TOP SECRET SPECIAL HANDLING NOFORN

CLASSIFIED

SOCOM 3

U.S. NAVY SEALS

INSTRUCTIONAL GUIDELINES

MATURE 17+

M

CONTENT RATED BY ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

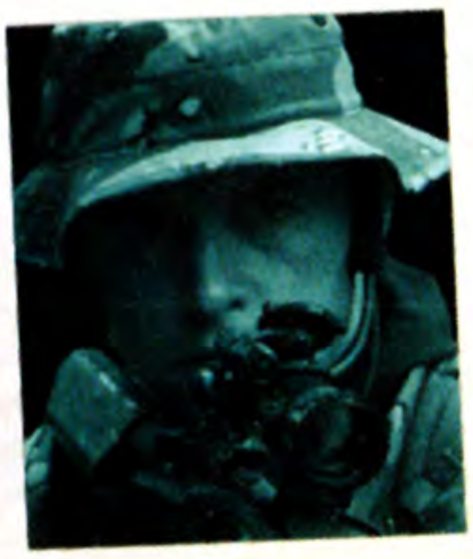
WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

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

Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. All rights to make copies of any portion of the game for subsequent redistribution is retained by the copyright holder. Please contact SCEA at 1-800-345-7669, if you are unwilling to except the terms of this license.



Title: SOCOM 3: US NAVY SEALS

Auth Code: 672443-A2

REF 0221

AUTHORIZATION

GAME HINT GUIDE INFORMATION

PLAYSTATION UNDERGROUND GAME GUIDES: For free hints and tips visit us at www.us.playstation.com. Sign up and become a member of the PlayStation Underground and access free hints, tips and cool moves for games published by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/ Technical Support Line.

76333-2

Consumer Service/Technical Support Line: 1–800–345–7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday–Saturday 6AM–8PM and Sunday 7AM–6:30PM Pacific Standard Time.

TOP SECRET SPECIAL HANDLING

THE DEPARTMENT OF DEFENSE
WASHINGTON, D.C.

CLASSIFIED

MEMORANDUM FOR THE [redacted]

Subject: Justification and Planning for [redacted] in [redacted]

1. The Department of Defense recommend that the proposed memorandum be regarded as [redacted]. It is assumed that there will be similar submissions from [redacted] and that these inputs will be used [redacted]. Individual projects can then be considered on a case-by-case basis.

2. Furthermore, it is assumed that [redacted] for developing [redacted] the basic plan. It is recommended that this responsibility for both overt [redacted] be assigned by the [redacted].

For the Joint Chiefs of Staff

[redacted]

SYSTEMATICALLY RETREIVED ON [redacted]
CLASSIFICATION CONTINUED

1 Enclosure (see "contents" below)

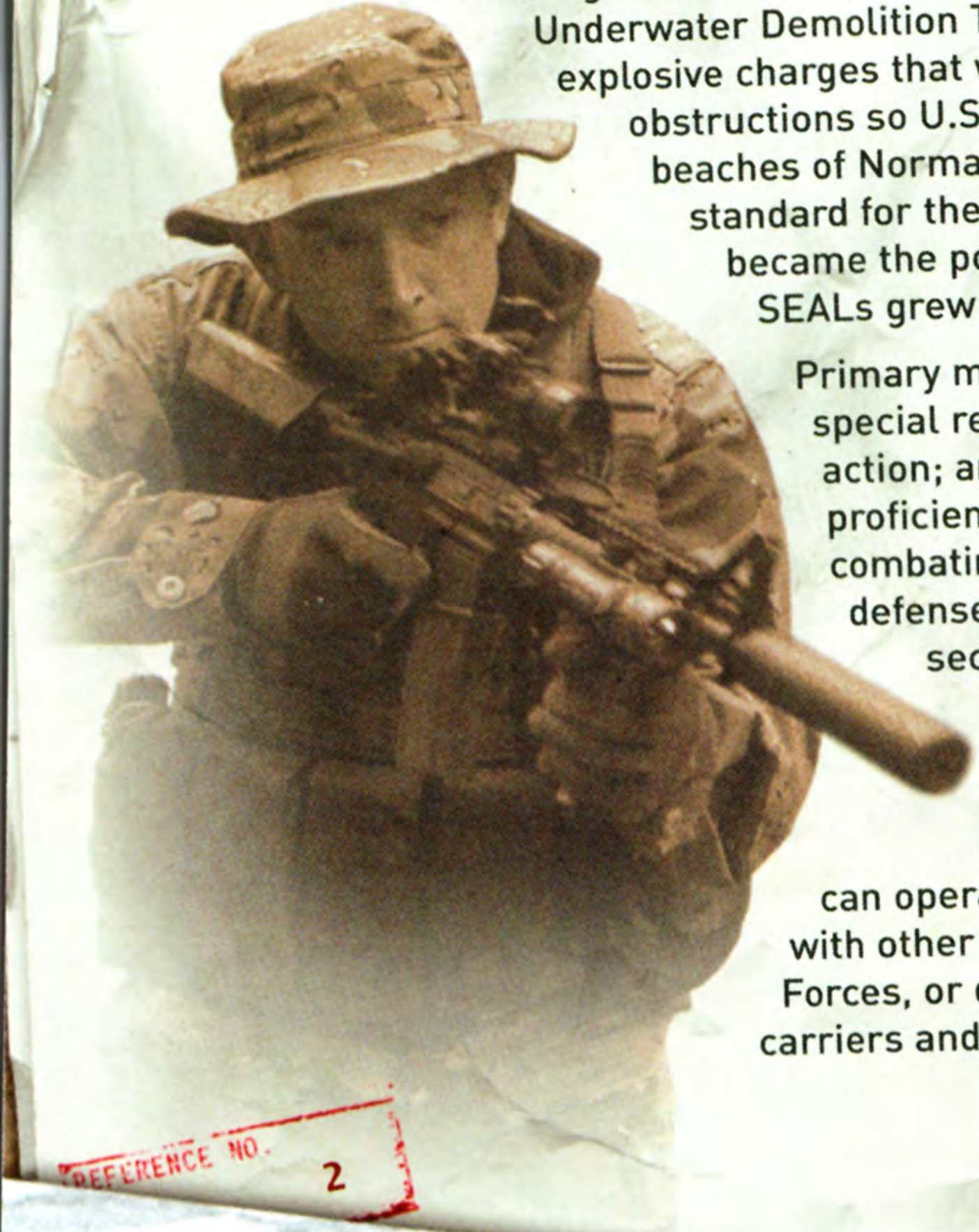
Introduction 2
Getting Started 4
Controls 5
Swimming 6
Using the Headset 8
The Commands (Single Player) 10
Issuing Commands Using Button Controls 10
Starting Up 13
Save Checkpoint Status 13
Main Menu 14
Single Player Team Structure and Movement 17
Mission Briefing 18
The Single Player Game Screen 20
TacMap and Tracking Mission Objectives 22
Special Actions 24
Special Action Icons 24
Using Weapons 25
Single Player Mission Success and Failure 27
SOCOM 3 Online 28
Online Communication 30
Using the Headset Online 30
Get Connected to SOCOM 3: U.S. Navy SEALs Online 31
Playing the Online Game 32
Connecting to an Online Game 34
The Online Game Screen 34
Vehicles 36
Become a Verified User 37
Credits 40
EULA 46
Limited Warranty 48

TOP SECRET SPECIAL HANDLING

SOCOM 3
7744.33 A

THE ULTIMATE EVOLUTION IN COMBAT

Naval Special Warfare is the Navy's special operations force and also the maritime component of the United States Special Operations Command. Established in April 1987 in Coronado, Calif., Naval Special Warfare Command oversees all aspects of the active duty and reserve Navy Special Operation Forces. NSW is composed of approximately 2,200 SEALs (SEa, Air, and Land commandos), 600 SWCCs (Special Warfare Combatant-craft Crewmen), and 3,200 technicians/support personnel. On any given day, about 25 percent of the members from this small community of only 5,000 are deployed to almost 30 countries around the world.



During World War II, extreme warriors were needed for Underwater Demolition Teams (UDT), to plant explosive charges that would clear underwater obstructions so U.S. forces could storm the beaches of Normandy. These frogmen set the standard for the ultimate warrior, and became the pool from which the Navy SEALs grew in 1962.

Primary mission areas for NSW include special reconnaissance and direct action; and operators are also proficient in unconventional warfare, combating terrorism, foreign internal defense, information warfare, security assistance, personnel recovery, counter-drug operations, and hydrographic reconnaissance. NSW forces can operate independently, integrate with other U.S. Special Operations Forces, or deploy with U.S. Navy aircraft carriers and amphibious ships.

REFERENCE NO. 2

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CENTRAL INTEL

SOCOM 3
9724.33 F-a

SEAL Teams are able to conduct a wide range of special missions in all environments and threat conditions. They infiltrate their objective areas by plane, helicopter, ship, boat, or submarine, and operate in small groups, increasing their ability to conduct clandestine, high-risk missions and provide real-time intelligence. Faced with rapidly changing wartime situations, the SEALs' "eyes on target" capability offers decision makers immediate and virtually unlimited options.

Since Sept. 11, 2001, NSW has proven to be America's force of choice to combat terrorism by gathering perishable intelligence, providing positive identification of the enemy, exploiting tactical intelligence, and conducting timely operations to either kill or capture the enemy. Whether they're conducting on-ground special reconnaissance/direct action missions in the snow-capped mountains of Afghanistan; boarding ships in the Arabian Gulf that are carrying terrorists or contraband cargo; performing the first POW rescue since World War II; or securing vital port cities in Iraq to prevent sabotage and environmental catastrophe, NSW forces demonstrate the versatility that makes them uniquely suited to prevail in unconventional environments.

NSW employs a 2-year, 4-phase deployment schedule, which means that after a year of individual and unit-level training, a SEAL Team forms with other units into a Squadron which spends the next six months training for the six-month deployment which follows that interoperability training. The NSW Squadron also includes senior leaders, SEAL Vehicle Delivery Teams and Special Boat Teams, Mobile Communications Teams, Tactical Cryptologic Support, and Explosive Ordinance Disposal. The composite resources of the NSW Squadron provides commanders in each region with tactical forces that are completely trained, operationally focused, and integrated with command and control forward.

Dependable and deadly, NSW provides the best of the best — anytime, anywhere.

