum, Brett Robinson, Matt
Robinson, Linda Stackpoole, Carolina
Valencia, Wieden & Kennedy, Norio Yokobori,
Everyone @ KOA.

WARRANTY

Konami of America, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

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

Konami of America, Inc.
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

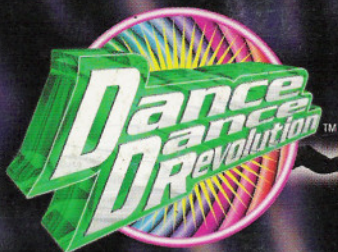
If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

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.

COMING SOON



PlayStation Compatible



RATING PENDING
RP
CONTENT RATED BY
ESRB

Visit www.esrb.org
or call 1-800-771-3772
for more info.

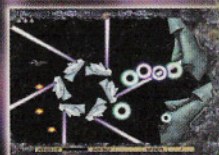
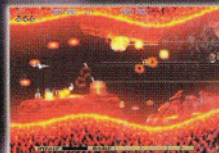
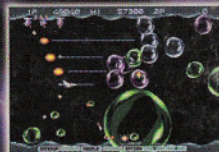


GRADIUS III AND IV

PlayStation 2 Compatible



EVERYONE
E
Mild Animated Violence
CONTENT RATED BY
ESRB



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

SILENT SCOPE, DANCE DANCE REVOLUTION and GRADIUS are either trademarks or registered trademarks of KONAMI CORPORATION. KONAMI® is a registered trademark of KONAMI CORPORATION. © 1995, 1998, 1999, 2000 KONAMI. All rights reserved.
Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. PlayStation and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.