SO 11-04

DEPARTMENT OF SONY COMPUTER ENTERTAINMENT AMERICA

SOCOM II: U.S. NAVY SEALs

INSTRUCTION MANUAL

HEADQUARTERS, SONY COMPUTER ENTERTAINMENT AMERICA



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.

SOCOM II: U.S. Navy SEALs Tips and Hints

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.

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 produced by Sony Computer Entertainment America.

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

CONTENTS

The Ultimate Evolution In Combat 2

Setting Up Your Console 4
- Network Adaptor (Ethernet/Modem) (for PlayStation 2) 4
- Memory Cards 5
- Headset (Optional) 5

Controls 6
- Configuration 6
- Menu Controls 6
- SEAL Movement and Actions 7

Using the Headset 8
- Issuing Voice Commands (Single Player) 8
- Listening 9

Issue Commands Using Button Controls 9

The Commands (Single Player) 10
- Movement and Position Commands 10
- Tactical Commands 11

Starting the Game 12

Main Menu 12
- New Game 12
- Load Game 12
- Online 13
- LAN 13
- Options 13
- Hard Disc Drive 13
- Extras 13

Single Player Team Structure and Movement 14
- Other Special Forces 14

The Mission Briefing 15
- Overview 15
- Mission Details 15
- Objectives 15
- Maps/Intel 15
- Armory 15

The Single Player Game Screen 17

TacMap and Tracking Mission Objectives 18
- Using the TacMap 18
- Keep Track of Mission Objectives 19

Special Actions 20

Using Weapons 22

Single Player Mission Success 24
- Stealth 24
- Accuracy 24
- Teamwork 24
- Primary Objectives 24
- Secondary Objectives 24

Single Player Mission Failure 25

The Pause Menu 26
- Resume 26
- Abort 26
- Invert Pitch 26
- Help 26
- Aim Assist 26
- Replay Mission 26

SOCOM II Online 27
- Creating a Network Configuration 27

Online Communication 29
- Using the On-Screen Keyboard to Enter Data and Chat 29
- Text Chat During Missions
  - Using the Chat Menu 29
- Using the Headset Online 30

Get Connected to SOCOM II Online 31

Playing the Online Game 33
- Online Mission Types 33
- Finding a Game 34
- SOCOM II Online Screen 34
- The Briefing Room 35
- The Game Lobby 37
- Friends List 38
- The Online Game Screen 38
- Player Rankings (Rank Insignias) 39
- Create Your Own Clan 40

Saving and Loading Game Data 41
- Saving Game Data 41
- Loading Game Data 41

Game Credits 42

Are You Interested In a SEAL Career? 45

For the most up-to-date version of this manual, go to www.us.playstation.com and check out the SOCOM II: U.S. Navy SEALs mini-site.

1

THE ULTIMATE EVOLUTION IN COMBAT

For decades, SEAL teams have been elite U.S fighting forces. Naval Special Warfare and the SEALs evolved from the necessities of World War II amphibious combat. Before delivering thousands of soldiers onto beaches in landing craft, underwater demolition teams wearing swim masks and fins had to sneak in from the ocean, recon the area and remove hazards, sometimes with high explosives. SEAL teams are small, highly lethal attack squads of stealthy soldiers. By 1962 this method of fighting had a name: Unconventional Warfare, and the SEALs were formed to meet the needs of a new type of combat.

SEALs are exceptionally well-trained, tactically intelligent students of warfare, masters of hand-to-hand combat, and experts with any weapon from knives to heavy machine guns. While a single SEAL is dangerous, an entire fireteam is even more so. When the smoke clears, SEALs are victorious because of teamwork. In a firefight, no terrorist threat is a match for an efficient SEAL fireteam. Each member is trained to protect other team members, never hesitating to act for the good of the mission, and the team, in every combat scenario.



Now you are the commanding officer of a four-man SEAL fireteam. You will deploy on missions to neutralize terrorist threats from South America to Russia. Take on explosive urban firefights, breach hardened defenses, rescue non-combatants or capture terrorist assets. The success of each mission will depend on extreme stealth and the lethal teamwork that marks every SEAL operation.

When you are ready for SEAL warfare online, join up to 15 other players and take sides as a SEAL, Terrorist, or other special operations units. This is the true test of teamwork. Each battlefield will offer even the most seasoned soldier a tactical challenge. The headset will keep you in voice contact with every other teammate so you can adapt your strategy even as the bullets fly.

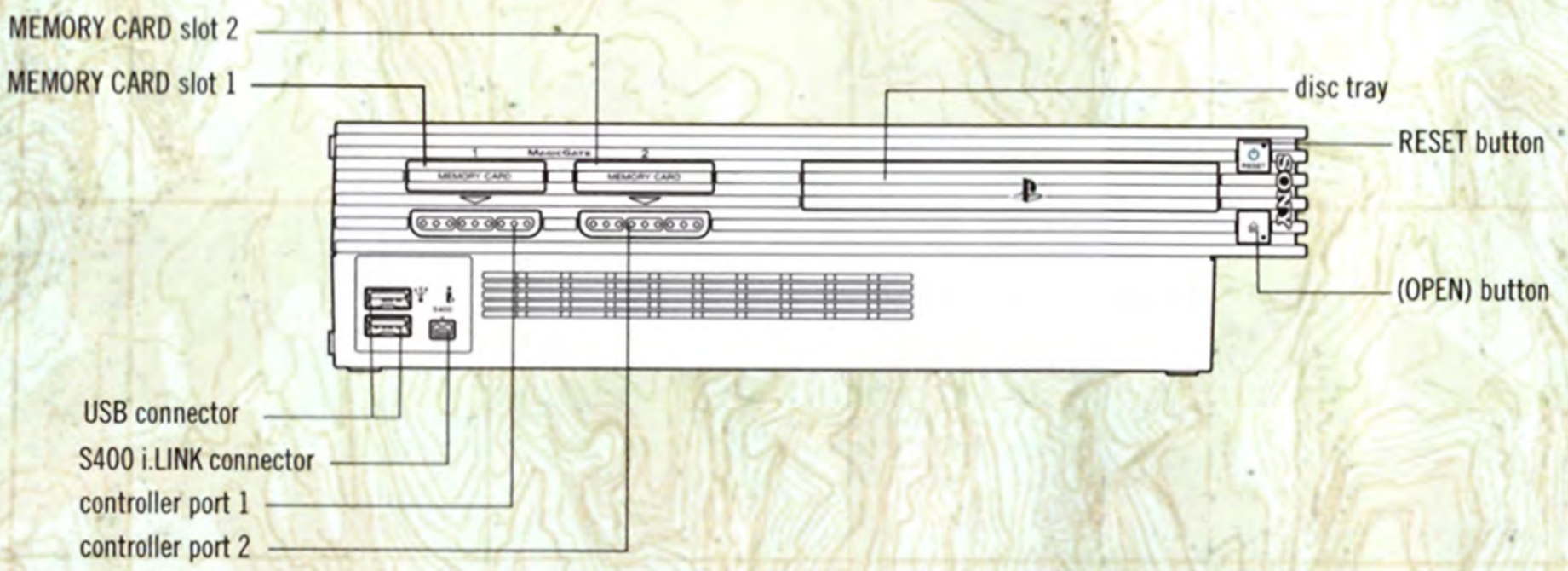
Terrorism is a threat to freedom all over the world and the unconventional tactics of U.S. Navy SEALs are needed. This is the time. When they picked a fight, they never planned on fighting these guys.



2

SETTING UP YOUR CONSOLE

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



NETWORK ADAPTOR (ETHERNET/MODEM) (FOR PLAYSTATION®2)

In order to play SOCOM II: U.S. Navy SEALs online, you must have installed a Network Adaptor (Ethernet/Modem) (for PlayStation®2) on your PlayStation 2 computer entertainment system before playing. Set up the Network Adaptor according to the instructions included in its packaging.

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

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

MEMORY CARDS

A memory card is required to play SOCOM II: U.S. Navy SEALs both online and offline. Before playing online, a valid Network Configuration must be saved to the memory card using either the Network Adaptor Start-Up Disc or the SOCOM II Network Configuration utility.

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into the MEMORY CARD slot 1 of your PlayStation 2 computer entertainment system. You can load saved SOCOM II: U.S. Navy SEALs game data from the same card or any memory card containing previously saved data. See "Creating a Network Configuration" on page 27.



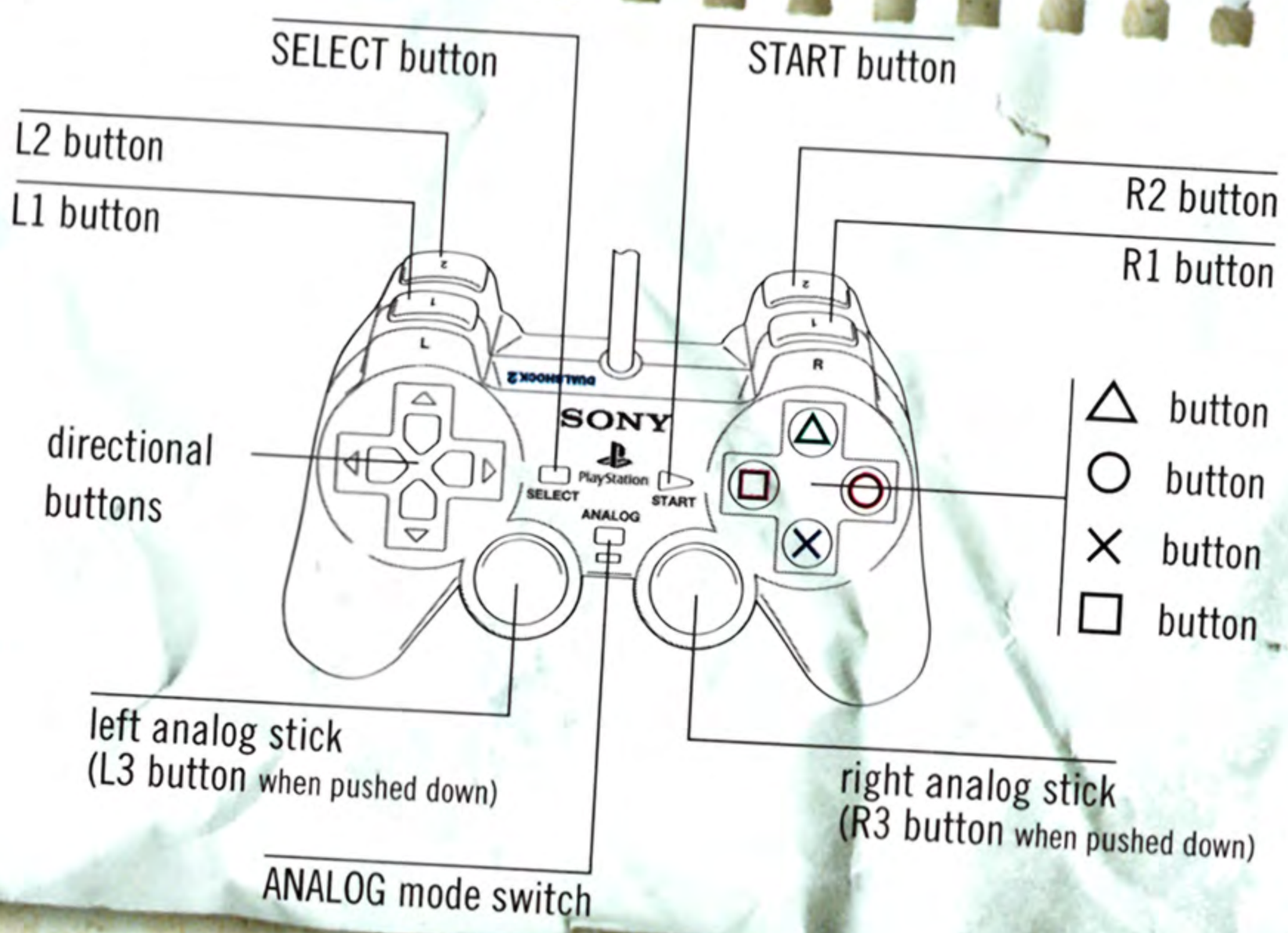
HEADSET (OPTIONAL)

The SOCOM headset or USB headset (for PlayStation®2) allows you to issue voice commands to fellow SEALs and talk with teammates during online games. Connect the headset to either of the USB (Universal Serial Bus) connectors located on the front of your PlayStation 2 computer entertainment system with the USB symbol on the plug facing UP.

