

gunband filter
SYPHON III
THE OMEGA STRAIN

MATURE 17+
®
M
CONTENT RATED BY
ESRB

INSTRUCTION MANUAL

**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.

Syphon Filter®: The Omega Strain 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.

TABLE OF CONTENTS

Setting Up Your PlayStation®2 System	2	The Command Center Screen	26
Network Adaptor (Ethernet/Modem) (for PlayStation®2) (optional)	2	Selecting a Level	26
Memory Cards (8MB)(for PlayStation®2)	3	Personnel Screen	27
Setting up a Headset (optional)	3	Modify Agent	27
Agency Files	4	Dossier	27
Agent Movement and Actions	9	Ranks	27
Starting the Game	10	Ratings	27
Main Menu	11	Statistics	28
Character Customization		Special Ratings	28
Creating an Agent	11	Commendations	28
Load Agent	11	Medals	28
Options	12	Omega Strain	28
Basic Training	13	Online Screen	29
Running or Turning	13	Agency Cell	29
Crouched Walk for Stealth	13	Contacts	29
Climbing and Hanging	14	Pick Region	29
Forward Roll	14	Awards	30
Using Weapons	14	Creating a Game	30
Targeting Enemies/Body Parts	14	Max Agents	30
Nightvision/Sniper Mode	15	Join Filter	30
Switching Weapons/Gadgets	15	Agent Dossiers	32
Picking Up Ammo	16	Credits	35
Reloading	16	Online User Agreement	39
Missions and Objectives	16	Limited Warranty	41
Game Screens	17		
HUD	17		
Equipment Modify	18		
Map	18		
Objectives Screen	18		
Playing Online	19		
Creating a Network Configuration	20		
Get Connected to Syphon Filter:			
The Omega Strain Online	22		
Using the Headset Online	23		
Using Quick Command Online	24		
Using Text Chat Online	25		



GETTING STARTED

SETTING UP YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the [RESET] button. When the power indicator turns green, press the OPEN button and the disc tray will open. Place the Syphon Filter®: The Omega Strain disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a game controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

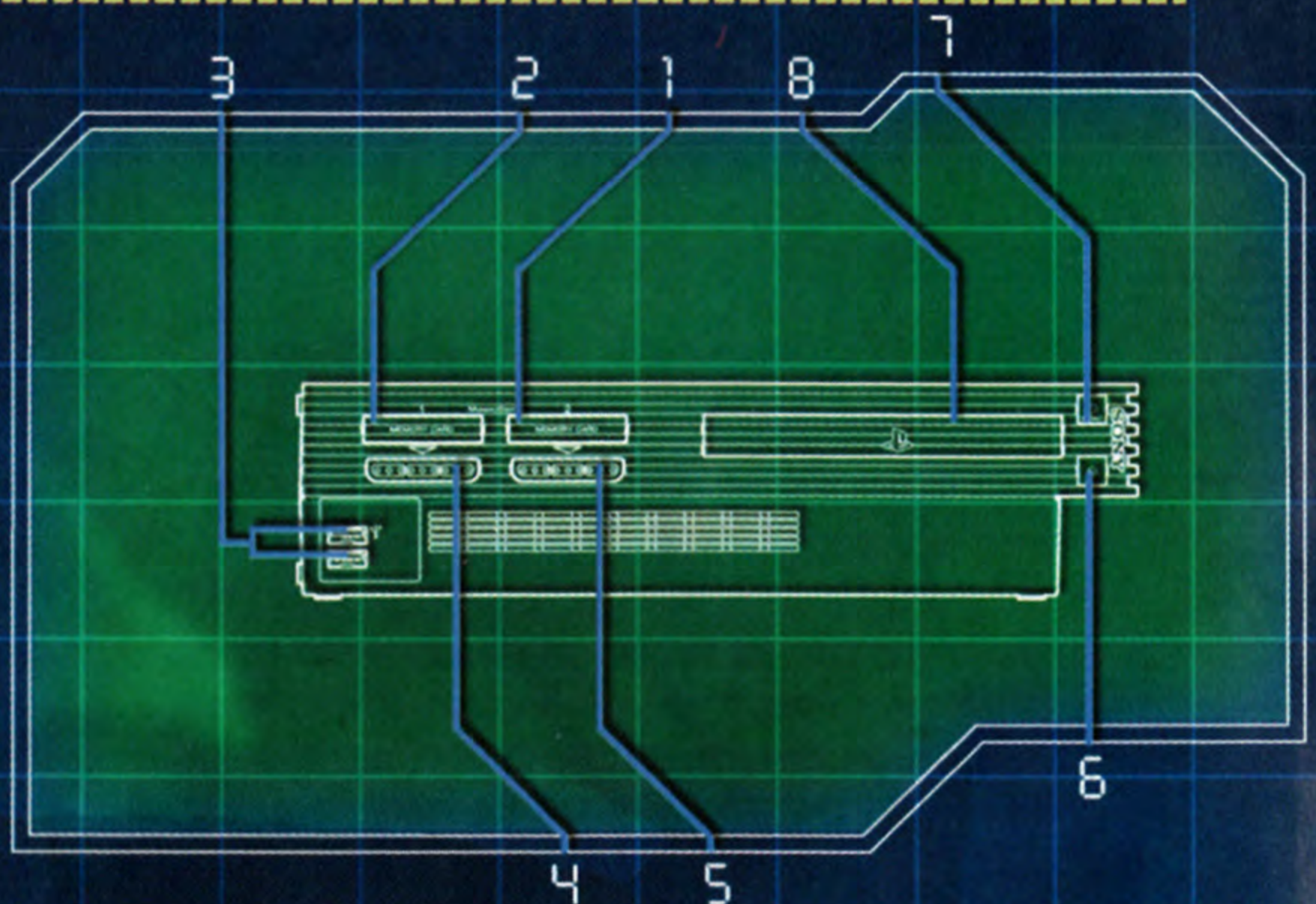
NETWORK ADAPTOR (ETHERNET/MODEM) (FOR PLAYSTATION®2) (OPTIONAL)

In order to play Syphon Filter: The Omega Strain 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 (Ethernet/Modem) (for PlayStation®2) according to the instructions included in its packaging.

