SO 08-27

DEPARTMENT OF SONY COMPUTER ENTERTAINMENT

SOCOM: 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: U.S. Navy SEALs

PlayStation 2 Hint Line
Hints for all games produced by SCEA are available:

Within the U.S.	1-900-933-SONY (1-900-933-7669) $0.95/min. auto hints, $5.00-$20.00 for card recharge
Within Canada:	1-900-451-5757 $1.50/min. auto hints

For U. S. callers, automated assistance is available 24 hours a day, 7 days a week. This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support
1-800-345-SONY (1-800-345-7669)
Call this number for help with technical support, installation or general questions regarding the PlayStation 2 game console and its peripherals. Representatives are available Monday-Saturday, 6AM-8PM PST, Sunday 7AM-6:30PM PST.

PlayStation 2 Online **www.playstation.com**
Our news is always hot! Visit our website and find out what's happening—new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

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Chapter 1

A SMALL AND LETHAL FORCE

The United States Navy SEAL Team is legendary for its prowess in the art of modern warfare. SEALs are arguably the best-trained and most versatile combat forces in the world, yet any SEAL mission only involves a handful of personnel. Because of extreme training demands that are nothing short of excruciating, only the toughest men become SEALs. Teamwork, perseverance and exceptional weapons knowledge make SEAL teams the most lethal combat forces operating today. SEAL training also pays off in low combat casualties. If anyone could sneak into hell, turn the heat way up, and glide out of the flames without losing their cool, it's a SEAL team.

The military landscape of the new millennium is complex. Superpowers have learned that international stability is the best bet for maintaining order, peace and power. Now terrorists, maniacal rogue states and sadistic warlords are the new threat to freedom. They care little for those under their boot and innocents are always used as shields. As several powerful armies have found, massive demonstrations of military force may be counter-productive against small contingents of hostiles. This new enemy blends into non-combatant populations until the moment they inflict heavy casualties on innocent people. To answer this threat, small and highly effective forces such as the SEALs are vital.

Small though SEAL teams are, the unfortunate terrorist leader who suffers their military wrath may feel that he has just encountered a regiment.

Brief, but explosive, armed aggression is a hallmark of the SEALs as is the clockwork timing that makes such attacks possible.

But despite a reputation for lethal and ferocious attacks, what makes a SEAL team a threat is silence. Stealthy interdiction is truly the art of any SEAL team. They may wash in with the waves, emerge from muddy river waters or drop into the hushed night from 30,000 feet. A terrorist may think he has the world cowering at his feet until his guards begin disappearing one-by-one and his power vanishes… quietly.

SEALs are unsung patriots. Many of their missions are highly classified and news of their heroism lives as they do… in the shadows.

Now it's your turn. You just got the duty as the elite commander in charge of a four-man SEAL contingent. You will neutralize hostile threats in some of the most volatile regions on Earth. Missions will include rescues, snatches of key enemies, intelligence gathering, ambushes and all-out assaults. Insertion into each operational area may include 30,000-foot HALO (High Altitude Low Opening) drops from aircraft, underwater incursions or Special Boat Squadron deliveries. The battleground may be a ship on the high seas, a jungle stronghold, a snow-shrouded hideout, or a desert cave fortress. The finest military minds, intelligence and technology in modern warfare will support you on each mission. You are wired into voice communication with all primaries including your team and SOCOM (Special Operations COMmand) via satellite. Intelligence and threat assessment will be updated in real time throughout your missions.

As mission deployment looms, eyes narrow and adrenaline flows. But months of intense training, detailed mission preparation and total team confidence takes the edge off. It's not just bravery that makes a four-man Fire Team itch for action against a numerically superior force of brutal enemies. Your SEALs are experts at controlling the battlefield with teamwork, intelligence and a devastating offense. For the terrorist who wages war with fear, time just ran out.

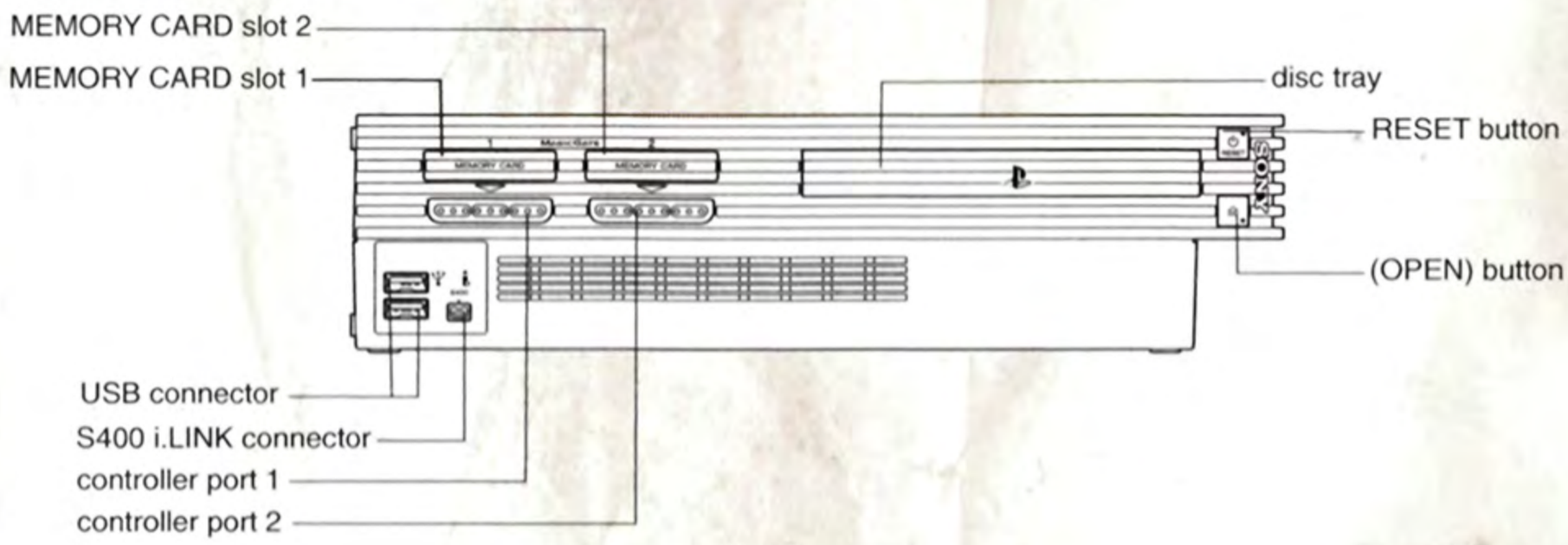
Chapter 2

SETTING UP YOUR CONSOLE

Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the STANDBY/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **SOCOM: 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 the on-screen instructions and refer to this manual for information on using the software.



MEMORY CARDS

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 game data from the same card or any Memory Card (8MB)(for PlayStation 2) containing previously saved games.

Online Play

A Memory Card (8MB)(for PlayStation 2) is required to play SOCOM: U.S. Navy SEALs online. Before playing online, a valid Network Configuration must be saved to the Memory Card (8MB)(for PlayStation 2) using either the Network Startup disc or the SOCOM Network Configuration utility. See Login to SOCOM, page 34.

SETTING UP YOUR SOCOM HEADSET (OPTIONAL)

The SOCOM Headset allows you to issue voice commands to your fellow SEALs during gameplay and talk with other teammates in Online Mode. This is an optional feature and not required to enjoy the game.

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

SETTING UP FOR ONLINE PLAY (OPTIONAL)

Set up your PlayStation 2 computer entertainment system to connect over the Internet. ***SOCOM: U.S. Navy SEALs Online functions only through a broadband (DSL or Cable modem) connection.***

Network Adaptor (Ethernet/modem) (for PlayStation 2)
Install the network adaptor into your PlayStation 2 system according to the instructions in its instruction manual.

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

Chapter 3

CONTROLS

■ DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
directional buttons
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode switch
START button
right analog stick (R3 button when pushed down)
R2 button
R1 button
△ button
○ button
× button
□ button

There are four different controller configurations available in SOCOM (available in the options screen). The controller layout will change depending on which configuration you choose.

MENU CONTROLS

Highlight menu item . . . . . directional button or left analog stick

Select highlighted menu item . . . . . ⊗

Previous screen/Return to Main Menu . . . . . △

Pause game . . . . . START button

Utilize tactical command menu (with headset) . . . . . ◉ + voice

Utilize tactical command menu (via controller) . . . . . ◉ + directional button

Open tactical command sub-menu . . . . . ⊗

Execute command . . . . . ⊗

Cycle through Weapons/Equipment . . . . . R2 + directional button

Open/close map and objectives . . . . . SELECT button

Zoom map in/out . . . . . right analog stick ⬆/⬇

Move map . . . . . left analog stick

SEAL MOVEMENT AND ACTIONS

Move SEAL . . . . . left analog stick

Aim weapon/look . . . . . right analog stick

Move sideways . . . . . left analog stick ⬅/➡

Change body position (stand, crouch, prone) . . . . . △

Jump . . . . . ▣

Peek around corner . . . . . directional button ⬅ or ➡

Fire weapon/throw/deploy R1

Use configured Quick Select Item 1 . . . . . L1

Use configured Quick Select Item 2 . . . . . L2

Toggle weapon firing mode . . . . . L3 button (press left analog stick in like a button)

Reload weapon . . . . . R3 button (press right analog stick in like a button)

Toggle special actions . . . . . ⊗ (hold) + directional button ⬅/➡, then release

Switch between 3rd person perspective,
1st person, binoculars, weapon scope
and nightvision goggles (when available) . . . . . directional button ⬆/⬇

Cycle through teammates during Online play
after you are out of action . . . . . directional button ⬅/➡

Note: SOCOM: U.S. Navy SEALs is designed to issue voice commands via the headset. However, the headset is not required for play. See "The SOCOM Headset and Issuing Commands" on the next few pages for a complete description of voice-transmitted command procedures.

THE SOCOM HEADSET AND ISSUING COMMANDS

SINGLE PLAYER

Your headset gives you voice contact with your team to issue commands, and be kept informed on the tactical situation from each team member and SOCOM (Special Operations COMmand).

A command has three components, WHO, WHAT, and WHERE.

There are two methods of issuing voice commands:

- Press the ◉ button once and the voice command menu opens. Then say one of the words on the menu (example: Able) for the WHO portion of the command. Proceed then to say the WHAT portion (example: Run To), followed by the WHERE portion (example: ZULU) to complete the command.

