



# SILENT 2 DEPTH

P·a·c·i·f·i·c

## QUICK START GUIDE



# EARLY ACCESS FOREWORD

**Thanks for your support of Silent Depth 2 during its early access phase of development.**

Initial builds will be focused on the “cat and mouse” nature of Submarine War Patrols. You will need to conserve resources and return to Midway to resupply and repair to keep serving until the end of the war.

The focus of your mission will be on tonnage. The shipping you will encounter is based on both luck and the difficulty level you choose. As a Captain it's important to weigh up the opportunity with the current resource and repair level of your Submarine before entering a battle.

Once engaged in a battle you will ultimately be involved until you win, are sunk, manage to escape, or have the enemy ships escape.

Use your cunning, remain hidden until you must create the correct strategy to engage. Sometimes you will get lucky and encounter merchant shipping without escorts, other times you may spot some real threats and need to prioritise them.

Your goal, send as many ships as possible to the deep before they get you or the war in the Pacific ends.

Thanks for Reading

*Silent Depth 2 Dev Team*

# HOT KEYS



Action	Key	Notes
Map	F1	View the map
Submarine Status	F2	View the current status of your submarine
Exterior/Interior View	F3	Toggle between interior and exterior views
Tower View	F4	Tower view, works above the surface.
Periscope View	F5	Works At Periscope Depth
Binocular View	F6	Pan and Zoom from the top of the tower. Works above the surface.
Deck Gun View	F7	Turn and Operate Deck gun above the surface here.
Free Camera	F8	Use WASD keys and mouse to move the camera around
Interior View	F9	This will go straight inside your Submarine
FWD Engine	1 thru 5	Increase engine speed forward
BWD Engine	6 thur 8	Increase engine speed backward
Stop Engine	0	Bring the submarine to a full stop
Fire Gun	G	Fires Deck Gun
Fire Gun	RMB	Fires Deck Gun
Fire Torpedo	T	Fires FWD Torpedo
Rotate Views	Drag whilst holding LMB	Drag periscope, binocular and other views
Select	LMB	Click on interface buttons for various effects
Zoom	Mouse Wheel	Use the mouse wheel to zoom the periscope, binoculars and engagement map views



**TELEGRAM**

**Date: January 1, 1942**

**Subject: Appointment as Gato Class Submarine Captain**

Dear Captain,

I am pleased to inform you that, effective immediately, you have been appointed as the Captain of a Gato Class submarine. Your leadership, experience, and dedication to duty have not gone unnoticed, and we are confident that you will excel in this critical role during these challenging times.

As a Gato Class Submarine Commander, you will be responsible for the safe operation, combat readiness, and strategic deployment of your vessel. Your crew looks up to you for guidance, and your decisions will directly impact the success of our naval operations in the Pacific theater.

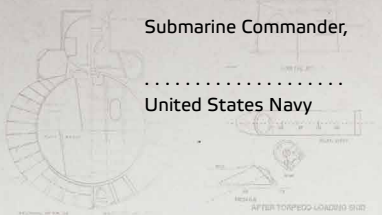
Please report to the submarine base at Midway at your earliest convenience to assume command. You will receive further instructions regarding your duties, crew assignments, and operational readiness.

Congratulations on your appointment, Captain. The nation relies on your courage and expertise as we strive for victory against our adversaries.