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

Note: Syphon Filter: The Omega Strain Online must be played over a broadband Internet connection (DSL, cable modem or higher speeds).

- 1 MEMORY CARD Slot 2
- 2 MEMORY CARD Slot 1
- 3 USB Connector
- 4 Controller Port 1
- 5 Controller Port 2
- 6 (OPEN) Button
- 7 RESET Button
- 8 Disc Tray



MEMORY CARDS

A memory card (8MB)(for PlayStation®2) is required to play Syphon Filter: The Omega Strain. Before playing online, a valid Network Configuration must be saved to the memory card using either the Network Startup disc or the Syphon Filter: The Omega Strain Network Configuration Utility.

To save game settings and progress, insert a memory card into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. You can load saved Syphon Filter: The Omega Strain game data from the same card or any memory card containing previously saved data.

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

Syphon Filter: The Omega Strain is compatible with both the USB headset (for PlayStation®2) and the SOCOM headset. The headset allows you to talk with other teammates in Online Mode. This is an optional feature and not required to enjoy the game.

The 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.



Note: For the most up-to-date version of this manual, got to www.syphonfilter.com and check out the Syphon Filter: The Omega Strain mini-site.

AGENCY FILES: SYPHON FILTER DATA - TOP SECRET

"RECRUIT – WE NEED TO GET YOU UP TO SPEED ASAP. THESE FILES ARE FOR YOUR EYES ONLY. READ IMMEDIATELY AND THEN DESTROY." –GABE LOGAN

I.P.C.A. Dossier – Syphon Filter Virus Historical Timeline and Data

1980s:

Lawrence Mujari*, soldier for the African National Council in South Africa, discovers that workers in a gold mine had been intentionally exposed to unknown chemical agents. We now know this is the first encounter with the Syphon Filter virus (see attached news clipping).

World Reporting

MYSTERIOUS ILLNESS KILLS MINERS

30 MEN FOUND DEAD DEEP INSIDE MINE

Vincent Del Fuego

30 miners were found dead due to mysterious circumstances yesterday, deep inside a gold mine owned by the Pugari South African Mining Corp. Official comment from Pugari Mining Corp is that the miners unexpectedly encountered a poisonous pocket of gas. The names of the dead have not yet been released pending notification of their next of kin.

*Be sure to reference the Agents' Dossiers, page 32, for more information.

ARCHIVE TRANSFER

Lian Xing*, a Chinese MSS Agent, is gathering evidence of Soviet troop movement in Kabul, Afghanistan. She is saved from an ambush by Gabe Logan*, an Army Ranger. Lian assists Logan in delivering arms to Afghan rebels.

Teresa Lipan*, an ATF Agent, encounters NSA operatives posing as FBI agents attempting to recover a downed intelligence satellite in Montana. Gabe Logan assists her.

1990s:

Gabe Logan, Lian Xing, and Teresa Lipan are recruited by the Agency. Lipan leaves the Agency shortly thereafter to become a freelance intelligence operative.

1999:

Special Agent Ellis uncovers a Costa Rican jungle laboratory where a powerful biological weapon is being manufactured. Intelligence connects the lab, and a subsequent biological attack in Nepal, to terrorist Erich Rhoemer.

Agent Gabe Logan, the Agency's best covert operative, was assigned to uncover Rhoemer's plans. Together with Lian Xing and members of the Chemical and Biological Defense Command (CBDC), Logan thwarted an attempted terrorist attack on the Washington D.C. subway system. Rhoemer planned to unleash the deadly Syphon Filter virus on the United States.

Agent Logan traces the virus to Pharcom, a biotech firm owned by Jonathan Phagan. The Agency Commander in charge of the Syphon Filter investigation, Edward Benton, turned out to be a mole working for Rhoemer. Benton compromised the mission by exposing Logan. Markinson, the new Agency Commander, orders Agent Logan to infiltrate Rhoemer's base of operations in the Ukraine. Rhoemer and Phagan were testing the virus in these labs using human subjects. Markinson provided Agent Logan with an antidote for these test subjects, but it was later revealed that the antidote was in fact a lethal injection. Agent Xing learns that she has been infected with the Syphon Filter virus herself.

Mara Aramov, an ex-KGB operative working for Rhoemer, ends up assisting Agent Logan in stopping the launch of a missile carrying the Syphon Filter virus. Logan manages to obtain Phagan's Pharcom data disks containing the virus' genetic code. Aramov is taken into custody by the Agency.

Having discovered that the Agency was behind the creation of the Syphon Filter virus, Agents Logan and Xing attempt to expose the conspiracy. Upon returning from Kazakhstan, Logan's C-130 transport was shot down over the Colorado Rocky Mountains in an attempt by the Agency to recover the Pharcom data disks. Lian Xing, infected with the Syphon Filter virus, was kidnapped by the Agency and brought to an airbase in Colorado to be studied.