OR

- Press and hold down the ◉ button and say the WHO, WHAT and WHERE in the form of an unbroken sentence (ex. “BRAVO run to Charlie”), then release the ◉ button.

Note: You can also issue commands using the controller until you memorize the commands. Tap the ◉ button to see the first command set (Who) then highlight the option you want and press the ⊗ button to see the second set (What).
See “Issuing Commands Using Button Controls” on page 12.

The command menu has four primary command headers. You speak one of these words first to alert your team to WHO is to act on a command:

Team—Say “TEAM” if you want to give a command to the whole team.

Able element—Say “ABLE” if you want to give a command to your element partner, Boomer. You are telling Boomer the action he must take (ABLE is the front SEAL unit.)

Bravo element—Say “BRAVO” if you want to give a command to Bravo Unit. (BRAVO is the rear SEAL unit.)

Note: If both members of Bravo are out of action, Bravo will not appear as a command option.

Escortee—Say “ESCORTEE” if you want to give a command to an escortee (someone who is in your team’s custody).

Note: Your crosshairs must be pointed at a potential escortee for the “Escortee’ command header to appear in the command menu.

Once you have established who is to carry out the order, you issue the basic order. This order establishes WHAT you want done. The third and final part of the order defines WHERE you want the order carried out.

For example: **you want Bravo to move quickly to point Delta.**

- Press the ◉ button to open your microphone and say, "BRAVO, RUN TO, DELTA."

Another example: **You want Bravo to throw a flash-bang grenade.**

- Press the ◉ button to open your microphone and say, "BRAVO, DEPLOY." At this point Bravo knows you want one of them to deploy an explosive. Finish the order by saying, "BANG."

Note: Your options for ordering a man to deploy a specific explosive depend on how the SEALs are equipped.

Another example: **You want Bravo to take point (the lead position on a patrol) while your team, Able, travels to point Zulu.**

- Press the ◉ button to open your microphone and say "BRAVO, LEAD TO, ZULU." When the Bravo element reaches the position, they will hold until commanded to move.

Note: Find map locations by opening the Map (SELECT button) and using the left and right analog sticks to view it.

MOVEMENT COMMANDS

Use movement commands to order the team to specific positions. These positions were designated prior to the mission based on intelligence about the operational area. Press the SELECT button to get a close-up of the operational area and view the positions on the map. Moving to specific points during a mission may be a required objective.

The Position designations on a mission include:

Crosshairs—The crosshairs are your targeting tool. By pointing the crosshairs at a specific spot (right analog stick) and saying, "CROSSHAIRS" as the WHERE portion of your voice command, you can order your team to a precise location.

Nav Points are: Charlie, Delta, Echo, Foxtrot, Juliet, Romeo, Whisky, X-Ray and Zulu. These appear on the detail map in the Map/Objectives display (press SELECT to open). These positions are determined prior to insertion and mark key locations in any mission. For example: If you ordered your team to RUN TO DELTA, they would run to the position corresponding to the map position named Delta.

Lead To

Use the "Lead To" command to order Bravo Element to take point and lead you to the location you specified. Bravo element will use the stealthiest possible path to get to the location and will also pause and call out any enemy threats along the way. Bravo element will not move unless you are within a relatively close proximity to them and if you get too far away they will call off the "Lead To" command and will "Hold Position" at their current location.

Run To
Tell Bravo to advance to the specified location. If they are currently "Holding Fire" they will advance to the location as quietly as they can. If they are "Firing At Will", Bravo will attack all enemy targets along the way.

Hold Position
Hold position until you command otherwise.

Follow
You will take point and the team will fall in behind you. They will also assume your position. For example, if you advance in prone position, they will too.

Escort
When you have an escortee following you, give this command to have Bravo Element escort the escortee. The escortee will then follow Bravo wherever he goes. You could therefore have Bravo extract the escortee from the mission for you by giving Bravo the "ESCORT" command and then telling Bravo to "RUN TO" to Nav Point at the extraction zone.

TACTICAL COMMANDS
Issue tactical commands to accomplish a specific action in the field.

Fire At Will
Any team member will fire at any enemy he encounters.

Cover Area
Order your team to watch and cover a specific location. If any enemies approach from that location your teammates will open fire. Place your crosshairs on the location which you would like for your teammates to cover and then give the "Cover Area" command.

Hold Fire
Hold fire until you countermand the order. Teammates will still fire on enemies if they are under direct attack.

Ambush
You can have your team ambush unsuspecting enemies by pointing the crosshairs at the location and giving the "AMBUSH" command. You teammates will then immediately move to that location and take out any enemies in the specified area.

Deploy
Command your teammates to use (deploy) an item in their inventory. For example, you can have your teammates deploy Frag Grenades, Flash Bangs, Smoke

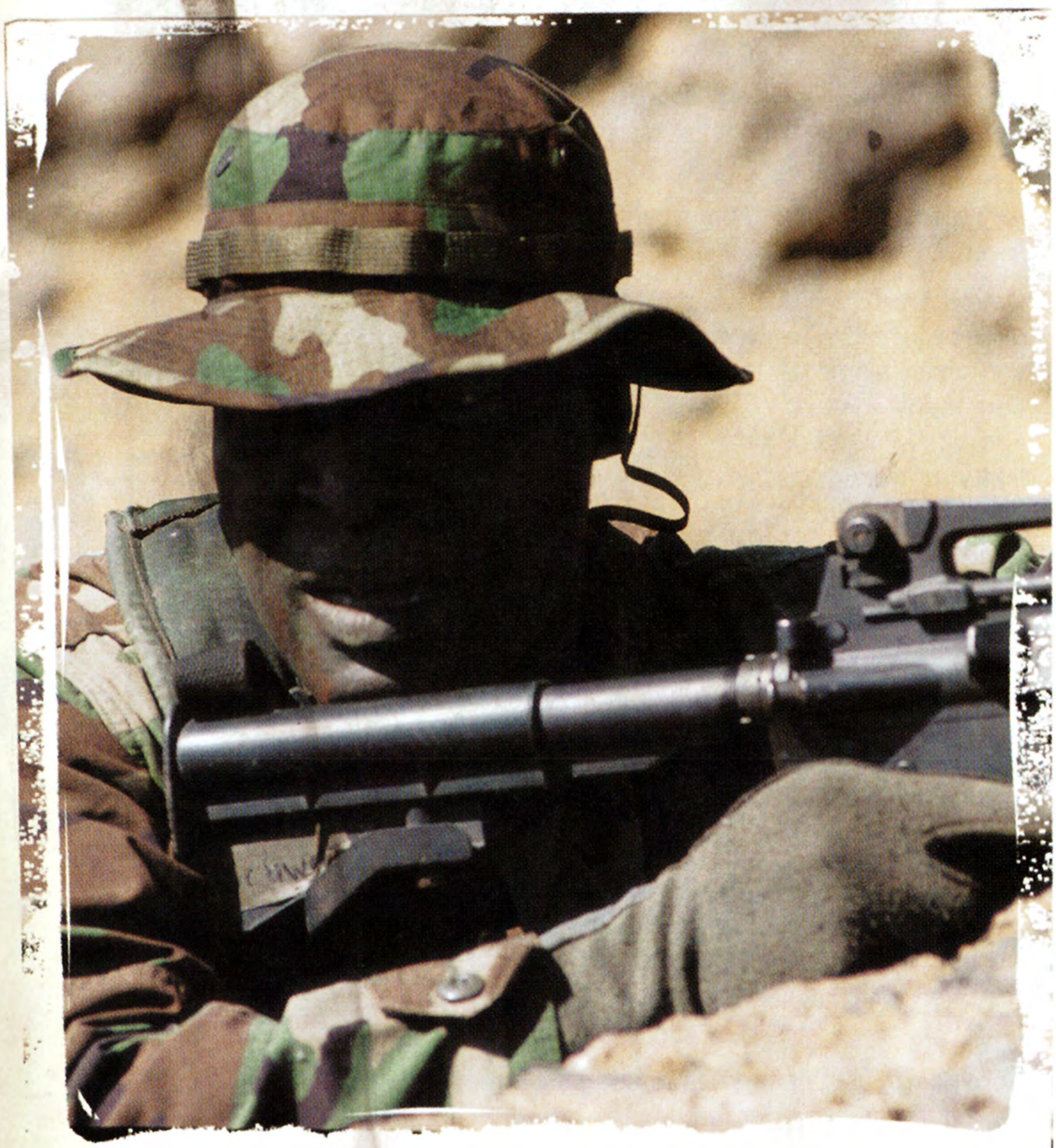
Grenades and more. They will deploy the item, either by throwing or placing, at the location which your crosshairs are pointing.

Note: Only those commands currently available to you will appear. For example, the "Open Door" command will not display if you point the crosshairs at the ground, but will display when the crosshairs are pointed at a door.

ISSUING COMMANDS USING BUTTON CONTROLS

Commands can be issued using menu selections as well as voice commands through the headset. If you forget a command, use button controls until you have the commands committed to memory.

To open the command screen, tap the ◉ button. Press the directional button ⬆/⬇ to select either TEAM, ABLE or BRAVO to designate WHO is to be commanded. Press the ⊗ button to open the sub-menu for each command set and press the ⊗ button to execute.



Chapter 5

THE MAIN MENU

On the Main Menu, press the directional button or left analog stick ⬆/⬇ to highlight an item and press the ⊗ button.

NEW GAME

Begin a new one-player game.

LOAD GAME

Load saved SOCOM games. See "Saving and Loading Game Data" on page 30.

ONLINE

Connect to the Internet to play a SOCOM: U.S. Navy SEALs Online game. You must have a broadband Internet connection to play the online game.

OPTIONS

Audio Options

Select an option and press the directional buttons ⬅/➡ to change the setting.

Music Volume—Set the game background music volume.
Sound Volume—Set the game sound effects volume.
Dialog Volume—Set the game dialog volume.
Sound—Set to STEREO or MONO to match your television speaker system.
Teammate Responses—Turn ON/OFF teammate responses to your orders.

Video Options

Brightness—Adjust the image brightness during missions.
Subtitles—Turn ON/OFF subtitles for words spoken by enemies.
Video Mode—Switch between Interlace and Progressive Scan (480p) video modes. Progressive Scan (480p) video mode provides better picture quality but it requires the PlayStation2 console to be connected to a compatible High Definition or Hi-Scan television using a Component Video cable connection.
Head Bob—Turn ON/OFF head bob motion in first person perspective.