Sincerely,

Submarine Commander,

.....  
United States Navy



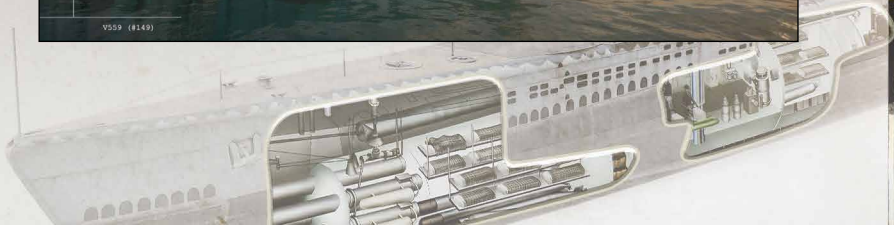


# MAIN MENU

**START GAME** – Start a new Battle Patrol or Continue and existing one

**SETTINGS** – Adjust the in game settings  
Help – A quick key chart

**EXIT** – Leave the game





# SCREEN SETTINGS

**SCREEN RESOLUTION** – Set the resolution at which you would like to play the game.

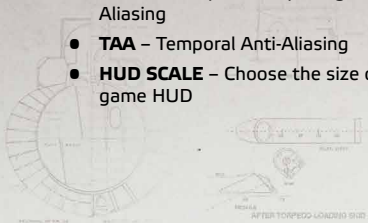
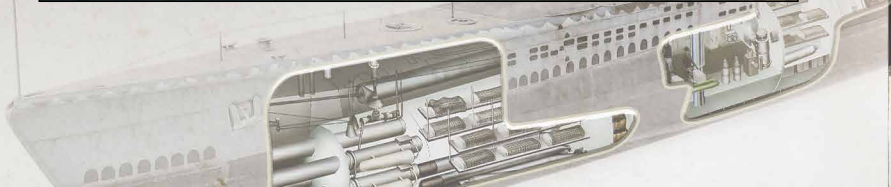
**UPSCALING** – Upscale lower texture resolutions to your current resolution.

**FULLSCREEN** – Play the game in full screen or in a window

**V-SYNCH** – Reduce screen tearing and limit frame rate

**ANTI-ALIASING:** Fix the jagged edges that show up in the game

- **NONE** – No Anti-Aliasing
- **FXAA** – Fast Approximate Anti-Aliasing
- **SMAA** – Subpixel Morphological Anti-Aliasing
- **TAA** – Temporal Anti-Aliasing
- **HUD SCALE** – Choose the size of in game HUD

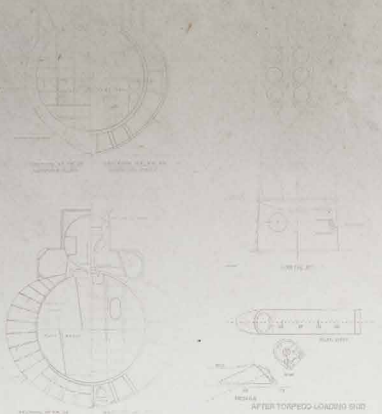
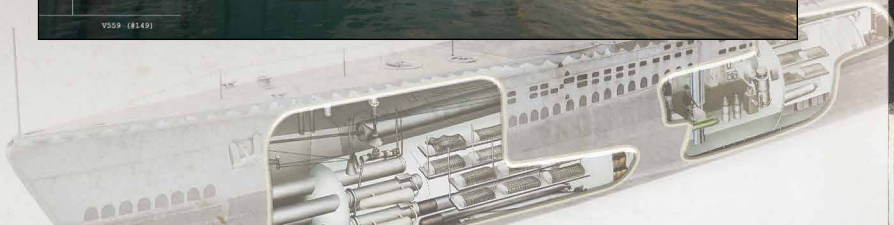




# AUDIO SETTINGS

**MASTER AUDIO VOLUME** – Move the slider to adjust all volume in the game

**MUSIC** – Click to mute





# VISUAL SETTINGS

**PRESET** – Predefined settings

**LIGHTING QUALITY** – Adjust the lighting quality

**WATER QUALITY** – Adjust visual quality of the water

**REFLECTION QUALITY** – Realtime or SSR

**RENDER QUALITY** – Geometric detail and density

**POST PROCESSING QUALITY** – Post Processing Setting

**TERRAIN QUALITY** – Visual fidelity of the terrain

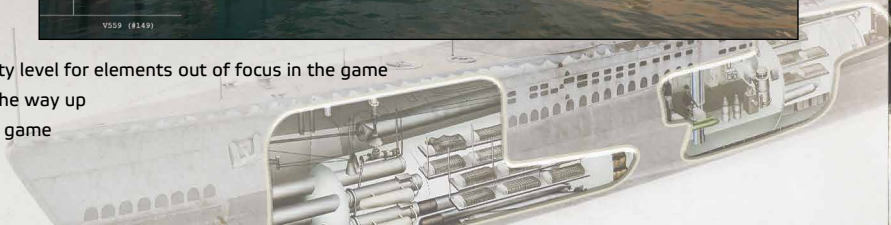
**TEXTURE QUALITY** – Texture detail and resolution