Agency Commander Dillon Morgan branded Agents Logan and Xing as traitors, making them targets of both law enforcement and the military. On the run, Logan enlists the aid of former Agent Teresa Lipan and Dr. Lawrence Mujari, now a bio-chemical expert, to coordinate his efforts to expose the Agency and find a vaccine for the Syphon Filter virus.

Morgan attempted to retrieve Phagan's encryption disk but was thwarted by Agent Logan, who learns that some critical data files were left behind in Kazakhstan. These files were recovered by Uri Gregorov, head of Russian Foreign Intelligence. Logan went to Moscow to meet Gregorov, but he turned out to be an imposter planted by the Agency for the purpose of obtaining Phagan's files. The real Gregorov was being held in a Siberian gulag until Agent Logan located and liberated him.

Logan agreed to trade Phagan's data files to the Agency in exchange for a vaccine for Lian Xing. Anticipating a trap, Logan was able to infiltrate the Agency's secret biogenetic labs located underneath New York, using their equipment to synthesize a vaccine. A CBDC lieutenant named Jason Chance turned out to be working for the Agency. Logan eliminated Chance, but not before Chance killed Teresa Lipan.

2000:

Logan's team pursues various terrorist groups who are working to secure the Syphon Filter virus. Agent Logan travels to Tokyo to eliminate Shi-Ho, the leader of a Chinese army rebellion, trying to procure the virus with the aid of a Japanese terrorist group. Logan also travels to Dublin, Ireland, tracking a shipment of the Syphon Filter virus to the IRA. Aided by Maggie Powers of Britain's MI-6, Agent Logan sinks the S.S. Lorelei, a cargo ship containing viral containers.

Meanwhile, Agent Xing locates a testing and manufacturing compound in the Australian desert being run by Mara Aramov. Xing infiltrates the terrorist camp and kidnaps Dr. Elsa Weissenger, a former Pharcom employee recruited by the Agency to develop the Syphon Filter virus.

Agents Logan and Xing, along with Dr. Lawrence Mujari, are later called to testify in Congressional hearings about the activities of the Agency. Secretary of State Vincent Hadden grills the Agents, who are unable to prove the existence of the Agency or clear their names for the death of Agent Teresa Lipan and the chaos in Kazakhstan and Colorado.

Agent Teresa Lipan appears as a surprise witness during the hearings, revealing that she had faked her death in an effort to uncover the conspiracy. Following the defeat of Lt. Chance at the hands of Gabe Logan, Lipan trailed Mara Aramov to a meeting with Secretary of State Hadden. It was Hadden who had been directing the Agency's activities all along. Before he could be taken into custody, however, Secretary Hadden was assassinated by Mara Aramov. Agents Logan, Xing, and Lipan worked together to disarm viral bombs planted in the Senate building. Agent Logan pursued Mara Aramov into the Washington D.C. subway system and captured her.

Aramov, despite being under heavy guard, managed to escape from the hospital where she was recuperating. She then led an underwater expedition to retrieve the sunken viral cargo of the S.S. Lorelei.

PRESENT DAY:

Following the Syphon Filter incident, the Agency has been reorganized as the International Presidential Consulting Agency (I.P.C.A.) reporting directly to the President of the United States. Gabe Logan is Commander of the Agency. Lian Xing is Chief of Operations, supported by Teresa Lipan and Lawrence Mujari as Deputy Chief and Assistant Chief of Operations.




Recent intelligence suggests that former Secretary of State Hadden was not the driving force behind the Syphon Filter conspiracy, but was being manipulated by Mara Aramov on behalf of an unknown person. As for Aramov, it is believed that she escaped custody with the help of an inside conspirator. New viral outbreaks in Tokyo, Uganda, and Italy bear a suspicious resemblance to the Syphon Filter virus. I.P.C.A. Agents have been sent to investigate...

"WE'VE GOT A REAL SITUATION ON OUR HANDS, RECRUIT, AND NEED YOU UP AND READY ASAP. STUDY UP ON THE BASICS, THEN BE AT I.P.C.A. AGENCY COMMAND HQ IN BERLIN AT 0800 HOURS." —LIAN XING



- 1 **L2** button
- 2 **L1** button
- 3 directional buttons
- 4 left analog stick
- 5 SELECT button
- 6 START button
- 7 right analog stick
(R3 button when pushed down)
- 8 button
- 9 button
- 10 button
- 11 button
- 12 **R1** button
- 13 **R2** button
- 14 ANALOG Mode Switch

AGENT MOVEMENT AND ACTIONS

Move Forward/Retreat	left analog stick ↑ / ↓
Turn Left/Right	left analog stick ← / →
Move the Camera	right analog stick
Strafe Left/Right	L2 and R2
Kneel	⊗ (hold)
Crouched Walk	⊗ (hold) (while traveling forward or backwards)
Roll	○
Quick 180° Turn Around	Tap ↓ on left analog stick
Reload	R3
Interact	△
Fire Weapon	□
Auto Target	R1 (hold)
First Person Targeting	L1 (hold)
Lean/Peek	L2 and R2 (while in First Person Targeting Mode)
Select/Cycle Primary Weapons	Tap  SELECT
Scroll Through Inventory	 (hold) + L2 and R2
Reload Weapon	R3
Open PDA	 START
Open 3D Map	← directional button
Turn On/Off P.I.D. (Personal Illumination Device)	→ directional button
Activate Secondary Item	press and hold → directional button
Throw Grenade	L1 (hold) + □
Snipe (using Sniper Rifles)	L1 (Hold) + △ and ○ to zoom in and out □ (while sneaking up from behind enemy)
Stealth Attack (using Melee weapon)	□ (while sneaking up from behind enemy)
Activate USB Headset	Press and hold ↑ directional button
Quick Command (online only)	↑ directional button

STARTING THE GAME



STARTING A NEW GAME

Choose NEW AGENT at the Title Screen and press **X**. After creating your Agent, press **□** to enter your Agent's name and save the information. Choose a save slot and press **X**.