3

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



MENU CONTROLS

Highlight menu item	directional button or left analog stick
Select highlighted menu item	directional button or left analog stick + ⊗
Previous screen/Return to Main Menu	△
Pause game	START
Utilize team command menu (with headset)	◉ + voice
Utilize team command menu (via controller)	◉ + directional button ⬆/⬇
Open team command sub-menu	⊗ or ◉
Highlight tactical command on sub-menus	directional button ⬆/⬇

Execute command	⊗
Cycle through Weapons/Equipment	R2 + directional button ⬆/⬇
Select Weapon/Equipment	R2 or ⊗
Open/close tactical map	SELECT
Move map (Briefing Room)	directional button or left analog stick
Zoom map in/out (Briefing Room/in-game)	right analog stick ⬆/⬇
Move map (in-game)	left analog stick

SEAL MOVEMENT AND ACTIONS

Note: These are the default precision shooter controls. You can change controls on the Options Menu.

Move SEAL	left analog stick
Aim weapon/look	right analog stick
Move sideways	left analog stick ⬅/➡
Change body position (stand, prone, crouch)	△ (press hard to go prone)
Jump	□
Dive	run + △ firmly
Peek around corner	directional button ⬅ or ➡
Fire/throw/deploy weapon	R1
Equip primary weapon or L1 quick select	L1
Equip secondary weapon or L2 quick select	L2
Toggle weapon to semi/full auto	press L3 twice or hold
Reload weapon	R3
Toggle special action icons	Hold ⊗ + directional button ⬅/➡, then release
Toggle perspective, 3rd person, 1st person, binoculars, weapon scope, nightvision goggles (when available)	directional button ⬆/⬇
Cycle through teammates during online play	directional button ⬆/⬇/⬅/➡ after you are out of action

Note: You will be able to do this in Spectator mode as well.

4

USING THE HEADSET

Note: SOCOM II: U.S. Navy SEALs is designed to issue voice commands via the SOCOM headset or USB headset (for PlayStation®2). However, the headset is optional. You can also issue commands using button controls.

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" for information on headset usage.

ISSUING VOICE COMMANDS (SINGLE PLAYER)

To send a voice command to your team, first press ◉ to open the command menu. Say the command exactly as it appears on the menu out loud until you become comfortable with them. 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 you see displayed on-screen. 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 your partner to take action. Say "ESCORTEE" to direct an order to someone traveling with your team.

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

2. Say WHAT you want done—This is the second part of the command to communicate what you want done. 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 the type of explosive you want deployed. See "The Commands" section to view all the commands you can issue to your team.



LISTENING

You hear three different types of communication during single player games:

- Team member communications which include acknowledging your orders or giving situation reports including kills, warnings and personal status.
- Objective status reports and new intel important to the mission.
- Warnings when you drift out of the mission area.

5

ISSUE COMMANDS USING BUTTON CONTROLS

Alternatively, you can issue commands using buttons.

1. Open the team command menu, and press ◉.
2. Designate WHO will receive the order. Press the directional button ⬆/⬇ to select TEAM, ABLE, or BRAVO.
3. Press ⊗ to open the sub-menu for the highlighted command, then press ⊗ again to execute the command.



6

THE COMMANDS
(SINGLE PLAYER)

MOVEMENT AND POSITION COMMANDS

Use movement and position commands to specify exact positions or map coordinates.



Using the Crosshairs as a Pointer

Use the crosshairs to send team member(s) 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, place your crosshairs over an enemy and issue the command "BRAVO...ATTACK TO...CROSSHAIRS." Bravo will move into position and attack the enemy.

Note: Your crosshairs do not have to be on an enemy to execute an "ATTACK TO" command. Your crosshairs can be on a door, building or even the ground, and your teammates will move to that position, attacking any targets of opportunity they see.

Using Nav Points

Nav Points are map coordinates marking key positions in your op area and are created prior to insertion. They are always Charlie, Delta, Echo, Foxtrot, Juliet, Romeo, Whisky, X-Ray or Zulu. 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" for detailed instructions on using the Tactical Map.

Note: Moving to a specific point during a mission may be a required objective.

Follow

You take point and the team follows behind you and assumes your body position. For example, if you advance in prone position, they will too.

Run to
SEALs run to a designated position.

Lead To
Use this command to decide whether 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 to begin leading again. Able teammate Jester will take the lead but change to "Following" if you drift too far from him.

Attack To
Designate who will advance to a specified position, while firing at any enemy encountered. If using the crosshairs to point at an enemy, your team will attempt a shot instantly.

Stealth To
Advance as quietly as possible in a prone position while taking advantage of the terrain, structures or foliage to minimize the chance of discovery.

Hold Position
Hold position until commanded otherwise.

Regroup
The team will move to your position.



TACTICAL COMMANDS

Fire At Will
SEALs will fire on any enemy encountered.

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

Cover Target
Give the command to 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.

Hold Fire
Hold fire until you countermand the order.

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

Frag/Clear
Deploy a fragmentation grenade and clear the breached area.

Bang/Clear
Deploy a flashbang and clear the breached area.

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

Escort
When traveling with an escortee who needs protection, give this command to Bravo Element and they will bring the escortee with them, and follow additional commands.

7

STARTING THE GAME

While loading, the game will search for SOCOM II: U.S. Navy SEALs game data on any memory card inserted in your PlayStation 2 system. To continue, press ⊗.

8

MAIN MENU

Press the directional pad or left analog stick ⬆/⬇ to highlight an option and press ⊗.

NEW GAME
Begin a new single player game.

LOAD GAME
Load a saved SOCOM II: U.S. Navy SEALs game. See "Saving and Loading Game Data" on page 41.



ONLINE

Connect to the Internet to play SOCOM II: U.S. Navy SEALs 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" on page 33.

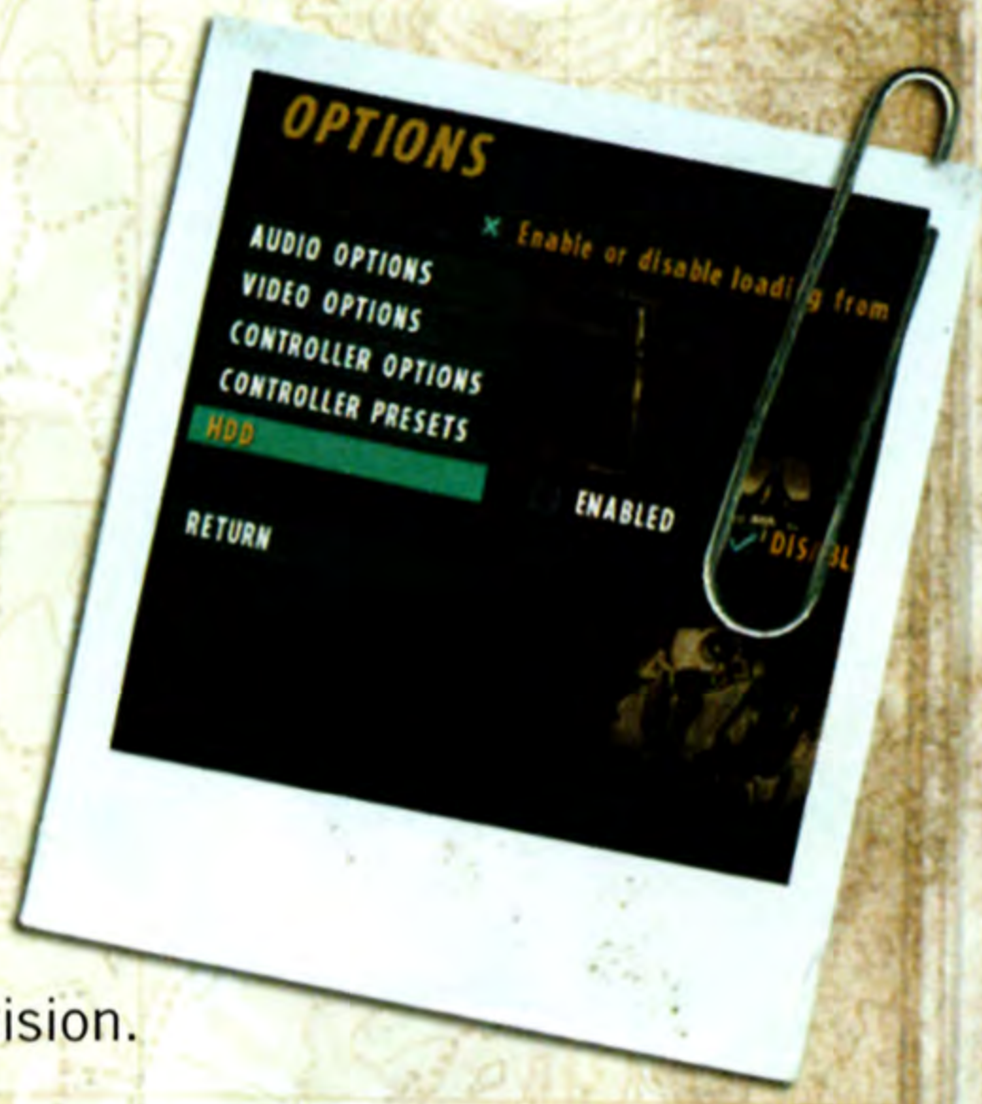


LAN

Play on a local area network through an Ethernet connection. Each player must have a PlayStation 2 system equipped with a configured Network Adaptor (for PlayStation®2) and a copy of SOCOM II: U.S. Navy SEALs to play.

OPTIONS

Set game options.



Audio Options

Music Volume—Set the level of background music.
Sound Volume—Set the level of sound effects.
Dialog Volume—Set level of spoken words.
Sound—Set STEREO or MONO to match your television or sound system.
Default—Reset everything.

Video Options

Brightness—Set the brightness of the screen image.
Video Mode—Set to INTERLACED or PROGRESSIVE SCAN (480p) to match your television.