Check out www.seal.navy.mil or www.swcc.navy.mil for more information, or contact the NSW Motivators at 1-888-USN-SEAL or motivators@navsoc.navy.mil

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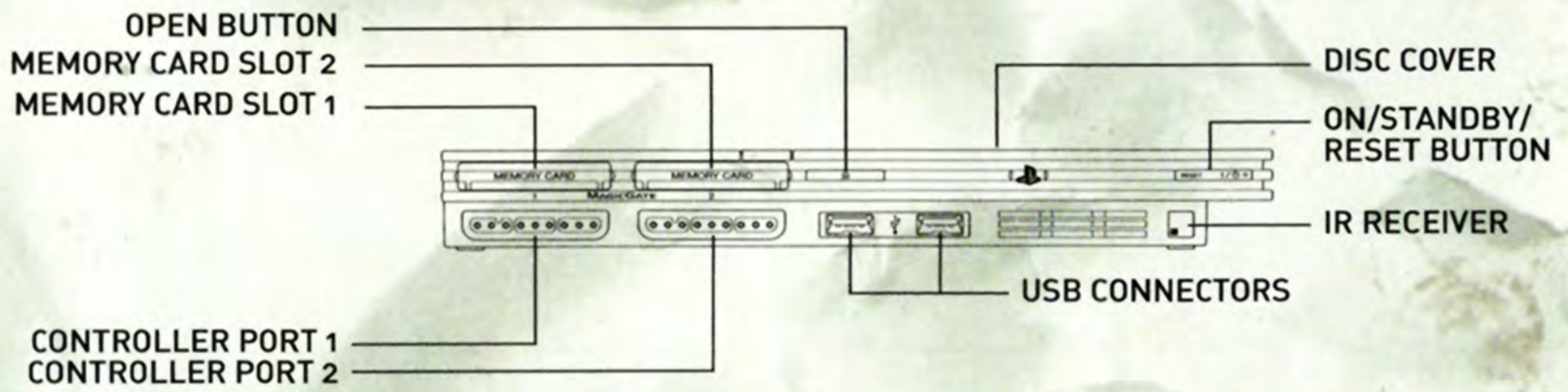
3

SOCOM 3
7744.33 A

GETTING STARTED



SETTING UP YOUR PLAYSTATION®2 CONSOLE

Set up your PlayStation®2 console according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the [RESET] button. When the ⏻ indicator turns green, press the ⏏ button and the disc tray will open. Place the **SOCOM 3: U.S. Navy SEALs** disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Attach a DUALSHOCK 2 analog controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

NETWORK ADAPTOR

(ETHERNET MODEM) (FOR PLAYSTATION®2)

Online play requires internet connection, Network Adaptor (for PlayStation 2) or PlayStation 2 with internal network connector, and Memory Card (8MB) (for PlayStation 2) (each sold separately). For PlayStation 2 systems that do not include the internal network connector, set up your Network Adaptor according to the instructions included in its packaging.

Caution: Unplug the power cord on your PlayStation®2 computer entertainment system before adding any networking equipment to the system.

>>TRANSMISSION START<<

Note: SOCOM 3: U.S. Navy SEALs must be played over a broadband internet connection (DSL, cable modem, or higher speeds).

>>TRANSMISSION STOP<<

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card into MEMORY CARD slot 1 or 2 of your PlayStation 2 system. You can load saved game data from the same card or any memory containing previously saved games.

Before playing online, a valid network configuration must be saved to the memory card using either the Network Startup Disc or the **SOCOM 3: U.S. Navy SEALs** Network Configuration Utility.

SETTING UP THE USB HEADSET (FOR PLAYSTATION®2) (OPTIONAL)

SOCOM 3: U.S. Navy SEALs is compatible with both the SOCOM headset and USB headset.

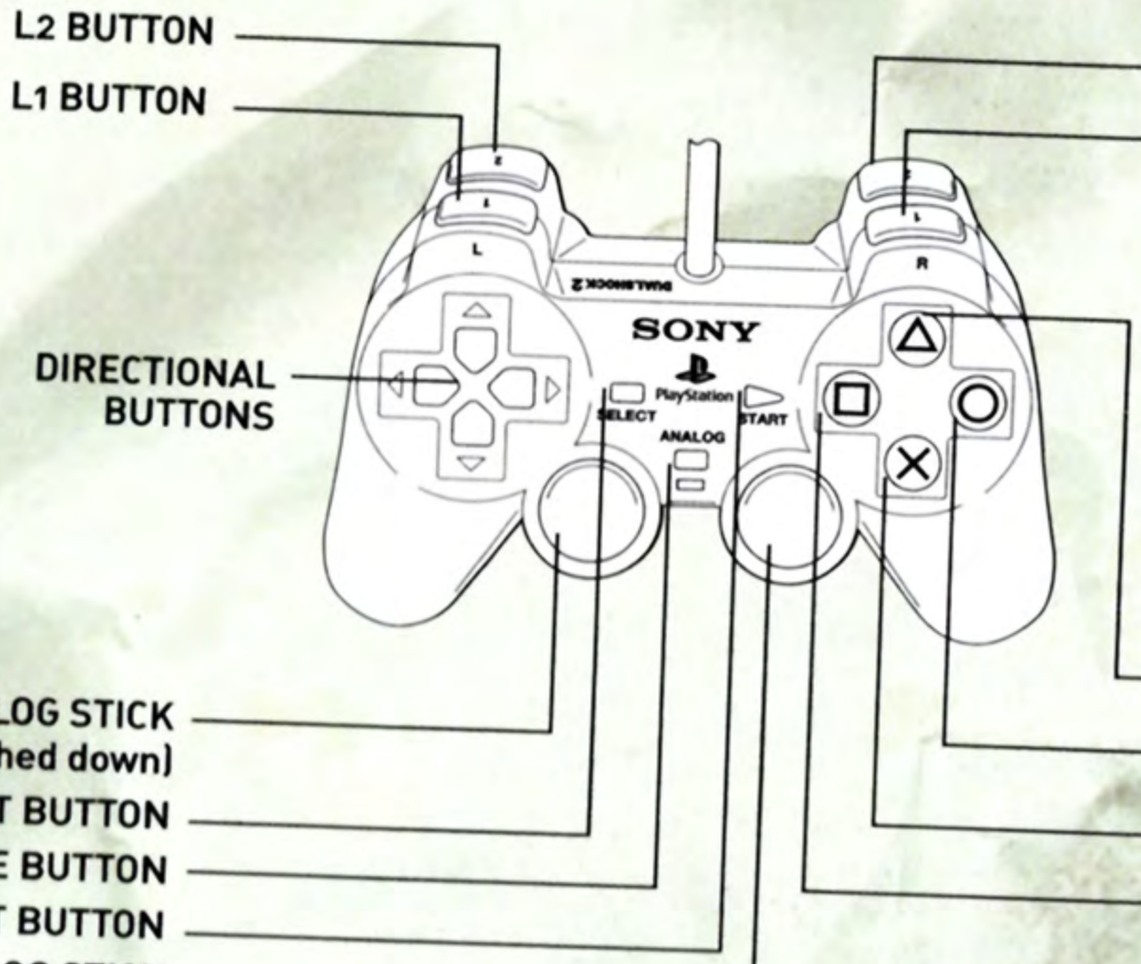
The headset connects to either one of the USB (Universal Serial Bus) connectors located on the front of your PlayStation 2 system. With the USB symbol facing UP, insert the cable into one of the USB connectors.

REFERENCE NO. 4

SOCOM 3
9724.33 F-a

CONTROLS CONTROLLER DIAGRAM

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Navigate menu/Highlight menu item — directional buttons or left analog stick

Select highlighted menu item — ⊗

Previous screen/Return to Main Menu — △

Open Start Menu/Pause Game — START

TacMap — SELECT

Voice Chat (with USB headset) — hold ◎ + voice

Access team command menu (via controller) — ◎ (tap) + directional buttons or left analog stick

Open team command sub-menu — ⊗

Highlight tactical command on sub-menus — directional buttons or left analog stick ⬆/⬇

Execute command — ⊗

Cycle through Weapons / Equipment — R2 + directional buttons ⬆/⬇

Select Weapon / Equipment — ⊗

Execute Team Command Action — L2 (tap)

Player statistics (online) — SELECT

In-Game Communications Menu (online) — ◎ (tap) + directional buttons or left analog stick

REFERENCE NO
5

>>TRANSMISSION START<<

Note: These are the default Precision Shooter controls. You can change controls in the Options menu.

>>TRANSMISSION STOP<<

CHARACTER MOVEMENT AND ACTIONS

Move character	left analog stick
Aim weapon / look	right analog stick
Change posture (prone, crouch, stand)	△
Jump	□
Dive	Run + △ (firmly)
Peek around corner	directional buttons ← / →
Fire / throw / deploy weapon	R1
Toggle primary / secondary weapon	L1 (tap)
Toggle weapon to semi / full auto	hold L3
Reload weapon	hold R3
Activate Special Action icons	✕
Toggle Special Action icons	hold ✕ + directional buttons ← or →, then release
Toggle perspective: 3rd person, 1st person, weapon scope	directional buttons ↑ / ↓ (multiple taps)
Swim	left analog stick (while submerged)
Submerge / Resurface (while swimming)	△ (tap)

Note: While swimming or submerged, characters are restricted from using weapons. Also, while submerged, an air meter will appear next to the character's name. When the air meter is depleted, the character will automatically resurface.

Cycle through teammates during online play	directional buttons ← / → (after you are out of action, or as a spectator)
Change / Customize weapon during online play	R2 (after you are out of action)

ERENCE NO.
6

VEHICLE CONTROLS AND ACTIONS

Mount / Dismount Vehicle	⊗ (standing next to vehicle and Special Action icon appears)
Accelerate	R1 (when driving)
Reverse	L1 (when driving)
Brake	△ (when driving)
Steer	left analog stick (when driving)
Aim weapon	right analog stick (when operating mounted weapon)
Look	right analog stick (when driving)
Fire weapon	R1 (when operating mounted weapon)
Change seats with team member	directional buttons ← / →
Reset Camera	R3 (press)

REFERENCE NO.
7

USING THE USB HEADSET (FOR PLAYSTATION®2)

USE THE HEADSET TO:

- Issue voice commands to your SEAL team during single player missions.
- Receive Commands and Intel updates from SOCOM during single player missions.
- Conduct 2-way conversations with other players during Online Games. See Online Communication, pg. 30, for information on headset usage.

>>TRANSMISSION START<<

Note: **SOCOM 3: U.S. Navy SEALs** issues voice commands via the SOCOM headset or USB headset. However, the headset is optional. You can also issue commands using button controls.