**ANISOTROPIC TEXTURES** – Improve the render quality of textures when viewed at oblique angles.

**DEPTH OF FIELD QUALITY** – Set the quality level for elements out of focus in the game

**RAIN EFFECT DENSITY** – Turn it on or all the way up

**EXPOSURE** – Adjust the visual exposure in game





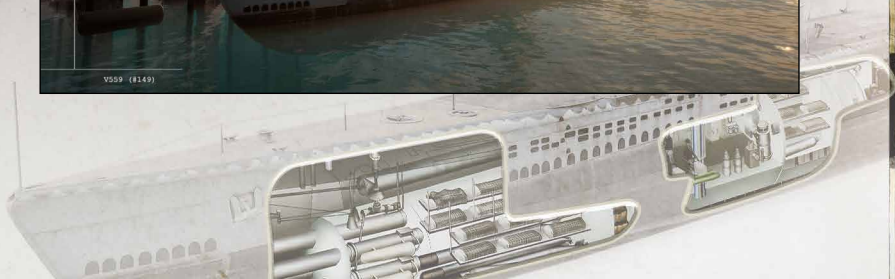
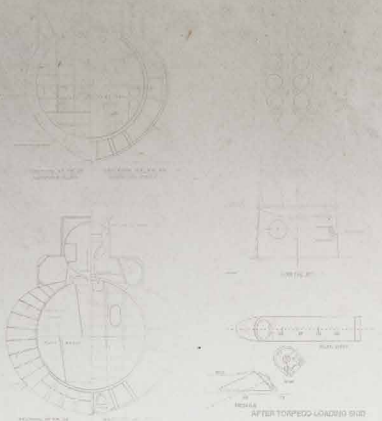


# WAR PATROL

**WAR PATROL** – Start a new war patrol

**CONTINUE** – Load previous saved patrol

**BACK** – Return to the main menu





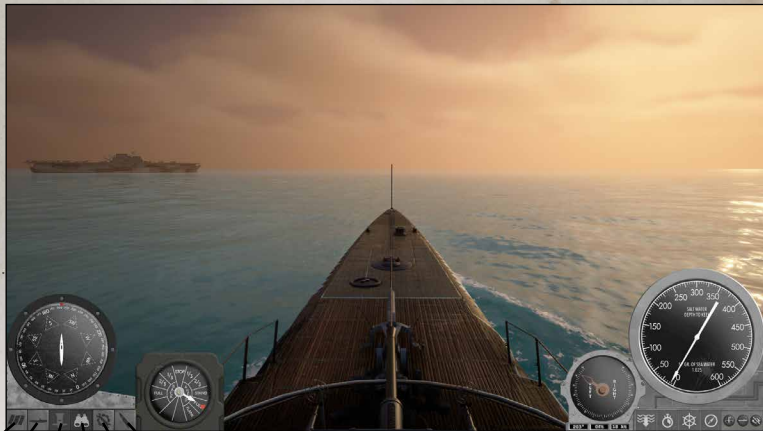
# SUBMARINE VIEWS

1. Go the map view
2. Toggle exterior and interior submarine views
3. Toggle periscope if at periscope depth (50 ft)
4. Toggle binocular and non-binocular bridge views if above surface.
5. Submarine maintenance views
6. Operate deck gun

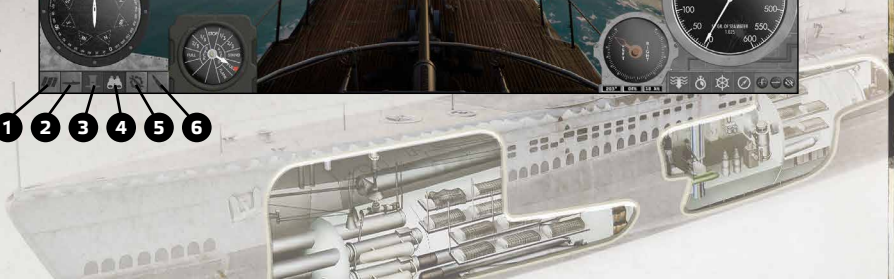
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**TIP:** Each view gives you a different view of the situation. Switch between them for a clearer picture of the battle.

