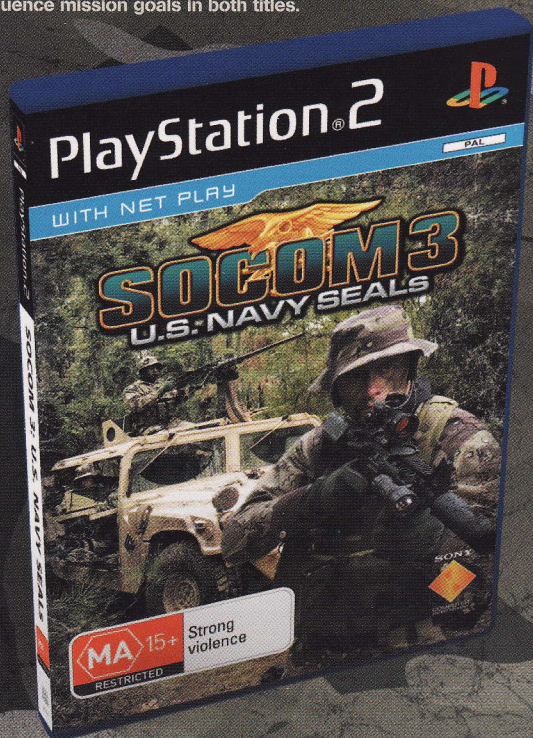


SOCOM 3: U.S. Navy SEALs

OUT NOW on PlayStation®2

SOCOM 3: U.S. Navy SEALs is compatible with SOCOM: U.S. Navy SEALs Fireteam Bravo via "Crosstalk" - simply connect your PSP™ (PlayStation®Portable) system to your PlayStation®2 console with a USB cable (sold separately) to synch Crosstalk objectives that influence mission goals in both titles.



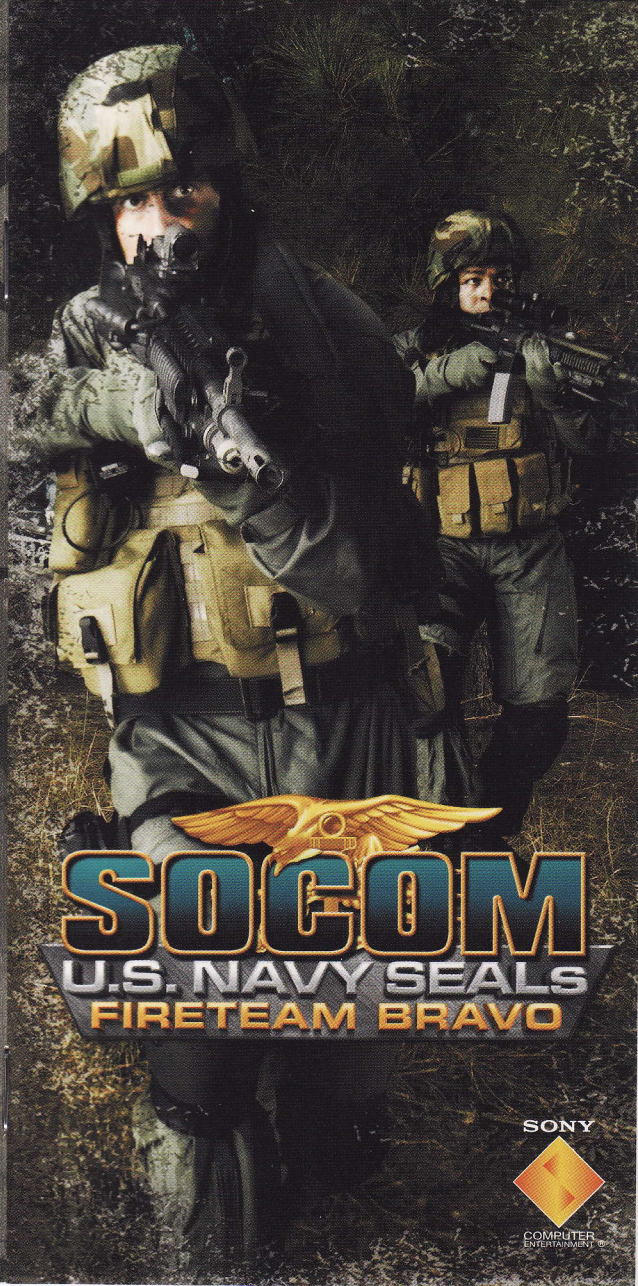
socom-hq.com

UCES-00038

PlayStation®, PSP®, UMD™ and A O X D™ are trademarks or registered trademarks of Sony Computer Entertainment Inc. © is a registered trademark of Sony Corporation. All Rights Reserved.

SOCOM: U.S. Navy SEALs Fireteam Bravo and SOCOM 3: U.S. Navy SEALs ©2005-2006 Sony Computer Entertainment America Inc. Published by Sony Computer Entertainment Europe. Developer by Zipcar Interactive Inc. The U.S. Navy provided technical support, but does not officially endorse this product. All rights reserved.

711719641865/ANZ



SOCOM

U.S. NAVY SEALs
FIRETEAM BRAVO

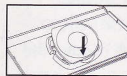
SONY



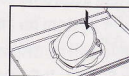
COMPUTER
ENTERTAINMENT

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™ Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

PARENTAL CONTROL LEVEL	AGE GROUP
9	Restricted to 18 and over
7	Not suitable for under 15 unless accompanied by an adult
5	Recommended for mature players
3	Parental guidance recommended
2	General




UCES-00038/ANZ

SOCOM: U.S. Navy SEALs Fireteam Bravo ©2005-2006 Sony Computer Entertainment America Inc. Library programs © 2003-2006 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR PERSONAL USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, resale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Sony Computer Entertainment Europe. Developed by Zipper Interactive Inc. The U.S. Navy provided technical support, but does not officially endorse this product. All rights reserved.

ENGLISH

SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the **SOCOM: U.S. Navy SEALs Fireteam Bravo** disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  from the Home Menu and then select the . A thumbnail image of the software will be displayed. Select the image and press the  button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

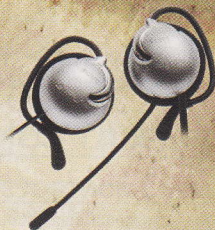
To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved **SOCOM: U.S. Navy SEALs Fireteam Bravo** data. Make sure there is enough free space on the Memory Stick Duo™ before commencing play.

SOCOM: U.S. Navy SEALs Fireteam Bravo uses an autosave feature. Do not insert or remove the Memory Stick Duo™ after start-up as doing so may cause data to be overwritten.

In Single Player mode, progress will be automatically saved to Memory Stick Duo™ between missions if a Memory Stick Duo™ with at least 800KB of free space is inserted. In Single Player mode, previously saved data will be loaded automatically upon start-up, and can be accessed by selecting "Continue Campaign Menu" from the "Campaign Menu" on the Main Menu.

SETTING UP THE HEADSET

The Headset can be used to conduct two-way conversations with other players during online sessions and is useful for barking orders and giving warnings. Used in conjunction with the Headphones with Remote Control for PSP™, the Headset must be inserted into the remote control and then the remote control must be inserted into the headset connector on the PSP™ system.