>>TRANSMISSION STOP<<

REFERENCE NO. 8

SOCOM
9724.33 F-

ISSUING VOICE COMMANDS (SINGLE PLAYER)

Voice commands can be given without bringing up the Team Command Menu. To send a voice command to your team, press and hold ◉ until you hear the mic turn on in the headset, say the command, and then release ◉. When executed correctly, the command issued appears at the top of the screen, and the receiver of the command sounds off to you. A command consists of three basic components spoken with a normal voice into your headset microphone.

1. **SAY WHO YOU ARE COMMANDING.**
   This is the first part of a command and the first menu displayed onscreen.

   Say "FIRETEAM" if you are directing an order to all three members.

   Say "BRAVO" if you intend to issue an order to only the two members of Bravo Element.

   Say "ABLE" if you want only Jester to take action.

   Say "FRIENDLY" if you want to direct an order to a civilian.

   Say "ESCORTEE" to direct an order to someone traveling with your team.

   Say "SUPPORT" to call in for an air strike or other support from SOCOM.
2. **SAY WHAT YOU WANT DONE.**
   This is the second part of the command. The menu will appear to prompt you.
3. **SAY WHERE OR HOW YOU WANT THE ORDER CARRIED OUT.**
   In some cases, you need to further define your order. It may be a map location or a type of explosive you want deployed. See Commands, pg. 10 to view all the commands you can issue to your team.

>>TRANSMISSION START<<

Note: Other names will appear for various characters that can travel with your SEAL team in later missions.

>>TRANSMISSION STOP

LISTENING

You will hear three types of communication during single player games.

- Team member communications including acknowledgement of orders or situation reports including kills, warnings and personal status.
- Objective status reports and new Intel.
- Warnings if you drift out of the mission area.

REFERENCE NO.
9

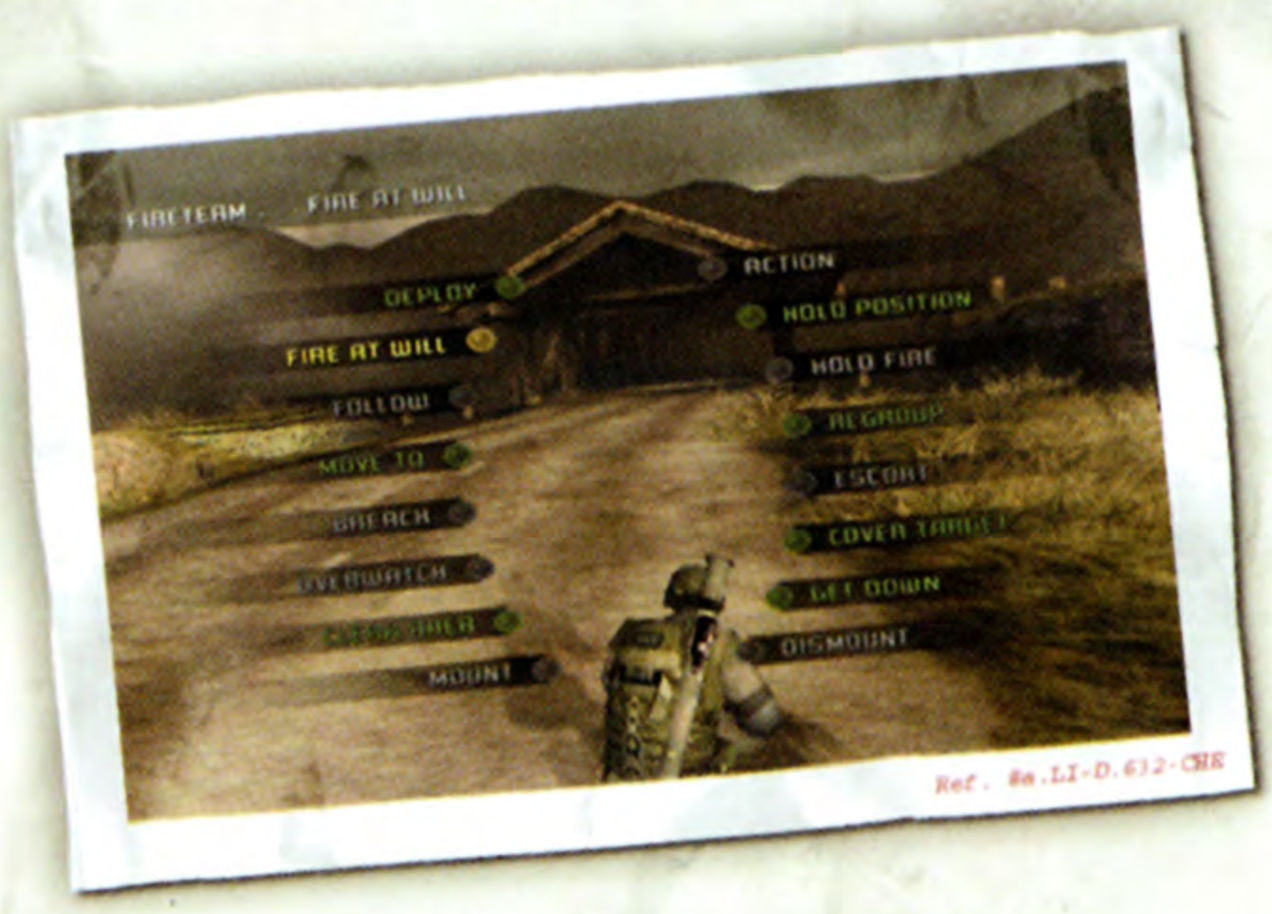
SOCOM 3
7744.33 A

THE COMMANDS (SINGLE PLAYER)

ISSUING COMMANDS USING BUTTON CONTROLS

You can also issue commands using buttons.

1. Press ◯ to open the team command menu.
2. Designate WHO will receive the order. Highlight your choice using the left analog stick or directional buttons.
3. Press ✕ to open the command sub-menu for the highlighted command; highlight your choice using the left analog stick or directional buttons, then press ✕ again to execute the command.



TEAM COMMAND ACTIONS

Team Command Actions (TCAs) are one-button commands for the Fireteam or depending on the TCA, just to Bravo. Located near the bottom of the screen, these commands appear in blue and are executed by pressing L2. These actions cannot be used everywhere in the game. Since TCAs are unique Special Actions, they appear only when you point the crosshairs at certain objects (i.e. vehicles) or buildings and places in the environment (i.e. open doorways). Some default commands are available at anytime when no other TCA is available:

Give Bravo a MOVE TO CROSSHAIRS command	L2 (tap)
Give the Fireteam a FOLLOW command	hold L2
Give the Fireteam a GET DOWN command	hold L2 (when the Fireteam is already following)

REFERENCE NO. 10

SOCOM 3
9724.33 F-a

MOVEMENT AND POSITION COMMANDS

You can use movement and position commands to specify exact positions or map coordinates.

USING THE CROSSHAIRS AS A POINTER

Use the crosshairs to send team members to a position or alert them to something at a specific location. Position the crosshairs on the point of interest and issue your command finishing with the word "Crosshairs." For example, position your crosshairs to point toward a location and issue the command "BRAVO...MOVE TO...CROSSHAIRS." Bravo will move into the position at which your crosshairs are positioned.

USING NAV POINTS

Nav Points are map coordinates marking key positions in your op area and are created prior to insertion. They have names such as Charlie, Delta, Echo, Foxtrot, Juliet, Romeo, Whiskey, X-Ray and Zulu, but can include others. You can view them on the Tactical Map display by pressing ■ SELECT and using the analog sticks to navigate and zoom the map. See TacMap and Mission Objectives, pg 22, for instructions on the Tactical Map.

REFERENCE NO.
11

COMMAND LIST

Once you've selected WHO will receive the order, you can then issue movement, position and tactical commands.

DEPLOY

Use explosive weapons. If your SEALs are equipped with grenades, C-4 or satchel charges, they will respond.

FIRE AT WILL

SEALs will fire on any enemy encountered.

FOLLOW

You take point and your SEAL team follows behind you, assuming your body position. For example, if you go prone, they follow suit.

MOVE TO

SEALs move to a designated position.

LEAD TO

Use this command to decide if Able or Bravo will take point when moving from one objective to the next. Bravo unit leads only if you are within a certain distance of them. If you are outside that distance, they will wait until you are in range. Able teammate Killjoy will take the lead but will change to "Following" if you drift too far from him.

BREACH

Open door, deploy grenade and clear area on the other side.

OVERWATCH

Teammates will cover a designated area, calling out any enemies that they see. Place your crosshairs on the location and issue the command.

MOUNT

Order teammates to mount a vehicle or turret.

ACTION

Order teammates to perform the Special Action being highlighted by the crosshairs.

HOLD POSITION

Hold position until commanded otherwise.

HOLD FIRE

Hold fire until you countermand the order.

ESCORT

When traveling with an escortee who needs protection, command Bravo Element to ESCORT and they will bring the escortee with them.

COVER TARGET

Cover a specific point. Enemies entering that zone will be fired upon. Place your crosshairs on the location and issue the command. Your SEALs must have visual contact on the specified area to carry out this order.

GET DOWN

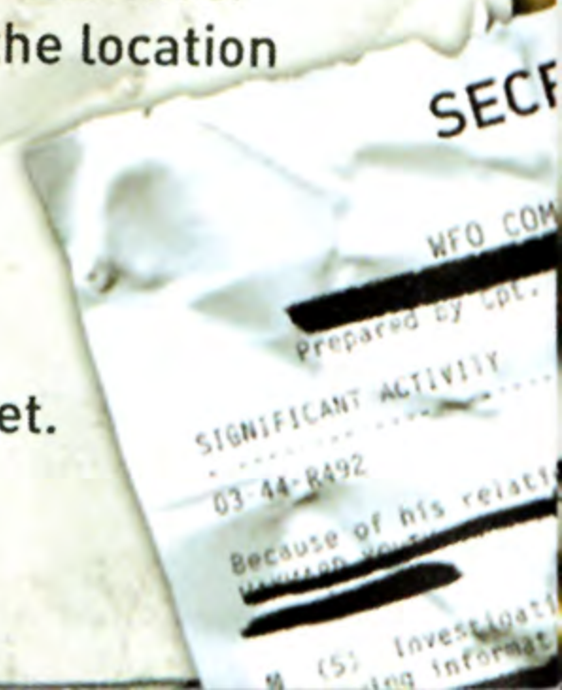
Order all teammates into the prone position.

CLEAR AREA

Bravo Element will attempt to clear the designated area of hostile enemies. Place your crosshairs on the location and issue the command.

DISMOUNT

Order teammates to dismount a vehicle or turret.