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1 2 3 4 5 6





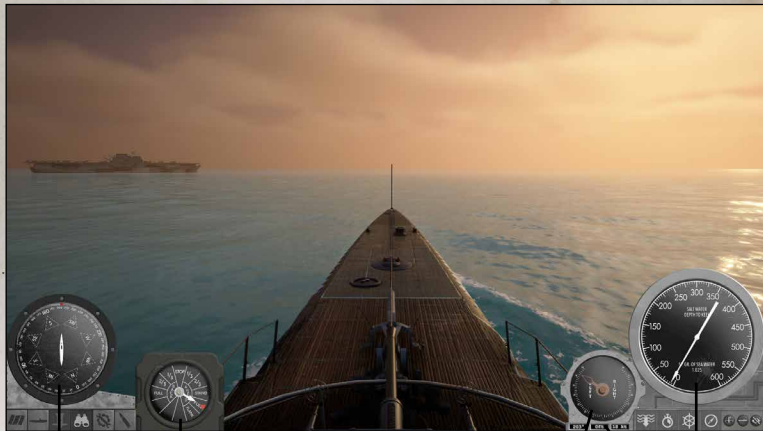
# SUBMARINE NAVIGATION

1. **COMPASS**
2. **ENGINE TELEGRAPH** – Click on the speed indicators to set your speed and direction of travel
3. **RUDDER INDICATOR** – Click on the Indicator to steer left or right
4. **DEPTH GAUGE** – Click a point on the gauge to move to that depth
5. **HEADING, DEPTH AND CURRENT SPEED INDICATORS**

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**TIP:** Take care when diving, be aware of your surroundings.

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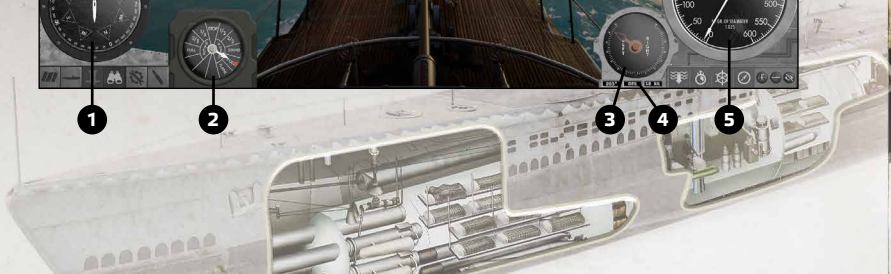
1

2

3

4

5





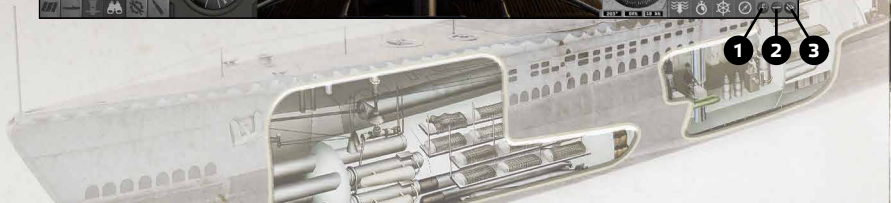
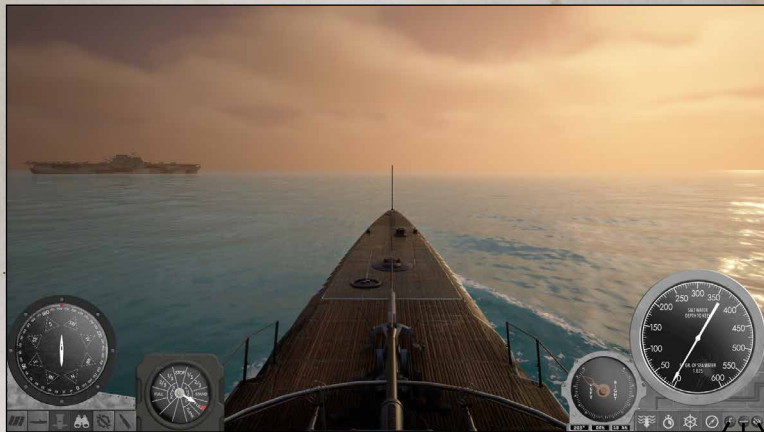
# QUICK DEPTH TELEGRAPHS

1. **PERISCOPE DEPTH** – when clicked the submarine will dive just to a level at which the periscope can see above the surface.
2. **SURFACE** – The submarine will return to the surface when clicked.
3. **DIVE** – Dive to 200 feet

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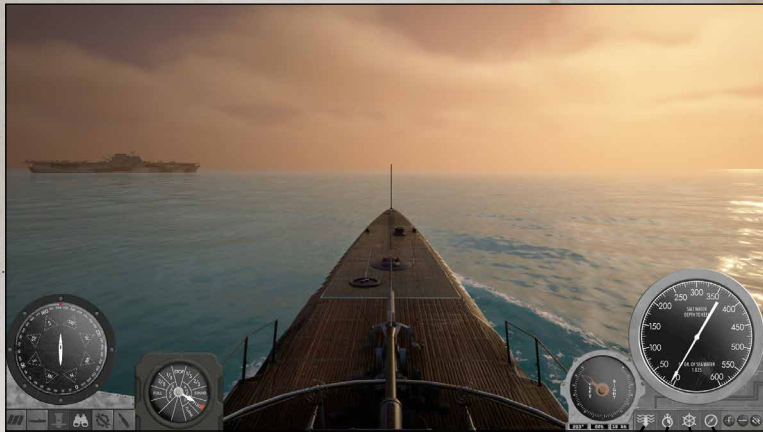
**TIP:** When entering combat it is wise to dive and observe before engaging.