Controller Options

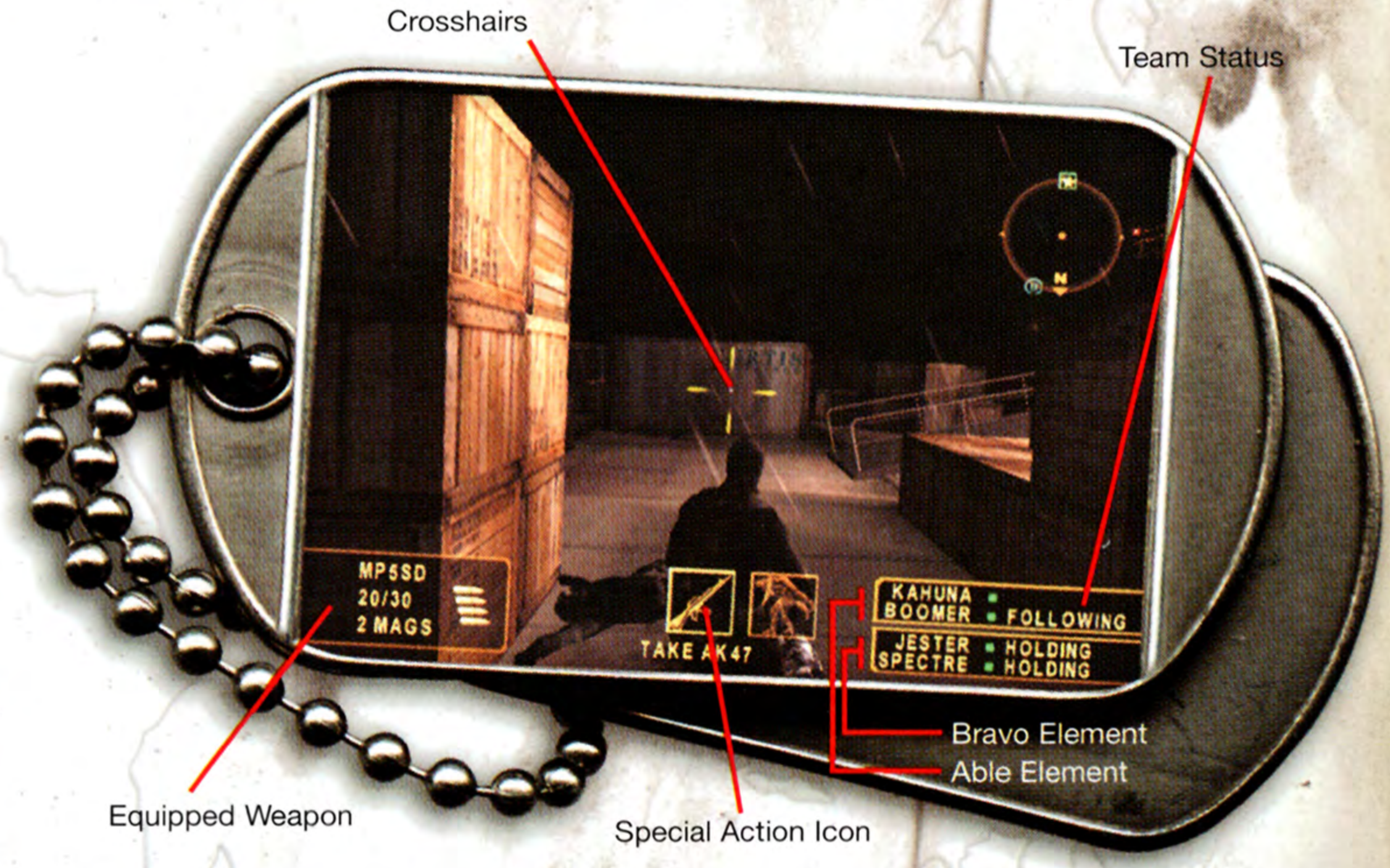
Vibration—Turn the vibration function ON/OFF.
Auto Aim—Turn ON/OFF the auto aiming function.
Pitch—Set to INVERT or NORMAL.
Presets—Select a preset setting for the aiming controls (analog pitch and rotation) or customize the aiming controls settings.
Sensitivity—Adjust the sensitivity of the aiming controls (analog pitch and rotation).
Acceleration—Adjust the acceleration speed for the aiming controls (analog pitch and rotation).
Dead Zone—Adjust the size of the dead zone (analog stick center position) for the aiming controls (analog pitch and rotation).

Controller Presets

Select a preset controller configuration. There are four different presets available. Press the directional button or left analog stick ⬅/➡ and press the ⊗ button to make a selection.

Chapter 6

THE GAME SCREEN



CROSSHAIRS

Use the crosshairs to aim weapon shots, lob grenades or direct your team to specific positions.

- When the crosshairs are aimed at a hostile, they turn Red. When aimed at a friendly, they turn Green.
- CROSSHAIRS is a selectable position on the Command Menu. Say "CROSSHAIRS" into your headset as the "WHERE" portion of a command.

TEAM STATUS

View the team status window to:

- See the current action each member of the team is taking.
- See the current health of each team member, including you.

Action Status

When there is a change in status of a team member, a description will appear next to the man's name. For example: If a man has followed your orders to move to a specific location, the word HOLD will appear to indicate he has reached his destination and is awaiting further orders. This status will always show the action a SEAL is currently engaged in.

Note: If your three SEAL teammates are incapacitated, the mission will fail.

HEALTH STATUS INDICATOR

The colored square directly to the right of the SEALs' name indicates their current health status.

Green Status Indicator—No injuries.
Yellow Status Indicator—Slight injury.
Orange Status Indicator—Moderate injury and combat efficiency is impaired.
Red Status Indicator—Threatening injury but still able to carry out the mission. If the SEAL sustains additional injury he may become incapacitated.
Black Status Indicator—The SEAL is incapacitated.

EQUIPPED WEAPON

This shows:

- The weapon ready for use
- Number of shots remaining in the magazine and the maximum rounds per magazine
- Number of magazines for that weapon
- Firing mode
- For grenades and mines, the number remaining will be displayed

See "Using Weapons" on page 24 for more information.

SPECIAL ACTIONS

Special Action Icons appear when a specific task needs to be accomplished. Press the ⊗ button to perform the task. See "Performing Special Actions" on page 22.

Chapter 7

PLAYING AS AN ELITE SEAL COMMANDER

SINGLE PLAYER

FIRE TEAM STRUCTURE

In single player mode, your Fire Team is divided into two elements:

Able Element

Includes:

You (call sign Kahuna)

Hutchins (call sign Boomer). Hutchins will remain close to you during missions. Since he always needs to watch your back, he cannot be given commands that would take him more than several meters away from you.

Bravo Element

Includes:

Bailey (call sign Spectre)

Dimone (call sign Jester).

To use effective team tactics, Bravo Element can be sent to different positions in missions and perform actions separately from Able Element. However, SEALs don't go it alone. Bravo members will stay together and Boomer will never leave your side.

Chapter 8

THE MISSION BRIEFING

OVERVIEW

Study the overview to receive your orders and a description of the mission. Learn about policy decisions that prompted your mission, key players, targets and assets that must be protected or neutralized.

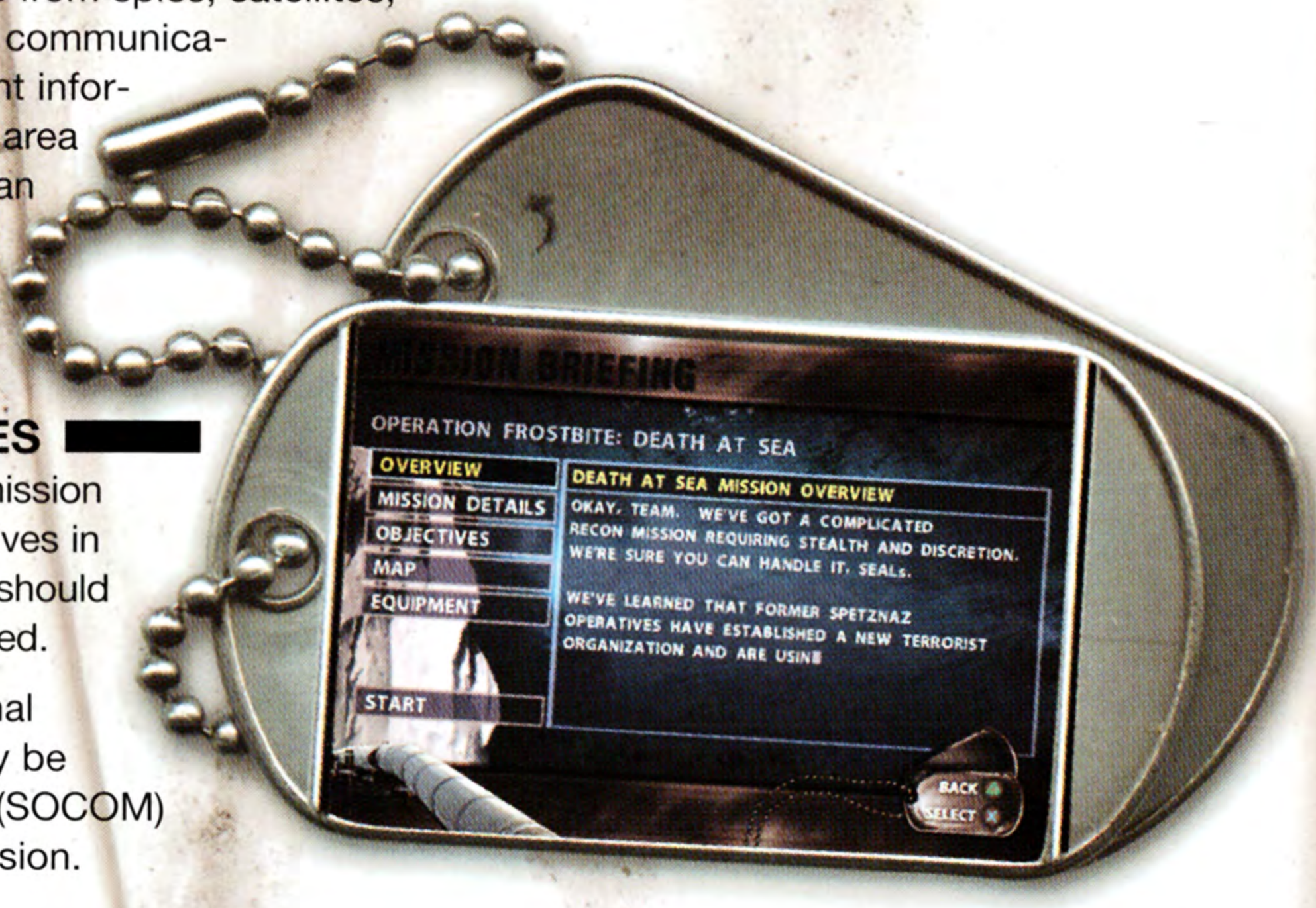
MISSION DETAILS

Intel can come from spies, satellites, or intercepted communications. Important information on the area of operation can be learned, so study it closely.