REFERENCE NO.
12

STARTING UP

STARTING A NEW GAME

Select Mission Briefing at the Title Screen to access the Operations Control Network (OCN) interface. Select a login slot and press ⊗ to create a profile, then use the on-screen keyboard to enter your Profile name. Highlight each letter with the directional buttons and press the ⊗ button to confirm your choice. When you're finished, highlight ENTER and press ⊗. For more information on using the on-screen keyboard, see Online Communication, pg. 30.

>>TRANSMISSION START<<

Note: The name SPECTER will appear as the default profile name, but you can choose to rename or delete the profile by pressing □.

>>TRANSMISSION STOP<<

SAVING A GAME

During the single player game, your progress can be saved at anytime after you reach a checkpoint. Press START to bring up the Pause Menu, select SAVE CHECKPOINT STATUS, choose a save slot and press ⊗ to confirm. You can also save your game after completing a mission.

LOADING A SAVED GAME

MISSION BRIEFING

Load a saved game, press ⊗ to choose Mission Briefing at the Title Screen. At the OCN Login Screen use the left analog stick or directional buttons ↑ and ↓ to highlight your saved profile and press ⊗. Highlight Campaign and press ⊗, then choose Load Saved Game and select your save file. Press the ⊗ button to confirm your choice.

QUICK DEPLOY

If you have already saved your progress, the QUICK DEPLOY option is available on the Title Screen. When QUICK DEPLOY is selected, the most recently saved file will immediately be loaded. Press □ to select QUICK DEPLOY while on the Title Screen.

>>TRANSMISSION START<<

Note: You can also select Resume Campaign to load up your last saved checkpoint.

>>TRANSMISSION STOP<<

MAIN MENU

FILED

After selecting Mission Briefing and loading your profile, you will go to the OCN Main Menu. Use the left analog stick or directional buttons to highlight an option. Press ⊗ to confirm your choice.

CAMPAIGN

NEW CAMPAIGN
Begin a single player game.

RESUME CAMPAIGN
Resume a game from your most recent save file.

MISSION REDEPLOY
Replay a previously played mission.

LOAD SAVED GAME
Load a **SOCOM 3: U.S. Navy SEALs** game.

ONLINE

ONLINE
Connect to the Internet to play Online. You must be connected via broadband service (either DSL, cable modem or higher speeds) in order to play online. See Playing the Online Game, pg. 28, for more information.

LAN
Play over a local area network through an Ethernet connection. Each player must have installed a Network Adaptor (Ethernet/modem) (for PlayStation®2) on their PlayStation 2 system, or use the PlayStation 2 with internal Network Adaptor, as well as have a copy of **SOCOM 3: U.S. Navy SEALs**.

FERENCE NO.
14

MEMORANDUM
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PROFILE

RETURN TO LOGIN

Return to the Login Screen.

CAREER STATS

View your single player career stats.

EXTRAS

View and select extras that you have unlocked in the game.

CROSSTALK

Synchronize data between **SOCOM 3: U.S. Navy SEALs** and SOCOM: U.S. Navy SEALs Fireteam Bravo for PSP™ (PlayStation®Portable). By completing Crosstalk objectives in either game and then synchronizing your saved data, you can affect what happens on the other team's missions. Unlock new objectives, new weapons (in single player) and new character skins (in multiplayer) for both games!

OPTIONS

Set game options.

AUDIO OPTIONS

SOUND OUTPUT—Set STEREO, MONO or DOLBY PRO LOGIC II Surround Sound to match your television or sound system.

MUSIC VOLUME—Set the level of the background music.

SOUND VOLUME—Set the level of the sound effects.

DIALOG VOLUME—Set the level of the spoken words.

HEADSET VOLUME—Set the level of the headset.

MOVIE VOLUME—Set the level of the cut scenes.

RESTORE DEFAULTS—Reset Audio Options to original settings.

SAVE CHANGES—Save your options to memory card.

REFERENCE NO.
15

VIDEO OPTIONS

BRIGHTNESS—Set the brightness of the screen image.

VIDEO MODE—Set to INTERLACED or PROGRESSIVE SCAN (480p) to match your television.

DISPLAY MODE—Set to FULL SCREEN or WIDE SCREEN to match your television.

HELP WINDOWS—Turn help windows ON / OFF.

HEAD BOB—Turn head bob ON / OFF.

SCREEN POSITION—Adjust screen position. Use the left analog stick or directional buttons to move the screen and press ⊗ to confirm.

RESTORE DEFAULTS—Reset Video Options to original settings.

SAVE CHANGES—Save your options to a memory card.

CONTROL OPTIONS

VIBRATION—Turn vibration function ON / OFF.

AIM ASSIST—Turn aim assist ON / OFF.

PITCH—Select between NORMAL and INVERT camera control.

PRESETS—Select between RECRUIT, SAILOR, SEAL and CUSTOM control presets.

LOOK SPEED—Adjust the look speed of the camera. Note: this can only be adjusted by first choosing the CUSTOM preset.

ACCELERATION—Adjust how quickly the crosshairs accelerate from stationary to full speed. Note: this can only be adjusted by first choosing the CUSTOM preset.

DEAD ZONE—Adjust the amount of movement the right analog stick requires before the crosshairs begin to move. Note: this can only be adjusted by first choosing the CUSTOM preset.

RESTORE DEFAULTS—Reset Control Options to original settings.

SAVE CHANGES—Save your options to a memory card.

REFERENCE NO. 16

SOCOM 3
9724.33 F-a

SINGLE PLAYER TEAM STRUCTURE AND MOVEMENT

FIRETEAM

The SEAL team you command is called Fireteam consisting of two elements: Able and Bravo.

ABLE ELEMENT

Specter (You) and Jester are Able Element.

SPECTER

A Chicago native, Commander Dimone Freehold has an Expert Marksman rating and specializes in Military Ops in the Urban Terrain.

JESTER

Born and raised in Clyde, Texas, Chief Petty Officer Bailey Ivarsen specializes in Night Fighting and Close Quarters Combat.

You can send Jester a short distance from you to execute some orders, but his primary job is to cover you, so he will never travel too far from your position. If you move away from his position, Jester always joins up with you.

BRAVO ELEMENT

Killjoy and Simple are Bravo Element.

KILLJOY

A native of Queens, New York, Petty Officer First Class Darrell Nguyen Flowers specializes in Demolitions and Diving.

SIMPLE

From Peoria, Illinois, Petty Officer Third Class Davoud Ali Khazai has an Expert Marksman rating and specializes in Foreign Languages.

The SEALs in Bravo operate close together and execute your orders as a pair. You can send them almost anywhere in the op area, giving you flexibility in suppression of enemy forces, ambushes and extraction of personnel.

REFERENCE NO
17

SECRET

MISSION BRIEFING

MISSION BRIEFING MENU

On the Mission Briefing Menu, you can view an overview briefing, mission details and objectives, view intel dossier information, arm your team, and start your mission from here.

OVERVIEW BRIEFING

This summarizes your orders with a general mission description, including important intelligence, target specifics and diplomatic concerns.

MISSION DETAILS

Read this for additional intel gathered by intelligence agencies or people at the mission location. You may learn of informants or agents within the op area who can help your fireteam. Listings of primary mission objectives are also displayed here. Objectives appear in the order they should be executed. You will be notified of additional objectives by SOCOM while in the field.

INTEL DATABASE

Intel includes satellite imagery, weapon schematics, terrorist and V.I.P. profiles, and maps of the op area.

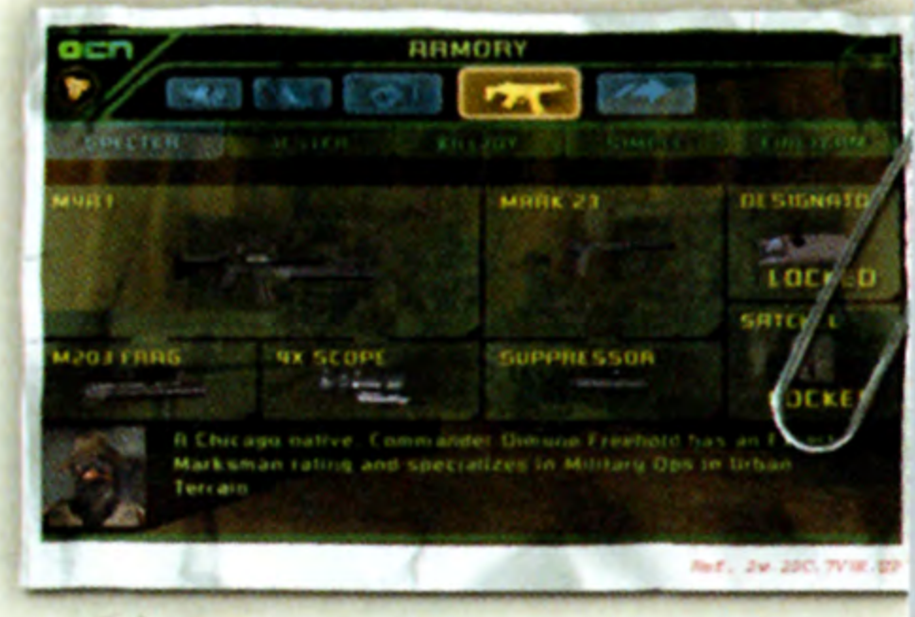
PROGRAMMES

...ROLE OF INTELLIGENCE

...008 there has been little ...missile

ARMORY

Your team is already armed with default weapons. However, you can review or change weaponry and equipment for any fireteam member here. Change weapons and items for a single SEAL element or the entire team.



1. Select a SEAL.
2. Select your primary weapons (rifles, machine guns, shotguns of SMGs), secondary weapons (pistols) and equipment (includes grenades, ammo, mines, explosives and rocket launchers).
3. Highlight a weapon or equipment slot using the left analog stick or directional buttons and press ⊗ to select it. Once selected, ←/→ to display weapon/equipment choices. Press ⊗ to select the displayed weapon/equipment. Note: You can press START to toggle WEAPON INFO and learn more about each weapon/equipment's functionality.
4. Press △ to save your selections and return to the Armory character selection.
5. Select FIRETEAM to review the load out of the entire fireteam.

DEPLOY

When you're ready to start the mission, highlight DEPLOY and press ⊗.

>>TRANSMISSION START<<

Note: Pressing ■ when selecting a SEAL will restore the default weapons.

>>TRANSMISSION STOP<<

REFERENCE NO
19

SOCOM 3
7744.33 A

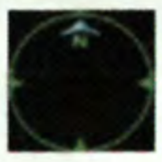
THE SINGLE PLAYER GAME SCREEN

THE GAME SCREEN

CROSSHAIRS/WEAPON RETICLE

Aim weapons with the crosshairs or other sights. The crosshairs appear whenever you hold a firearm, including rocket-propelled grenades or rockets. A grenade sight appears when you equip with a grenade.