NOTE: using the Headset is optional but highly recommended for online play.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ (PlayStation®Portable) Game in their PSP™ system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of both the directional buttons and the analog stick unless stated otherwise.

DEFAULT CONTROLS

MENU CONTROLS

Navigate menu/highlight menu item	↑/↓/←/→
Select highlighted menu item	× button
Previous screen/return to Main Menu	○ button
Open Start Menu/pause	START button
Access Tactical Map (TacMap)	SELECT button
Voice Chat (with Headset)	○ button (hold) + voice (Multiplayer only)
Access Team Command Menu	○ button (tap)
Open Team Command sub-menu	× button
Highlight command	↑/↓/←/→ buttons
Execute command	× button
Execute Team Command Action (TCA)	○ button (hold)
Player statistics (online)	SELECT button
In-Game Communications Menu (online)	○ button (tap)

CHARACTER MOVEMENT AND ACTIONS

Move	analog stick
Sidestep left/right	← button (hold) + analog stick
Toggle Free Look mode on/off	→ button (tap)
Move character while in Free Look mode	← button (hold) + analog stick
Change stance (stand, prone, crouch)	△ button
Fire/throw/deploy weapon/take picture	× button
Target lock	← button (hold)
Cycle through targets	→ button (tap) + ← button (hold)
Primary weapon/grenade quick switch	△ button (hold)
Special action	□ button
TCA command (Single Player only)	○ button (hold)
Reload weapon	□ button (hold) or ← button + □ button
Toggle vision mode	↑/↓ buttons
Cycle through team-mates during online play (when out of action)	←/→ buttons
Open equipment panel	← button
Cycle through weapons/equipment	↑/↓ buttons
Select weapon/equipment	× button
Toggle firing mode	← button + △ button

FIRETEAM COMMAND LIST

Fireteam is the name of the two-man SEALs unit at your command and it consists of yourself, codenamed SANDMAN, and your SEAL team-mate, Tate Rawlins a.k.a. LONESTAR. One of LONESTAR's primary responsibilities is to cover your back during combat situations. LONESTAR will never move too far away from you and he will always endeavour to rejoin you if you wander off on your own.

LONESTAR can be instructed to foray a short distance away from your position in order to execute some of the following commands:

DEPLOY

If LONESTAR is equipped with grenades, C-4 or satchel charges, he will respond to your command by dispatching his explosive payload.

FOLLOW

Shadowing your every move, LONESTAR will take your lead and follow behind you copying your body position.

FIRE AT WILL

LONESTAR will open fire on any enemy within range.

REGROUP

Command LONESTAR to return to your position.



MOVE TO

Instruct LONESTAR to move to a designated position as indicated by the crosshairs.

STEALTH TO

Order LONESTAR to move in a stealthy manner to a position as indicated by the crosshairs.

BREACH

Order LONESTAR to open a door and secure the area on the other side of the doorway by force.

INTERACT

Order LONESTAR to perform a Special Action.

HOLD POSITION

Order LONESTAR to hold his position until commanded otherwise. LONESTAR will always stay within a certain distance of you, so if you move beyond that designated distance, he will break position and return to cover you.

HOLD FIRE

Command LONESTAR to hold fire until you countermand the order or until he spots an enemy who is about to open fire.

COVER TARGET

Give the command to cover a specific zone, and LONESTAR will open fire on any enemy that enters the zone, as long as he has visual contact with the specified zone.

GET DOWN

Order LONESTAR into the prone position.

KILL TARGET

If LONESTAR has a target in view, he can be instructed to shoot to kill.

NOTE: an escortee can also be instructed to perform a specific action as long as they are travelling with your unit.

USING THE CROSSHAIRS AND NAV POINTS

Use the crosshairs to send LONESTAR to a specific location, for example, place the crosshairs on a specific location such as a doorway and issue the "MOVE TO" command to instruct LONESTAR to move into the doorway area.

Nav Points are map coordinates that mark key positions in the op area. Nav Points, such as Charlie, Delta, Echo and Foxtrot, are created prior to insertion and will be displayed on-screen as geographical reference points. Nav Points can be viewed on the TacMap by using the **←** and **→** buttons to navigate and zoom in and out. Please refer to the TacMap section and the Mission Objectives section of this manual for detailed instructions on how to use the TacMap.

GETTING STARTED

USING MENU SCREENS

Press **↑**, **↓**, **←** or **→** to highlight an option, then press the **×** button to confirm. To return to the previous menu screen, press the **○** button.

TITLE SCREEN

The Title Screen will be displayed. Press the **×** button to access the Operations Control Network (OCN) interface and press the **×** button again to access the "Create a New Profile" Screen. Use the virtual keyboard to enter a profile name. Press **↑**, **↓**, **←** or **→** to highlight a character on the virtual keyboard and press the **×** button to confirm. When finished, highlight "Enter" and press the **×** button to access the Main Menu.

MAIN MENU

INSTANT ACTION

Once a mission has been completed in Campaign mode, you can enter Instant Action mode and play the same mission map from five different game types and three different difficulty levels. Use the analog stick or directional buttons to highlight an option and press the **×** button to confirm each choice. Press the **□** button to randomise the mission variables.

HOSTAGE EXTRACT

Find the hostages and safely deliver them to the extraction zone.



STEALTH EXTRACT

Find the hostages and safely deliver them to the extraction zone without being detected. If spotted by an enemy, the hostile must be neutralised within seconds or else the mission will result in failure.

SWEEP AND CLEAR

Eliminate all hostiles within a set amount of time.

SABOTAGE

Find the satellite terminal and command LONESTAR to disable it to complete the mission.

STEALTH SABOTAGE

Find the satellite terminal and command LONESTAR to disable it. If spotted by an enemy, the hostile must be neutralised within seconds or else the mission will result in failure.

NOTE: each time a map is attempted in Instant Action mode, items and enemy positions will be randomized.

CAMPAIGN

NEW CAMPAIGN

Begin a Single Player mode campaign. Please refer to the Campaign Menu section of this manual for further details.

CONTINUE CAMPAIGN

Resume a **SOCOM: U.S. Navy SEALs Fireteam Bravo** campaign from your most recent save file. A Memory Stick Duo™ containing previously saved data must first be inserted into the Memory Stick Duo™ slot before continuing a saved campaign.

MISSION REDEPLOY

Replay a previously completed mission.

CAMPAIGN STATS

View current campaign statistics.

INFRASTRUCTURE

Wirelessly connect to a Wireless (WLAN) Access Point and get online to take on players across the globe in multiplayer combat action for up to 16 players.

AD HOC

Up to 16 players can wirelessly connect to a multiplayer Ad Hoc Mode session. All players must be positioned within 10 metres of each other and must have a clear line of sight between each PSP™ system.

SETTINGS

CONTROLLER LAYOUT

Review the default controls for **SOCOM: U.S. Navy SEALs Fireteam Bravo** (outlined elsewhere in this manual).

OPTIONS LIST

MUSIC VOLUME

Set the volume level of the in-game music.