OBJECTIVES

View a list of mission specific objectives in the order they should be accomplished.

Note: Additional objectives may be added by HQ (SOCOM) during the mission.



MAP

The map contains the most current details available and includes key structures, coordinates for positions you must take, and basic routes for reaching each position.

Press the directional button or use the left analog stick to move the map. The right analog stick ⬆/⬇ will zoom the map in and out.

ARMORY (VIEW OR CHANGE WEAPONS AND EQUIPMENT)

You can change weapons for the whole team, each element or individual SEAL. Press the ⊗ button to open the Armory screen. Press the directional button or left analog stick ⬆/⬇ to highlight FIRE TEAM, ELEMENT (Able or Bravo), or a SEAL, then view the current (default) inventory on the right of the screen.

The default equipment issued to each unit is based on SOP (standard operation procedure) and the current tactical evaluation for the mission. Change weapons and equipment at your discretion. But be advised, using an improper weapon may compromise your mission. Some items are mission critical and cannot be removed from the inventory—you have to bring them.

Change Weapons

To change weapons or equipment:

1. On the FireTeam Inventory screen, press the directional button or left analog stick ⬆/⬇ to select FIRE TEAM, ABLE, BRAVO or a specific SEAL and press the ⊗ button.
2. Select a loadout option and press the ⊗ button. These loadout options include your primary weapon, secondary weapon and equipment.
3. Press the directional button or left analog stick ⬅/➡ to view the options. View details about the performance of each weapon or item.
4. Press the ⊗ button to confirm the selection. If you change your mind, you can return to the loadout options and select DEFAULT to return all weapons and equipment to standard issue.

START

Commence the mission by traveling to the insertion point.

Chapter 9

MISSIONS AND OBJECTIVES

TACTICAL MAP (TACMAP)

To review objectives at any time during a mission:

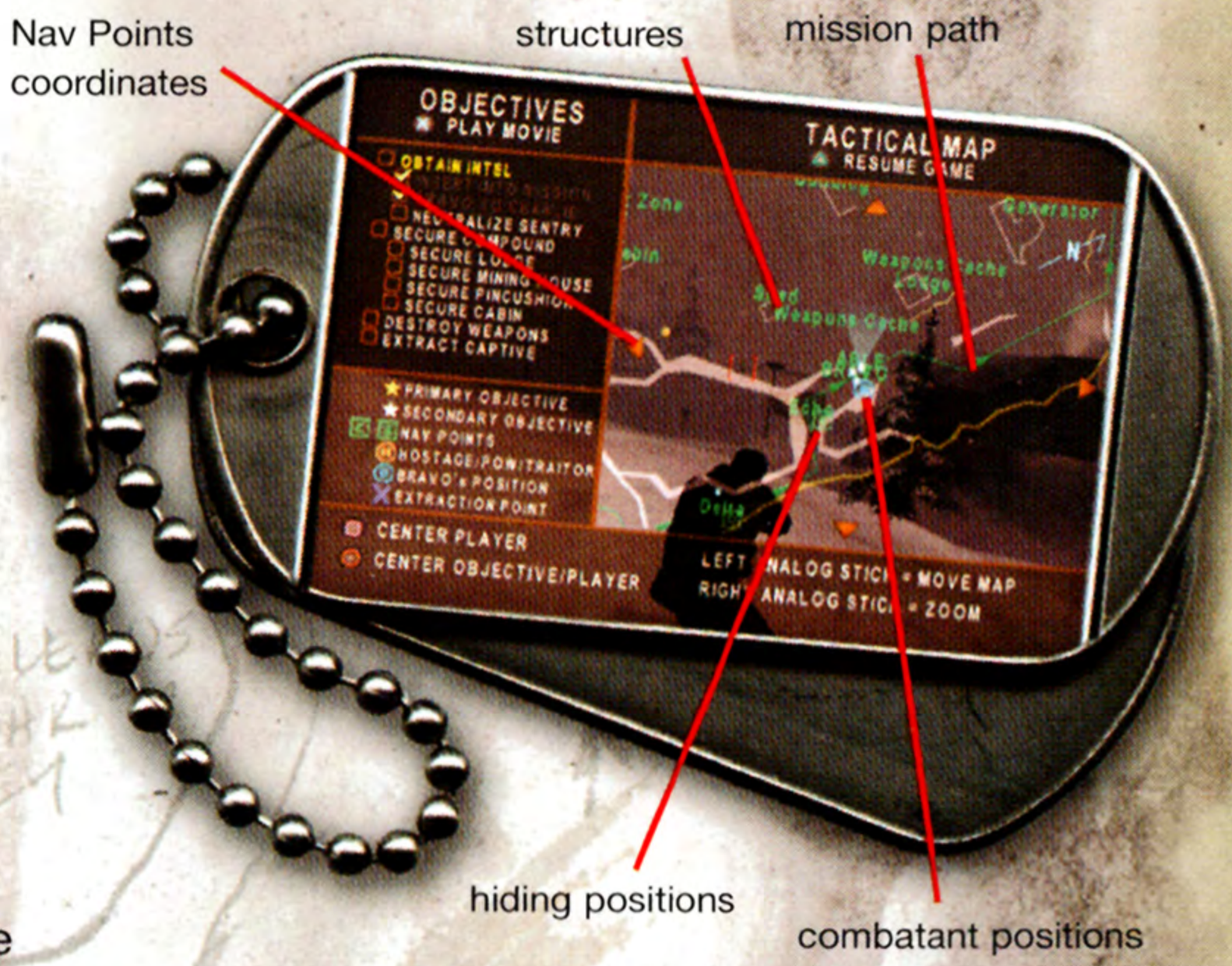
1. Press the SELECT button to open the Tactical Map and Mission Objectives display.
2. Press the directional button ⬆/⬇ to highlight an objective.
3. Press the ⊗ button to display a close-up of the objective area. A brief of your orders will appear below the objective close-up.

Completed objectives will display a check mark in the box next to the objective. Failed objectives will be grayed out and can no longer be selected. Pressing the ▣ button will center the screen on the player. Pressing the ◉ button will center the screen on both the player and the objective.

Chapter 10

USING THE TACMAP

The Tactical Map is drawn from mission intelligence gathered prior to insertion of the SEAL team and is a vital mission tool. To open the TacMap, press the SELECT button.



Mission Path
The green line shows the planned path that the SEAL team has decided on for the mission. It begins at the insertion point and lays out the mission path to reach the known primary and secondary objectives.

Structures
Major structures or geographical features help you navigate through the op area.

Nav Points
These are positions that your team must travel to in order to carry out the mission. Use these positions to direct your team. See "The SOCOM Headset and Issuing Commands" on page 9 for a complete description of issuing commands.

SEAL Positions
You are represented on the map as a flashing cone of light. Imagine you are holding a flashlight. The cone represents your viewpoint position. Your SEAL teammates are represented as dots on the map. Text indicates BRAVO and ABLE elements.

Note: When you restrain an enemy or have an escortee, they also appear on the map as a dot.

Chapter 11

PERFORMING SPECIAL ACTIONS

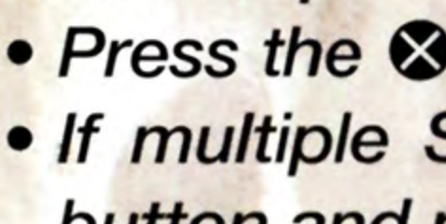
When a special action is required, a Special Action Icon appears.

- *Press the ⊗ button to execute the special action.*
- *If multiple Special Action Icons appear, press and hold the ⊗ button and press the directional button ⬅/➡ to highlight the one you want. Release the ⊗ button to take the selected action.*