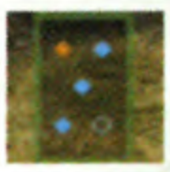
- Crosshairs is a "WHERE" option when sending your team to positions. It is the most precise way to position your team or pointing to something of tactical interest.
- The weapon reticle is at the center of the screen. The lines around the reticle show bullet spread. When stationary, crouching or in the prone position, the lines will move closer together indicating that your shots will be more accurate.



COMPASS

Located in the top right corner of the screen, use the compass to keep your bearings and for navigating the environment.

- You are always in the center of the compass.
- North is indicated by the letter "N" on the compass



VEHICLE POSITION

If you are in a vehicle, an image appears on the left side of the screen displaying you and your teammates' seating positions.

REFERENCE NO. 20

SOCOM 3
9724.33 F-a

SPECIAL ACTION ICON

Located along the bottom of the screen, when an immediate task or item close by needs attention, a Special Action icon appears. For more information, see Special Actions, pg. 24.

TEAM MEMBER STATUS

Located in the bottom-right corner of the screen, the status information includes current activity and health of each team member. An icon shows which command your teammate is executing next to his name. The green bar underneath their name shows team members' health. When a SEAL is injured, the bar decreases and becomes red. The SEAL is incapacitated when the bar is completely red.

WEAPON

Your currently equipped weapon and ammo info are displayed in the bottom left corner of the screen; including the amount of loaded ammo, the fire mode, number of reserve magazines, and satchel, if equipped.

REFERENCE NO.
21

TACMAP AND TRACKING MISSION OBJECTIVES

TACMAP

Use the TacMap to navigate the environment and track the mission specifics. To access the TacMap/Mission Objectives screen, press ■ SELECT. The Tactical Map and Mission Objectives contain all the current objectives and intelligence about the operational area.

USING THE TACMAP

- Press the left analog stick to move the map view.
- Press the right analog stick ⬆ and ⬇ to zoom the map.
- Press ■ to snap the TacMap to the player.
- Press ● to snap the TacMap to the current objective.
- Press ✕ to get more information on a highlighted objective.

YOUR POSITIONS

Specter's position appears as a small orange square with a white view cone extending in the direction he is facing. Jester and Bravo Element appear as blue squares.

MISSION PATH

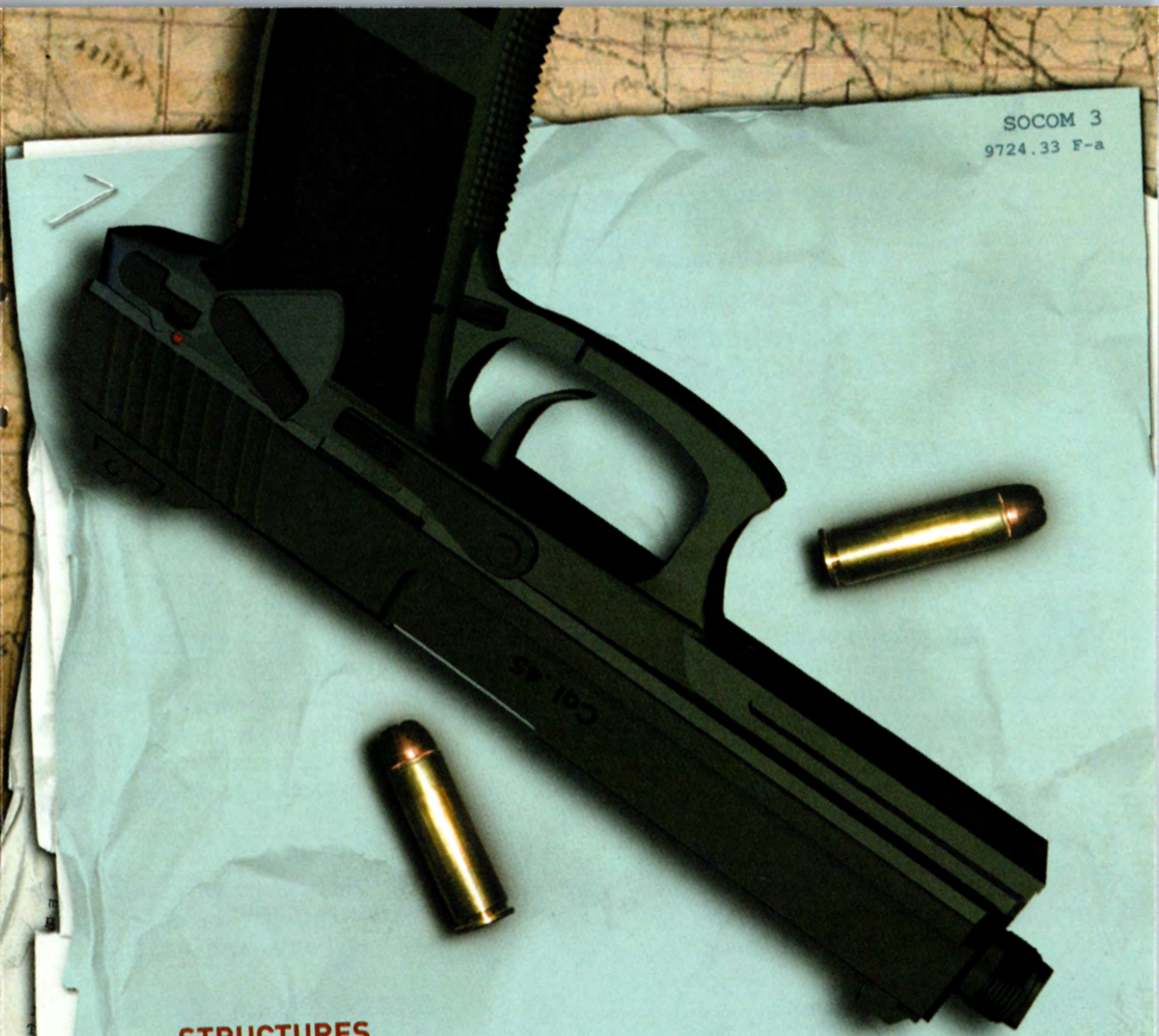
The Mission Path appears as a green line with arrows, pointing you toward your current objective. You can follow the green line, or make your own path to the objective. Mission paths are not always available.

NAV POINTS

Nav Points mark key locations within the op area. Use these points to issue commands.

REFERENCE NO.
22

SOCOM 3
9724.33 F-a



STRUCTURES

Move through the op area using these as navigational aids.

MISSION OBJECTIVES

Each mission has objectives pre-established by SOCOM. Track the status of mission objectives on the TacMap. The list is displayed to the left of the map. The additional objectives may be added during the course of the mission.

- Select an objective and press and hold ⊗ to view a brief description of the objective.
- Objective status is distinguished by their color:

Green ..... Current/highlighted objectives.

White ..... Objectives to be completed.

Yellow ..... Completed objectives.

Red ..... Failed objectives.

Blue ..... Bonus/hidden objectives completed.

REFERENCE NO
23

SPECIAL ACTIONS

Special Action icons appear at the bottom of the screen when an immediate task or item is close by. For example, if a rifle is next to a fallen enemy, a Special Action icon appears to give you the option to pick it up.

- Press ⊗ to execute the highlighted special action.
- Press and hold ⊗, then press the directional buttons ← / → when arrows appear next to the Special Action icon. Release ⊗ to perform the action.

SPECIAL ACTION ICONS

PICK-UP WEAPONS

Downed enemies may have useful weapons or ammo. Use Special Action icons to exchange your current weapon for the one you pick up. A Rifle Icon appears for primary weapons and the Pistol Icon appears for secondary weapons.

PICK-UP ITEMS

Point the crosshairs at items of interest. They may be vital to your mission and you may have the option of picking them up.

MOUNT/DISMOUNT

This icon is used to mount and dismount vehicles and stationary gun turrets.

OPEN/CLOSE DOOR

This icon appears when you face a door that is unlocked.

BODY CARRY

Avoid discovery by hiding enemy bodies or downed teammates.

CLIMB UP/DOWN

Certain items, such as small ledges and ladders can be climbed when this Special Action icon appears.

LADDER SLIDE

Slide down a ladder for quick descent.

CLOSE QUARTERS COMBAT

This option appears when an enemy is at arm's length, giving you the opportunity to nail him with the butt of your weapon.

PLACE BOMB

This icon appears when the mission requires you to position a satchel charge for demolition.

PLACE C-4 CHARGE

Place a C-4 charge and set detonator.

RESTRAIN HOSTAGE

An enemy may surrender or a rescued hostage might need to be tied up for transport.

FOLLOW/HOLD POSITION/GET DOWN

These icons appear when you aim your crosshairs at a person under your protection. Press ⊗ to give the person the selected command.

ERENCE NO.
24

USING WEAPONS

WEAPONS

SEALs are exceptionally well-trained, tactical students of warfare, masters of hand-to-hand combat, and experts with any weapon from knives to heavy machine guns.

FIRE WEAPONS

Press R1 to fire an equipped weapon. Your accuracy improves if you are stationary or in the crouch and prone positions.

CHANGE WEAPONS

Press L1 to toggle between your primary and secondary weapons.

To select an item from the inventory, press R2 and press the directional buttons ⬆ and ⬇ to highlight an item. Press L1 to assign the item to the L1 button quick select function or press ⊗ to equip it.

SET WEAPON FIRE MODE

Many assault weapons have multiple firing modes ranging from semi-automatic single shot to a three shot burst or more: to switch firing modes, press and hold L3 (press the left analog stick in like a button). The Bullet Icons located underneath your Weapon Icon onscreen increase or decrease depending on the setting.

RELOADING

Reloading is automatic as long as you have ammo for the weapon in hand. You can manually reload your weapon by pressing R3 (press the right analog stick in like a button).

AIMING A WEAPON

Use the right analog stick to aim your weapon.

USE A RIFLE SCOPE

Press the directional button ⬆ to zoom in the scope on a rifle and ⬇ to zoom out or exit the scope. Scope performance and power varies depending on the weapon in hand.

REFERENCE
25

THROW A GRENADE

Press R2 to open the inventory, select a grenade and press ⊗ to equip it. Once equipped, press and hold R1 to display the grenade trajectory. The right analog stick controls the trajectory. Release R1 to throw the grenade. Pressing harder on R1 increases the distance of the lob.