DIALOGUE VOLUME

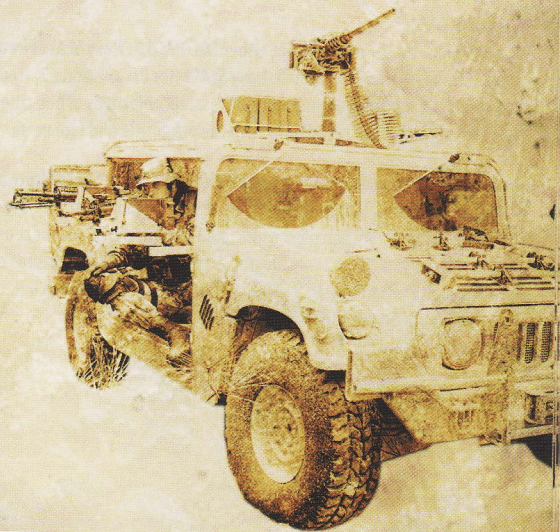
Set the volume level of the in-game dialogue.

EFFECTS VOLUME

Set the volume level of the sound effects.

HELP POPUPS

Press the **X** button to turn the in-game help popup menus on or off.



Y-AXIS INVERT

Press the \times button to turn the Y-Axis Invert feature on or off.

LOOK SPEED

Adjust the look speed of the crosshairs/weapon reticule.

DEAD ZONE

Adjust the amount of movement the analog stick requires before the crosshairs begin to move.

ACCEPT CHANGES

Save all Options List adjustments to Memory Stick Duo™.

NOTE: press the \square button to return the Options List to its original default settings.

PROFILE SETTINGS

Edit your profile name and difficulty level or save a profile, load a profile or delete game data from Memory Stick Duo™.

EXTRAS

View and access great extras such as movies, weapons and new characters that have been successfully unlocked either by completing missions in **SOCOM: U.S. Navy SEALs Fireteam Bravo** or by synchronising saved data between **SOCOM 3: U.S. Navy SEALs** and **SOCOM: U.S. Navy SEALs Fireteam Bravo** via Crosstalk.

CROSTALK

Mission goals can be influenced in either **SOCOM: U.S. Navy SEALs Fireteam Bravo** (for PSP™) or **SOCOM 3: U.S. Navy SEALs** (for PlayStation®2) (sold separately) by first completing specific Crosstalk objectives in one title and then synchronising the saved data with the other title and vice versa.

In order to synchronise data between **SOCOM: U.S. Navy SEALs Fireteam Bravo** and **SOCOM 3: U.S. Navy SEALs**, the PSP™ system must first be connected to a PlayStation®2 console (sold separately). To connect a PSP™ system to a PlayStation®2 console and access the Crosstalk features of both titles, use a standard USB cable with a Mini-B connector to link the PSP™ system to one of the USB connectors on the front of the PlayStation®2 console.

Once the PSP™ system and the PlayStation®2 console have been connected by USB cable, please ensure that **SOCOM: U.S. Navy SEALs Fireteam Bravo** has been inserted correctly into the PSP™ system and that **SOCOM 3: U.S. Navy SEALs** has been inserted correctly into the PlayStation®2 console, before accessing the Main Menu in each title. Select "Profile" in each title and then select the "Extras" option. Select the "Crosstalk" option for each title and press the \times button to access the Crosstalk screen which will display all objectives completed and rewards gained.

Highlight the "Sync All Files" option on the "Crosstalk" screen of **SOCOM: U.S. Navy SEALs Fireteam Bravo** and press the \times button. A file synchronisation message will be displayed on-screen. Highlight the "Sync All Files" option on the "Crosstalk" menu of **SOCOM 3: U.S. Navy SEALs** and press the \times button, and finally press the PSP™ system's \times button to begin synchronisation.

SOCOM 3: U.S. Navy SEALs will then display an on-screen message prompting you to save your profile. Select "Yes" to overwrite a previously saved profile with a new profile that incorporates the "Crosstalk" features from **SOCOM: U.S. Navy SEALs Fireteam Bravo**. Simultaneously, the profile for **SOCOM: U.S. Navy SEALs Fireteam Bravo** will be automatically saved to Memory Stick Duo™.

TUTORIALS

View a comprehensive list of helpful tutorials on subjects such as navigation, combat and how to issue orders.



CAMPAIGN MENU

MISSION BRIEFING

View a summary of your orders with a general mission description, including important intelligence, target specifics and diplomatic concerns.

MISSION OBJECTIVES

View a list of primary mission objectives in the order that they should be executed. If additional objectives arise during the operation, SOCOM HQ will directly transmit notification.

MISSION INTEL

View dossiers of recently gathered intelligence pertinent to the main objective of each mission. The dossiers include maps of the op area, recon information and terrorist profiles.

ARMOURY

Review or change weaponry and equipment for each Fireteam member by first selecting a SEAL and then selecting your primary weapons, secondary weapons, attachments and equipment. Highlight a weapon or equipment slot using the analog stick or directional buttons and press the \times button to confirm. Once selected, press the \leftarrow/\rightarrow buttons to display weapon/equipment choices. Press the \times button to select the displayed weapon/equipment. Press the \circ button to return to the Armoury character selection screen.

DEPLOY

When ready to start the mission, highlight "Deploy" and press the \times button.



SINGLE PLAYER MODE GAMESCREEN



- | | |
|-----------------------------|----------------------------|
| 1 Nav Point | 2 Target Lock Box |
| 3 Team Command Action (TCA) | 4 Compass |
| 5 Weapon Display | 6 Team Member Status panel |

COMPASS

Located in the top right-hand corner of the screen, the compass can be used as an aid for navigating the operation area. Due north is indicated by the letter "N" on the compass, and your position will always be displayed at the centre of the compass as an orange square with a white view cone extending in the direction of orientation. LONESTAR will be displayed on the compass as a blue square.

WEAPON DISPLAY

The currently equipped weapon and ammo info will be displayed in the bottom left-hand corner of the screen.

TEAM MEMBER STATUS PANEL

The Team Member Status panel located in the bottom right-hand corner of the screen displays the health meter of each SEAL. If the health meter turns from green to red, then death may be only a few bullets away, and if the health meter depletes completely then they'll be sending you home in a body-bag!

TEAM COMMAND ACTION (TCA)

When you point the crosshairs at an area where a TCA interaction is executable, a blue text bar will be displayed above the Team Member Status panel in the bottom right-hand corner of the screen. The blue text bar will display the type of TCA that is currently possible to execute. Press and hold the \circ button while the blue text bar is visible in order for LONESTAR to perform the TCA.

SPECIAL ACTIONS

Special Action messages will be displayed at the top of the screen when it is possible to carry out an immediate task or if an item close at hand can be used to your advantage. Press the button to execute a Special Action, such as restrain a civilian, pick up weapons from fallen enemies, pick up other useful items, open or close a door, climb walls or descend ledges, place C-4 or satchel charges or use a knife for stealth kills.

Furthermore, the Follow, Hold Position and/or Get Down icons will be displayed when you aim the crosshairs at a person under your protection. Press the button to give the person the selected command.

CROSSHAIRS/WEAPON RETICULE

Use the crosshairs or other sights to aim weapons. The crosshairs will be displayed whenever you are holding a firearm, including rocket-propelled grenades or rockets. A grenade sight will be displayed when you are equipped with a grenade – remember to stand well back once you have launched the grenade.