Hard Disk Drive

SOCOM II: U.S. Navy SEALs supports the Internal Hard Disk Drive (for PlayStation®2) with downloadable content. In order to use downloaded content in SOCOM II you must first purchase an HDD and install it into your PlayStation®2 console according to the instruction manual provided with the HDD. Once the HDD is installed you must "enable" HDD functionality in SOCOM II on the SOCOM II Options screen. Select the "HDD" option on the SOCOM II options screen and then select "ENABLED." Exit the options screen and save your preferences to the memory card (8MB)(for PlayStation®2).

Downloadable content for SOCOM II will be made available through the HDD. After HDD support in SOCOM II is enabled, you must first download the SOCOM II content before you can use it in the game.

HDD available March 2004*

EXTRAS

View and select extras that you have unlocked while playing the game.

**Launch date subject to change.*

9

SINGLE PLAYER TEAM STRUCTURE AND MOVEMENT

The Team you command consists of two elements:
- Specter (You) and Jester are Able Element.
- Wardog and Vandal are Bravo Element.

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.

You can send Jester a short distance from you to execute some orders, but one of his primary jobs 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.



OTHER SPECIAL FORCES

During certain missions, your Bravo Element will be replaced with special forces from other allied countries.

10

THE MISSION BRIEFING

View your mission orders, arm your team and start your mission from here.

OVERVIEW
This summarizes your orders with a general mission description, including 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 also learn of informants or agents within the op area who can help your fireteam accomplish the mission.

OBJECTIVES
These objectives appear in the order that they should be executed. You will be notified of additional objectives by SOCOM as they become necessary.

MAPS/INTEL
View the mission area and/or other important intel for the mission.
- Pan with the directional button or left analog stick.
- Zoom using the right analog stick ⬆/⬇.

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 the fireteam, element or individual SEAL.
2. Select PRIMARY (rifles, machine guns), SECONDARY (pistols) or EQUIPMENT (includes grenades, ammo, mines, explosives and rocket launchers).



3. Press the directional button ⬅/➡ to display weapon/equipment choices. Press ⊗ to select the displayed weapon/equipment.
4. Press △ or select DONE and press ⊗ to save your selections and return to Armory character selection.

See the Online Armory for information about online weapon and item selection on page 37.



11

THE SINGLE PLAYER GAME SCREEN



Crosshairs/Weapon Sight

Use the crosshairs or other sights to aim weapons. The crosshairs appear whenever you are holding a firearm, including rocket propelled grenades or rockets. A grenade sight appears when you arm yourself with any grenade.

- "Crosshairs" is a "WHERE" option when sending your team to positions. This is the most precise way of positioning your team or pointing to something of tactical interest.

Note: Also see "The Online Game Screen" on page 38.

Compass

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

To view a legend explaining each symbol that appears on the compass, press SELECT, then press R2.

See "TacMap and Tracking Mission Objectives" for a more detailed battlefield view.

Team Member Status

Status includes current activity and health of each team member.
Activity is listed next to the team member's name.

Examples: If you issued the order to Bravo: STEALTH TO CHARLIE, the word TRAVELING will appear next to both Bravo element operators. If you issued an ATTACK order, the word ENGAGING appears when they start firing.

Health is shown by the green bar under each SEAL's name. When a SEAL is injured, the green bar will decrease and become red. When the green bar disappears and becomes fully red the SEAL is incapacitated.

12

TACMAP AND TRACKING MISSION OBJECTIVES

Use the TacMap to navigate the area and keep track of the mission specifics. Press START to open the TacMap/Mission Objectives screen. The Tactical Map and Mission Objectives contain all 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 ⬆/⬇ to zoom the map.
- Press R2 to review the legend which shows key map symbols.
- Press ◉ to center your view.

Your Positions

You appear on the map as a cone of light with a circled letter A (Able Element), just as if you were shining a flashlight in the direction you are facing. Bravo Element appears as the circled letter B.

Mission Path

Follow the green line to complete the mission as planned. The path is created based on known objectives. A mission path will not be available for every objective or mission.

Nav Points

Nav Points mark key locations within the op area. Use these geographical reference points to issue commands. See "Using Nav Points" for more info on commands.

Structures

Move through the op area using these as navigational aids.

KEEP TRACK OF MISSION OBJECTIVES

Each mission has objectives established by SOCOM prior to deployment. Track the status of each mission objective here. The original objectives match those you see during the Mission Briefing, but additional objectives can be added.

- Select an objective and press ⊗ to view an intelligence movie of the objective location with a brief set of orders.
- A checkmark appears next to completed objectives.
- Failed objectives are grayed out.



13

SPECIAL ACTIONS

Special action icons appear at the bottom of the screen when some immediate task or item close by needs attention. For example: if there is a rifle next to a fallen enemy, a Special Action icon appears giving you the option to pick it up.

- Press ⊗ to execute the highlighted special action.
- Press and hold ⊗, then press the directional button ⬅/➡ when multiple icons appear to select the action you want to perform. Release ⊗ to perform the selected action.

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. Note the name of each weapon below the icon.



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 Turret

Machine guns and grenade launchers are sometimes turret mounted. You cannot pick them up but you can take control and fire them. There are two icons for Turret Mount, one to grab the gun and one to let go.



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
Climb up ledges or ladders.





Ladder Slide
Slide down ladder for faster 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
When the mission requires that you position a satchel charge for demolition, this icon appears.



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
The Follow, Hold Position and/or Get Down Icons appear when you aim your crosshairs at a person under your protection, press ⊗ to give the person the selected command.



14

USING WEAPONS

Change Weapons

- Press L1 to select your primary weapon (or L1 quick select).
- Press L2 to select your secondary weapon (or L2 quick select).
- To select an item from the inventory, press R2 to open the inventory screen and press the directional buttons ⬆/⬇ to highlight an item. Press R2 or ⊗ to select the item.
- When holding an RPG, you will automatically change to a rifle or handgun if you move.

Note: For online play, when you are killed in action, you can change weapons before the next round begins. Press R2 to display the armory screen. Press the directional button ⬆/⬇ to select the weapon (or item) to change, press ⊗ to select, and ⬅/➡ to display the options. Press ⊗ to select the new weapon.

Set Weapon Quick Select

L1 and L2 can be set to any equipment in your inventory, not only your primary and secondary weapons. To set L1 or L2, press R2 to open your inventory. Then highlight the equipment or weapon you want to set and press L1 or L2.

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 L3 (press the left analog stick in like a button) twice or hold it. The Bullet Icons will increase or decrease depending on the setting.

Note: The firing mode must be switched to use M203 grenade launcher equipped weapons.

Reloading

Reloading is automatic as long as you have ammo for the weapon in hand. Manually reload your weapon by pressing R3.

Aiming a weapon

Use the right analog stick to aim a weapon.

Use a Rifle Scope

Press the directional button ⬆ to zoom in the scope on a rifle. Scope performance and power is different depending on the weapon in hand. You are a steadier shooter from a crouched or prone position.

Throw a Grenade

To throw a grenade, press R2 to open the inventory, select a grenade and press ⊗ or R2 again to display the grenade sight. Use the right analog stick to set the trajectory of the grenade lob, then press R1. Pressing harder on R1 will increase the distance of the lob.



Don't Forget—If one of your team has a better position for a grenade toss, give the DEPLOY order in single player games.

Set a Claymore Mine

To set a Claymore:

1. Select it from your weapons cache.
2. Determine the location you want to cover and place the mine by pressing R1.
3. The remote control detonator will appear in your active weapon slot. Press R1 to detonate the mine.
4. To plant multiple mines plant one mine then press R2 to open your inventory. Select the claymore mine again and plant your next mine. Repeat this process for as many mines as you have in your inventory. 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.



15

SINGLE PLAYER MISSION SUCCESS

The success of your mission is measured by several factors. Perfection for any factor is 100% for completing all objectives. You are graded from A to F.

STEALTH

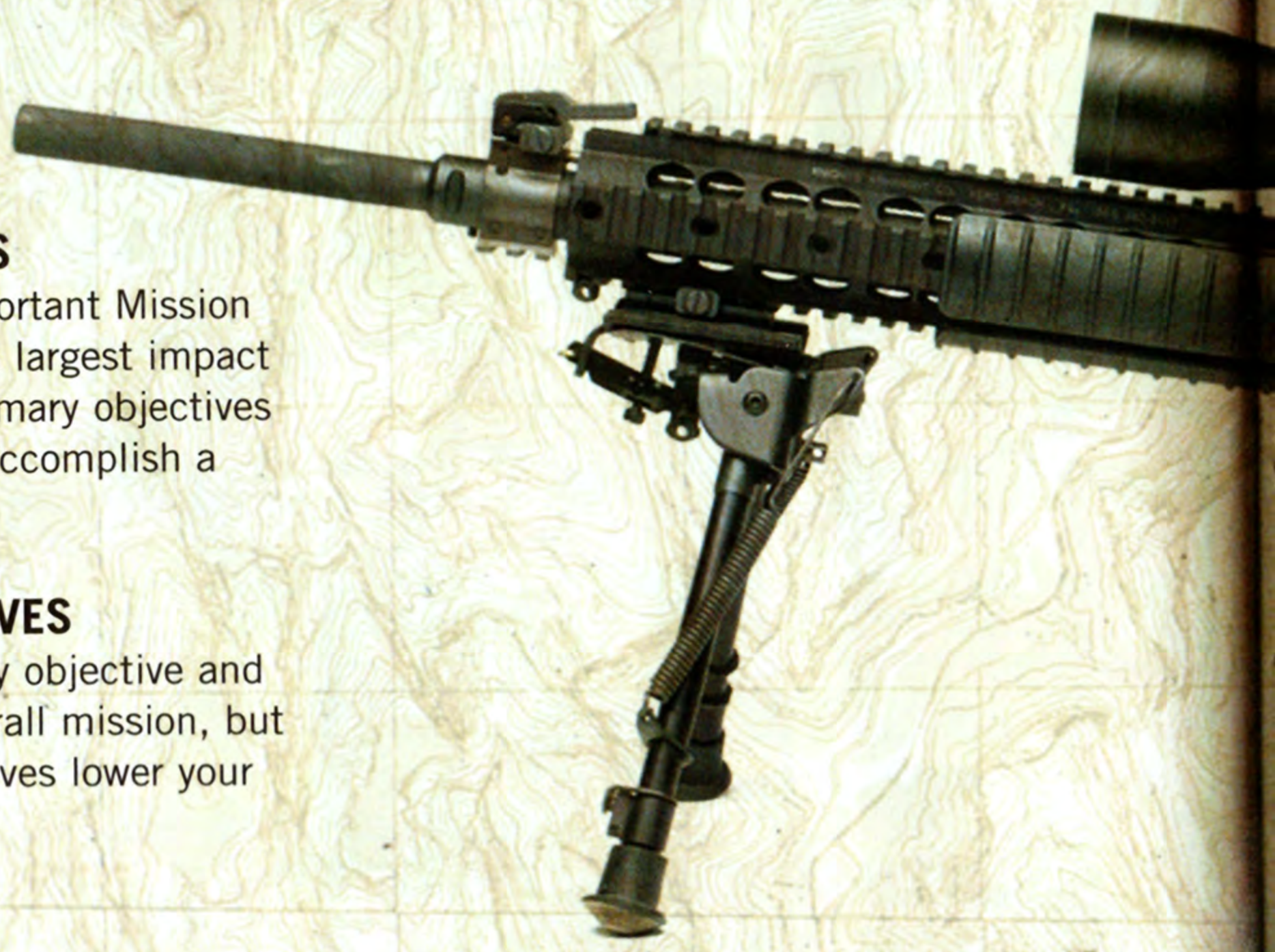
One thing that makes SEALs deadly is their ability to strike undetected. Each time your team is discovered and the enemy communicates your presence to others, you lose points for stealth.