LOADING A SAVED GAME

If you want to resume a saved game, select Load Agent at the Title Screen, then choose the save file you wish to load. Syphon Filter: The Omega Strain has a total of eight save slots.

MENU NAVIGATION

Navigate menu/Highlight menu item

directional buttons

Navigate Command Center menu

L1 and **R1**

Select highlighted menu item



Previous screen/Return to Main Menu



MAIN MENU

From the Main Menu screen, you may select a New Agent, Load Agent, or Options. You will be unable to load an agent until you have first created a New Agent and saved that Agent to the memory card.

CHARACTER CUSTOMIZATION CREATING AN AGENT

(Use the left analog stick and press **L1** and **R1** to modify the options. Press **L2** and **R2** to rotate your custom character.)

Syphon Filter: The Omega Strain allows you to create a highly personalized Agent utilizing a number of different parameters.

Gender: Male or Female

Randomize: Chooses random features

Body: Shape

Skin Tone

HEAD:

Face

Face Shape

Hair Style

Hair Color

Eye Color

Beard (Male)

Makeup (Female)

NAME:

Enter a name for your character.

SAVE AGENT:



When you have finished creating your Agent, press **○** to save him or her to the memory card and continue.

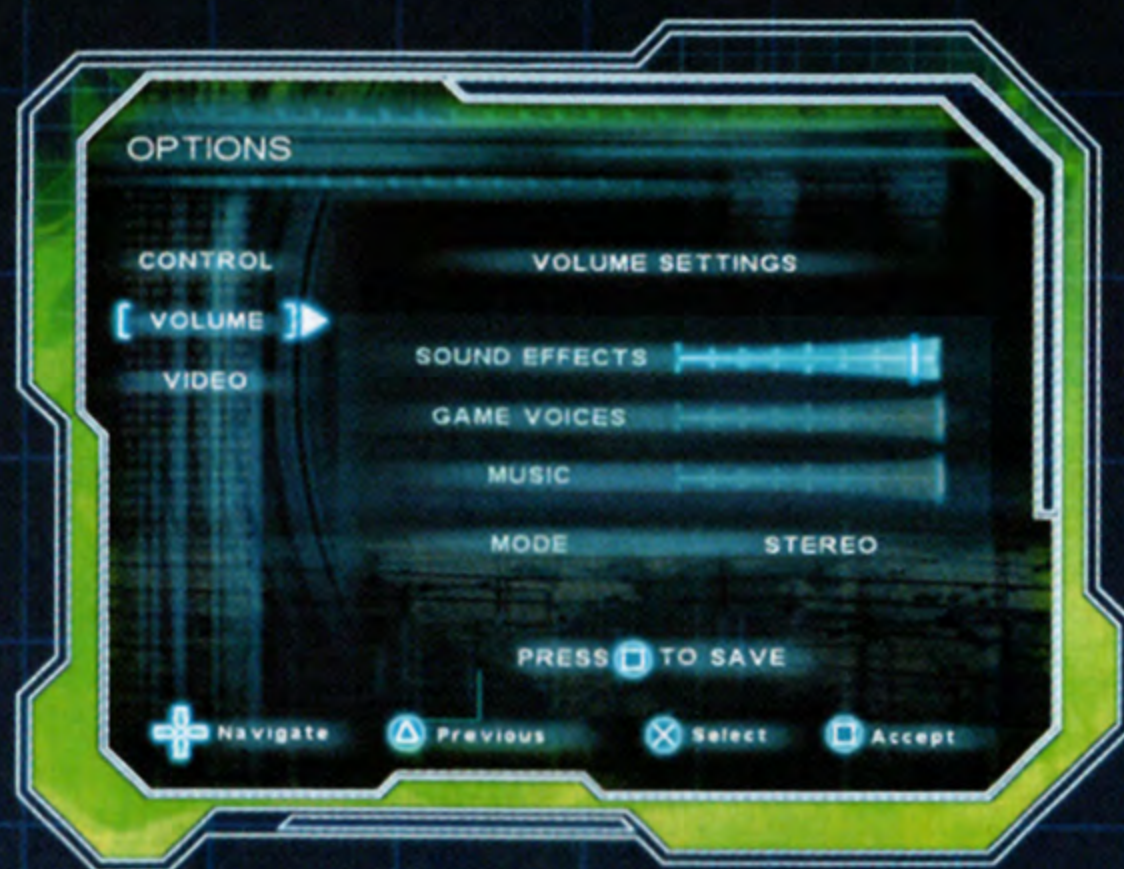
LOAD AGENT:

If you want to resume a saved game, select Load Agent at the Title Screen and then choose the save file you wish to load.



OPTIONS

You can adjust the following options by selecting Options from either the Main Menu or by pressing  during the game and accessing the PDA. To save any changes, press  when finished.



CONTROL:

Manual Aim: Normal or Invert

Vibration: On or Off

VOLUME:

Change the level of Sound Effects, Game Voices or Music.

Mode: Stereo or Mono

VIDEO:

Gamma Level: Adjust Brightness

Video Mode: The Video Mode option allows you to turn on/off the Progressive Scan option (for use with high-end televisions that support 480p).