The crosshairs can also be used to direct LONESTAR to precise positions in the op area; for example, point the crosshairs at a specific location, then tap the button to display the Team Command Action menu and select the "Move To" option and LONESTAR will immediately relocate to your chosen position.



The crosshairs can also be used to point at specific items of interest in order for LONESTAR to perform a Special Action upon; for example, point the crosshairs at a generator and then tap the button to display the Team Command Action menu and select the "Disable Generator" option and LONESTAR will set about disabling the generator.

The weapon reticule, positioned in the centre of the screen, displays the potential bullet spread of the currently equipped weapon, and when stationary, crouching or in the prone position, the lines on the weapon reticule will contract to indicate that your shots will be more accurate in finding their mark. For rocket launchers and rocket-propelled grenades, the reticule will use a static reticule without spread indicators.

PLAYING THE GAME

USING THE TACTICAL MAP (TACMAP)

Press the SELECT button to access the TacMap/Mission Objectives screen to navigate the environment and keep track of the mission specifics. The TacMap and Mission Objectives contain all of the current objectives and intelligence about the operational area. SANDMAN's position will be displayed on the TacMap as a small orange square with a white view cone extending in the direction of his orientation. LONESTAR will be displayed as a blue square.

Press the analog stick to move the TacMap view and press the L or R buttons to zoom the TacMap in or out. Press the button to snap the TacMap back to your current position. Press the button to snap the TacMap to the location of the current objective. Press the button to get more information for a highlighted objective.

The TacMap can also be used to keep track of SOCOM's mission objectives, as well as new objectives that may be added during the mission. The mission objectives list will be displayed to the left of the TacMap. Select an objective and press the button to view a brief description of the objective. Mission objectives are colour coded as follows:

- Green:** Current/highlighted objectives.
- White:** Objectives yet to be completed.
- Yellow:** Completed objectives.
- Red:** Failed objectives.
- Blue:** Bonus/hidden objectives completed.

USING WEAPONS

To fire an equipped weapon, press the **X** button. Your shots will be more accurate when fired from a stationary, crouching or prone position. Press and hold the **△** button to toggle between your primary weapon and grenades. Press the **←** button to open the inventory menu and press the **↑** or **↓** buttons to highlight an item, then press the **X** button to equip it.

Press and hold the **□** button to manually reload the weapon as long as there is enough ammo for the weapon in hand.

WEAPON FIRE MODE

Many assault weapons have multiple firing modes ranging from a semi-automatic single shot to a three shot burst or more. To switch firing modes, press the **←** button to open the inventory menu, highlight a weapon and press the **△** button to switch its firing mode. The bullet icons in the Weapon Display in the bottom left-hand corner of the screen will increase or decrease depending on the setting. If equipped with the grenade launcher, press the **△** button until the reticule changes to the rocket reticule.

AIMING A WEAPON/TARGET LOCK

Tap the **→** button to enter Free Look mode and use the analog stick to manually aim the weapon and recon the immediate surroundings. Tap the **→** button again to exit Free Look mode. Press and hold the **□** button to lock on to the nearest target and cycle through multiple targets by tapping the **L** button while holding down the **R** button. When target locked onto an enemy, a red box will be displayed around the enemy and the reticule will snap to his body if in range. Based on your movement, stance and distance from your target, the reticule will move between the enemy's lower torso and head. Other potential targets in range will be identified by a grey box, but be mindful not to take out innocent civilians.

USING A SCOPE

Press the **↑** button to zoom in the scope and press the **↓** button to zoom out or exit the scope. Scope performance is different depending on the weapon in hand and steadier shots can be fired from a crouching or prone position.

THROWING A GRENADE

To throw a grenade, press the **←** button to open the inventory, then select a grenade and press the **X** button to equip it. Once equipped, press and hold the **X** button to display the grenade trajectory marker. Hold the **X** button to set the strength of the grenade lob, and then release the **X** button to throw the grenade.

SETTING A CLAYMORE MINE

Press the **←** button to open the inventory, select the claymore and press the **X** button. Determine the location you want to cover and place the mine by pressing the **X** button. Conveniently, the claymore mine's remote control detonator will then be displayed in your inventory. Select the remote control and press the **X** button to detonate the mine. Multiple mines can be planted and simultaneously detonated by placing the mines, then selecting the detonator from the inventory and pressing the **X** button.

PLANTING A PRESSURE MINE (MULTIPLAYER ONLY)

Press the **←** button to open the inventory, select the mine and press the **X** button to confirm. Press the **X** button again to place the mine and it will detonate when stepped on.

SINGLE PLAYER MODE

The success of each mission is measured by several factors and you will be graded from A (best grade) to F (worst grade). Perfection for any factor is 100% in completing all objectives.

TIPS FOR MISSION SUCCESS

USE STEALTH

A SEAL uses stealth to strike undetected. Your Stealth Grade rating will be negatively affected each time your team is discovered and the enemy manages to communicate your presence to others.

BE ACCURATE

Hitting targets increases your Accuracy Grade, but missing targets decreases it. The accuracy of your team-mate will also be taken into account when tallying up the Accuracy Grade.



PROMOTE TEAMWORK

Use your team for cooperative engagements. The more you use your teammates during the course of a mission, the higher your Teamwork Grade will be.

ACHIEVE YOUR OBJECTIVES

Primary objectives are the most important mission objectives and have the largest impact on mission success. Most primary objectives must be completed to accomplish a mission, but failed secondary objectives will lower your Objective Grade.

MISSION FAILURE

Missions will be considered a failure under the following conditions:

- You are incapacitated.
- A mission critical character, such as a hostage or escortee, is killed.
- A mission critical target escapes.
- A mission critical objective fails.
- You abort a mission.
- LONESTAR is incapacitated.

THE PAUSE MENU

Press the START button to access the Pause Menu. Press the **↑** and **↓** buttons to highlight a menu option and press the **×** button to confirm.

NOTE: accessing the Pause Menu during online gameplay will not pause the game.

RESUME

Resume the action from where you left off.

AIM PITCH

Choose either Normal or Inverted.

RESTART MISSION

Start the mission again from the insertion point.

ABORT MISSION

End the current mission and return to the Briefing Menu.

SOCOM: U.S. Navy SEALs FIRETEAM BRAVO ONLINE

For more intense combat, select Infrastructure from the Main Menu to team up with other **SOCOM: U.S. Navy SEALs Fireteam Bravo** players and compete as a SEAL unit or terrorist force via network gaming. Before **SOCOM: U.S. Navy SEALs Fireteam Bravo** can be played online, a valid Network Connection must first be created, and before a Network Connection can be established, you must enter your handle and password and accept the User Agreement. If you do not have a handle or a password, then you will need to visit www.yourgamingname.com to register your own unique network gaming handle and password. For more detailed information on creating a Network Connection, please refer to the PSP™ system Instruction Manual.