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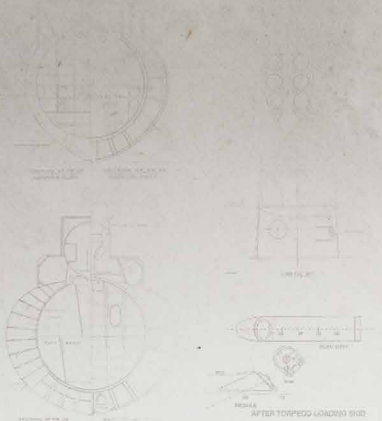
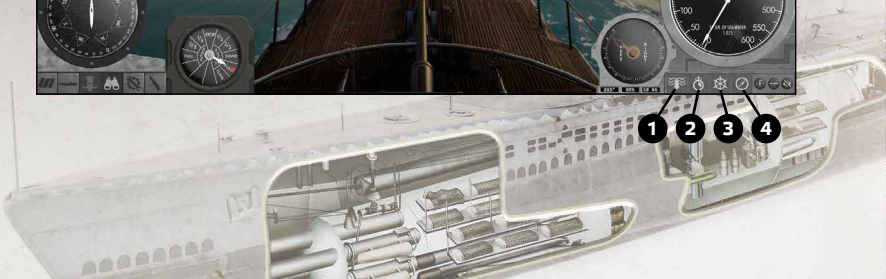


# HIDE GAUGES

1. Click to hide **DEPTH GAUGE**
2. Click to hide **ENGINE TELEGRAPH**
3. Click to hide **RUDDER INDICATOR**
4. Click to hide **COMPASS**



- 1
- 2
- 3
- 4





# DECK GUN

1. Deck Gun Ammo Counter
2. Deck Gun reload meter

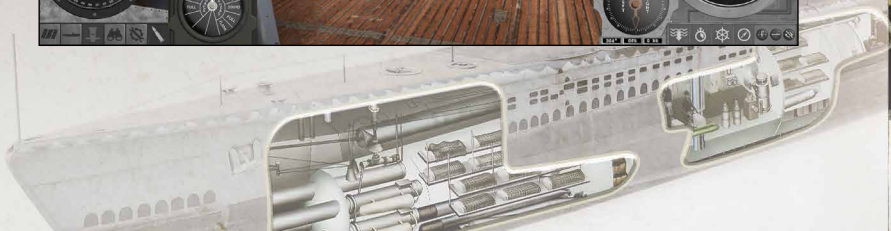
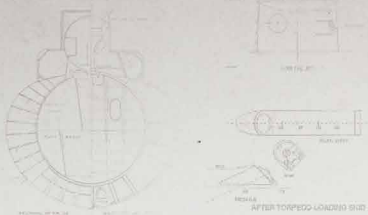
Rotate the deck by holding down the left mouse button and dragging.

Fire the gun by pressing the right mouse button or "G".

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**TIP:** Firing the gun will require experimentation on your behalf, over time you will become a better judge of elevation and how that relates to range.

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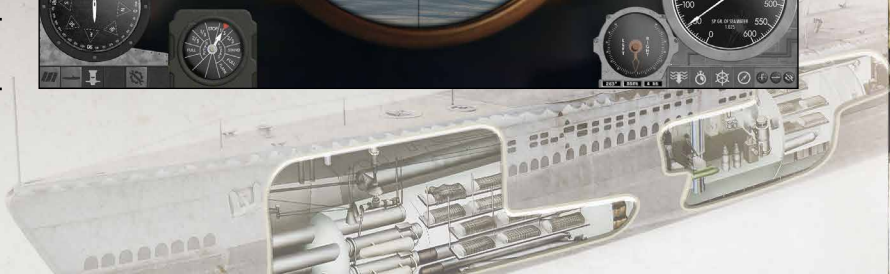
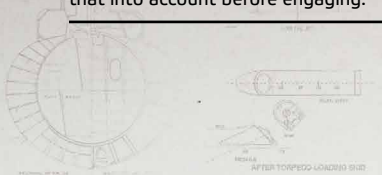
# FIRING TORPEDOES PERISCOPE

1. Targeted Ship Information, a solid yellow triangle means the ship is in range of your torpedoes and onboard calculations are complete. A red triangle means your target is out of range.
2. Switch to AFT Torpedoes
3. Switch to FWD Torpedoes
4. Fire currently selected Torpedo if loaded and glowing

Pan the view by holding down the left mouse button and dragging.