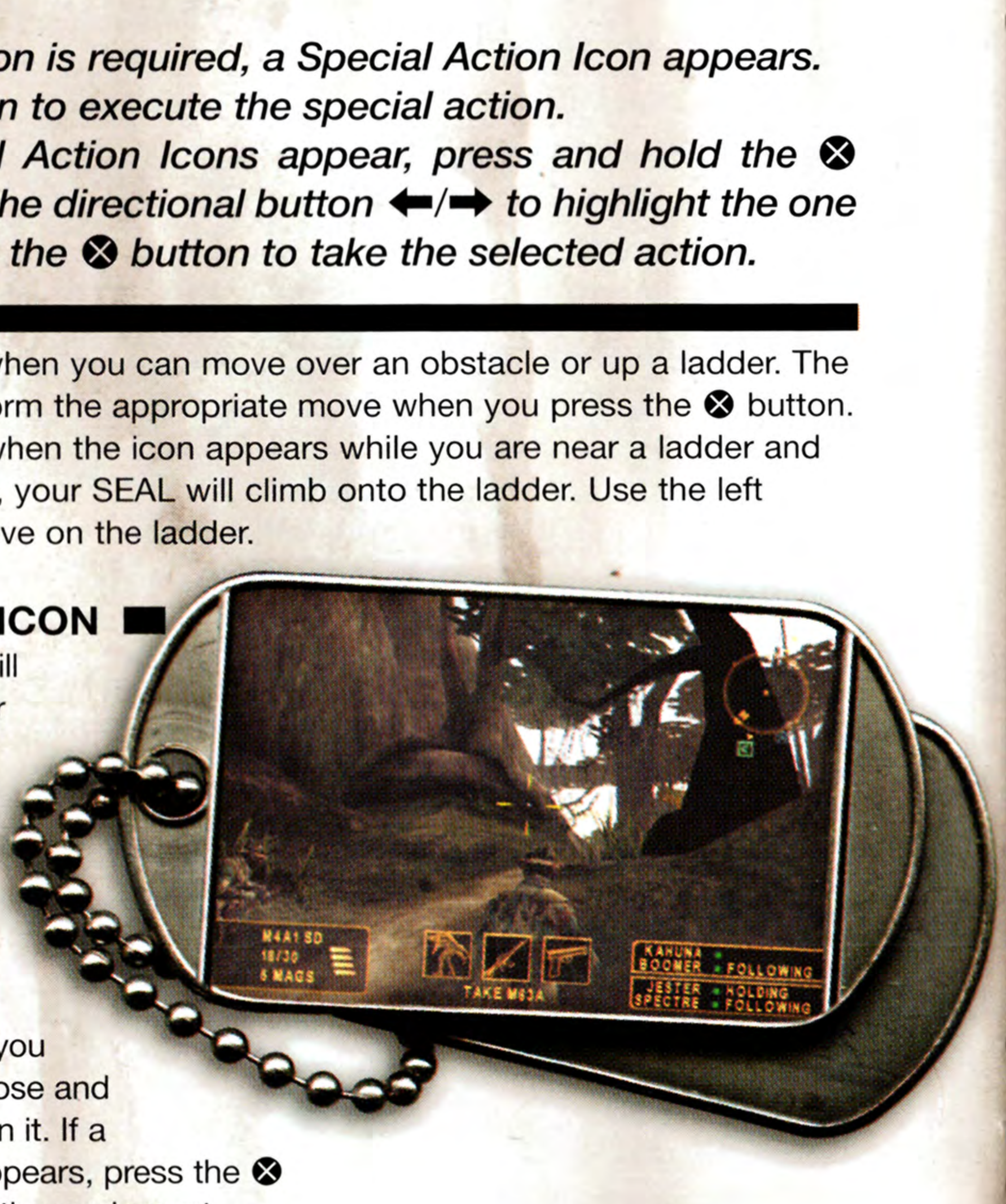
MOVE ICON

This appears when you can move over an obstacle or up a ladder. The SEAL will perform the appropriate move when you press the ⊗ button. For example, when the icon appears while you are near a ladder and you press the ⊗ button, your SEAL will climb onto the ladder. Use the left analog stick ⬆/⬇ to move on the ladder.

BUTTON/SWITCH ICON



This will appear when there is a piece of equipment to turn on or off. Certain mission objectives will entail the operation or disabling of equipment encountered during a mission. When you locate equipment, get close and position the crosshairs on it. If a Button or Switch icon appears, press the ⊗ button to take action on the equipment.



OPEN/CLOSE DOOR ICON

The Open or Close Door icon appears when there is a door to be opened or closed. Press the ⊗ button while in front of a door to open or close it.

WEAPON PICK UP ICON

When you walk over a downed enemy, you can pick up the weapon that he was using and exchange it for your own. The Primary and/or Secondary Weapon Pick Up Icon will appear. Select the icon for the weapon which you would like to pick up and press the ⊗ button.

PICK UP AN IMPORTANT ITEM

During the missions you may find objects that can be picked up. Some are of limited use, but many are vital to completion of mission objectives. When you encounter such an item, point the crosshairs at it. When the Pick Up icon appears, press the ⊗ button to pick up the item.

RESTRAIN ICON

An enemy may surrender by dropping his weapon and throwing up his hands. When the Restrain icon appears, press the ⊗ button to restrain that person. You must restrain hostages before you can escort them.

RIFLE-BUTTING OR KNIFE ICONS

When you draw close to an enemy, you have the option of attacking quietly with a rifle butt strike or knife. Press the ⊗ button when either of these icons appear to perform the attack.

See "Hand-To-Hand Combat" in the "Using Weapons" section on page 25.

HIDING BODIES

If enemy soldiers spot a dead comrade, it can alert them to your SEAL team's presence. To prevent discovery, it is always advisable to move dead or incapacitated bodies out of sight. Find a position behind a tree, box or other type of cover.

To pick up a body:

Move to stand over the body and the Pick Up Body icon will appear.

Press the ⊗ button to have your SEAL pick up the body. You can move your SEAL normally while carrying a body, but his movement will be slower and he will not be able to fire a weapon. Decide where you want to stash the body and press the ⊗ button again to put the body down.

You can pick up the body of an enemy or team member.

Chapter 12

USING WEAPONS

Hostiles can be terminated, restrained or stunned with a flash-bang grenade.

SELECTING ITEMS FROM THE INVENTORY

1. Press the R2 button to open the inventory.
2. Press the directional button ⬆/⬇ to highlight the equipment or weapon you want to use and press the R2 button again or the ⊗ button. That item will appear in the Equipped Weapon display.

SHOOTING AN ENEMY

With a weapon equipped, use the right analog stick to take aim. Set the crosshairs on the enemy and fire the weapon (R1 button). A wounded enemy may return fire or surrender. Even if you down him with a shot, he may be able to return fire. A shot to the head guarantees that the hostile soldier will not return fire. Head shots demand highly accurate shooting.

Sniper Rifles

Sniper rifles are designed to hit a long-range target with precision. Zoom in or out on the target by pressing the directional button ⬆/⬇. Use the right analog stick to center your shot. The SR-25 SD is suppressed, so it doesn't make a lot of noise or muzzle flash and it is hard for the enemy to spot you. The Light Fifty is not silenced and its big bore round is loud. You must take into account the volume of your weapon when selecting them, as loud weapons can give away your position to the enemy. The scope on a sniper rifle is excellent for detailed scanning of the battlefield. Sniper rifles do not handle well in a close-range firefight.

HAND-TO-HAND COMBAT

The most silent attacks are striking a target with a rifle butt or stabbing him with a knife. Sneak up on the opponent and place the crosshairs on him. When the Rifle Butt Icon appears, press the ⊗ button to deliver a rifle butt strike to the head and take them out of action.

To stab the target you must move in closely from behind. When you place the crosshairs on the target, the Knife Icon will appear. Press the ⊗ button to deliver a lethal knife attack.

Both rifle butt strikes and knife attacks can be performed on surrendering or restrained enemies.

EXPLOSIVE DEVICES

You can terminate a hostile with a fragmentation grenade, high explosive grenade or Claymore mine. You can stun a hostile target with a flash-bang grenade.

Grenades

To throw a grenade:

1. Press the R2 button to open your inventory, select the grenade you want to throw and press the R2 button again or the ⊗ button.
2. Your crosshairs will change to indicate you are holding a grenade. Use the right analog stick to set the trajectory of the lob.
3. Press and release the R1 button to heave the grenade. The harder you press the R1 button before releasing, the farther the grenade will fly. The circle around the crosshairs fills up the harder you press the R1 button and empties as you release pressure on the R1 button. The more the circle is filled the farther the grenade will be thrown. Throw the grenade at an upward angle to cover an even longer distance. Collateral damage is always a concern with grenades. Make sure there are no friendlies within range of the blast.

To fire a grenade from an M203 Grenade Launcher (M16A2 or M4A1 primary weapons equipped with the M203 only):

1. Press the left analog stick (down like a button) to cycle through your weapon's firing modes until the grenade icon appears.
2. Use the right analog stick to set the trajectory of the shot.
3. Press the R1 button to fire the grenade.

Claymore Mine

To set a Claymore:

1. Select it from your inventory.
2. Determine the location you want to cover and place the mine by pressing the R1 button.
3. When the mine is placed, the remote control detonator will automatically be equipped. Press the R1 button to detonate the mine.
4. Multiple Claymores can be placed by reselecting the claymore in your inventory and planting a new mine. All of the claymores will detonate at the same time when the detonator is used.

C-4 or Satchel Charge

While not designed for an anti-personnel role, either of these explosives is fatal to anyone within range of the blast, including your own team.

To set a satchel charge or C-4:

1. Select it from your weapons cache.
2. Determine the position you want to place the ordnance and press the R1 button. Then clear the area making sure that none of your team is close to the blast. C4 and satchel charges can only be placed in specific areas. C4 will detonate five seconds after it is placed. Satchel charges have different detonation delays based on mission objectives.

WEAPON STATUS

Use the Equipped Weapon display to keep track of the status of your weapon. You can view the weapon, the number of rounds for the current magazine, capacity of rounds for the current magazines, the number of magazines remaining and the weapon's current firing mode.

Setting the Fire Mode on Weapons

Many assault weapons have multiple firing modes. The M16A2, for example, has single shot (semi-automatic) and burst (three rapid shot) modes. Sniper rifles and pistols only have semi-automatic fire (except for the Model 18, which has an automatic firing mode). To switch firing modes press the L3 button (press the left analog stick down like a button). The bullet icon on the Equipped Weapon display will change from one (single) to three bullets (burst) to four (fully automatic) for different fire modes.

Reloading

Your SEAL will automatically slam another magazine into his weapon when he runs out of bullets. Keep track of the number of shots remaining in a weapon and the total number of magazines you have by watching the Equipped Weapon display. Manually reload your weapon by pressing the R3 button (press the right analog stick down like a button). It is possible to carry extra ammunition for your primary and secondary weapons as part of your equipment. See "Armory" in "The Mission Briefing" on page 19.

SWITCHING WEAPONS AND EQUIPMENT

The weapon or equipment in hand is displayed on the lower left of the screen. You must take your weapon in hand before you can use it. When you are using or preparing to deploy explosives, you sling or holster your weapon in hand. The same goes for binoculars. The L1 and L2 buttons are your Quick Select buttons. By default the L1 button will take your primary weapon in hand. Primary weapons include sniper rifles, assault rifles and machine guns. By default the L2 button will take your Secondary weapon in hand. Secondary weapons are pistols.

Any item you were holding prior to grabbing a weapon will be replaced in the Inventory.

Setting the L1 and L2 Buttons

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

Chapter 13

STEALTH

Stealth is the first weapon of a SEAL team. A show of force at the wrong moment could expose the team to an overwhelming hostile response or result in mission failure. By silently taking advantage of cover, an effective SEAL team can terminate the enemy man-by-man without alerting the remaining forces.