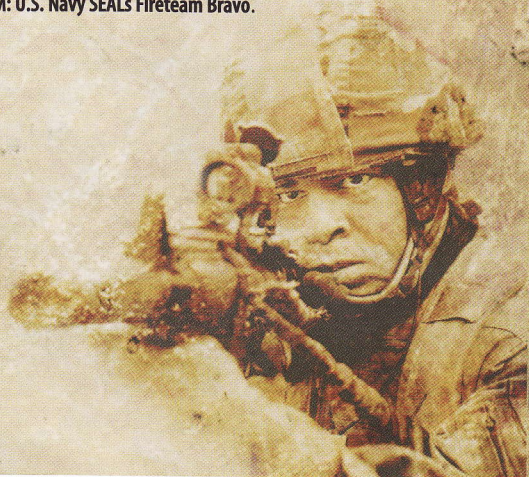
GETTING CONNECTED

The "Select a Server" screen will be displayed. Select a server to access the Sign In screen, then select "Player Name", use the virtual keyboard to enter your name, highlight "Enter" and press the **×** button to continue. Select "Password", use the virtual keyboard to enter a password and then select "Enter" to continue. Finally, select "Connect" to access the User Agreement screen.

NOTE: remember to write down the password and keep it safe.

Please read the User Agreement and, if you agree to the terms, select "Accept" to access the Online Operations Control Network Lobby.

NOTE: you must agree to the terms of the User Agreement to connect to **SOCOM: U.S. Navy SEALs Fireteam Bravo**.



THE ONLINE OPERATIONS CONTROL NETWORK (OCN) MENU ★

The Online Operations Control Network (OCN) menu is broken down into eight sections: Join a Briefing Room, Join an Online Game, Create an Online Game, Autoplay an Online Game, Online Community, Create Clan, Invite Friends and Online Options.

JOIN A BRIEFING ROOM

Choose from a list of briefing rooms with active online games and press the **X** button to continue.

JOIN AN ONLINE GAME

Join a specific online game from a list of current sessions. Highlight a game to view the game's details, such as mission type on the right-hand side of the screen.

CREATE AN ONLINE GAME

Create a customised game with your own preferences.

AUTOPLAY AN ONLINE GAME

Search for and participate in current online games based on your own preferences in the following categories:

MAP NAME

Find a game on your favourite map or keep practising a map you want to learn.

GAME TYPE

Choose to filter out specific mission types to find your favourites.

SCORE TYPE

Choose either ranked scoring or open scoring.

NUMBER OF PLAYERS

Search for games with any number of players, or restrict your search to a minimum number so that you never get stuck in a game with too few opponents.

ADVANCED OPTIONS

Adjust a range of advanced options.

FRIENDLY FIRE

Search for games with the friendly fire option specifically on or off.

WEAPON MODES

Adjust a range of weapon mode functions.

RESET

Reset all Autoplay options to their original settings.

NOTE: once satisfied with the search criteria, select Search for Games to commence a search for online games which match your preferences.

ONLINE COMMUNITY

This is your connection to the **SOCOM: U.S. Navy SEALs Fireteam Bravo** Online Community.

SOCOM: U.S. Navy SEALs FIRETEAM BRAVO DAILY

Check in daily to catch up on all the latest news, polls and surveys, as well as any info on **SOCOM: U.S. Navy SEALs Fireteam Bravo** promotions.

LEADERBOARDS

Check out the latest updates for a variety of leaderboards.

CLAN LADDERS

View and set up various clan ladders.



MESSAGE BOARD

Read messages from other players or post your own thoughts about **SOCOM: U.S. Navy SEALs Fireteam Bravo** on this open forum for all players.

PERSONAL

Edit your online profile or use the personal email feature to schedule an online match with your friends or clan-mates.

FEEDBACK

Submit questions and comments about **SOCOM: U.S. Navy SEALs Fireteam Bravo**.

HELP

Read further help topics about **SOCOM: U.S. Navy SEALs Fireteam Bravo**.

CREATE CLAN

Create a clan of like-minded team-mates from around the globe and lead them into online battles.

INVITE FRIENDS

FRIENDS

Add other players to your friends list so you can easily find them online. Simply press the **X** button to add a friend.

IGNORE

Add players to your ignore list if you never want to hear from them again.

INVITATIONS

Discover invites from other players asking you to join their Friends List or Clan.

ONLINE OPTIONS

MP TEAM-MATE NAMES

Turn the in-game team-mate player name displays on or off.

RETRIEVE IN-GAME MESSAGES

Allow others to send you messages while playing, or prevent others from contacting you while in-game.

ONLINE COMMUNICATION

MESSAGES AND CHAT WINDOW

While in the Messages and Chat Window, you can chat publicly with everyone in a Game Lobby.

USING THE VIRTUAL KEYBOARD TO ENTER DATA AND CHAT

When data entry is required, the virtual keyboard will be displayed automatically. To chat, press the **□** button to open the virtual keyboard.

Press **↑**, **↓**, **←** or **→** to highlight a keyboard character, and then press the **X** button to confirm. Press the **□** button to backspace. Press the **L** button to alter the capitalisation of the characters. Press the **R** button to toggle Caps Lock on or off. Select "ENTER" or press the **△** button to enter data or transmit chat. Select "EXIT" or press the **○** button to close the virtual keyboard without transmitting or entering data.

NOTE: chat and data can only be entered via the virtual keyboard when connected to a Game Room.

IN-GAME COMMUNICATIONS MENU

Tap the **○** button to open the Chat Window. Press the directional buttons to highlight a Chat Window option and press the **X** button to transmit the message.

FRIEND INVITE: Invite an in-game player to be a friend.



CLAN INVITE: Invite an in-game player to join your clan.

IGNORE: Turn off text messaging and voice chat from a specific player.

VOTE: Vote to have a player removed from the game.

RADIO: Silence a particular opponent by selecting the Mute Player option, and turn the Voice Chat option on or off. The "Who's Talking" icon will be displayed when someone is communicating via the Headset.

TAUNTS: Direct preset vocal taunts and customisable text message taunts at the opposition.

ORDERS: Give orders to your team that will be displayed in the Dialogue Box at the top of the screen.

USING THE HEADSET ONLINE

Use the Headset to conduct two-way conversations with team-mates during online sessions, safe in the knowledge that enemies will not be able to hear your team's communications at all.

TO SPEAK:

Press and hold the **O** button until you hear the ready tone and then speak normally, keeping to a brief transmission of ten seconds or less. Minimise chatter to give everyone a chance to communicate and release the **O** button to end the voice transmission.

PLAYING THE ONLINE GAME



ONLINE MISSION TYPES

SUPPRESSION

Suppression missions feature a pure fight to the death between SEALs and terrorists. The winner has the most men left standing at the end of the mission. Suppression maps can be set to re-spawn and players will be given the option to rejoin the fight by coming back to life after being killed.

FFA (FREE FOR ALL)

It's terrorists against terrorists in an intense all-out Free For All deathmatch.