Note: If your television set does not support Progressive Scan, choosing this option may make the screen unstable.

BASIC TRAINING

As an I.P.C.A. Agent, you have been highly trained with extensive combat experience both as an operative and a soldier — the Agency expects no less. To be an Agent means you are an expert at solo stealth operations, personnel extractions, assassinations or all out firefights. You should be in excellent shape and capable of maintaining battle readiness under extended periods of physical and mental stress. Study up on the basics, Recruit, as there is no margin for error once you're out in the field.



RUNNING OR TURNING

Your Agent will run forward when you push the left analog stick forward. Push ← or → to cause your Agent to turn and change directions. Pull the left analog stick backwards to walk backward. Tap down on the left analog stick to perform a quick 180° turn.



CROUCHED WALK FOR STEALTH

To walk in a crouched position, press and hold ⊗ while pressing the left analog stick forward. Walking in a crouched position reduces the Agent's chance of being discovered and also reduces his/her target size.



CLIMBING AND HANGING

Press **△** when close to a climbable object to either crawl on top of it or jump and hang from it. To move hand-over-hand while hanging, push the left analog stick to the **←/→** or **L2** and **R2**. To drop down when hanging, press **↓** on the left analog stick.



FORWARD ROLL

When your Agent comes under fire, roll out of the line of fire by pressing **○**. Hold **L2** or **R2** to roll to the left or the right.

USING WEAPONS

Press **□** to fire your weapon. Note that rapidly firing any weapon reduces its accuracy rate.

TARGETING ENEMIES/BODY PARTS

Press and hold **R1** to lock onto an enemy target. To switch to a first-person view, release **R1** and hold down **L1**. Certain enemies will be wearing flak jackets, and are therefore vulnerable to a headshot or multiple body shots.



NIGHTVISION/SNIPER MODE

With the Nightvision goggles selected, holding **L1** will enter a special first-person view. You can wear these goggles irrespective of the weapon you have selected.

With a Sniper rifle selected, press and hold **L1** to enter the first-person view. While in this view, pressing **△** will zoom in on the target and pressing **○** will zoom out. As with all weapons, fire the Sniper rifle by pressing **□**. This mode is excellent for targeting specific body parts.



SWITCHING WEAPONS/GADGETS

Press **SELECT** to cycle through the weapons in your Agent's inventory. Alternatively, press and hold **SELECT** to activate the Weapon Quick Select Menu. Press **L1** and **R1** to cycle through the weapons and release **SELECT** to select the weapon. Press and hold the **→** directional button to cycle through the available gadgets. Tap the **→** directional button to turn off/on the selected gadget.



PICKING UP AMMO

Should you run out of ammo, you can obtain more by grabbing it out of crates by pressing **△** or picking it up off the ground. Similarly, when you encounter a weapon lying on the ground, press **△** to interact with it. Press **⊗** to exchange the found weapon with the weapon currently in your inventory or to increase your current supply of ammo with the found ammo.



RELOADING

Press **R3** (press the right analog stick like a button) to reload your selected weapon.

MISSIONS AND OBJECTIVES

During the mission, pressing **START** will bring up the PDA, which will allow you to view pertinent mission data. The first selection, Objectives, allows you to view both current and completed objectives. Some missions also require you to achieve your objectives within certain



Parameters. The PDA allows you to view a Map of the environment, review the Radio Log of prior communications, and review the Mission Briefing.

*Note: Pressing **START** during play will not pause the game when playing online.*

GAME SCREENS:





HEADS-UP DISPLAY (HUD):

The blue circle on the bottom left of the screen acts as a radar. Your position is marked by a blue triangle in the center. A brighter triangle on the edge of the outside circle is a compass pointing to the north. Enemies appear on this radar as yellow triangles.

On the bottom right of the screen is the Heads-Up Display (HUD). The blue horizontal bar indicates your Armor Level. The red horizontal bar beneath it indicates your HP, or life energy. If the red bar is depleted, your Agent will die. The icon above the armor/HP bars shows your current weapon and remaining ammo. The smaller icon below the bars shows your selected gadget.


The crescent shape on the right side of the Radar is your danger meter. This meter notes when your Agent has been discovered and is being targeted by an enemy. As the meter fills with red, the probability of your Agent being shot increases. Attack or evade by taking cover.



EQUIPMENT MODIFY:

This screen allows you to choose your Agent's equipment prior to beginning a mission. The Equip option shows a list of all weapons in your Agent's possession. You can select one weapon to be holstered on your Agent's Back, one weapon to be holstered as a Sidearm, one Auxiliary weapon, one type of Grenade, and one Melee weapon (such as a knife or a stun jack). When you have finished your load out, press  to start the mission. After completing load out when playing online, press  to return to the Equipment Setup screen.




MAP:

Pressing the  directional button will bring up a 3D map of the environment. On this map, you can use the left analog stick to rotate the map and the right analog stick to zoom in or out of the map.

 and  will toggle your objectives/way points on the map, as indicated by a blue square. A blue arrow indicates your current position on the map.




OBJECTIVES SCREEN:

Pressing  will call up a menu of options. The first selection is Objectives. Use the directional buttons to switch between a list of Current Objectives/Parameters and Completed/Failed Objectives.

PLAYING ONLINE

You can play Syphon Filter: The Omega Strain both online and offline. When playing a single-player offline game, certain Mission Objectives will not be able to be completed without the help of another team member. To complete each and every objective, you will

need to team up with other Agents online using the optional Network Adaptor (Ethernet/Modem)(for PlayStation®2). There are a total of nine online missions in Syphon Filter: The Omega Strain. You can play these levels with up to three other team members.