SET A CLAYMORE MINE

1. Select it from your weapons cache
2. Place the mine by pressing R1.
3. Press R1 to detonate the mine. The remote control detonator appears in your active weapon slot.
4. Multiple mines can be planted before detonation.
   To simultaneously detonate all mines, select the detonator from your inventory and press R1.

PLANT A PRESSURE MINE

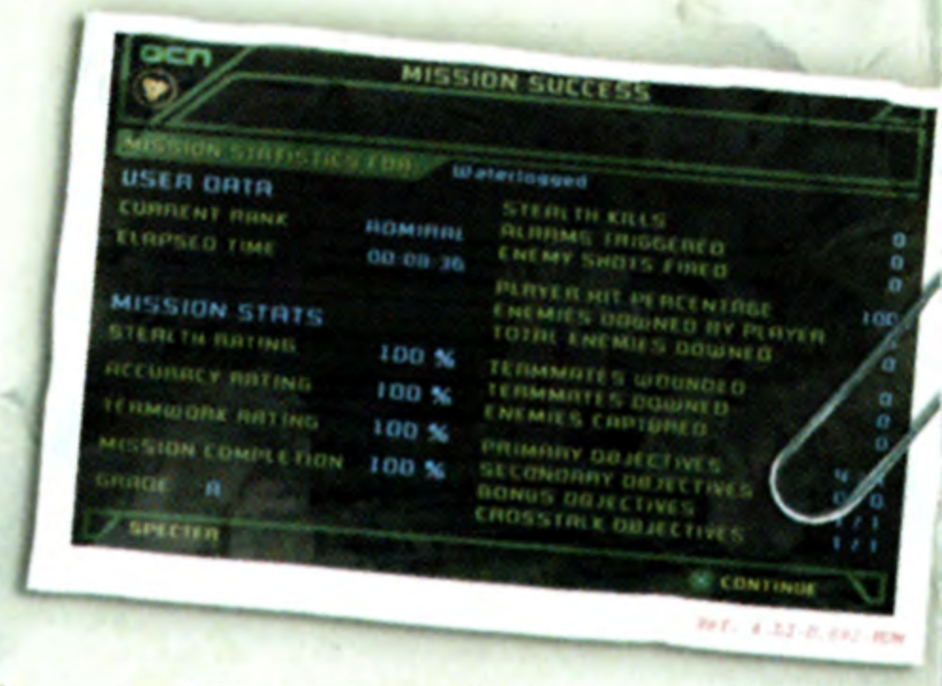
1. Select it from your weapons cache.
2. Press R1 to place the mine.
   It will detonate when a player steps on it.

REFERENCE NO. 26

SINGLE PLAYER MISSION SUCCESS AND FAILURE

Several factors determine success of your mission. Perfection for any factor is 100% for completing all objectives. You are graded from A to F.

MISSION SUCCESS



STEALTH

Each time your team is discovered and the enemy communicates your presence to others, you lose points for stealth.

ACCURACY

Hitting targets increases your accuracy ratings, while missed shots lower it. The accuracy of your teammates are also counted.

TEAMWORK

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

MISSION COMPLETION

Primary objectives are the most important Mission Objectives and have the largest impact on mission success. Primary objectives must be completed. You can fail a secondary objective and still succeed at the overall mission.

MISSION FAILURE

Your mission 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.
- You abort a mission.
- All three of your SEAL teammates are incapacitated.

REFERENCE NO.
27

SOCOM 3 ONLINE

For more intense combat, select ONLINE from the Main Menu. Team up with other **SOCOM 3: U.S. Navy SEALs** players and compete as a SEAL unit or Terrorist force.

- A memory card (8MB)(for PlayStation®2) with a valid network configuration is required to play online. See Creating a Network Configuration below for detailed instructions.
- The online game is broadband only. You must connect through a DSL, cable modem, higher speed internet connection or a Local Area Network (LAN).
- To talk directly to teammates during games, use the optional SOCOM headset or USB headset (for PlayStation®2). See Getting Started, pg. 4, for more information.
- A network adaptor (Ethernet/modem)(for PlayStation 2) or a PlayStation 2 with internal network connector is required to play online.

>>TRANSMISSION START<<

Note: If you have a valid network configuration and have the memory card containing that configuration, skip this section and review the remaining sections.

>>TRANSMISSION STOP<<

CREATING A NETWORK CONFIGURATION

Before you can play **SOCOM 3: U.S. Navy SEALs** online, you must have a valid network configuration saved to a memory card. If you have already created and saved a network configuration using the PlayStation 2 Network Adaptor Start-Up Disk, you are good to go. If not, you can use the Network Configuration application on your **SOCOM 3: U.S. Navy SEALs** disc.

To Create a Network Configuration using the application on the **SOCOM 3: U.S. Navy SEALs**, have your Internet Settings ready for reference and follow the steps below:

1. Make sure a memory card is inserted into a MEMORY CARD slot on your PlayStation 2 console.
2. On the Main Menu, select ONLINE. If no suitable network configuration is saved to your memory card, highlight EDIT CONFIGURATION, and press ⊗ to launch the Network Configuration Utility.

>>TRANSMISSION START<<

Note: For more detailed information on creating a Network Configuration, see the PlayStation 2 Network Adaptor Start-Up Disc Instruction Manual.

>>TRANSMISSION STOP<<

REFERENCE NO. 28

3. Select Add Setting, and select MEMORY CARD slot 1 or 2.
   - Press the directional button ⬆ / ⬇ to highlight a menu option and ➡ to accept settings and advance to the next screen.
   - If you change your mind about a setting, press the directional button ⬅ to return to the previous screen or ◉ to return to the Network Configuration main menu.
4. On the Hardware Settings screen, select SCE/Ethernet (Network Adaptor). If you are using a different type of network adaptor, please consult its manual.
   - Press △ to open the Advanced Settings Menu if necessary. It is highly recommended you leave this setting to Auto-Detect unless you are sure of a different setting.
5. Select OK at the Prompt and proceed with entering settings. Are a User ID and Password required to connect to the internet through your ISP (Internet Service Provider)? Select Required or Not Required. If required, enter the User ID and Password.
6. Set the IP Address if needed.
   - The usual setting is Auto and you are not required to enter an IP Address, which is automatically assigned using DHCP (Dynamic Host Configuration Protocol). However, a DHCP host name may also be required. If so, press △ to open the Advanced Settings and enter the host name. If your ISP requires a "static IP address", select Manual and enter the IP Address. In addition to the IP Address, you must enter the Netmask and probably the address of the Default Router. Check with your ISP if you are not sure about any of these numbers.
7. Set the DNS Address if needed. The usual setting is Auto and you are not required to enter the IP Address of the Domain Name Server. If required, select Manual and enter primary and secondary addresses.
8. On the Name the Setting screen, press ⊗ to display the Virtual Keyboard if you want to give your network configuration a specific name. Press the directional button ➡ and press ⊗ to save your new setting with the default name. You will be prompted to "Test the Connection" prior to exiting the Setting Guide Mode. This is optional, but recommended. Select OK at the prompt to return to the Network Settings screen. Select ◉ to exit the Network Configuration Utility.

>>TRANSMISSION START<<

Note: Some ISPs require a username and password for e-mail, but allow you to connect to the internet without them.

>>TRANSMISSION STOP<<

REFERENCE NO
29

SOCOM 3
7744.33 A

>>TRANSMISSION START<<

Note: This game conducts 2-way conversations with other players during Online Games.

>>TRANSMISSION STOP<<

ONLINE COMMUNICATION

USING THE USB HEADSET (FOR PLAYSTATION®2) ONLINE

Communication with your team is essential. Use your headset for voice communication with your team during Online gameplay. Enemy players will not hear your team's communications.

Communicate with online teammates over three channels. Tap ◉ and select RADIO from the Chat Menu, and then select your channel:

All	Communicate with the entire team.
Channel 1	Communicate with other teammates on Channel 1.
Channel 2	Communicate with other teammates on Channel 2.
On / Off	Toggle voice chat ON / OFF.

The Who's Talking Icon will appear when someone is communicating.

TO SPEAK:

1. Press and hold ◉ until you hear the ready tone and the Comm Icon appears at the bottom of the screen.
2. Speak normally and keep it brief—transmit a message of ten seconds or less. (Try to minimize chatter to give everyone a chance to communicate.) Release ◉ when done talking.

REFERENCE NO. 30

SOCOM 3
9724.33 F-

GET CONNECTED TO SOCOM 3: U.S. NAVY SEALs ONLINE

Use of the online portion of this game is subject to the terms and conditions under the Online User Agreement located within the game. A full copy of the Online User Agreement is available at:

http://www.us.playstation.com/support/useragreement/

1. On the Main Menu Screen select ONLINE. Note: Once you've created a profile on the OPERATIONS CONTROL NETWORK screen and have saved it to a memory card.
2. Select Login to connect to the Internet (you must have a Network Configuration).
3. On the UNIVERSE SELECTION screen, select a Universe to connect to SOCOM 3 Online.
4. Select Player Name. Enter a screen name and select ENTER. Select Password, enter a password, then select ENTER.
5. Select Connect. When prompted to write down name and password info, press ⊗.
6. When prompted to save to a memory card, select YES if you want to save your Player Name and Password. This is highly recommended.
7. Please read the ONLINE USER AGREEMENT and select ACCEPT if you agree to the terms.
8. If the Player Name you have selected is available, you will be prompted to register that name. Choose "YES" and press ⊗ to register that Name. If you receive an incorrect password error, it means that someone has already registered that Player Name and you must select a new one.

>>TRANSMISSION START<<

Note: Lost passwords cannot be retrieved by SCEA Consumer Services. Be sure to write down or remember your password. If you lose your password, create a new Player Name and Password for online play.

>>TRANSMISSION STOP<<

>>TRANSMISSION START<<

Note: You must agree to the terms of the Online User Agreement to connect to SOCOM 3: U.S. Navy SEALs.

>>TRANSMISSION STOP<<

REFERENCE NO.
31

9. At the SOCOM 3 Operations Control Network Online Menu, select BRIEFING and press ⊗. Press the directional button ⬆ / ⬇ or use the left analog stick to select a briefing room you would like to enter and press ⊗. Highlight JOIN GAME, then press ⊗ to select a game from the list and enter the Game Lobby. If you receive notification that the game is already in progress, choose YES and press ⊗ to enter the game lobby. Press START to select READY. If the game is already in progress, you will join the game when you select READY. If you are in between games, selecting READY indicates that you are ready to play.