EXTRACTION

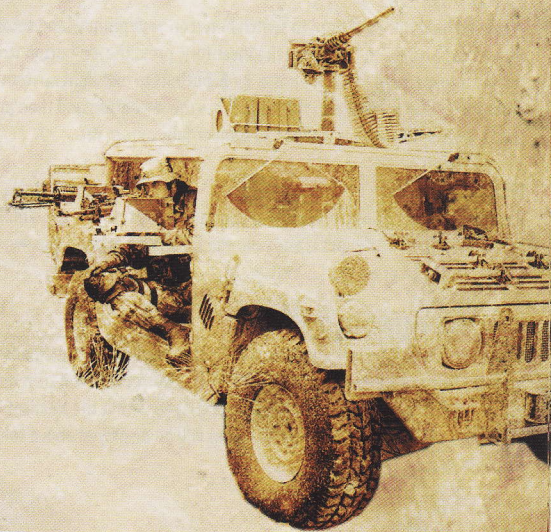
Extraction missions feature tense hostage situations where SEALs win by killing all of the terrorists or by escorting at least two hostages to the extraction point. Terrorists win by killing all of the SEALs or by preventing the rescue of hostages.

DEMOLITION

Find the bomb and blow up the opposition's headquarters, before your enemies intercept you. Plant the bomb in the enemy's base and then prevent it from being defused by the enemy until it blows up. Timing your escape is vitally important and if the bomb falls into enemy hands before it detonates then it will be your HQ under threat.

CAPTIVE

Captive missions see a fight to the death between SEALs and terrorists, but you have the power to revive fallen team-mates. The winner is the team with the most men left standing at the end of the time limit or the team that has completely incapacitated the whole of the opposition.



THE ONLINE GAMESCREEN



- 1 Shots remaining
- 2 Current Weapon
- 3 Crosshairs
- 4 Compass
- 5 Magazines remaining
- 6 Countdown Timer
- 7 Health Meter
- 8 Hostile

CROSSHAIRS

Use the crosshairs to aim your weapon. The crosshairs will turn green when aimed at friendlies and hostages. The crosshairs will turn red when aimed at an enemy. The crosshairs will change shape depending on the selected weapon.

HEALTH METER

Displays your current health status.

COUNTDOWN TIMER

Counts down to zero in games with time limits.

CURRENT WEAPON

Press and hold the Δ button to switch between your primary and secondary weapons. To select an item from the inventory, press the \leftarrow button to open the inventory screen, then press the \uparrow/\downarrow buttons to highlight an item. Press the \times button to equip the item. Press the \leftarrow button and then press the Δ button to switch a weapon to semi or fully automatic.

SHOTS REMAINING

View the number of shots remaining and maximum total for the clip. To reload manually, either press and hold the \square button or press the \leftarrow button and then press the \square button.

ONLINE HEADSET ICONS

If you are talking, a green tick icon will be displayed within the Headset icon. If someone on your team is talking, the Headset icon will turn red. A red circle with a slash through it will be displayed within the Headset icon. The name of the player currently speaking will be displayed above the Headset icon.

A small Headset icon will be displayed above the head of a player that is currently talking on the Headset channel (if that player is within view).

PLAYER RANKINGS (RANK INSIGNIAS)

Depending on your performance, you can attain a variety of Player Rankings. Online rankings are an indicator of your skill and experience, but also determine what Briefing Rooms and games you can enter. Certain Briefing Rooms are restricted to specific Player Rankings.

THE START MENU

NOTE: accessing the Start Menu during online gameplay will NOT pause the game.

Press the START button during an online session to access the following options:

RESUME

Close the Start Menu.

AIM PITCH

Choose either Normal or Inverted.

ABORT MISSION

Abort the current mission and return to the Online Operations Control Network (OCN) Menu.



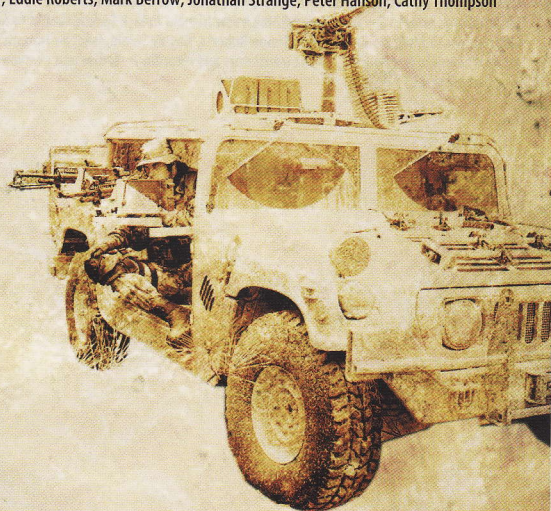
CREDITS



ZIPPER INTERACTIVE, INC. President and CEO Jim Bosler **Chief Technical Officer** Brian Soderberg **Executive Producer** Chia Chin Lee **Art Director** Russ Phillips **Creative Director** Hardy LeBel **Software Director** Mike Gutmann **Art Director** David Kern **Design Manager** Graham Kays **Software Manager** Mike Nicolino **Test Manager** Craig Bradford **Producer** Tony Luy **PS2 Crosstalk Producers** Prem Krishnan, Paul Sebastian **ART Character Art Lead** Doug Wilcox **Character Artists** Jason Iano, Arnel Ramac, Dima Vervoyka **Lead Artist** Scott Luse **Environment Artists** Brett Bean, Derek Bowman, Gary Butcher, Crista Forest **User Interface Artists** Mike Gladfelter, Suzy Langham, Michael Maddux, Mirko Muggli, Tom Sternberg **Marketing Asset Artist** Dominique Cileto **Additional Art** Jay Banchoer, Ryan Bosler, Dan Henley, Nathan Herzog, Phil Knowles, Michael Maddux, Brent Thomas, Victor Von Beck **Environment Art Support** Chidi Mbadugha **DESIGN Lead Designer** Ed Byrne **Lead Multiplayer Designer** CJ Heine **Designers** Ryan Fedje, Richard Foge, Coby Jackson, Brian Jennings **Writer** Coby Jackson **Additional Design** Jason Olander, Christian Sadak **AUDIO Lead Audio Designer** Rick Yates **Audio Designer** Matt Jarvis **SOFTWARE Lead Software Engineer** Eric Housden **Software Engineers** Tim Berry, Nate Klee, David Kuroc, Aaron Pfeiffer, Jeff Reitman, Jason Tartaglia **Blevins Enterprises** David Blevins, Josh Mattoum **Additional Programming** Bob Alexander, JT Anderson, Greg Chudeck, Mike Copley, Johnny Fernandes, Durwood Gafford, Mark Heinen, Fraser Hutchinson, Elizabeth Ingram, Rick Jarvis, Shaun Leach, Henrik Lind, Troy Mason, Mirko Muggli, Mike Nicolino, Darren Robinson, Aaron Schneider, Brian Soderberg **SUPPORT Networking and IT** Paul Becker, Scott Ward **Office Manager** Holly Salmonson **HR Manager** Rochelle Kruger **HR Assistant** Cayte Bosler **Additional Contributions** Doug Albright, Rom Impas, Bill Morrison, David Sears **Special Thanks** We would like to thank the teams and staff of Zipper Interactive and their families for their support and contributions to the success of SOCOM: U.S. Navy SEALs Fireteam Bravo.