During online gameplay, certain objectives can only be met with multiple team members. Often times, an "Interact" icon will appear next to objects and items that require more than one Agent to execute an action, such as pulling one another up to a higher ledge or platform. Pressing  with another Agent next to you allows you to complete the action and access new areas or fulfill secondary mission objectives.










CREATING A NETWORK CONFIGURATION






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 Syphon Filter: The Omega Strain Online, you must have a valid Network Configuration saved to a memory card. If you have already created and saved a Network Configuration using the PlayStation®2 Network Adaptor Start-Up Disk, you are good to go. If not, you can use the Network Configuration application on your Syphon Filter: The Omega Strain 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 Syphon Filter: The Omega Strain disc, have your Internet Settings ready for reference and follow the steps below:

1. Make sure a memory card is inserted into MEMORY CARD slot 1 on your PlayStation®2 computer entertainment system.
2. On the Play Select Screen, select PLAY ONLINE. The ONLINE CONNECT Screen will appear and a prompt stating that there is no Network Configuration will appear. Choose YES and press  to launch the Network Configuration application (Net GUI).
3. Select ADD SETTING and select MEMORY CARD slot 1.
 - Press the  /  directional buttons to highlight a menu option and the  directional button 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 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 Settings Menu if necessary. It is highly recommended you leave this setting to AUTO DETECT unless you are sure of a different setting.
5. Select OK at the Prompt and proceed with entering settings. Are a User ID and password required to connect to the Internet through your ISP (Internet Service Provider)? Select REQUIRED or NOT REQUIRED. If required, enter the User ID and password. Note: Some ISPs require a username and password for e-mail, but allow you to connect to the Internet without them.
6. 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. In addition to the IP Address, you must enter the Netmask and probably the address of the Default Router. Check with your ISP if you are not sure about any of these numbers.
7. Set the DNS Address if needed. The usual setting is AUTO and you are not required to enter the IP Address of the Domain Name Service. If required, select MANUAL and enter primary and secondary addresses.
8. You are almost finished. On the Name Your Setting screen, press the  button to display the Virtual Keyboard if you want to give your Configuration a specific name. Press the  directional button and press  to save your new setting with the default name. You will be prompted to "Test the Connection" prior to exiting the Setting Guide Mode. This is optional, but recommended.

GET CONNECTED TO SYPHON FILTER: THE OMEGA STRAIN ONLINE

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.us.playstation.com/useragreement.aspx.

1. On the Play Select Menu select **PLAY ONLINE**.
2. Select Network Configuration to connect to the Internet (you must have a Network Configuration).
3. Select a Region closest to where you live and have a number of people playing in it.
4. Read the Syphon Filter Usage Policy and the Syphon Filter Privacy Policy and select "ACCEPT" for both if you agree to their terms.



Note: You must agree to the terms of the User Agreement to connect to Syphon Filter: The Omega Strain Online.

5. Select **USERNAME** and create a **PASSWORD**, then select **REGISTER** to create an Account.
6. Select **LOGIN** when you are ready to connect. Your Username must be the same as your Agent Name. Changing your Username will change your Agent Name as well.

7. Once in the Syphon Filter Lobby and at the Command Center Screen, use **L1** and **R1** to cycle through the menus. To jump right into a game, select the first level: Carthage Michigan: Quarantine Zone, and select JOIN MISSION.
8. At the Join Mission Screen, highlight JOIN GAME and press the **→** directional button to join a Created Game from a list of possible choices.

Note: Games in progress will not be displayed on the JOIN list.

Highlight the Host you want to team up with and press **⊗** to join.

9. EQUIP your Agent at the Equipment Setup Screen and select READY when finished, indicating that you are ready to play. As soon as the other members of the team have also selected READY, the game will begin.

USING THE HEADSET ONLINE

Syphon Filter: The Omega Strain allows teammates to communicate with each other during online gameplay. When a headset is connected, team members will be able to talk with each other by pressing and holding the **↑** directional button and speaking directly into the headset. You can speak for up to 30 seconds by pressing the **↑** directional button.

USING QUICK COMMAND ONLINE

You can still play Syphon Filter: The Omega Strain and communicate with your teammates without the optional headset. During gameplay, press the **↑** directional button to pull up a Quick Command menu, which offers four basic preset categories that are assigned to the four directions on the directional pad. These are: NEED, INFO, COMMAND and RESPOND. Pressing any one of these will result in another set of choices, which will help you communicate with the rest of your team.

INFO: (← directional button)

PROVIDING COVERING FIRE: (↑ directional button)
OUT OF AMMO: (← directional button)
UNDER HEAVY FIRE: (↓ directional button)
LOW ARMOR: (→ directional button)

NEED: (↑ directional button)

COVERING FIRE: (↑ directional button)
RENDEZVOUS: (← directional button)
HELP CLIMBING: (↓ directional button)
ASSISTANCE: (→ directional button)

RESPOND: (↓ directional button)

AFFIRMATIVE: (↑ directional button)
LOCATION: (← directional button)
NEGATIVE: (↓ directional button)
GOING IN!: (→ directional button)

COMMAND: (→ directional button)

FALL BACK: (↑ directional button)
FOLLOW: (← directional button)
FLANK: (↓ directional button)
STAY: (→ directional button)



USING TEXT CHAT ONLINE

CHATTING BEFORE MISSIONS

Chat using the Virtual Keyboard or attach a USB Keyboard (for PlayStation 2) to your PlayStation[®]2 console.