ACCURACY

Hitting targets increases your accuracy ratings, while missed shots lower it. The accuracy of your teammates is 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 will be.



PRIMARY OBJECTIVES

These are the most important Mission Objectives and have the largest impact on mission success. Primary objectives must be completed to accomplish a mission.

SECONDARY OBJECTIVES

You can fail a secondary objective and still succeed at the overall mission, but failed secondary objectives lower your overall grade.

16

SINGLE PLAYER MISSION FAILURE

Your mission fails 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 key ally is killed.
- You abort a mission.
- All three of your SEAL teammates are incapacitated.



17

THE PAUSE MENU

Press START to pause gameplay and display the Pause Menu. Press ⊗ to change a setting or select an option.



RESUME
Continue the current mission.

VIBRATION
Turn ON/OFF.

FIREMODE AND TACMAP
Swap buttons used for Firemode and TacMap.

ABORT
Quit the current mission, resulting in Mission Failure. Stats for the completed portion of the mission will appear.

INVERT PITCH
Turn ON/OFF to change aiming with the right analog stick.

HELP
Turn pop-up windows that appear to give you advice ON/OFF.

AIM ASSIST
Aim Assist places red brackets over a hostile target when your crosshairs are close to their position. To turn ON/OFF, automatically aim in the direction of that target when you fire.

REPLAY MISSION
Start the mission over from the insertion point.

18

SOCOM II ONLINE

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

- A memory card (8MB) (for PlayStation®2) with a valid network configuration is required to play online. See "Creating a Network Configuration" for instructions.
- The online game is broadband only. You must connect through a DSL, cable modem, higher speed internet connection or a Local Area Network.
- To talk directly to teammates during games, use the optional SOCOM headset or USB headset (for PlayStation®2). See "Setting Up Your Console" on page 4 and "Using The Headset" on page 8.

CREATING A NETWORK CONFIGURATION

Note: If you have already created a valid network configuration using the PlayStation®2 Network Adaptor Start-Up Disc or network start-up application for another online PlayStation 2 game and have the memory card containing that configuration in your PlayStation 2 console, skip this section and review the remaining sections.

Before you can play SOCOM II: 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 Disc, you are good to go. If not, you can use the Network Configuration application on your SOCOM II: U.S. Navy SEALs disc.

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

To Create a Network Configuration using the application on the SOCOM II: U.S. Navy SEALs disc, 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 system.
2. From the Main Menu select ONLINE. The Login to SOCOM II Online screen will appear with a prompt stating that there is no Network Configuration. Press ⊗.



3. Select EDIT NETWORK CONFIGURATIONS to start the Network Configuration application.
   - Press the Directional button ⬆/⬇ to highlight a menu option, then ➡ to accept settings and advance to the next screen.
   - If you change your mind about a setting, press the directional button ⬅ or ◉ to return to the previous screen.
4. Select ADD SETTING and select MEMORY CARD Slot 1 or 2.
5. Select Hardware. Select SCE/ETHERNET (NETWORK ADAPTOR). If you are using a different type of network adaptor, please consult its manual.
   - Press △ to open the Advanced Setting Menu if necessary. It is highly recommended you leave this setting on AUTO DETECT unless you are sure of a different setting.
6. 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.



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

7. Set the IP Address if needed.
   - The usual setting is AUTO and you are not required to enter the 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 setting and enter the host name.
   - If your ISP requires a "static IP address", select MANUAL and enter the address. You must also enter the Netmask and possibly the address of the Default Router. Check with your ISP if you are not sure about any of these numbers.
8. 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 Service. If required, select MANUAL and enter primary and secondary addresses.
9. On the Name Your Setting screen, press ⊗ to display the Virtual Keyboard if you want to give your Network Configuration a specific name. Press the directional button ➡, then 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.



19

ONLINE COMMUNICATION



USING THE ON-SCREEN KEYBOARD TO ENTER DATA AND CHAT

When data entry is required, the on-screen keyboard displays automatically. To chat press ◉ to open the Online Keyboard.

- Press the directional button or left analog stick to highlight a key, then press ⊗ to select and enter the character in the field.
- Press ▢ to backspace.
- Press R1 to toggle Caps Lock.
- Select ENTER or press ◉ to enter data or transmit chat.
- Press △ to close the keyboard without transmitting or entering data.

Note: You can use a USB keyboard to enter data and chat. Press ENTER on your keyboard to activate it in data entry or chat situations.

TEXT CHAT DURING MISSIONS USING THE CHAT MENU

Tap ◉ to open the Chat Menu. Press the directional button to highlight a chat menu option and press ⊗ to transmit the message.

Tactical Orders

Select tactical commands that appear on-screen.

Taunts

These are preset vocal taunts and customizable text message taunts you can direct at the opposition.

Radio

Select an Active channel for voice communication using the headset. See "Using the Headset Online" on page 30.



Teammates

This shows you a list of your teammates. After selecting a teammate you have the option to either mute his voice chat or enter a vote to remove that teammate from the game.

Messages

These are customizable messages you can direct to teammates.

> **Note:** Customize Tactical and Taunt messages by selecting Options on the SOCOM II Online screen and selecting SETUP MESSAGING or SETUP TAUNTS. Select one of the default messages and change it using the Virtual Keyboard or USB keyboard.

USING THE HEADSET ONLINE

Communication with your team is the key to victory. Use your headset for voice communication with your team during gameplay. Enemy players cannot hear your team's communications.



Communicate with online teammates over five channels. Tap ◉ and select RADIO from the Chat Menu, then select the channel you want to speak over.

Team—Say something to all team members.
Offense—Communicate with other teammates on the Offense Channel.
Defense—Communicate with other teammates on the Defense Channel.
Spectator—Communicate with other spectators when in that mode.
Dead—Get killed and talk to other dead teammates.
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 10 seconds or less. Minimize line chatter to give everyone a chance to communicate. Release ◉ when done.

20

GET CONNECTED TO SOCOM II ONLINE

The online portion of this game is subject to the terms and conditions under the User Agreement located within the game. A full copy of the User Agreement is available at www.us.playstation.com/support/useragreements.

1. On the Main Menu select ONLINE.
2. Select LOGIN to connect to the Internet.
3. On the Select Universe Screen, select a Universe to connect to the SOCOM II Online screen.
4. Select PLAYER NAME and NEW PERSONA. Enter a screen name and select ENTER. Select PASSWORD, enter a password, then select ENTER. Select HOMETOWN. Enter the name of your Hometown, then select ENTER. Highlight GENDER and press ⊗ to toggle to your gender. You are not required to enter your GENDER or HOMETOWN to create a persona or play online.

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



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 password. This is highly recommended.
7. If the player name you have selected is available you will be prompted to register that name. Press ⊗ to register the player name. If you receive an incorrect password error, someone has already registered that player name and you must select a new one. After registering your player name, please read the User Agreement and select "AGREE" if you agree to the terms. You will then connect to SOCOM II Online.

Note: You must agree to the terms of the User Agreement in order to connect to SOCOM II Online.



8. On the SOCOM II Online screen, select BRIEFING ROOMS. Press the directional button or 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, press ⊗ to go to the Game Lobby. Select READY in the game lobby and press ⊗. If the game is already in progress, you will join the game when you select READY. If in between games, selecting READY indicates that you are ready to play.

Note: Select WATCH GAME to enter the game in spectator mode.

21

PLAYING THE ONLINE GAME

ONLINE MISSION TYPES

As you cycle through Game Lobbies on the Briefing Room screen, check under Game Details on the lower left side of the screen. The mission type appears at the top of the list to help you decide which game to join.

Breach

SEALs attempt to break through barriers and destroy key targets in a terrorist stronghold. Terrorists use their fortifications to prevent the SEAL incursion. Air strikes are available on BREACH maps.

Demolition

Find the bomb and blow up the opposition headquarters. Get hold of the bomb and you become the hunted as enemy troops try to kill you and your team before their headquarters is destroyed. Lose the bomb and you're on defense. 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 men left standing. Suppression maps can be set to respawn and players will instantly come back to life after being killed to rejoin the fight.

Escort

Key personnel need to be moved to a secure location. SEALs win by getting at least two VIPs to the extraction point or killing all terrorists. Terrorists win by eliminating all VIPs or all SEALs.

Extraction

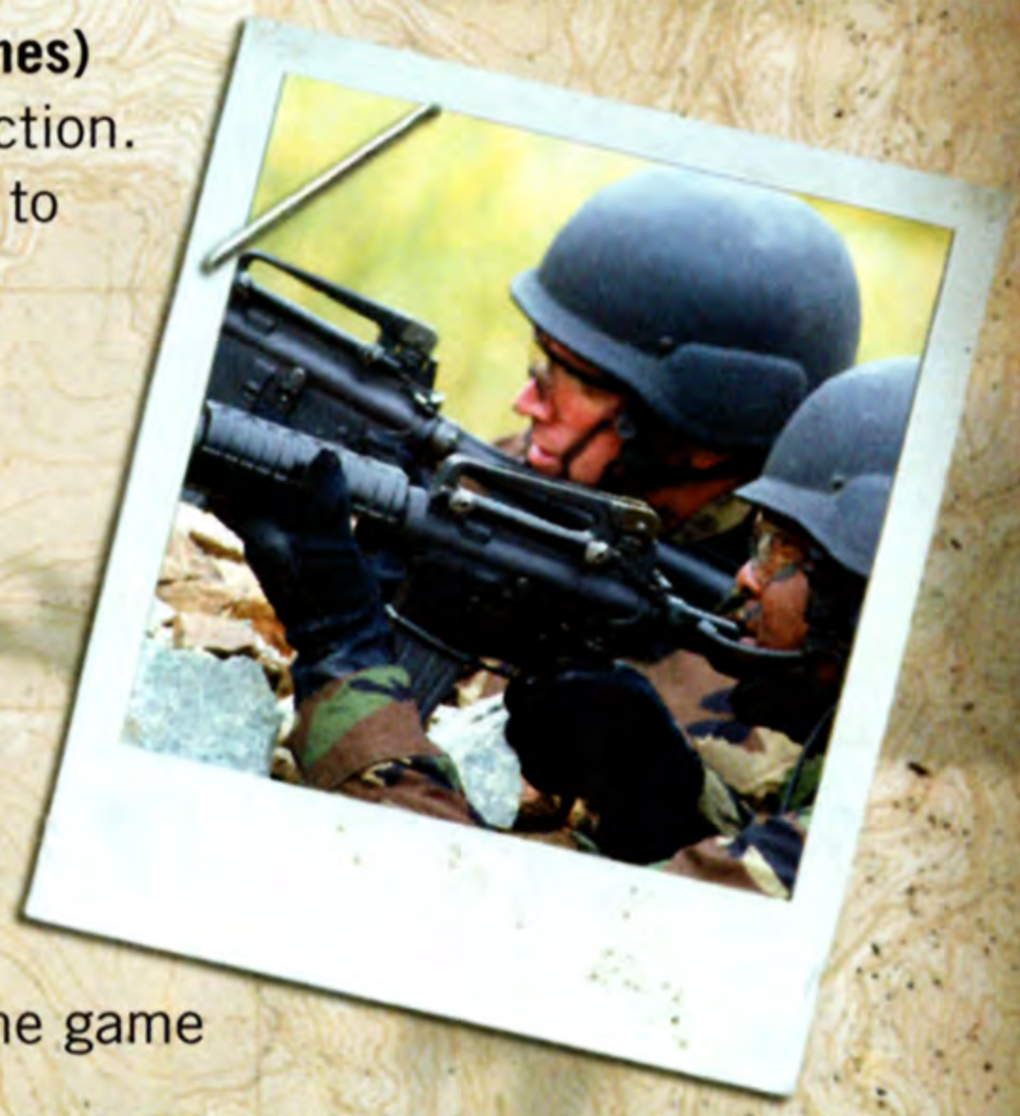
This is a hostage situation. SEALs win by killing all terrorists or escorting at least two hostages to the extraction point. Terrorists win by killing the SEALs. If the terrorists murder a hostage, it counts as a rescued hostage for the SEALs.