SONY COMPUTER ENTERTAINMENT AMERICA PRODUCT DEVELOPMENT Associate Producer Shawn Rettig **Senior Producer** Seth Luisi **Director of Product Development** Connie Booth **Vice President of Product Development** Shuhei Yoshida **Executive Vice President and Co-Chief Operating Officer** Jack Tretton **TOOLS, TECHNOLOGY AND SERVICES Director of Tools, Technology and Services** Buzz Burrowes **AUDIO Sound Designer** Dave Murrant **Lead Sound Designer** Brad Aldredge, Nathan Brenholdt **Sound Design** Erik Buensuceso **Additional Sound Design** Keith Cook **Dialog Coordinator** Greg deBeer **Audio Post Production Manager** Mike Johnson **Cinematic Post Production** Jeff Darby **Audio Project Coordinator** Davina Mackay **Music Director** Chuck Doud **Music Supervisors** Clint Bajakian, Matt Levine, Ernest Johnson **Music Production Coordinator** Tammy Tsuyuki **ART & ANIMATION SERVICES GROUP Director of Art & Animation Services Group** Dwayne Mason **CINEMATICS Cinematic Manager** Scott McMahon **Production Supervisor** Brian Johnson **Creative Project Supervisor** Gene Strocchio **Associate Project Supervisor** Aaron McFarland **Art Department Lead Designer** Ron Padua **2D Artists** Lucas Graciano **CG Department CG Supervisor** Greg Jung **CG Coordinators** Janelle Pitchford, Dan Inskip **Characters** Hong Suc Suh, Christian Vagnatti, Long Phan, Paul Fedor **Rendering/Modeling** Sal Arditti, Brett Mcconnell, Nickie Huai **Matte Paintings** Paul Fedor **Animation** Hock Wong, David Ong, Billy Tai, George Castro, Jose Lopez, Jacob Patrick VFX Bill Johnston, Marcello Dos Santos **CG Artists** Ben Norcross, Chris Kopotic, Thang Pham **Editing Compositing** Gene Strocchio, Aaron McFarland, Devin Olden, Rick Takahashi **Photography Supervision** Ian O'Roarty, Greg Betz **Scanning** Chip Parsons, Travis Ross, Tony Lui **MOTION CAPTURE Manager Of Motion Capture, Animation and Scanning** Brian Rausch **Production Supervisor** Scott Peterson **Motion Capture Technical Supervisor** Percy Sagun **Motion Capture Specialists** Jake Wilson (Lead), Travis Parks, Sarah Back **Motion Capture Studio Supervisor** James Scarafone **Motion Capture Studio Technicians** Ryan Beeson, Doug Hagstrom **Motion Capture Tracking** Michael Shinkle (Lead), David Ibarra, Trisha Manbeck, Ander Bergstrom, Xou Fang, Jason Giles, Jason Rush **Motion Capture Animation Supervisor** Chad Moore **Motion Capture Animation** Frank Strocchio (Lead), Brian Phipps, Michael Graesse, Eryn Roston **Motion Capture Technical Animation** Johnny Walker (Lead), Daniel Legg **3-D Scanning Studio Supervisor** Chip Parsons **3-D Scanning Technical Supervisor** Travis Ross **3-D Scanning Technicians** Tony Lui, Jordan Schwab **MAYA TECHNICAL SUPPORT GROUP Lead Engineer** Rick Harding **Senior Technical Analyst** Chris Mayberry **Engineer** Rebecca Abel **SCE-RT ONLINE TECHNOLOGY GROUP Director Online Technology** Glen Van Datta **Senior Project Manager** Greg Becksted **Game Integration Lead** Baylor Triplett **SCE-RT Associate Producer** Doug Damron **Senior Programmers** Adam Harris, Ken Miyaki, Russ Patterson, Steve Wagner **Engineers** Juan Arce, Aaron Brunstetter, Ben Choorut, Matt DeVico, Brian

Fernandes, Shawn He, Peter Heino, Mark Jacob, Sunmee Jang, Glen Kawano, Mohammed Khan, Anthony Mai, Ed O'Leary, Marty Poulin, Allen Pouratian, Ramana Prakash, Steve Schneider, Rolando Simeon, Mark Vaden, Eric Whelpley **Production** Erika Kato, Trang Ho, Steve Slover **Special Thanks** We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of SOCOM Fireteam Bravo with special recognition to the Executive Management team including: Kaz Hirai, Andrew House, Frank O'Malley, Steve Ross, Jack Tretton, Riley Russell, Jim Bass, Glenn Nash, Shuhei Yoshida **Special thanks** to the men and women of Naval Special Warfare who helped in the development of this game. The U.S. Navy provided technical support but does not officially endorse this product. **ADDITIONAL CREDITS Voice Over Casting, Recording and Editorial** By SOUNDELUX DESIGN MUSIC GROUP **Soundelux Executive Producer** Becky Allen **Voice Over Business Manager** William "Chip" Beaman **Voice Over Coordinator** Jacquie Shriver **Voice Over Casting and Directing** Kris Zimmerman **Additional Voice Over Directing** Gordon Hunt **Recording Engineers** Elliot Anders, Chad Bedell, Bryan Celano, Krandall Crews, Glynna Grimala, Dutch Hill, Justin Langley **Voice Over Editors** Pam Aranoff, Brad Beaumont, Chad Bedell, Mark Camperell, Bryan Celano, Glynna Grimala, Dutch Hill, Justin Langley, Clint Richardson **Audio Visual Coordinator** James Tabb **Production Assistants** Chad Bedell, Mark Camperell, Justin Langley **Interns** Jud Lee, Sina Mobasser, Joe Moeller, Nicolas Williams **Additional Recording** Full House Productions - New York HQ Jennifer Hale **SANDMAN** John Cygan **LONESTAR** Josh Keaton **Benito Zayas** Damien Valencia **Eusebio Vargas** Ulises Cuadra **Al-Kamil Sarwat** Ismail Kanater **Amad Mouline** Sam Sako **Basia Mironova** Marya Kazakova **Bogdan Kurasz** Greg Wagrowski **Jozef Palka** Arthur Cybulski **Lukasz Vorak** Arthur Cybulski **Salik Ronnie Barua** SKYTOP James Horan **Additional Chile AO Voice Actors:** Dave Berone, Miguel Caballero, Jesse Corti, Juan Monsalvez, Marco Rodriguez, Armondo Valdez, Damien Valencia **Additional Morocco AO Voice Actors:** Sayed Badreya, Said Faraj, Zuhair Haddad, Ismail Kanater, Al No'mani, Jahad Harik, Sam Sako **Additional South Asia AO Voice Actors:** Samrat Chakrabarti, Kevin Mukherji, Ronnie Barua **Additional Poland AO Voice Actors:** Simon Burzynski, Arthur Cybulski, Eric Ericson, Kristof Konrad, Greg Wagrowski **Music Composed by** James Michael Doyle **Music Consultant** Tom Trafalski **Assistant to the Composer** Matthew Margeson **Orchestrator, Conductor** Tim Davies **Additional Orchestration** Ceiri Torjussen **Music Preparation** Mark Cally **Music Preparation Assistant** Nikki Hayes **Orchestral Contracting** Isobel Griffiths Ltd. **Assistant Orchestra Contractor** Charlotte Trinder **Music Performed by** the London Session Orchestra **Orchestra Leader** Gavyn Wright **Violins** Gavyn Wright (Leader), Perry Montague-Mason (Leader of 2nds), Chris Tombling, Dermot Crehan, Warren Zielinski, Simon Fischer, Liz Edwards, Morven Bryce, David Woodcock, Lorraine McAlan, Fenella Barton, Everton Nelson, Jackie Shave, Jonathan Rees, Patrick Kiernan, Jim McLeod, Boguslaw Kostecki, Richard Milone, Julian Leaper, Eddie Roberts, Mark Berrrow, Jonathan Strange, Peter Hanson, Cathy Thompson