- In addition to hiding behind objects, terrain and foliage to conceal yourself from the enemy, hiding in darkness or shadow is a highly effective stealth tactic. If you are hidden in a dark enough area you can be invisible to the enemy, even though he may be looking in your direction.
- Stealth may be most important during insertion. Stay low and recon the area looking for enemy patrols. Use the crouched or prone positions to lower your profile and get by enemy sentries.
- When you want to remain unseen be sure to command your teammates to "HOLD FIRE."
- Use vision enhancing equipment including Binoculars, NVG (night vision goggles) and sniper scopes to survey the operational area.
  Note: During night ops, you can use your NVG by pressing the directional button ⬆ twice. During day ops press the directional button ⬆ twice to use your binoculars or scope, if you have a scoped weapon (With sniper rifle scopes you can zoom in twice). Press the directional button ⬇ to return to 1st and 3rd person modes.
- Always consider the type of weapon you are using. Unsuppressed weapons may be more powerful, but the loud report of a sniper rifle or machine gun can let an entire encampment know you're there. Whenever tactically sound, use suppressed weapons to take out a target.
- The quietest attack is a rifle butt or a knife. Though risky, these attacks will not alert other enemies unless you're seen.
- The enemy is sharp. If you see his eyes, he may soon see yours and open fire.

Chapter 14

THE ENEMY

Your enemy may be terrorists or paramilitary soldiers whose resolve and combat skills vary. While some may give up when they feel overwhelmed and others will fight to the death, all will attempt to kill you or members of your Fire Team if given the advantage. Others will attempt escape, destroy vital information or kill innocents.

Once you or any member of the Fire Team reveals his position, or is discovered by hostiles, team survivability diminishes progressively as other enemy forces are alerted. They will begin firing at you or closing on your position. If HQ advises that a mission objective to avoid discovery has failed, your team's presence is surely compromised.

- Use stealthy tactics whenever possible.
- Take care to search out and neutralize enemy sentries, especially during team insertion.
- Attempt head shots whenever possible. Head shots are always fatal, however some body shots will not kill the enemy instantly. This could allow them to fire off a few quick shots at your team.

Chapter 15

THE PAUSE SCREEN

Press the START button to pause the game and display Pause options. Select an item and press the ⊗ button.

RESUME

Return to the current mission.

ABORT

Quit the mission and display the Stats screen with current stats to the point the mission was aborted.

REPLAY

Restart the mission fresh from the insertion point.

INVERT PITCH

Turn invert pitch ON/OFF for aiming with the right analog stick.

AUTO AIM

Turn automatic aiming ON/OFF for aiming with the right analog stick.

Chapter 16

SAVING AND LOADING GAME DATA

SAVING GAME DATA

You can save game data after each successful mission. At the completion of a mission, review the completed mission data, and press the ⊗ button. The Save Prompt will appear.

1. Select YES and press the ⊗ button to save game data.
2. Press the directional button ⬆/⬇ to select a file to save your data to and press the ⊗ button to complete the save.

LOADING GAME DATA

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

1. On the Main Menu select LOAD GAME.
2. Press the directional button ⬆/⬇ to select a file to load.

Chapter 17

MISSION FAILURE

Mission failure occurs when:

- Your SEAL is incapacitated.
- A person, such as a hostage or hostile whose safe recovery was a mission imperative, is killed.
- A package whose recovery was a mission imperative is destroyed either by you or an enemy.
- More than two members of the SEAL team have been incapacitated.

Chapter 18

ONLINE MODE

Once you're ready for a real challenge, go online and join forces to compete against other players over the internet. Select "ONLINE" from the main menu and press the ⊗ button to begin your online experience.

SOCOM: U.S. Navy SEALs Online is a **Broadband only** game. You must have a **Broadband Cable or DSL** connection to the Internet in order to play.

A Memory Card (8MB)(for PlayStation 2) is required to play online. Before you can play SOCOM online, a valid network configuration must be saved to your Memory Card (PS2). The network configuration can be created or modified and saved to the Memory Card (PS2) using the Network Startup disc or the SOCOM Network Configuration utility. Be sure to have a valid network configuration selected before selecting "LOGIN" from the Login in to SOCOM screen.

Use of 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.scea.com/user_agreement.

The SOCOM headset online communication feature may not work with certain networks. A network firewall and some Network Address Translation (NAT) devices may prevent incoming communications from reaching your PlayStation 2.

USING THE ON-SCREEN KEYBOARD FOR DATA ENTRY AND CHAT

In various areas of the SOCOM Online interface, an On-screen Keyboard will appear to allow you to type in data such as your Player Name, Player Description, Clan Name, In-Game Messages and Passwords. You can also Chat with other online players.

- Whenever the On-screen Keyboard appears, press the directional buttons to highlight the keys on the keyboard and press the ⊗ button to input the highlighted keys.
- Press the ▣ button to backspace.
- Press the R1 button to turn the Caps Lock ON/OFF.
- When you have finished entering data, press the ◉ button or select the ENTER key.

- Press the △ button to exit the keyboard without inputting any data.

Note: If you have a USB keyboard, you can use it instead of the On-screen Keyboard to enter data or chat. Although **SOCOM: U.S. Navy SEALs** is compatible with most USB keyboards there may be some that are not compatible.

SOCOM ONLINE QUICK START

These steps will get you playing online quickly. For more detailed instructions, see subsequent sections.

1. On the Main Menu select ONLINE.
2. Select LOGIN TO SOCOM ONLINE.
3. On the Connect to SOCOM screen, select PLAYER NAME, enter a screen name and select the ENTER key.
4. Select PASSWORD, enter a password and select the ENTER KEY.
   Note: The password will only be visible as asterisks once you have selected it so be sure to remember it or write it down. Lost passwords cannot be retrieved by SCEA Consumer Service. You will have to create a new user name and password if you cannot retrieve your original one.
5. Select CONNECT. When reminded to write down name and password info, press the ⊗ button.
6. When prompted to Save to PS2 Memory Card, select YES.
7. If the Player Name you have selected is available you will be prompted to register that Player Name. Press the ⊗ button to register the Player Name. If you receive an incorrect password error, someone has already registered that Player Name and you will need to select a new one. After registering your Player Name please read the User Agreement and select YES if you agree to the terms and you will connect to SOCOM Online. You cannot play SOCOM Online unless you agree to the terms of the User Agreement.
8. On the SOCOM Online screen, select BRIEFING ROOMS. Press the directional button or left analog stick to select a briefing room that is close to where you live and has a number of people playing in it.
9. With JOIN GAME highlighted, press the ⊗ button and select a game from the list to enter the GAME LOBBY. If you receive a notification that the game is already in progress, press the ⊗ button again to join the GAME LOBBY. Select READY in the game lobby and press the ⊗ button. If the game is already in progress you will join the game when you select READY. If the game is between matches, selecting READY will indicate that you are ready to play.

LOGIN TO SOCOM

Logging in to SOCOM Online

To begin your SOCOM Online session, select ONLINE from the main menu to proceed to the Login to SOCOM screen.

Login to SOCOM Screen

The Login to SOCOM screen is where you prepare to go online. You must make sure that a valid network configuration is selected on this screen before you can login.

Login to SOCOM Online

If a valid network configuration is already selected, select LOGIN TO SOCOM ONLINE and press the ⊗ button to proceed to the Connect to SOCOM screen.

Network Configurations

The list of available Network Configurations saved to the Memory Card (PS2) in slot1 is listed here. By default, the last Network Configuration that was created or edited using the Network Startup disc or SOCOM network configuration utility and saved to the Memory Card (PS2) is selected. Select NETWORK CONFIGURATIONS and press the ⊗ button to select another Network Configuration to be used when logging on to SOCOM Online. Use the directional button ↑/↓ to highlight the desired Network Configuration from the list and press the ⊗ button to select it.

Edit Network Configurations

Select EDIT NETWORK CONFIGURATIONS to run the SOCOM Network Configuration Utility. The SOCOM Network Configuration Utility will allow you to set up a new Network Configuration, edit an existing Network Configuration or delete obsolete Network Configurations. Follow the on-screen instructions.

CREATING YOUR SOCOM ONLINE PROFILE

In order to play SOCOM Online you will need to create a Player Name and Password.

1. On the Connect to SOCOM screen select PLAYER NAME, press the ⊗ button to bring up the On-screen Keyboard and type in your name. Select the ENTER key.
2. Once you have entered your Player Name, you will need to create a password for it. Select PASSWORD and enter your password.
   Note: The password will only be visible as asterisks once you have entered it, so be sure to remember it or write it down. Lost passwords cannot be retrieved by SCEA Consumer Service.
3. Highlight SAVE PASSWORD and press the ⊗ button to toggle YES or NO. If you select YES, your Player Name and Password will automatically load from your Memory Card when you enter the Connect to SOCOM screen. If you select NO, you will have to manually enter a Player Name and Password when you want to log on again.

4. Once your Player Name and Password have been entered, select CONNECT to log on to SOCOM Online.

THE SOCOM ONLINE SCREEN

Highlight an option and press the ⊗ button.

News/Messages
View the latest SOCOM news and your Clan messages.

Briefing Rooms
Navigate through the list of available Briefing Rooms and enter the Briefing Room you select. For the best gaming experience, select a briefing room that is located close to where you live.

Autoplay
Automatically selects a Briefing Room and game that is ideal for you to play in. The game is determined by your defined Filters, which you can select in the Online Options screen.

Player Ranking
View your SOCOM Online ranking.

Clan
Create and manage your clan.

Invitations
View and respond to Clan invitations you have received.

Refresh List
Updates the list of Briefing Rooms and the number of players in each of them.

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

See "Online Options" on page 38 for more information.

JOINING A GAME LOBBY

1. Select BRIEFING ROOMS. Then press the directional button to scroll through the list of available rooms where games are being played. The number on the right of each room name denotes the number of players in that room. Highlight the room you want to enter and press the ⊗ button.
2. On the Briefing Room screen, select JOIN GAME. Press the directional button to scroll through the list of available games. Press the ⊗ button to join the Game Lobby you want to enter.

   Note: SOCOM Online allows a maximum of 16 players per game. If there are already 16 players in a particular game, you will have to select another.

The number on the left of each game name denotes the number of players in that game. Other information about the game is displayed to the right of the game name. "Type" denotes whether the game being played is a "Suppression", "Demolition", or "Extraction" game. "Ping" denotes the latency you would expect in this game. "FF" represents if the game has friendly fire on

or off. If Friendly Fire is on, be careful with your shots since you will also damage your teammates. "Lock" denotes if the game is locked or unlocked. Locked games cannot be joined. "Pass" denotes that the game requires a password to join.

GAME LOBBY

Once you have selected and been accepted to play, you enter a Game Lobby. From this screen you can prepare for battle. The list of player names on the right side of the Game Lobby screen includes you and the other players.

- Blue side players are U.S. Navy SEALs.
- Red side players are terrorist forces.