FINDING A GAME

1. Start your search by selecting a Universe on the Select Universe screen that appears as soon as you connect. If a Green light appears next to the Universe, it is online.
2. Connect and select YES on the User Agreement Screen to enter the SOCOM II Online Screen. From this screen, you have two options for finding a game.

Join manually (Browse through Briefing Rooms and games)

1. Select BRIEFING ROOMS and make a room selection.
2. Select JOIN GAME and scroll through the games to select the one you want to join.



Use Input Filters to Set Game Preferences

1. Select OPTIONS from the SOCOM II Online Screen.
2. Select INPUT FILTERS.
3. On the Online Filters Menu, select and change each Input Filter parameter to the game description you want and select RETURN when finished. You'll have the option to save these settings to a memory card (which locks your online game preferences).
4. Select BRIEFING ROOMS and make a room selection.
5. Select JOIN GAME and scroll through the games list based on your filtering preferences. If the maximum 16 players are already in the game, select a different game. Or select AUTOPLAY to automatically join a game based on your filtering preferences.



THE SOCOM II ONLINE SCREEN

The SOCOM II Online Screen is where you check messages, select Briefing Rooms and set game options.

- Highlight an option and press ⊗.
- Press L2 or directional buton ↑/↓ to scroll through the list.

Messages

View the news of the day, messages, and clan messages. Press L1 and L2 to scroll up and down the text.

Briefing Rooms

Navigate through the list of available Briefing Rooms and select one. See "Finding a Game" and "The Briefing Room" for more information.



Autoplay

Automatically select a Briefing Room and game for you to play in. The game is determined by your game filter preferences. Select INPUT FILTERS from the SOCOM II Online Options to set your preferences. See "Finding a Game" on page 34 for more information.

Clan

Create and manage a clan.

Player Ranking

Press ⊗ to view the top ten online players and the ranking of all other players by scrolling through the list. These rankings are also featured on the web at www.us.playstation.com.

Clan Ranking

Press ⊗ to view the top clans and the ranking of all other clans by scrolling through the list.



Invitations

View and respond to clan invitations you have received.

Refresh List

Updates the Briefing Room List and the number of players in each game.

Options

Set a player description, select your in-game messages and set up your online gaming filters.

Add Friends

See page 38 for more information.



THE BRIEFING ROOM

From the Briefing Room you can select a game to join as a player/spectator, create a game or chat with other players.

Create Game

Create and Host your own game. On the Create Game Screen, select the options to customize your game. Make sure you select CHOOSE GAMES to create a play list of games. When everything is the way you want it, press ■ to create your game.



Watch Game

Spectator Mode is a great way to watch an online game. Study the various maps and learn from the tactics of other players before joining the action. Scroll through the available games and make a selection. In the Lobby for that game, your screen name will appear as a spectator.



Player List

This lists all players in the current Briefing Room. Select a player from the list and view his or her Player Stats. When the Player Stats screen is displayed, press **R1** to use the Virtual Keyboard (or ENTER on a USB keyboard) to send a chat message to that player.

Refresh list

Select this to refresh the list of all games/lobbies within the Briefing Room.



In/Max—Shows the number of players currently in the game and the maximum allowed.

Spec/Max—Spectator maximum limit

Game—This is the type of game.

Eligible Ranks—This shows what player ranking is required to join the game. See "Player Rankings" on page 39.

Ping—This is the latency for the listed game. A Green Dot indicates a good connection. A Red Dot indicates no connection or a bad connection.

Pass—A password is required to join this game.

Clan—This specifies whether the game is a clan match or not.

THE GAME LOBBY

Prepare for battle and view the SEAL and terrorist forces. Players with a green dot next to their name have signaled they are ready to play. Those with red dots have not.





Armory

Customize your character's appearance and weapons loadout. First, press the directional button ⬅/➡ to highlight the character you want. Press ⊗ to view your weapon/equipment loadout.



To change weapons or equipment:

- Press the directional buttons ⬆/⬇ to cycle through the current loadout and ⬅/➡ to change the weapon/equipment type. Check out the tips and data that appears with each highlighted weapon/equipment.
- Press ○ to return the loadout to default.
- Press △ to return to the character selection screen with your selected loadout.
- Press □ to store the loadout and character information to the game server. A unique loadout can be saved for each online map.
- When you have the loadout the way you want it, select DONE.

Note: Certain character skins for multiplayer are locked and can only be unlocked through the single player game.

Switch Teams

Switch to the opposing team.

Ready

Select this when you are ready to play.

Not Ready

If you change your mind about team or armory choices after selecting READY, select this and return to the Armory or Switch Teams.

FRIENDS LIST

The Friends List helps you chat with other online players or see online status of friends and find their location. Access FRIENDS from the SOCOM II Online Screen after you are logged in.

Add New Friend

To add a friend, you have to know his or her screen name and request "friend authorization" from that person. Select ADD NEW FRIEND, press ⊗, enter the screen name, then press ⊗. A prompt will appear telling you the request has been sent. Select CONTINUE. When the person confirms you as a friend, your screen names show on each other's list.

Message

Send a Chat Message to a friend.

View Info

View a friend's lobby location and specific game.

Remove Friend

Select this to display the list of current friends. Select the one you want to remove, and select YES when prompted to remove the player.

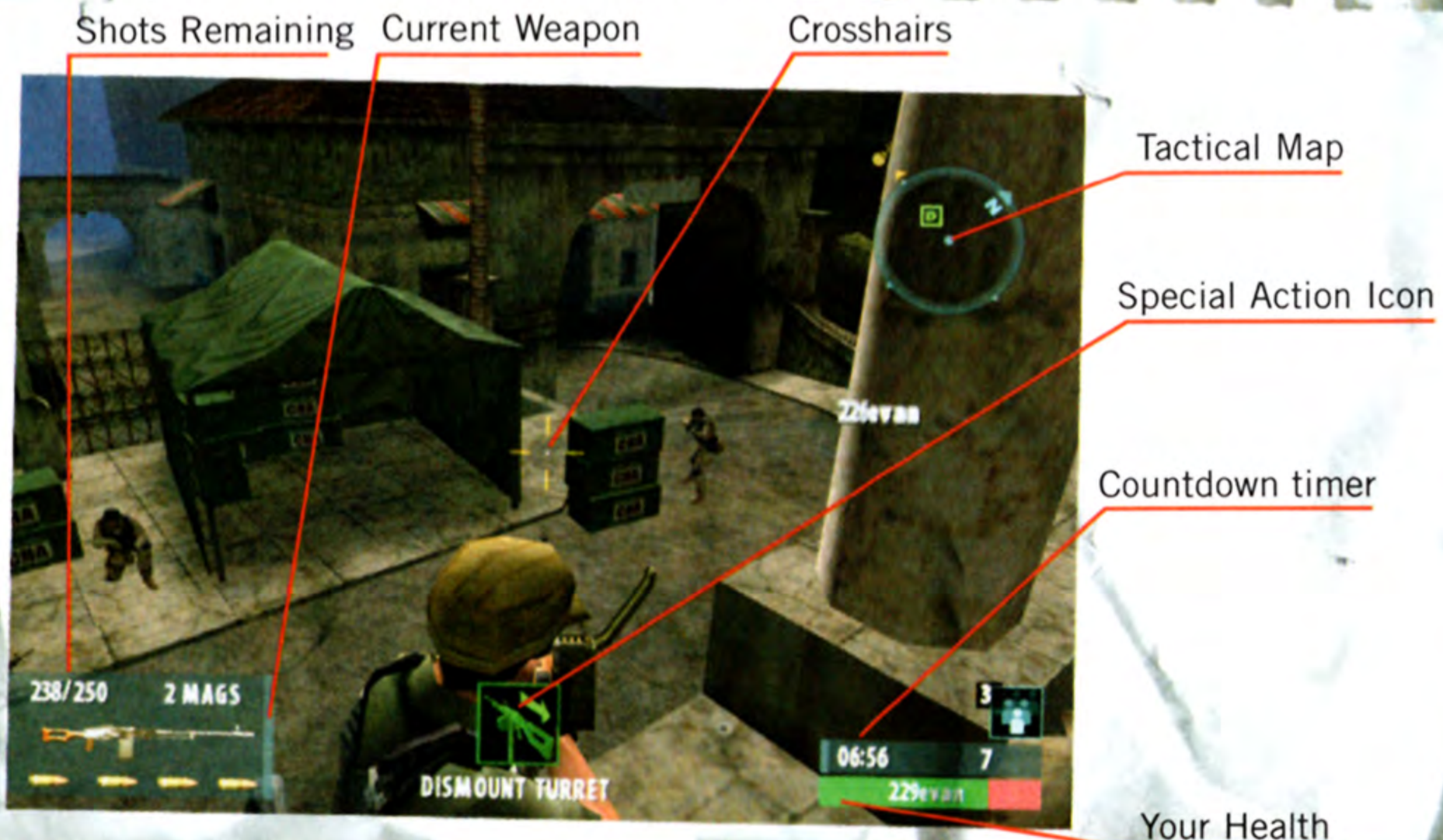
Confirm Friend

Select this to review any friend requests that have been sent to you. To confirm the request, press ⊗ and select the name you want to accept. Select YES when prompted.

Reject Friend

Select the one you want to reject, and select YES when prompted to reject the player.

THE ONLINE GAME SCREEN



Crosshairs

Use the crosshairs to aim your weapon or point to a teammate to view their health.

- Crosshairs turn green when aimed at friendlies.
- Crosshairs turn red when aimed at a hostile.
- Crosshairs can 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. To view the health of a teammate or escortee, aim the crosshairs at the person and his or her health gauge will appear.

Skull & Crossbones

This indicates that you have died. You can speak on the dead channel, change weapon loadouts and piggy back on your living teammates.

Countdown Timer

Counts down to zero in games with time limits.

Current Weapon

- Press L1 to select your primary weapon or L1 quick select.
- Press L2 to select your secondary weapon (pistol) or L2 quick select.
- To select an item from inventory, press and hold R2 to open the inventory screen and press the directional button ⬆/⬇ to highlight an item. Press R2 or ⊗ to select the item.