To Chat while in specific areas of the Syphon Filter: The Omega Strain Command Center Screen, highlight the Chat option and press the → directional button (or ⊗) to display the Virtual Keyboard. Type your entry and select ENTER to transmit your chat message.



THE COMMAND CENTER SCREEN:

This is the main hub of the game. From here you can join or create a game, choose a new or previously played level, access your Agent's Personnel File (allowing you to modify your character and check your Rank, Ratings, Statistics, and any Commendations or Medals you have been awarded), view Messages, and access the Zeus Files to gain important background information. You can also create games through HOST GAME on the Join Mission screen.



SELECTING A LEVEL:

When playing an online game, you can choose any one of the nine online levels (Zones) as long as you have either completed them in the single player game or have beaten a previous level online. To select a Zone, use **R1** and **L1** to cycle through the unlocked levels at the Command Center Screen, then either choose CREATE GAME to create your own game or JOIN MISSION to join up with other players who have already created a game.

PERSONNEL SCREEN:

Choosing the PERSONNEL option at the Command Center Screen will allow you to access important information, as well as Modify your Agent. Choices include: Dossier, Ranks, Ratings, Statistics, Special Ratings, Commendations, Medals and the Omega Strain. Items highlighted in white can be selected, whereas items in blue denote unlocked items.

Modify Agent — You can personalize your Agent further in the Modify Agent Screen. Here you can choose from options such as Hats, Eyewear, Makeup, Vests, Boots, Tattoos (which must be unlocked first), and Awards.



Dossier — This screen allows you to view detailed statistics for your Agent as well as others in the field. Stats include Rank, Agency cell, number of Missions completed, number of Shots fired, percentages for Marksmanship and Efficiency, and more.

Ranks — This screen displays your Agent's current Rank and Patch, as well as the Bonus Item that goes along with it.



Ratings — This screen displays your Agent's current Agency Rating. As you progress through the game, you will earn skill percentages for specific abilities, such as Sharp Shooting, the use of Non-Lethal Force, Tactical Explosives, etc. When you earn enough percentage points, you will be awarded with a new Patch and Bonus Item.



Mission Statistics:						
	Solo Time		Team Time		Collateral	Objectives
	Par/Current	Par/Current	Par/Current	Par/Current	Damage	Completed Deaths
CARTHAGE1	11:00	0:08	7:00	---	0	9/9 0
CARTHAGE2	9:00	0:12	5:00	---	0	10/10 0
CARTHAGE3	5:00	0:08	3:00	---	0	5/6 0
ITALY	7:00	0:10	---	---	0	4/4 0
BELARUS1	16:00	0:08	16:00	---	0	9/9 0
BELARUS2	18:00	0:08	8:00	---	0	12/12 0
KYRGSTAN	14:00	0:08	---	---	0	14/14 0
YEMEN1	20:00	1:31	---	---	0	13/13 1
YEMEN2	17:00	0:11	15:00	---	0	6/6 0
MINSK	45:00	0:11	---	---	0	12/12 0
CHECHNYA	20:00	0:17	---	---	0	12/12 0
LORELEI	30:00	0:07	---	---	0	16/16 0
TOKYO	18:00	0:08	10:00	---	0	12/12 0
MYANMAR	20:00	---	10:00	---	---	0/14 ---
Classified						
Classified						
Classified						

Statistics — This screen displays your Agent's current Mission Statistics, which include Solo (single player) and Team (online) completed objectives, Par times, and Collateral Damage.

Special Ratings — This screen displays the criteria for achieving Special Agency Ratings. When a certain set of requirements have been completed for each Rating, a new Patch and Bonus Item will be awarded.



Commendations — This screen displays the criteria for achieving Commendations from other Agency members. When a certain set of requirements has been completed for each Commendation, a Certificate and Bonus Item will be awarded.



Medals — This screen displays the requirements for earning special Medals. Each time the requirements have been met, you will be awarded the corresponding Medal and Bonus Item.



Omega Strain — When you complete certain mission objectives in the Syphon Filter: The Omega Strain, you will get one step closer to curing the Omega Strain virus. Complete all of the objectives, and you will receive a Medal and Bonus Item.

ONLINE SCREEN:



Choosing the ONLINE option at the Command Center Screen will allow you to create an Agency Cell, view and Chat with your Contacts, and select a Region.

Agency Cell — You can create and manage your own personal Agency team. In this screen, you can join a game, chat, get info on other Agents, and invite or remove players from your cell.


Contacts — The CONTACTS screen will allow you to view and chat with your Contacts, as well as invite and remove them from your Contact list.

Pick Region — There are many different Regions from which to choose. Select the one that is closest in location to where you live.

AWARDS

You can achieve many different awards in Syphon Filter: The Omega Strain. Awards include Patches, Medals, Certificates, and Bonus Items. Once you achieve a certain set of criteria (see Personnel Screen), you will then be given the Award that goes along with it. Bonus Items, such as new weapons, can be equipped in the Equipment Modify Screen before entering a level, and Patches can be applied to your Agent's uniform in the Modify Agent Screen.

CREATING A GAME

Once you've selected a level, choose CREATE GAME to host your own game. At the Mission Setup Screen, you will have a few options from which to choose. Use the directional buttons to highlight and select your options, and press the  button to accept them when you are done and create a server.

MAX AGENTS:

Up to four Agents can play together online, including your Agent.

JOIN FILTER:

Select and change each input filter parameter to the game description you want. These include: No Filters, Contacts Only, Cell Only, and Maximum Ping.

Once a server has been created, you will get a final chance to equip your Agent at the Equipment Setup Screen. Select READY when you are finished. Once the other players have also joined and setup their Agents, the online game will begin.