Violas Bruce White (1st), Zoë Lake, Robert Smisen, Don McVay, Ivo Van Der Werff, Ruseen Gunes, Tim Grant, Reiad Chibāh, Katie Wilkinson, Stephen Wright **Celli** Anthony Pleeth (1st), Caroline Dearnley, Ben Chappell, Robin Firman, Caroline Dale, Martin Loveday, Anthony Lewis, Frank Schaefer, David Daniels, Gillian Thoday **Basses** Mary Scully (1st), Stephen Mair, Patrick Lannigan, Lynda Houghton, Steve McManus, David Ayre, Allen Walley; Leon Bosch **Horn** Laurence Davies (1st), Paul Gardham, Nick Busch, Martin Owen, Jim Rattigan, Peter Blake, Huw Jenkins, Mark Almond **Trumpet** Andy Crowley, John Barclay **Trombones** Peter Davies (1st), Lindsay Shilling, Peter Beachill, Richard Edwards, Roger Argente **Tuba** Owen Slade **Music Recorded at** Air Lyndhurst, London **Recording Engineer** Nick Wollage **Assistant Engineers** Chris Barrett and Ian Wood **Music Scoring Mixer** Dennis Sands **Additional Music Scoring Mixer** John Rodd **Foley Artists** John Roesch, Alyson Moore **Foley Mixer** MaryJo Lang **Foley Recordist** Scott Morgan **Speech compression and decompression technology are licensed from** Nellymoser, Inc.

SONY COMPUTER ENTERTAINMENT EUROPE **Producer** Daniel Brooke **Senior Product Manager** Jon Anning **Head of Software PR** Charlotte Panther **European Software PR Assistant** Rebecca Rice **Manual and Packaging Design** Umesh Mistry **Manual and Packaging Copywriter** Russell Coburn **European Release Coordinator** Louise Welch **New Release Administrator** Lisa Callow **Print Production Coordinator** Kate Bargent-Morrish **Internal QA Manager** Dave Parkinson **Internal QA Supervisor** Phil Green **Lead Testers** Ian McEvoy, Craig Hopper **Testers** Liam Robertson, Mark Cooney, Neil Moran, Ross Wilkie, Lee Thomas, Kevin McKenzie, Michael Davies, Terry Matthews, Stephen Quayle, Robert Culshaw, Carl Seddon, Daniel Johnson, Matthew Adderley, Steven Kelly, David Rigby **Localisation Supervisor** Nadine Martin **Localisation Lead Tester** José M Flores **Localisation Testers** Yolanda Akil, Silvia Ferrero, Rafael Deogracias, Alberto Pérez, Pauline Brisoux, Cedric Gerard, Harouna Camara, Gianni Bianchini, Paolo Parrucci, Daniele Tacconi, Daniele De Blasio, Katharina Tropf, Julia Aigner, Matthias Pokorny **TRC Testing Supervisor** Paul French **Lead TRC Tester** John Hale **TRC Tester** Michael Kennedy **QA Submissions Manager** Dave Bennett **Network QA Test Manager** Mark Pittam **QA Manual Approval** Clare Crawley, Martin Hill, Jayson King **Planning and Localisation Manager** Vanessa Wood **Planning and Localisation Coordinator** Jennifer Rees **Head of Network Gaming Service** Murray Hume **Manager - Developer Relations** Hugh Spencer **Developer Relations Associate** Sophie Trekels **Manager - Products & Services** Justin Dennis **Assurance Manager** Vangelis Trikounakis **Manager - Online Community Management** Ben Lawton **Community Events Manager** Sandra Raue **Community Team Leader** Danny Kuivenhoven **Community Manager** Stuart Bate **Network Gaming Group Lead Programmer** Tim Darby **Network Gaming Group Network Programmers** Simon Dawson, Richard Moore **Network Gaming Group Senior Game Server Engineers** Azuwuike Madujibeya, Gavin Norton **SCE-RT Developer Support** Ramana Prakash **European Systems Manager** Ian Turner **Unix Administrators** Iain Gray, Martin Tombleson, Kulwinder Shina **Senior Database Administrator** Richard Eve **Database Administrator** Nichola Jimack **Special thanks to** Sean Kelly, Shawn Layden, Elodie Hummel, Simon Roberts, Hayley Shield, Isabelle Tomatis, Stuart Wakeman, Lee Ponting, all the translators and recordings studios and everyone at QA Submissions

CUSTOMER SERVICE NUMBERS

Australia	1300 365 911*
*(Calls charged at local rate)	
Belgique/België/Belgien	011 516 406
Tarif appel local / Lokale kosten	
Česká republika	222 864 111
Po - Pa 9:00 - 17:00 Sony Czech.	
Tarifováno dle platných telefonních sazeb. Pro další informace a případnou další pomoc kontaktujte prosím www.playstation.sony.cz nebo volejte telefonní číslo +420 222 864 111	
Danmark	70 12 7013
support@dk.playstation.com Man-fredag 18-21; Lør-søndag 18-21	
Deutschland	01805 766 977*
*(0,12 Euro/minute) Montag bis Freitag, 10.00 bis 20.0	
Ελλάδα	801 11 92000*
*Εθνική Χρέωση	
España	902 102 102
Tarifa nacional	
France	0820 31 32 33
Prix d'un appel local - ouvert du lundi au samedi	
Ireland	0818 365065
All calls charged at National Rate	
Italia	199 116 266
Lun/Ven 8:00 - 18:30 e Sab 8:00 - 13:00: 11,88 centesimi di euro + IVA al minuto	
Festivi: 4,75 centesimi di euro + IVA al minuto. Telefoni cellulari secondo il piano tariffario prescelto	
Malta	23 436300
Local Rate.	
Nederland	0495 574 817
Interlokale kosten. Gesprekken kunnen voor trainingsdoeleinden worden opgenomen	
New Zealand	09 415 2447
National Rate	
Norge	81 55 09 70
0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt	
support@no.playstation.com Man-fredag 15-21; Lør-søndag 12-15	
Österreich	0820 44 45 40*
*(0,116 Euro/Minute)	
Россия	+7 (095) 238-3632
Portugal	707 23 23 10*
*Serviço de Atendimento ao Consumidor/Serviço Técnico	
Suisse/Schweiz/Svizzera	0848 84 00 85
Tarif appel national / Nationaler Tarif / Tariffa Nazionale	
Suomi	0600 411 911
0,79 Euro/min + pvm fi-hotline@nordiskfilm.com maanantai - perjantai 15-21	
Sverige	08 587 822 25
support@se.playstation.com Mån-Fre 15-21, Lör-söndag 12-15	
UK	08705 99 88 77
National rate. Calls may be recorded for training purposes	

Please call these Customer Service Numbers only for PSP™ Hardware Support.