Armory

Select your character's appearance and customize your primary weapon, secondary weapon and equipment load outs.

Switch Teams

Switch the team that you are on before the start of play. You can play as one of the U.S. Navy SEALs (blue side) or as a terrorist (red side). The teams are automatically balanced, so you can only switch teams if the team you want to switch to does not have more players than the team you are on.

Ready

Enter the game with your current weapon and equipment load out. Once you select READY, you can select NOT READY to return to an unready state. You can only access the Armory or Switch Teams if you are not ready. If you are joining a game already in progress, you will have to wait until the next round before you can start playing. Once the game has loaded, you will enter the round as a ghost player. A ghost is unable to move, but can cycle through living teammates using the directional button ⬅/➡ to watch them play. Games last for five minutes. As soon as the current round ends, either by one team eliminating the other or time running out, you will join the next round.

Not Ready

De-select READY if all of the players in the Game Lobby have not yet selected READY. This will allow you to enter the armory or switch teams.

Lock Game

Freeze the current number of players in the game and not allow any others to join even though there may be less than 16 players. Only those players already in the lobby will be allowed to enter the game. Only player created games can be locked and only that person that created the game, the session master, can lock the game.

Force Launch

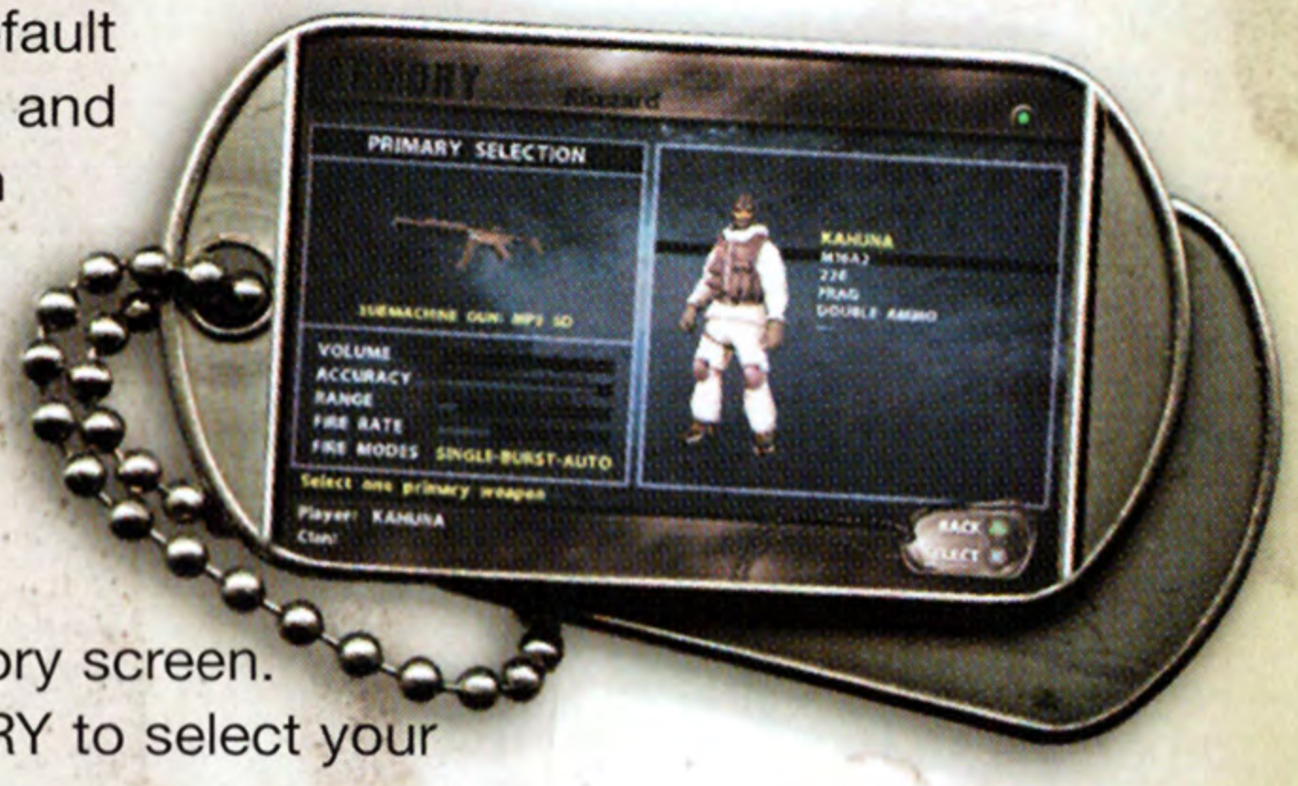
If you have created the game or are the first one into a game, this option allows you to start the game even if not all of the players in the lobby have selected READY.

THE SOCOM ONLINE ARMORY SCREEN

Make character, equipment and weapon selections here. On the Game Lobby screen select ARMORY and select an option. After you have made your selections, press the △ button to back out of equipment selection. Press the △ button again or highlight RETURN TO LOBBY and press the ⊗ button to return to the Game Lobby.

Character Selection

1. Select CHARACTER SELECTION on the Armory screen. You will have the choice of four characters to choose from. You will be able to choose between SEALs or Terrorists depending on which team you are on.
2. Press the directional button ⬆/⬇ to cycle through the four character types.
   Note: Character types look different but share the same abilities. However, each character has a unique default weapon load out. The weapons and equipment of any character can be changed in the Armory.



Weapon Selection

Customize your primary and secondary weapons.

1. Select the EQUIPMENT SELECTION option on the Armory screen.
2. Select PRIMARY or SECONDARY to select your primary and secondary weapons.
3. Press the directional button ⬅/➡ to cycle through the available primary or secondary weapons.
   Note: To return your character's weapons to his default load out, select the Default option. Selecting Default will return all of your weapons and equipment to the default load out for your character.

Equipment Selection

1. Select EQUIPMENT SELECTION on the Armory screen.
2. Select EQUIPMENT.
3. Press the directional button ⬅/➡ to cycle through the available equipment. Select the equipment you want and press the ⊗ button to place it into your equipment inventory. When you select the equipment option on this screen, all of your current equipment will be dropped and you will have to reselect all of your equipment.

- There are three equipment slots available for each character. Most equipment will only take up one of the slots but be aware that Double Ammo will take up two slots.
- Only one of each type of equipment can be selected for your character.

CHAT

While in the Game Lobby, you can type in chat messages to other players in the lobby.

On the Game Lobby screen, press the ◉ button to bring up the On-screen Keyboard which will enable you to type in chat messages to other players in the Game Lobby.

CREATING A GAME

Create and customize your own SOCOM Online game in the current Briefing Room. Select CREATE GAME to enter the Create Game screen.

Game Name

Enter the name of your game. Select GAME NAME and press the ⊗ button to bring up the On-screen Keyboard. Type in your Game Name.
Note: A game name must be entered to create a game.

# of Players

Select the maximum number of players for your game. Highlight the # of Players option and press the ⊗ button to cycle through the available player number limits.

Choose Map #1-3

Choose up to 3 maps which your game will be played on. Select CHOOSE MAP #1-3 independently and press the ⊗ button to cycle through the available maps.

Password

Choose whether a password will be required for someone to join your game. Highlight PASSWORD and press the ⊗ button to select YES. This will open the On-screen Keyboard for you to input your password. Pressing the ⊗ button again with PASSWORD highlighted will disable the password you have entered.

Friendly Fire

Choose whether or not members of the same team will be able to damage each other. Press the ⊗ button to select whether or not to have friendly fire.

Clan Members

Decide whether members of your clan will be assigned to the SEAL team, the Terrorist team or automatically assigned to either team. Press the ⊗ button to cycle through the available choices.

Create

When you have made all of your created game decisions, select CREATE to create your game in the current Briefing Room.

ONLINE OPTIONS

On the SOCOM Online screen, select OPTIONS to modify various aspects of your SOCOM Online interface, including your Player Description, in-game messages and game search filters.

Player Description

Enter a descriptive word, phrase or sentence for your Player Name. Select PLAYER DESCRIPTION and type in your Player Description.

Setup Messaging

Write your own custom text messages that you can select and send to your teammates while playing SOCOM Online.

1. Select SETUP MESSAGING.
2. On the Input Messages screen, select MESSAGES 1 through 5 and type your messages.
3. Once you have finished entering your messages, press the △ button to return to the Online Options screen. When you press the △ button you will

be prompted whether or not you want to save your messages to your Memory Card (8MB) (for PlayStation 2). Use the directional button to select YES or NO.

Input Filters

Filters make it easier for you to find the type of game that you want to play by removing any game from the briefing room game lists that do not fit your filtering criteria. Only the games that match your filtering criteria will be displayed.

Map Type—Select the map types you want to search for. Highlight MAP TYPE and press the ⊗ button to cycle through the available map type filters.

# of Players—Limit your search by the number of players in a particular game. Highlight # OF PLAYERS and press the ⊗ button to cycle through the available # of Players filters.

Response Time—Limit your search by the connection speed of the server a game is running on. Highlight RESPONSE TIME and press the ⊗ button to cycle through the available Response Time filters.

Friendly Fire—Limit your game search by whether or not a particular game has friendly fire On or Off. Highlight FRIENDLY FIRE and press the ⊗ button to select friendly fire, either ON, OFF or DON'T CARE as a game filter.

Locked—Limit your search by whether or not locked games are displayed.

Password—Limit your search by whether or not a game that requires a password to play is displayed. Highlight PASSWORD and press the ⊗ button to select password ON, OFF or DON'T CARE as a game filter.

Reset Filters—Reset all of the filters to their default settings. Highlight RESET FILTERS and press the ⊗ button to reset the game search filters to their default settings.

CREATING AND MANAGING A CLAN

Create and manage a clan of fighters. On the SOCOM Online screen, select CLAN and press the ⊗ button. If you have not already created a clan, you will go to the Create Clan screen where you can create and customize your clan. If you have already created a clan, you will be taken to the Manage Roster: Leader screen where you can manage various aspects of your clan.

Create Clan Screen

Set Clan Name—All you need to do to create your clan is to select a unique Clan Name. Select SET CLAN NAME and use the On-screen keyboard to enter your Clan Name.

Create Clan—Once you have input the clan name, select CREATE CLAN to create your clan with the name you have selected. If the clan name you have selected has already been taken, you will receive an error message and you must choose a new clan name.