You can adjust the zoom with the scroll wheel on your mouse.

**TIP:** Torpedoes Take Time To Reload, take that into account before engaging.



# FIRING TORPEDOES BINOCULARS (SURFACE)

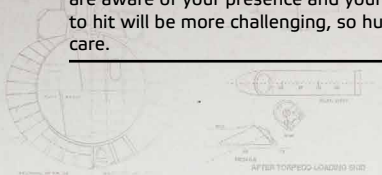
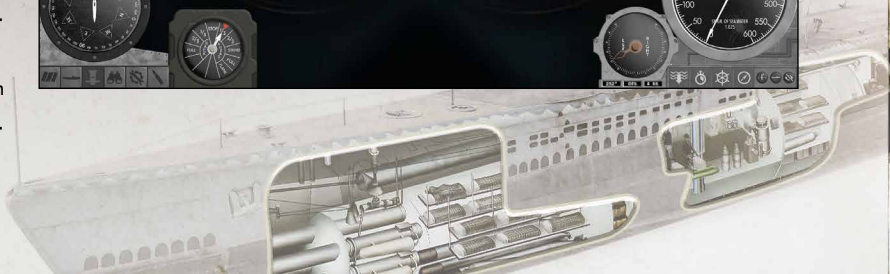


1. Targeted Ship Information, a solid yellow triangle means the ship is in range of your torpedoes and onboard calculations are complete. A red triangle means your target is out of range.
2. Switch to AFT Torpedoes
3. Switch to FWD Torpedoes
4. Fire currently selected Torpedo if loaded and glowing

Pan the view by holding down the left mouse button and dragging.

You can adjust the zoom with the scroll wheel on your mouse.

**TIP:** Some ships will zig and zag once they are aware of your presence and your ability to hit will be more challenging, so hunt with care.





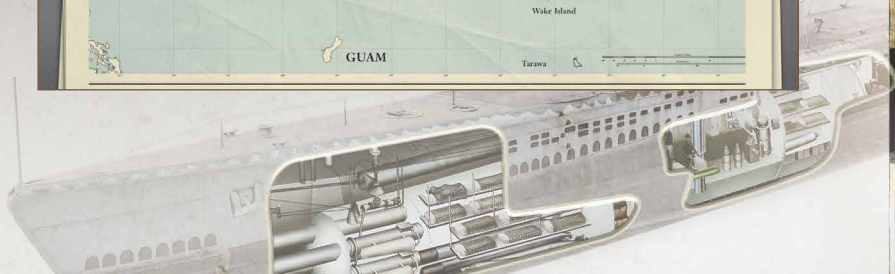
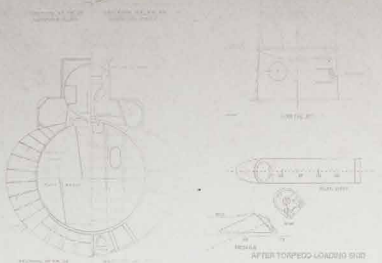
# QUICK TRAVEL MAP

1. Click to Zoom in on your current position
2. Left Click anywhere on the map to have your submarine begin to travel
3. Your submarine's current location
4. Midway, your submarines current home port. Click on this to return to repair and resupply.

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**INFO:** As Early Access Progresses more landmasses will become available.