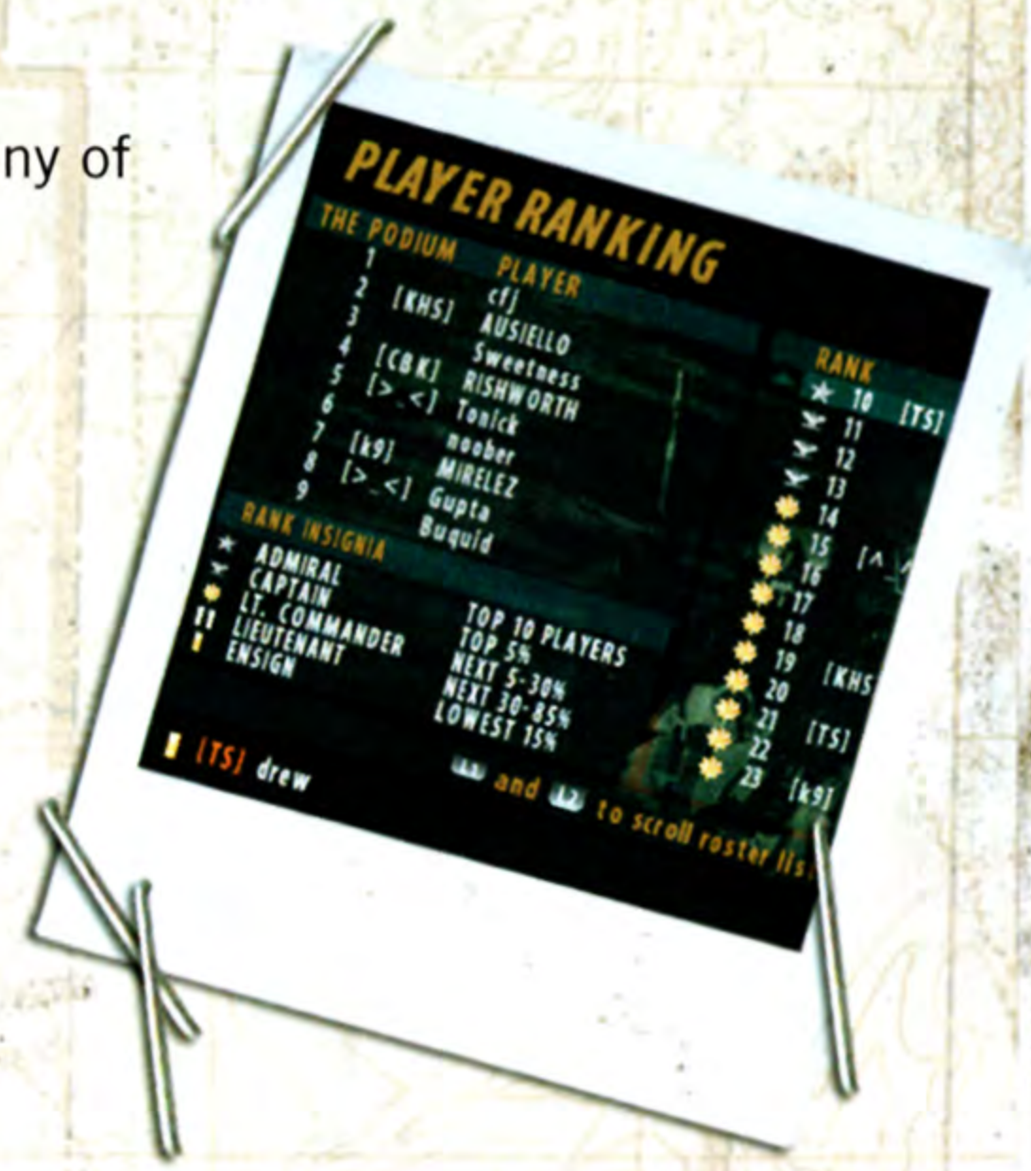
See "Using Weapons" on page 22.

Shots Remaining

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

PLAYER RANKINGS (RANK INSIGNIAS)

Depending on your performance, you can attain any of five 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.





CREATE YOUR OWN CLAN

Create and manage a clan of fighters.

1. On the SOCOM II Online screen, select CLAN to open the Create Clan screen and press ⊗ (or ENTER on a USB keyboard) to open the virtual keyboard. Create a name for your clan.
2. Select CREATE CLAN.





Managing Your Clan

Once your clan is created, anytime you select CLAN on the SOCOM II screen, clan management options will appear.

Edit News

Create or edit clan news that is sent to all members.

Invitations

Invite or revoke invitations to join your clan.

Remove Players

Remove a player from your clan.

View Info

See Player Stats screen for any player in your clan.

Leave Clan

Before leaving the clan you must appoint a new leader.

Appoint Leader

Appoint a new clan leader to replace you.

Disband Clan

Disband your clan. This is irreversible.

Clan Tag

Create or edit a 3 character clan tag that appears with your clan name.

Return

Return to the SOCOM II screen.

22

SAVING AND LOADING GAME DATA

SAVING GAME DATA

You can save game progress data after each successful mission. At the completion of a mission, review the completed mission data and press ⊗. The debriefing screen will display giving you the option of continuing to the next mission or returning to the Main Menu. When you make your selection, press ⊗ and the Save Prompt will appear.

1. Select YES, then press ⊗ to save game data.
2. Press the directional button ←/→ to select the MEMORY CARD slot where you want to save the game.

You can also save:

- Controller configurations
- Network configurations
- Online username and passwords
- Online map specific weapon loadouts
- Audio/Video options

LOADING GAME DATA

Load any saved game data you have with the load game option.

1. On the Main Menu select LOAD GAME.
2. Press the directional buttons ↑/↓ to select a file to load.



CREDITS

Zipper Interactive, Inc.

President and CEO
Jim Bosler

Chief Technical Officer
Brian Soderberg

Creative Director
David Sears

Art Director
Russ Phillips

Project Manager
Cyrus Kanga

Test Manager
Craig Bradford

Sound Producer
Rick Yates

Programmers
Bob Gutmann,
Multiplayer Lead

Mike Gutmann,
AI Lead

Mark Heinen
Eric Housden
Rick Jarvis
David Korus
Henrik Lind
Troy Mason
Aaron Schneider
Brian Soderberg

Artists
David Kern,
Art Lead

Doug Wilcox,
Animation Lead

Jay Banchero
Dan Henley
Nathan Herzog
Phil Knowles
Scott Luse
Michael Maddux
Mark Nicolino
Arnel Ramac
Terry Schmidbauer
Tom Sternberg, UI Lead
Mike Gladfelter
Dima Veryovka
Victor von Beck

Designers
Graham Kays,
Design Lead

CJ Heine,
Multiplayer Lead

Jeff Betterley
Arnel Ramac
Travis Steiner
Erin Korus

Consultant Programmers
David Blevins
Conrad Albrecht

Consultant Storyboard Artist
Steve Hartley

QA Analysts
Evan Pence,
Multiplayer Lead

John Largis,
Single Player Lead

Dan Matanski
Elizabeth Ingram
Lucas Perez
James Pence
Cade Myers
Jim Vick
Sean Lancaster
Sean Meichle
Lindsay Soderberg

Network Support
Scott Ward

Office Support
Holly Salmonson

Test Support
Ryan Bosler
Dan Soderberg

Special Thanks
Rick May
John Cizin
Eugene Evans

Sony Computer Entertainment America Inc.

PRODUCT DEVELOPMENT

Senior Producer
Seth Luisi

Associate Producer
Shawn Torin Rettig

Director of Product Development
Connie Booth

Vice President of Product Development
Shuhei Yoshida

Product Development First Party QA Group

Director
Michael Blackledge

Test Team

Senior Manager
Ritchard Markelz

Test Manager
Sam Bradley
Bill Person

Game Test Engineers
Andrew E. Stein
Christian Low

Assistant Leads
Samir Gupta
Jason Tonick
Freeman Chu

Analysts
Joe Mazel
Cecil McGriff
Dave Looby
Donald String
Larry Heminez
Tomasi Akimeta
John Michael Adams
Andrew Mirelez
Justin Paek
Laird Rishworth
Sirikul "Mee" Samadthasinwanich
Nathan Carbino
Sean Daniel
Gabe Ausiello
Will Shepard
Aaron Safronoff
Dave Kellum
Owen Nelson
Victor Tong
Alexandra Fonseca
Chris Chambers
Christian Buquid
Keith Vedol
Robert String

Post Deployment Test Team

Analysts
Mat Zahuer
Chris Cromwell
Mike Gallina
Masa Ogasawara

Technology Team

Technology Manager
Kevin Simmons

Lab Technician
Ara Demirjian

Desk Support
Corey Strock

Web Support
Tim Brown

Database Administrator
Christian Davis

Project Management Team

Project Coordinator
Jason Villa

Release Coordinator
Eric Ippolito

Product Development Services Group

Director
Dwayne Mason

Motion Capture Group

Motion Capture Manager
Brian Rausch

Motion Capture Project Coordinators
Scott Peterson
Jerry Ashworth

Motion Capture Technology Supervisor
Percy Sagun

Motion Capture Animation Lead
Chad Moore

Motion Capture Animators
Brian Phipps
Frank Strocco
Michael Graessle
Eryn Roston

Motion Capture Specialists
Johnny Walker
Jake Wilson
Travis Parks

Motion Capture Studio Supervisor
James Scarafone

Motion Capture Studio Technicians
Daniel Legg
Ryan Beeson

3-D Scanner Lead
Chip Parsons

3-D Scanner Technology Supervisor
Tyler Crook

3-D Scanner Technicians
Tony Lui
Doug Hagstrom

Motion Capture Tracking Supervisor
Michael Shinkle

Motion Capture Tracking Technician
David Ibarra

Motion Capture Actors
Commander May
Kurt "D1" Olsen
John Cizin
Russ Phillips
David Sears
Jerry Ashworth
Ryan Beeson
Eryn Roston
Rebecca Sashenbrecker
Jenifer Clucas
Jennifer Kacizak

Cinematic Solutions Group

Cinematic Manager
Scott McMahon

Production Supervisor
Brian Johnson

Lead Designer
Ron Padua

Pre-Viz Artists
Lucas Graciano
Mark Hill
Ron Lemen
Vanessa Lemen
Graven Tung
Edwin Ushiro
Jeff Watts
Ben Young

Pre-Viz Support
Gina Cafasso
Ian O'Roarty

CG Supervisor
Greg Jung

Lead Character Technical Directors
Jason Parks
Chad Moore

CG Artists
Jung-Yoon Choi
Bill Johnston
Hock Wong
Salvador Arditti
Howard Birnbaum
Floyd Bishop
Tom Bisogno
Richard Cheek
David Chiapperino
Eli Enigenberg
Ramahan Faulk
Michael Graessle
Frank Strocco