MANAGING A CLAN ON THE MANAGE ROSTER: LEADER SCREEN

Once your clan is created, whenever you select CLAN on the SOCOM Online screen, you will be sent to the Manage Roster: Leader screen. From this screen you will manage the various aspects of your clan.

Edit News

Create and edit clan news that will go out to clan members.

Invitations
Invite and un-invite players to your clan.

Remove Players
Remove members from your clan.

Leave Clan
Select LEAVE CLAN if you no longer want to be a member of your clan. If you are the clan leader you will need to appoint a new leader before you can leave the clan.

Appoint Leader
Switch clan leadership to another member.

Disband Clan
Disband your clan. Once a clan is disbanded it is permanent and the clan cannot be brought back.

Manage Clan Invitations Screen

On the Invitations screen you can invite other players to join your clan.
Invite Player—Invite other players to join your clan. Select INVITE PLAYER and type the name of the player that you want to invite to your clan.
- Names are case sensitive so make sure that you type the player's name correctly.
- If the player name you entered is not in the database, you will receive a message that the player does not exist.

Revoke Invite—Revoke invitations that you have sent out. Select REVOKE INVITE and select the player whose invitation you want to revoke.

USING THE SOCOM HEADSET ONLINE

Utilize the SOCOM headset to communicate with your online teammates and develop strategies to defeat the opponent. Work to keep the communication lines open! The strongest teams will have very efficient communication between each member.

Only your teammates will hear you when you speak. The other team will not have access to what you are saying. To speak, hold down the ◉ button until you hear the ready tone through the headset earphone and the Communication Icon appears in the lower right hand corner of the screen. You can now communicate with your teammates—but be concise and to the point! Communication is limited to 10 seconds per player to allow others the chance to speak.

You can speak with your teammates on any of four different channels. These channels are accessible by pressing the ◉ button and then selecting Radio.
- **Team**—Direct a comment to teammates in the team channel.
- **Offense**—Speak to members of your team on the designated offense channel.
- **Defense**—Speak to members of your team on the designated defense channel.
- **Dead**—Only available when you die, this channel allows players to speak to other dead players on their team.
- **ON/OFF**—You can toggle the Radio Communication on or off if you prefer not to be bothered by the radio chatter by selecting the ON/OFF option in the Radio channel menu.

PLAYING SOCOM ONLINE

The online gameplay mirrors the single player gameplay in control. However, intense competition is the name of the game in the online mode. Play against up to 15 other savvy SOCOM players over a broadband connection and get ready for the bullets to fly.

There are three unique gameplay types in SOCOM Online:

- **Demolition**—Find a bomb within the environment and plant it at the other team's camp. But beware... once you grab the bomb, the other team will do everything it can to kill you and get the bomb for themselves. Once the bomb is planted, you still need to guard it to make sure the other team doesn't defuse it before it blows up.
- **Suppression**—An all out deathmatch between the SEALs and Terrorists. The team with the most people alive at the end of the five minute match wins.
- **Extraction**—Terrorists have captured several hostages and the SEALs must save them.

Playing as a Team

When playing online, it is very important that you play as a team. Speaking with your teammates via the SOCOM headset is extremely helpful to this end. There are also several in-game communication functions that are available to each team. When in-game, press the ◉ button. The following menu appears:

- **Tactical**—Similar to the single player commands, Tactical commands can be chosen using directional buttons ⬆/⬇ and then pressing ⊗. These commands will be displayed as a subtitle at the top of the screen for your teammates to see.
- **Taunts**—Selecting Taunts provides a random character-based taunt that the other team will hear.
- **Messages**—These are customizable messages to let your teammates know what your plans are within the game. These messages can be customized in the ONLINE OPTIONS screen under SETUP MESSAGING. Please see Page 38 for more information.
- **Radio**—Allows you to select the radio channel to communicate with your teammates on or to turn the radio communications On or Off.
- **Vote**—Provides the opportunity to vote off a player on your team. If the majority of players on your team vote the player off the team, he or she is booted from that game and temporarily banned from rejoining the game. The other team does not get to vote on the removal of this player.

Chapter 19

NAVY SEAL HISTORY

Navy SEALs (Sea, Air, Land) take their name from the environments in and from which they operate. The trait that distinguishes Navy SEALs from all other military forces is that SEALs are maritime special operations forces, striking from and returning to, the sea. However, as their name implies, they are also experts at land warfare and can use their skills far from the water. Most often operating in small tactical units, their mission areas include unconventional warfare, direct action, combating terrorism, special reconnaissance, foreign internal defense, counter-drug operations, personnel recovery and hydrographic reconnaissance. SEALs can operate independently or integrate with other U.S. special operations forces or within U.S. Navy carrier battle groups and amphibious ready groups. With half of the world's industry and population located within one mile of an ocean or navigable river, Naval Special Warfare forces have a proud history of mastering these vital littoral regions.

Celebrating their 40-year anniversary in 2002, today's Navy SEALs (Sea-Air-Land) have evolved from a number of organizations, including the Scouts and Raiders, Naval Combat Demolition Units (NCDU), Office of Strategic Services Operational Swimmers (OSS) and Underwater Demolition Teams (UDT). While none of those early units have survived to present, their pioneering efforts in unconventional warfare are mirrored in the missions and professionalism of today's Navy SEALs.

The Scouts and Raiders, NCDUs and OSS were units developed throughout World War II to achieve various objectives. Whereas the Scouts and Raiders were designed to identify and reconnoiter the objective beach, maintain a position on the designated beach prior to a landing, and guide the assault waves to the landing beach, NCDU personnel were trained to utilize explosives to eliminate obstacles on enemy-held beaches prior to invasions. Phil H. Bucklew, the "Father of Naval Special Warfare" was a member of the Scouts and Raiders, which saw combat in the first allied landings on the North African coast and supported landings in

Sicily, Salerno, Anzio, Normandy, and southern France, as well as in the Pacific. Draper L. Kauffman, the "Father of Naval Combat Demolition," was the founder of the NCDUs and established training at Ft. Pierce, Fla., where the UDT-SEAL Museum exists today. The NCDUs were critical to the U.S. success at Normandy, allowing U.S. amphibious forces to storm the beach. In preparing the way for their brothers in arms, the NCDUs suffered 34 killed and 79 wounded by enemy fire, a casualty rate of 38 percent. NCDUs also operated in the Pacific theater.

Many current SEAL missions were first assigned to the OSS, who began training in November 1943. Within the U.S. military, they pioneered flexible swim fins and facemasks, closed-circuit diving equipment, the use of swimmer submersibles, and combat swimming and limpet mine attacks, hallmark equipment and skills of today's SEALs.

On November 23, 1943, the U.S. Marine landing on Tarawa Atoll emphasized the need for hydrographic reconnaissance and underwater demolition of obstacles prior to any amphibious landing. Eventually, 30 Underwater Demolition Teams (UDTs) were established to carry out these missions. Wearing swimsuits, fins, and facemasks on combat operations, these "Naked Warriors" saw action in every major amphibious landing across the Pacific. Later, they used their skills in the Korean War by conducting beach and river reconnaissance, infiltrating guerrillas behind the lines from sea, and participating in minesweeping operations.

Responding to President Kennedy's desire for the Services to develop an unconventional warfare capability, the U.S. Navy established SEAL Teams ONE and TWO in January of 1962. Formed entirely with personnel from Underwater Demolition Teams, the SEALs mission was to conduct counter-guerrilla warfare and clandestine operations in maritime and riverine environments. Through December 1972, SEALs advised and operated in Vietnam, learning many tactics that make them the extraordinary warfare force they are today. Men who completed what is now known as the Basic Underwater Demolition/SEAL course were assigned either to a UDT or SEAL team until all UDTs were re-designated as SEAL Teams in May 1983.

Post-Vietnam War operations that NSW forces have participated in include URGENT FURY (Grenada 1983); EARNEST WILL (Persian Gulf 1987-1990); JUST CAUSE (Panama 1989-1990); and DESERT SHIELD/DESERT STORM (Middle East/Persian Gulf 1990-1991). Naval Special Warfare forces have also played significant roles in operations in Somalia, Bosnia, Haiti, Liberia, and the war on terrorism.

Today Naval Special Warfare deploys SEAL Teams, SEAL Delivery Vehicle Teams and Special Boat Units worldwide to meet the training, exercise, contingency and wartime requirements of theater commanders. With approximately 5,000 total active-duty personnel – including 2,200 SEALs and 600 Special Warfare Combat Crewmembers, NSW forces are busier than ever answering "911 calls" from around the globe.

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WANT TO TAKE THE CHALLENGE?

U.S. Navy SEALs are some of the best and brightest warriors in the world. The training they receive at the Basic Underwater Demolition/SEAL (BUD/S) school in southern California is one of the most rigorous military training regimens on earth. Every year, hundreds of men come to BUD/S to take the challenge. Some of them graduate and move on to serve in the SEAL teams, but many do not. Decades of research have shown that there are no certain predictors as to who will succeed, but those that do must demonstrate perseverance, the ability to be a team player, and above all, total commitment and a desire to be the very best.

BUD/S instructors frequently tell students, both officers and enlisted men, "If you want to be a SEAL, you will be a SEAL. Nothing can stop you but you. Thousands of men have made it before you and thousands of men will make it after you." Students must have one goal: to be part of one of the most elite group of fighting men in the world. To reach that goal, they must press on through the six months of training. Without that goal, BUD/S often proves overwhelming.

BUD/S is just the beginning of a Navy SEAL's career. BUD/S graduates go on to airborne training, advanced combat swimming, and advanced land warfare training before reporting to a SEAL team. Typically, an individual will be awarded his SEAL warfare insignia, the "trident," about a year to 18 months after starting

BUD/S. Then the real adventure for SEALs begins with platoon training and deployments around the world, conducting clandestine missions in support of national objectives.

Navy SEALs are always on the lookout for motivated, intelligent, physically fit people to take the challenge and join the team. SEALs come from a variety of backgrounds and geographic locations; they vary in size and shape; they range from GED-recipients to graduates from top colleges. Some join right after high school. Others join after they have had other careers. Some are Olympic-caliber athletes, and some never played organized athletics. The common trait among SEALs is a burning desire to serve their country, and to serve with the best.

In order to become a Navy SEAL, you must be a U.S. citizen and join the Navy. Details on how the process works, physical and age requirements, information on BUD/S, and who to contact for more information is available on the official website, www.seal.navy.mil. Good luck!

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