FAST LOGIN

Once a Network Configuration and online profile have been created and saved to a memory card, FAST LOGIN becomes available on the Title Screen. When FAST LOGIN is selected, the most recently used Network Configuration will automatically be selected, logging you directly into the SOCOM Universe Screen. Press ◉ to select FAST LOGIN while on the Title Screen.

>>TRANSMISSION START<<

Note: For PPPoE Users: Please note that FAST LOGIN uses your last edited or created network connection to attempt to connect for online play. If you last created a LAN connection, FAST LOGIN will fail to connect. You can correct this issue by creating or editing a PPPoE configuration instead of LAN; FAST LOGIN will then connect correctly.

>>TRANSMISSION STOP<<

PLAYING THE ONLINE GAME

ONLINE MISSION TYPES

As you cycle through Game Lobbies on the BRIEFING screen, each game's mission appears to the right of the game name under GAME DETAILS.

BREACH: SEALs attempt to break through barriers and destroy key targets in a Terrorist stronghold. Terrorists use their fortifications to prevent the SEAL incursion.

DEMOLITION: Find the bomb and blow up the opposition headquarters. Get hold of the bomb and become the hunted as enemy troops try to eliminate you and your team before their base is destroyed. Lose the bomb and you're now on the defensive. Plant the bomb in the enemy base and prevent it from being defused by the enemy until it blows up.

SUPPRESSION: This is a pure fight to the death between SEALs and Terrorists with a five-minute time limit. The winner has the most teammates left standing. Suppression maps may be set to respawn and players will instantly come back to life after being killed.

ESCORT: Key personnel need to be moved to a secure location. SEALs win by getting at least two VIPs to the extraction zone or eliminating all the Terrorists. Terrorists win by eliminating at least two VIPs, preventing the SEALs from extracting the VIPs, or by eliminating all the SEALs.

REFERENCE NO.
32

EXTRACTION: This is a hostage situation. SEALs win by eliminating all the Terrorists or by escorting at least two hostages to the extraction zone. Terrorists win by eliminating all of the SEALs. If the Terrorists eliminate a hostage, it counts as a rescued hostage for the SEALs. If the Terrorists prevent the extraction of the Hostages, the round results in a tie.

CONTROL: This is all about territory and control. You must be the first team to plant a beacon at each of the control points across the op area. Once a beacon is planted, the enemy can't take it away, but they also can plant a beacon at each control point. The team that is able to place beacons at all of the control points first, wins.

CONVOY: The Terrorist team must guide a convoy across enemy territory and through a series of blockades to the cargo loading zone. They will have to pick up cargo and continue through another set of blockades to make it out alive. It's up to the SEAL team to stop the convoy. If both of the cargo vehicles are destroyed, or all of the Terrorists killed, the SEAL team wins. If at least one of the cargo-loaded vehicles makes it through intact, the Terrorist team wins.

REFERENCE NO.
33

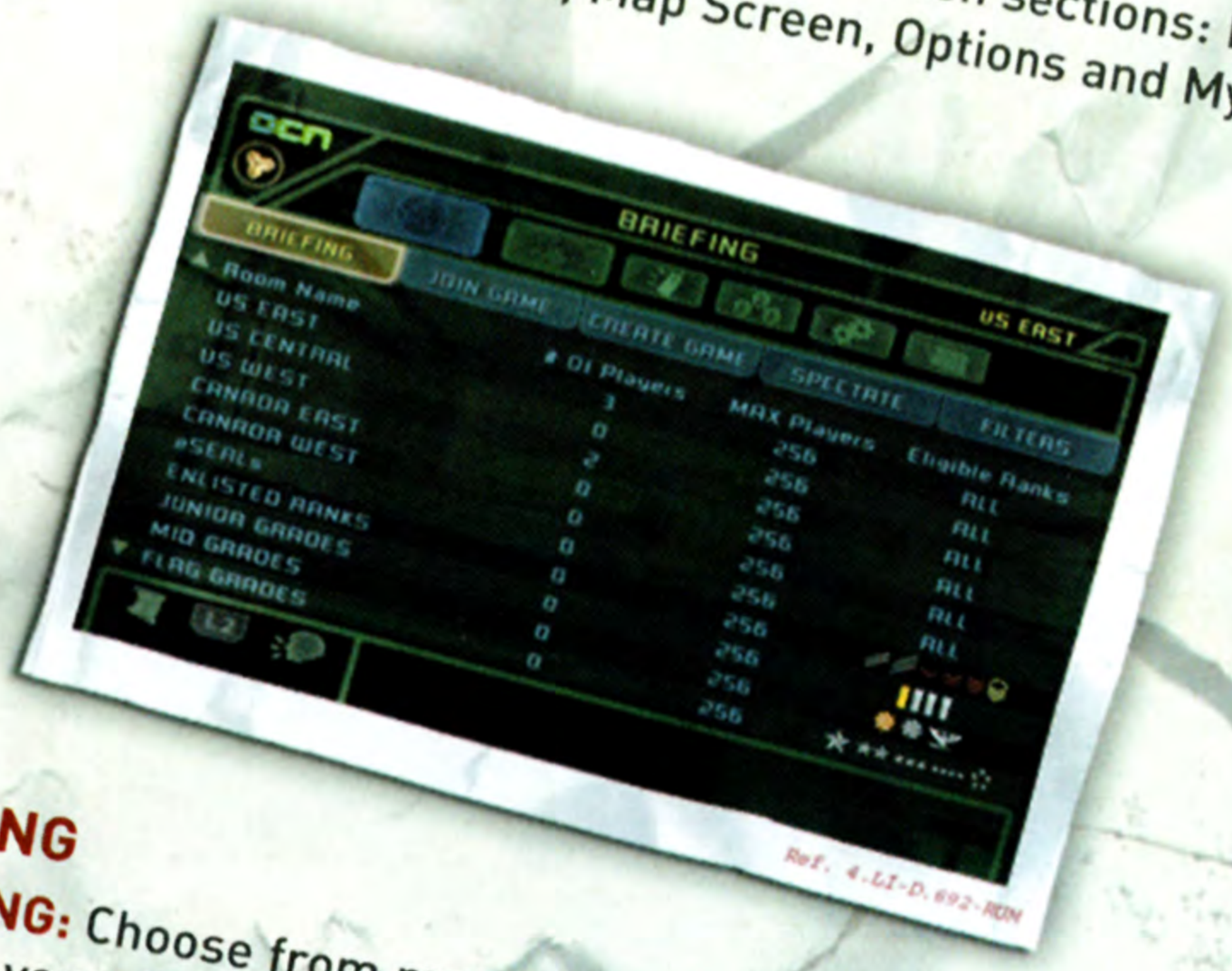
FILED

CONNECTING TO AN ONLINE GAME

After you connect to a Universe server, you will be presented with a SERVER NEWS screen, which lists any current information about the status of the SOCOM 3 server. You can exit this screen and continue by pressing ⊗ at any time.

THE ONLINE OCN INTERFACE

The SOCOM 3 OCN Online Menu has seven sections: Briefing, Autoplay, Community, Create Clan, Map Screen, Options and My Settings.



BRIEFING

BRIEFING: Choose from rooms with active games. Once you have picked a room, you will automatically move to the JOIN GAME menu.

JOIN GAME: Join a specific game from the list. Highlighting a game will show the details (game type, etc.) on the right side of the screen.

CREATE GAME: Create a custom game. You choose the settings!

SPECTATE: Not up for playing? Choose Spectate to simply sit back and watch the fun.

FILTERS: Set your preferences for the type of games displayed for you to join.

RENCE NO.
34

AUTOPLAY AND FILTER TYPES

Autoplay quickly helps you get into the game. It defaults to the most liberal settings, but you can filter any of the settings to tailor the online experience.

MAP NAME: You can choose a specific map here. This is a great way to find a game on your favorite map or to keep playing a map you want to learn.

GAME TYPE: You can choose between Breach, Control, Convoy, Demolition, Escort, Extraction or Suppression.

SCORE TYPE: SOCOM 3 defaults to Ranked scoring, but you can also choose from Open and Respawn scoring.

NUMBER OF PLAYERS: You can 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.

REFERENCE NO
35

ADVANCED OPTIONS

FRIENDLY FIRE: You can choose to search for any game or games with Friendly Fire specifically enabled or disabled.

WEAPON MODES: If you only want to play with certain weapons or sets enabled, then set that filter here.

VEHICLES: Filter games by enabling or disabling Vehicles

TIME OF DAY: Choose to play a game at noon (DAY) or at night (NIGHT).

CONNECTION SPEED: You can choose to show only servers that are fast (Green), average (Yellow) or slow (Red).

RESET: Choose this to reset everything to the default settings.

SEARCH FOR GAMES: Search for any game matching your parameters.

COMMUNITY

This is your connection to the SOCOM 3 Online Community. Check in daily to make sure you have the latest info on the game, or use the personal Email feature to schedule an online match with your friends or clan-mates.

SOCOM 3 DAILY: Here you will find news on the game, polls and surveys, as well as any info on **SOCOM 3: U.S. Navy SEALs** promotions.

LEADERBOARDS: Check out the latest updates for Individual, Weekly, Monthly and Friend Leaderboards.

CLAN LADDERS: View and setup Clan Challenges for Daily Ladder, 4 vs 4 Ladder and Weekend Ladder Challenges.

MESSAGE BOARD: This is an open forum for all players. Read or post your own thoughts on the game.

PERSONAL: Edit your online profile, verify your account, and check your personal Email.

FEEDBACK: Submit questions and comments about **SOCOM 3: U.S. Navy SEALs** directly to Sony Computer Entertainment America. We want to know what you think!

HELP: Read a FAQ on the game or browse the Online Manual.

REFERENCE NO. 36

CREATE CLAN

Playing online is fun, but it is always more fun to play with your friends and a clan is a perfect way to do that. Creating a clan gives you an easy way to identify yourself with the group and lets others know that you are part of a high profile team. To create a clan you must have a verified **SOCOM 3: U.S. Navy SEALs** account. Once the account has been registered, a Clan Name and Clan Tag can be created. On the MANAGE CLAN Screen, highlight Create Clan, and press the ⊗ button. So long as the Clan Name is not taken, your clan will be created.

BECOME A VERIFIED USER

Gamers who create a SOCOM 3 verified account receive benefits such as: the ability to join or start ranked games, create or join a clan or friend list, and stat tracking. It also automatically enrolls you in the PlayStation Underground. To verify your account, select COMMUNITY, select Personal, select Register Account, and fill out all fields. See **www.us.playstation.com/support/useragreement** for further details and terms and conditions of use.

Please note that you do not have to set up a verified account to play SOCOM 3 on or off line. Feel free to play and enjoy the on or off line gaming experience without accessing these additional features. You may choose to set up your verified account at a later date.