Shaded Box, United States

Omens Studios, Singapore

Virgin Lands Computer Animation, Germany

Production Assistants
Janelle Pitchford
Kaori Toda
Nonet Vargas

Editor/Compositors
Aaron McFarland
Devin Olden
Gene Strocco
Jeff Vargas

Tools and Technology

Manager
Brian Dawson

Dev, Tools and Accounts Administrator
Jason Young

Communications Engineer
David Randolph

Technology Team

Lead Engineer
Wei Xu

Technical Artist
Jason Parks

Tools Team

Lead Tools Engineer
Dan Hilton

Sr. Tools Engineers
David Hubbard
Unni Pillai

Maya Technical Support Group

Lead Engineer
Rick Harding

Sr. Engineers
Chris Mayberry
Cyndi Monter

SCE-RT Online Technology Group

Director
Glen Van Datta

Program Manager
Greg Becksted

Developer Support
Brian Fernandes
Ramana Prakash

SCE-RT Engineers
Adam Harris
Trang Ho
Mark Jacob
Sunmee Jang
Erika Kato
Glen Kawano
John Kleven
Anthony Mai
William McCarroll
Ken Miyaki
Allen Pouratian
Tom Sawyer
Steve Schneider
Steve Slover
Steve Wagner
Eric Whelpley

Information Technology Group

Director
Charles Connoy

Online Games Group

Manager
Ken Kribs

Ron Andres
Richard Bennett
Chip Capelik
Madhukar Yedulapuram

Network Operations Specialists
Aaron Johnston
Jose Madrigal
Rudy Wiley

Infrastructure and Network Engineering

Manager
Tom Perrine

Robert Clark
Chris Dudley
Derrell Jenkins
Andrew Lee
Randy Lopez
Sven Nielson

Help Desk and Project Administration
Rick Rossitter
Chad Sousa
Jeff Eng
Tracy Rossitter

Audio

Audio Director
Buzz Burrowes

Music Director
Chuck Doud

Sound Design Manager
Dave Murrant

Lead Sound Designer
Nathan Brenholdt

Cinematics Post Production
Mark Reis
Tristan desPres

Dialog Coordinator
Mark Reis

Music Supervisor
Victor Rodriguez

Music Editor
Chuck Carr

Additional Post Production
Greg deBeer

Audio Intern
Sarita Relis

Weapon Consultant
Gary Cain

Support with Pave Hawk Helicopter recording
41st RQS
Moody AFB, GA

PA
1Lt Alysia Harvey

Jolly Pilot
Capt Bob "Lurch" Remey

Jolly Pilot
Capt Mel Bonifacio
(on intercom)

Jolly CoPilot
1Lt Matthew Miller
(on intercom)

Jolly Engineer
SSgt Bob Schnoor
(hoist, panels, and background noise)

Jolly Gunner
SSgt Eric Barker
(50 Cal, nose compartment, noise)

Gun Shop
A1C Gregory Boggs
(50 Cal)

Gun Shop
SSgt Kevin Klavon
(Gau-2 Minigun)

Voice Actors

HQ
Vanessa Marshall

Specter
Paul Mercier

Jester
Jason Spisak

Wardog
Michael Clark Duncan

Vandal
Larry Cedar

Sabre
Greg Ellis

Reaver
Julian Stone

Polaris
Jim Ward

Bludshot
Quinton Flynn

Albania Voice Actors

Pashko
Kastriot Hasa

Pius Platz
Meti Kusari

Foreman Besnik
Isa Jonay

General Rugova
Shukri Rexha

Castrioti Sesseri
Kastriot Hasa

Additional Albania VO
Kastriot Hasa
Isa Jonay
Mikush Llashdedaj
Val Marijan

Brazil Voice Actors

Quixada Christo
Fatima Marques

Felix the Informant
Marcio Rosario

Lucimar
Marzia Larpin

Vidonia the Interrogator
Rackel Urey

Bernaldo the Butcher
Marcio Rosario

Feral
Rene Raudman

Additional Brazil VO
Malcolm Groome
Samy Langs
Marzia Larpin
Solomon Macedo
Fatima Marques
Jackeline Olivier
Mario Roman
Edward Shkolnikov
Rackel Urey
Damien Valencia

North Africa Voice Actors

General Heydar Mahmood
Ghassan Mashini

President Sihab
Sal Koussa

Additional North Africa VO
Emily Debinie
Said Faraj
Kamel Haddad
Sal Koussa
Ghassan Mashini
Al No'Mani
Sam Sako

Russia Voice Actors

Valeska
Olga Vilner

Arjan Manjani
Phil Proctor

Additional Russia VO
Elya Baskin
Endre Hules
Mark Ivanir
Igor Korosec
Roman Varshavsky
Alex Veadov
Leeza Vinnichenko

Euro Merc Voice Actors

Dee Bradley Baker
James Horan

Thailand Voice Actors

Eck Stone
Eddie Vee

Additional Voice Actors
Dee Bradley Baker
James Horan
Larry Cedar
Phil Proctor
Rene Raudman

Soundelux Design Music Group an Ascent Media Company

Casting and Voice Over Direction
Kris Zimmerman

Additional Voice Over Direction
Ginny McSwain
Jaime Mortellaro

Producer and VO Manager
Amanda Wyatt

Recording Engineer
Glynna Grimala
R. Dutch Hill

VO Editors
R. Dutch Hill
Tom Ozanich
Glynna Grimala
Bryan Celano
Bryan Bowen,
Robert Rankin
Cindy Gershin

Vehicle SFX Editor
R. Dutch Hill

Audio Visual Coordinator
James Tabb

Asset Coordinator
Sara Huddleston

Voice Over Coordinator
Dominika Shiell

Production Assistant
Justin Langley

Music Composed and Produced by
Inon Zur

Music Performed by
Northwest Sinfonia

Orchestra Contractor
Simon James

Additional Music Support
Dori Amarilio
Dana Bourke
Matt Goodwin
Reed Ruddy
John Schluckebier
Paul Taylor
Brian Valentino

Riptide Music
"KGM" and "Gnostec"
Courtesy of RipTide Music
Artist: DJ Kambo Kam
© 2003 Riseform Music [ASCAP]

MasterSource Music Catalog
"Dark In Your Heart"
Courtesy of Marc Ferrari/MasterSource
Artist: Alex Mostepan
© 2003 Red Engine Music [ASCAP]

Dori Amarilio
"Beach Bossa"
Courtesy of Casa Amarilio
Artist: Ana Gazola
© 2003 Casa Amarilio Music

"Brazalicious"
Courtesy of Casa Amarilio
Artist: Casa Amarilio Ensemble
© 2003 Casa Amarilio Music

MARKETING

Executive Vice-President of Marketing
Andrew House

Director of Marketing
Ami Matsumura-Blaire

Product Marketing Manager
John Koller

Product Marketing
Chuck Lacson
Maggie Rojas

Director of Public Relations
Molly Smith

Public Relations
Patrick Seybold
Heather Sorensen

Director of Promotions
Sharon Shapiro

Promotions
Andrew Adams
Donna Armentor
Aimee Duell
Bob Johnson
Natasha Mirosnkoff
Johanna Legarda
Mary Thomas

Director of Creative Services
Ed DeMasi

Creative Services
Josh Bingham
T.J. Consunji
Peggy Gallagher
Ted Jalbert
Marie Macaspac
Jack Siler

Vice-President of Brand Loyalty and Channel Marketing
Marilyn Weyant

Director of Brand Loyalty and Channel Marketing
Steve Williams

Brand Loyalty and Channel Marketing
Kim Yuen
Jesse Caid
Chris Hagedorn
Josh Meighen

Web
Paul Howell
Eric Lempel
Michael Person
Jonathan Ries
Cyril Tano

Legal and Intellectual Property
Riley Russell
Diane Tucker
Kirsten Costello
Brian Fukuji
Susan O'Driscoll
Jim Williams

Package Design
Origin Studios

Package Photography
Robert Fujioka Studios

Documentation
Hanshaw Ink & Image

USB Headset Audio Driver Provided by
Logitech

Speech compression and decompression technology are licensed from Nellymoser, Inc.

Speech Recognition System Provided by

ScanSoft ©

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 II: U.S. Navy SEALs with special recognition to the Executive Management team including:

Kaz Hirai
Jim Bass
Andrew House
Steve Ross
Riley Russell
Jack Tretton
Marilyn Weyant
and Shuhei Yoshida.

Special thanks to the men and women of Naval Special Warfare who helped in the development of this game.



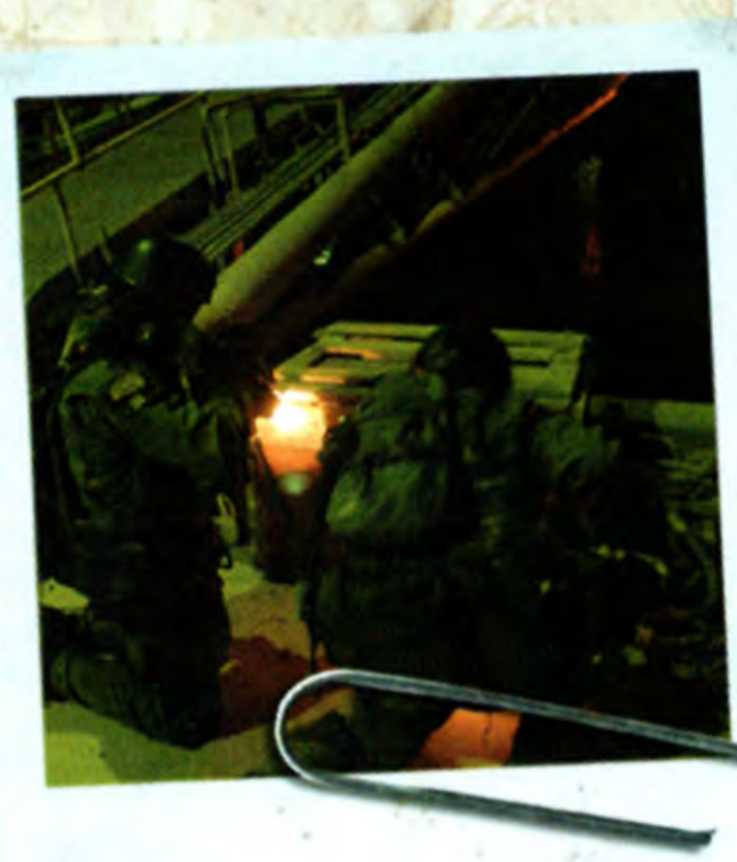
23

ARE YOU INTERESTED IN A SEAL CAREER ?

DO YOU HAVE WHAT IT TAKES TO WEAR THE TRIDENT OR SWCC PIN?

THE REAL WORK—FIND, FIX AND FINISH

The terrorist attacks on America September 11, 2001 and the escalation of large-scale, indiscriminate attacks worldwide demands that the U.S. military adapt to this new kind of war being waged. To meet the challenge, Special Operations has become the force of choice to combat terrorism, and Naval Special Warfare is leading the fight. At the tip of the NSW spear are SEALs (sea, air, land) commandos and SWCCs (Special Warfare Combatant-craft Crewmen), boat warriors who operate and maintain the state-of-the art, high performance surface craft used in overseas coastal patrol and interdiction, and in support of maritime special operations missions.



Naval Special Warfare employed the largest number of SEALs and SWCCs in its history during Operation IRAQI FREEDOM. NSW forces were instrumental in numerous special reconnaissance and direct action missions including securing oil infrastructures and off-shore gas and oil terminals to avoid ecological catastrophe; clearing strategic waterways to enable the first humanitarian aid to be delivered to the vital port city of Umm Qasr; capturing high value targets; carrying out raids on suspected chemical, biological and radiological sites; and conducting the first successful POW rescue since WWII. They are known for their trigger discipline—no SEAL or SWCC operators were injured or killed in accomplishing these missions.