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# WAR PATROL ENCOUNTER



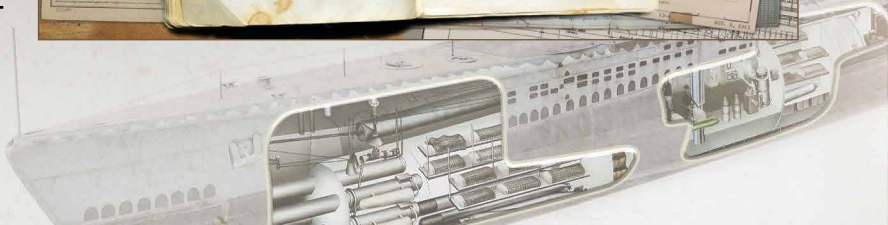
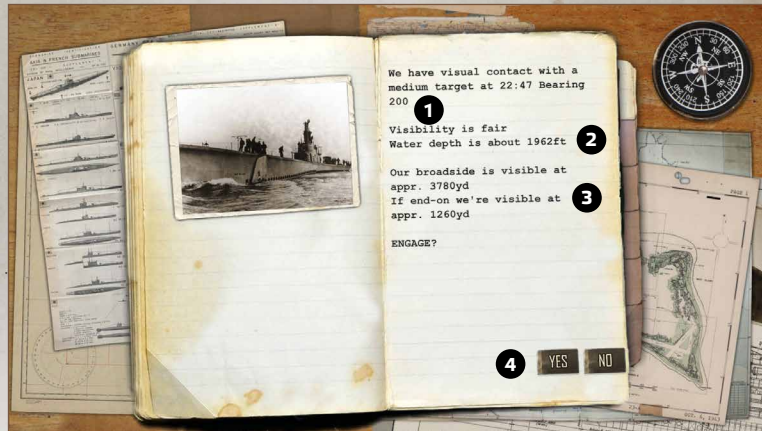
1. Target Information
2. Visibility and water depth
3. Detection Visibility of your Submarine
4. Decide to engage by selecting yes, or avoid the encounter by selecting no.

Be sure to read this information before making a decision on your encounter.

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**TIP:** Be sure to engage "end-on" in order to avoid being visible for as long as possible. Once the first Torpedo strikes, they will know you are there.

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# BATTLE MAP

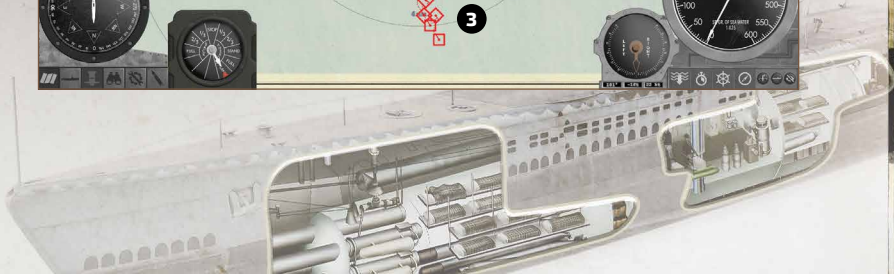
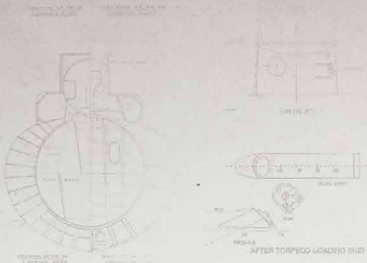
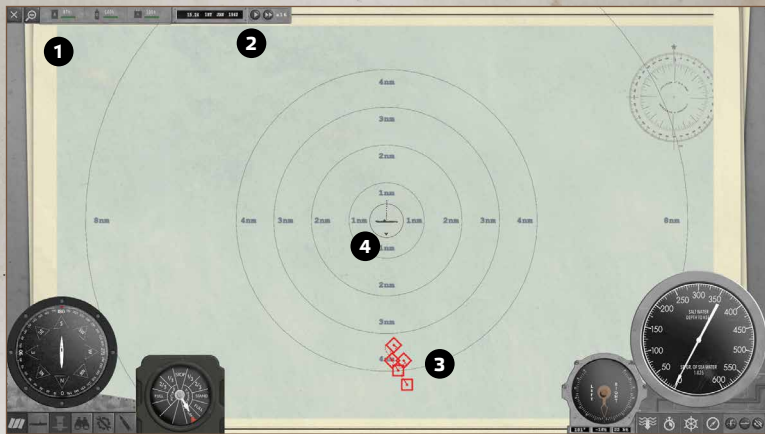
1. Zoom out to full map, if not in battle.
2. Time Scale options
3. Enemy Contacts
4. Your Submarine, the arrow denotes its current facing direction.

Additionally, you can zoom this map by using the scroll wheel on your mouse.

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**TIP:** If you notice a convoy with diamonds, it's time to dive!

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# SUBMARINE SYSTEMS



1. Ship Name
2. Hull Integrity
3. Ship System Integrity
4. Forward Torpedo Status
5. After Torpedo Status
6. Torpedo reload status when you mouse over FWD or AFT storage.