When you sign up for a verified account, you are automatically enrolled in the PlayStation Underground. Enrollment in the PlayStation Underground enables you to receive information and updates about PlayStation products, online gaming and other special benefits. After you sign up for a verified account, you will be sent an email confirming your account. Soon afterwards, new PlayStation Underground Members will receive a "Welcome" email confirming your Underground membership and giving you the opportunity to opt out of the program.

>>TRANSMISSION START<<

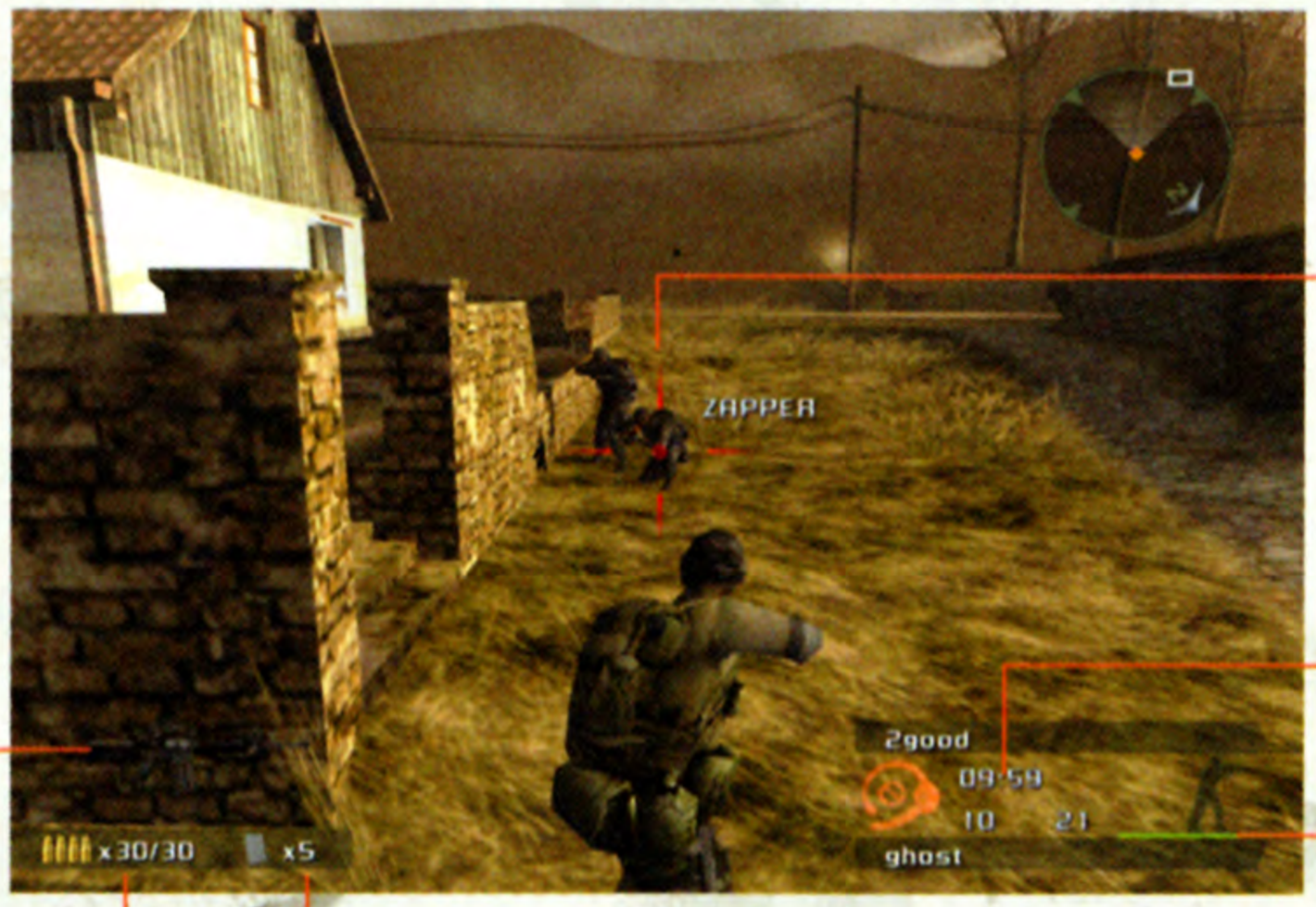
Note: Your credit card information is used for account verification purposes only. Your credit card will not be charged for account verification.

>>TRANSMISSION STOP<<

REFERENCE NO.
37

THE ONLINE GAME SCREEN

THE GAME SCREEN



CROSSHAIRS

Use the crosshairs to aim your weapon.

- Crosshairs turn green when aimed at friendlies and hostiles.
- Crosshairs change depending on the selected weapon.

HEALTH GAUGE

The gauge begins to fill with red each time you are injured. As long as green remains, you can fight.

COUNTDOWN TIMER

Counts down to zero in games with a time limit.

CURRENT WEAPONS

- Press L1 to toggle your primary and secondary weapons.
- Press and hold R2 to open the inventory screen and press the directional buttons ⬆ / ⬇ to highlight an item. Press ⊗ to select the item.
- Press and hold L3 to toggle a weapon to semi / full auto.

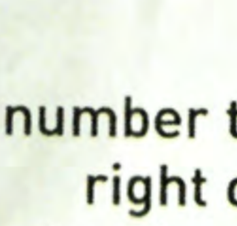
SHOTS REMAINING

View shots remaining and maximum total for the clip. Press R3 to reload manually.

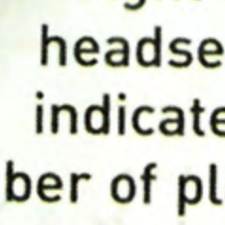
REFERENCE NO.
38

USB HEADSET (FOR PLAYSTATION®2)

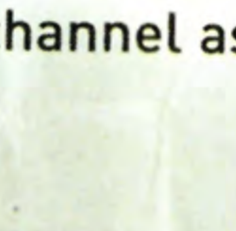
The headset icon appears when the SOCOM headset or USB headset is connected to your PlayStation 2 console.



A check mark appears within the headset icon if you are talking.



The headset icon turns red and a red circle with a slash through it appears within the headset icon when someone on your team is talking. The name of the player speaking appears over the headset icon.



A small headset icon appears over the head of a player currently talking on the headset channel (if that player is within view).

The number to the right of the headset icon indicates the number of players on your team in the same sound channel as you.

The number to the right of the total number of players with headsets represents the total number of players currently in the game.

Note: If you do not have a headset connected, the headset icon will not appear.

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39

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darkprince	Dorr, MI
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POSEIDON	Norwood, PA
PREZA	Montebello, CA
Survivor	West Chester, PA

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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.

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45

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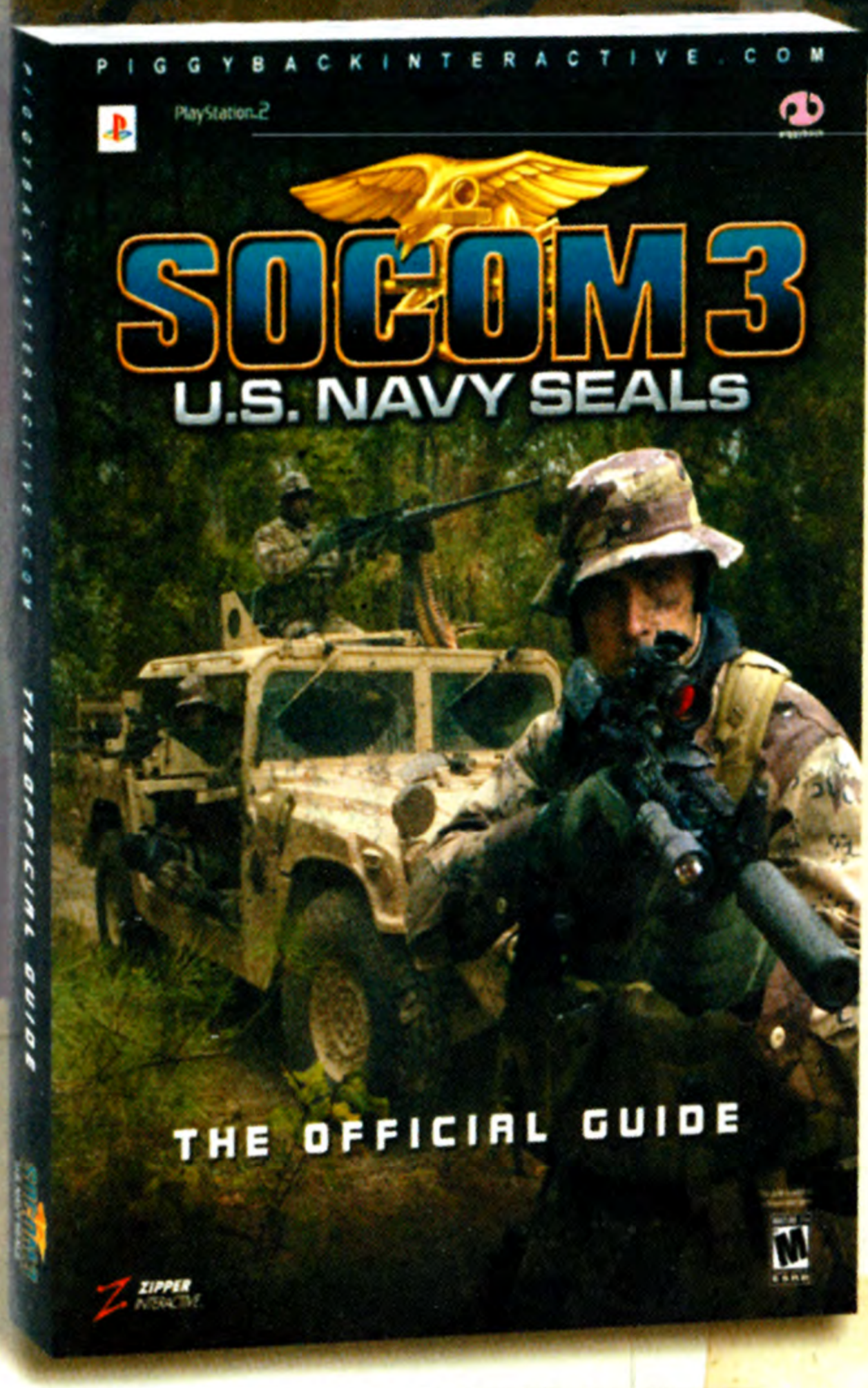

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