During Operation ENDURING FREEDOM in Afghanistan, Naval Special Warfare conducted

advanced force operations, gathered perishable intelligence and provided eyes on target to positively "find" the enemy and destroy more than 500,000 pounds of explosives and weapons. NSW forces exploited tactical intelligence and conducted timely operations to "fix and finish," and capture or eliminate the terrorist threat. While much of the world's focus has shifted to Iraq during OIF, NSW forces continue to operate in Afghanistan, routing out Taliban, Al Qaeda and enemy terrorist forces.

The Global War on Terror is a long-term engagement of the utmost importance. While there have been many operational successes in the war on terror, the fight is far from over. One of the challenges facing Special Operations Forces in general, and NSW, in particular, is the considerable time and resources it takes to train an individual to become a highly skilled, effective warrior. SEALs spend more than 2 years in training, and SWCCs, more than 1 year, before being deployed with a Squadron. Naval Special Warfare is exploring ways to grow its forces to meet future wartime requirements, without diminishing the quality of its individual war fighters.

CONSIDER A CAREER IN NAVAL SPECIAL WARFARE

Are you motivated to succeed? Are you determined to persevere? Are you ready to accelerate your life?

NSW is continuously seeking smart, fit, hardworking young men from all backgrounds to join its elite team of special operations forces. SEAL and SWCC training is extremely demanding, both mentally and physically. It's meant to be. The end result is a cadre of the best-trained warriors in the world. During training, instructors focus on three core pillars:

Men of Character: The nature of the NSW mission requires men who are disciplined, focused, mentally tough and determined to persevere. They are dependable, mature, highly educated professionals who are counted on for their uncompromising integrity and good judgment under extreme stress. These men take pride in upholding the Navy's Core Values—Honor, Courage and Commitment.

Physical: The nature of NSW missions demands men who are physically fit and capable of operating in every environment, especially the water.

Technical: Finally, maritime Special Operations require operators who are intelligent and can learn new tasks quickly.



Throughout NSW's rigorous training, students are taught how to think, not what to think. In addition to developing experts in special reconnaissance and direct action missions—the skill sets needed to combat terrorism—NSW forces are taught the tactical skills, advanced technologies and unconventional mindset to succeed against any enemy.

Careers in NSW offer unmatched challenges, adventure and job satisfaction to motivated candidates. To find out more about becoming a SEAL or SWCC, visit NSW's official websites at **www.seal.navy.mil** or **www.swcc.navy.mil**.

ONLINE USER AGREEMENT

PLEASE READ THE ENTIRE AGREEMENT AND INDICATE WHETHER OR NOT YOU AGREE TO ITS TERMS BY CLICKING THE "AGREE" OR "DISAGREE" BUTTON AT THE BOTTOM OF THIS SCREEN. IF YOU CLICK THE "DISAGREE" BUTTON YOU WILL NOT BE ABLE TO PLAY THE ONLINE VERSION OF THIS GAME. CHECK WITH SONY COMPUTER ENTERTAINMENT AMERICA INC. ("SCEA") CONSUMER SERVICES AT 1–800–345–7669 WITHIN 30 DAYS OF YOUR PURCHASE FOR REFUND OR RETURN INFORMATION. PLEASE HAVE YOUR PURCHASE RECEIPT AVAILABLE.

1. **ACCEPTANCE OF AGREEMENT.** This Agreement can be accepted only by an adult 18 years or older. By clicking the "AGREE" button, you affirm that you are an adult 18 years or older and you are accepting this Agreement on your own behalf or on behalf of your minor child (under 18).
2. **GRANT OF LICENSE.** SCEA grants you a non-exclusive right to use this software for play on a PlayStation®2 computer entertainment system only. You may not (i) rent, lease or sublicense the software, (ii) modify, adapt, translate, reverse engineer, decompile or disassemble the software, (iii) attempt to create the source code from the object code for the software, or (iv) download game content for any purpose other than game play. You may, however, transfer all your rights to use the software to another person provided that you transfer the original product and this Agreement with the software.
3. **AUTHENTICATION.** This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. (SCEI). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally. SCEI, SCEA and their affiliates cannot guarantee the continuous operation of the "DNAS" servers and shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1–866–466–5333. For additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with "DNAS", the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console, or peripherals at the option of SCEA. SCEI, SCEA and their affiliates shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.
4. **COLLECTION OF INFORMATION.** When you login to play online, SCEA may retrieve information about the hardware, software and online connection you are using for copy protection, administration of the game site, account blocking, system, rules or game management and other purposes. Before you can play, you will be asked to create an account with a user, player or other game name ("game name") and password. You may also be asked to select or provide additional information for a game profile. This game does not contain any personally identifying information.
5. **PROTECTION OF IDENTITY**. When you choose a game name, choose an alias to protect your identity. Avoid using any part of your game name in your password. When you choose a password, choose a unique combination of letter and numbers that is unrelated to your game name or to any information you may share with other players in the game. SCEA will not ask you for your password and you should not provide this information to any third party. If the game is designed to save your game name, profile and password it will do so automatically and only to facilitate future game play. If your game name is inactive for a period of thirty days or more your account may be deactivated. To inquire about a deactivated account, please contact SCEA Consumer Services at 1–866–466–5333. Games without an automatic save feature will ask you to save your information to a memory card or hard disc drive. Always keep your memory card in a secure location and do not lend it to others. You agree that you have no expectation of privacy or confidentiality in the personal information you may intentionally or unintentionally disclose through login, game play and chat. You should avoid saying anything personally identifying in chat. SCEA has no liability for any violation of this Agreement by you or by any other player.
6. **ONLINE CONDUCT.** When you play, you agree to be respectful of your fellow players and never to engage in any behavior that would be abusive or offensive to other players, disruptive of the game experience, fraudulent or otherwise illegal. This includes but is not limited to:
   (a) Harassing or intimidating other players while chatting or playing this game online or using information obtained while chatting or playing this game to harass or intimidate fellow players outside of the game;
   (b) Using language, selecting names or creating any other content that is racially, ethnically or religiously offensive, sexually abusive, obscene or defamatory;
   (c) Using content that is commercial in nature such as advertisements, solicitations and promotions for goods or services;
   (d) Using as a game name the real name of any other person;
   (e) Disrupting the normal flow of chat in game chat rooms;
   (f) Making a false report of user abuse to SCEA Consumer Services (see below);

(g) Violating any local, state or national law including but not limited to laws related to copyright, trademark, defamation, invasion of privacy, identity theft, hacking and the distribution of counterfeit software;
(h) Using a cheat code or cheat device. For a detailed explanation of the SCEA policy on cheating visit www.us.playstation.com/onlinecheating.

If you violate this Agreement in any manner, SCEA may at its discretion and without notice to you temporarily or permanently block your account in this game and any related games. In appropriate cases, SCEA may bring legal action against you or cooperate in any government or private legal action or investigation relating to your conduct within the game. To report violations of this Agreement or to inquire about a blocked account, call SCEA Consumer Services at 1–800–345–7669. SCEA has no liability for any violation of this Agreement by you or by any other player.

7. **INTELLECTUAL PROPERTY RIGHTS.** All title and intellectual property rights in and to the content of this software is the property of the content owner(s) and may be protected by applicable copyright and other intellectual property laws and treaties. This Agreement grants you no ownership rights in such content. All rights not expressly granted are reserved by SCEA.

8. **WARRANTY/DISCLAIMER. SCEA WARRANTS TO THE ORIGINAL PURCHASER OF THE GAME DISC THAT THE DISC IS FREE FROM DEFECTS IN MATERIALS AND WORKMANSHIP FOR A PERIOD OF NINETY (90) DAYS FROM THE DATE OF PURCHASE. SEE GAME MANUAL FOR LIMITED WARRANTY DETAILS. EXCEPT AS PROVIDED HEREIN, THE GAME DISC, SOFTWARE AND ALL RELATED SERVICES ARE PROVIDED "AS IS" AND, TO THE MAXIMUM EXTENT PROVIDED UNDER LAW, SCEA DISCLAIMS ALL WARRANTIES OF ANY KIND, WHETHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. Without limiting the foregoing, SCEA does not promise that that this software will work properly with any network adaptor, modem, memory card or other peripheral device that has not been licensed by SCEI or SCEA. To insure compatibility use only PlayStation® or PlayStation® licensed products. Additionally, SCEA does not guarantee that you will be able to play this game at any time you want. From time to time, there may be problems related to access, delay and failure to perform that are beyond the immediate and reasonable control of SCEA. In the event of a dispute regarding the online functionality of this software (except with regard to the operation of "DNAS" explained in paragraph 3 above), you agree that the sole liability of SCEA and its affiliated companies will be limited to repair or replacement of the software. SCEA may, at its sole discretion, discontinue hosting of the game server at any time. SCEA has no liability for such discontinuance.**

9. **MODIFICATION.** SCEA at its sole discretion may modify the terms of this Agreement at any time. You are responsible for reviewing the terms of this Agreement each time you login to play. By accepting this Agreement and by playing the game online, you agree to be bound by all current terms of the Agreement. To print out a current copy of this Agreement using your computer, go to www.us.playstation.com/support/useragreements.

10. **GOVERNING LAW.** This Agreement shall be construed and interpreted in accordance with the laws of the State of California applying to contracts fully executed and performed within the State of California. Both parties submit to personal jurisdiction in California and further agree that any dispute arising from or relating to this Agreement shall be brought in a court within San Mateo County, California.

11. **ENFORCEABILITY.** If any provision of this Agreement shall be held invalid or unenforceable, in whole or in part, such provision shall be modified to the minimum extent necessary to make it valid and enforceable, and the validity and enforceability of all other provisions of this Agreement shall not be affected thereby.

12. **ENTIRE AGREEMENT.** This Agreement constitutes the entire agreement between the parties hereto related to the subject matter hereof and supercedes all prior oral and written and all contemporaneous oral negotiations, commitments and understandings of the parties, all of which are merged herein.

RSA BSAFE® SSL-C and Crypto-C software from RSA security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc., to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information see www.us.playstation.com/DNAS.

The U.S. Navy provided technical support but does not officially endorse this product.

24

LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship of a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

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

USB HEADSET
(for PlayStation®2)

Syphon Filter®: The Omega Strain (RP)



NFL GameDay™ 2004 (E)



NBA ShootOut 2004 (E)



Command your teammates to attack a fixed target, provide crucial intel to a friendly yet deadly operative, call plays as quarterback of a championship team, or simply talk trash with another gamer who thinks he can unseat your hoops dynasty. A sleek peripheral for use with today's hottest games, the USB headset (for PlayStation®2) offers voice recognition and online chat capabilities for compatible titles.

- For use with PlayStation®2 games that support VoIP (online chat) as well as voice recognition.
- Form-fitting headset designed for comfort and long hours of playing.
- Noise canceling microphone to minimize outside interferences.
- Mute button to cancel the microphone and prevent online teammates from listening in on private conversations.
- Volume control to increase or decrease sound from headset.

PRODUCTS RANGE FROM RATING PENDING TO EVERYONE

RP-E

CONTENT RATED BY ESRB

PlayStation®2

© 2003 Sony Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.