Your crew will automatically attempt to repair systems whilst on patrol but returning to Midway will ensure all systems are repaired.

**TIP:** Your Submarine carries 16 FWD Torpedoes and 8 AFT Torpedoes. Return to Midway to resupply.

**SYSTEM REPORT**  
**USS Lancetfish**  
HULL: 100%

COMPLIMENT  
OFFICERS 4  
ENLISTED 84

OPERATIONAL STATUS  
ALL SYSTEMS ARE OPERATING NORMALLY  
NO MAINTENANCE REQUIRED  
NO REPAIRS REQUIRED  
NO REPAIRS REQUIRED  
NO REPAIRS REQUIRED  
NO REPAIRS REQUIRED

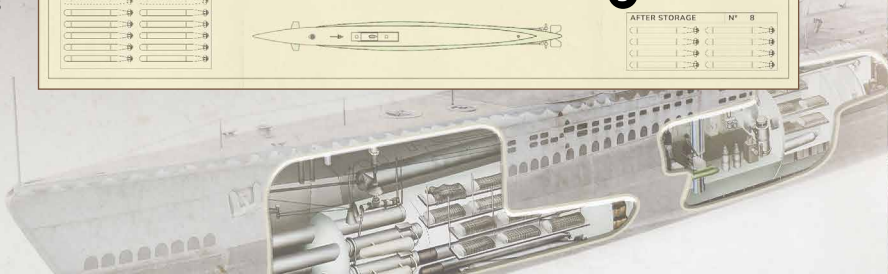
**FORWARD TORPEDO TUBES**

**30 INCH CALIBER GUN**  
N° SHELLS: 98

**FORWARD STORAGE N° 10**

**AFTER STORAGE N° 8**

ALL SYSTEMS ARE OPERATING NORMALLY



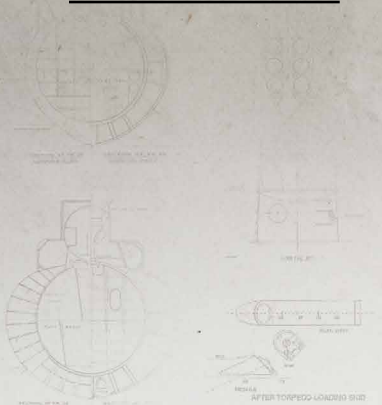
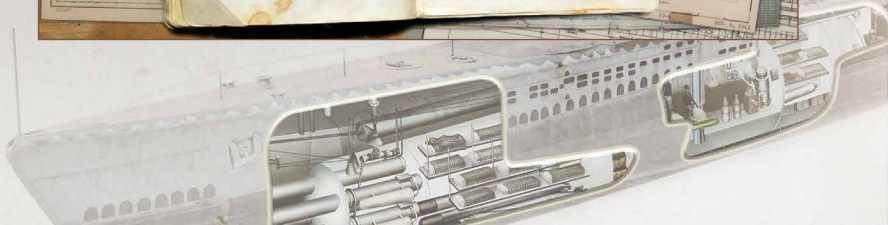
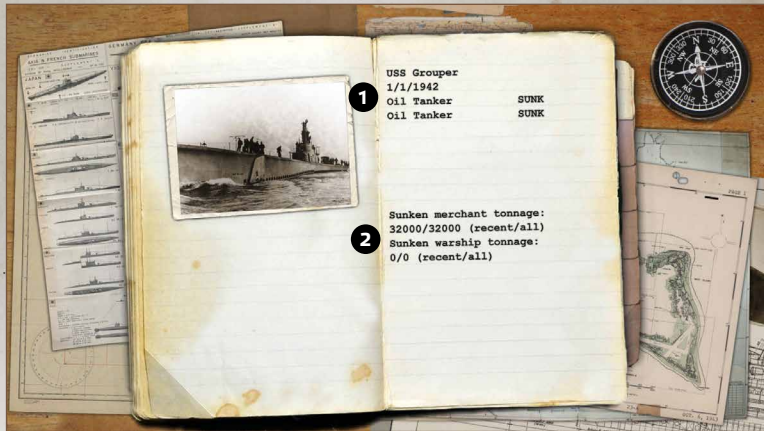
# RESULTS

1. List of Sunken vessels
2. Tally of tonnage sunk so far

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**TIP:** Not every battle is against a dangerous enemy.

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# GOOD LUCK OUT THERE

Adapt: Just because you lose a system, it does not mean you lose the entire battle.