AGENT DOSSIERS



GABE LOGAN

Logan began his career as a 2nd Lieutenant in the United States Army. Shortly after the Gulf War, he began a stint in Army Special Operations. This led to his joining the Agency as a Covert Operative. After uncovering a conspiracy involving the Syphon Filter virus, Logan was betrayed by allies of his own organization. With the aid of his trusted friends, he was able to expose the conspiracy. Following the reorganization of the Agency, Logan was named Commander.

LIAN XING

Originally an Agent for the Chinese MSS, she was recruited by the Agency and became an intelligence communications expert. Xing was exposed to the Syphon Filter virus, but recovered and helped Gabe Logan expose the conspiracy within the Agency. She was cleared of any wrongdoing, and still works as an operative under Logan's command.



LAWRENCE MUJARI

As a soldier in South Africa, Mujari saw firsthand the effects of early viral experiments. Shortly thereafter, he went to school and trained to become a bio-chemical expert. A political refugee, Mujari operated an illegal medical laboratory in Virginia until he was contacted by Gabe Logan to help investigate the Syphon Filter virus. Following the reorganization of the Agency under Logan's command, Mujari became an operative.



TERESA LIPAN

Originally an ATF Agent, Lipan was recruited by the Agency but left after only a few years. While working as a freelance intelligence operator, she faked her death in order to help Gabe Logan expose the Syphon Filter conspiracy. After Logan was named head of the reorganized Agency, Lipan returned to serve as the Agency's DCO.

MARA ARAMOV

A skilled assassin, Aramov worked as a KGB operative until the collapse of the former Soviet Union. She subsequently became an assassin for hire, and worked for the terrorist Erich Rhoemer during his attempt to develop the Syphon Filter virus. Although she assisted Gabe Logan in stopping the launch of an ICBM, her true loyalties are unknown. Aramov assassinated Secretary of State Hadden when the conspiracy was exposed, but subsequently escaped from custody.



CREDITS

SONY COMPUTER ENTERTAINMENT AMERICA INC.

PRODUCT DEVELOPMENT

Vice President of Product Development

Shuhei Yoshida

Director of Product Development

Connie Booth
Marc Blank

Technical Director

Christopher Reese

Creative Director

John Garvin

Producer

Darren Yager

Programming

Lead, Christopher Reese
Norman Chang
Tim Midkiff
Paul Martin
Brett Davis
Paul Bowman
Gideon Stocck
John Folliard
Jack Alltucker
David Bronleewe
Brian Cotton

Design

Lead, Scott Youngblood
Ron Allen
Marcus Pregent

Art

Lead, Shane M. Pierce
Lead, Gerald Harrison
Lead, Ben Throop
Martin Cable
Jay Sharp
Brian Pape
Michael B. Maxwell
Rob Kraft
Bryan K. Johnson
Tim Branan
William Green

Lead Sound Designer

Brian Min

Associate Producer

Mike Benton

Assistant Producer

Matthew Chastain
Ken Chan

Buzz Monkey:

Steve Cordon
Patrick Brott
Barry Drew

Original Story and Script

John Garvin

Additional Design

Dax Gazaway
Samuel Villanueva
Dax Berg
Mike Chrzanowski

Additional Art

Steven Sickles

Additional Testing Assistance

Ed Ochs
Matt Plummer
Chris Akenson
Corey Reese
Ryan Garvin

FIRST PARTY QUALITY ASSURANCE GROUP

Director

Michael Blackledge

Senior QA Manager

Ritchard Markelz

QA Test Manager

Sam Bradley
Bill Person

QA Leads

Ramon Concepcion
Edward Toomey
Michael Graham
Jim Harper

Assistant Leads

Jimmy Goh
Victor Harris
Aaron Whitmore
Brian Sacco

Testers

Chris Johnson
Marta Khosraw
Canaan McKoy
Ben Briones
Joe Chan
Justin Rognier
Ed Chennault
Joe Greene
Neil Musser
Adam Victor
Joe Castagno
Harvey Whitney
Sean Daniel
Marvin Blanton
Paul Gluck
Garrick Ozanne
Ricky Chu
Jason Mahar
Jeff Lebron
Ron Jones II
Jason Garcia
Alex Angulo
Dan Kingdon
Keith Vedol
Joe Kim
Chris Seto
Dwayne Anderson
Jamal Carter
Jason Philyaw
Johnathan Wong
Justin Manzano
Jay Villegas
Dan Berdeja
Jonathan McCluskey
Mitchell Lindsay
Jon Quilo
Ed Zamora
Phillip Reed
Adam Stein
Harmony Ausiello
Yana Ivey
Manny Paras

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

TOOLS AND TECHNOLOGY

Manager of Tools & Technology

Brian Dawson

Technical Artist

Jason Parks

Lead Tools Engineer

Dan Hilton

Engineers

David Hubbard, Unni Pillai

Dev. Tools/ Accounts Administration

Jason Young

Communications Engineer

David Randolph

SCE-RT ONLINE TECHNOLOGY GROUP

Director

Glen Van Datta

Program Manager

Greg Becksted

Developer Support

Tom Sawyer, Robert Colbert, Mark
Jacob, William McCarroll

SCE-RT Engineers

Adam Harris, Trang Ho, Sunmee
Jang, Erika Kato, Glen Kawano,
John Kleven, Brian Fernandes,
Anthony Mai, Ken Miyaki,
Allen Pouratian, Ramana Prakash,
Steve Schneider, Steve Slover,
Steve Wagner, Eric Whelpley

INFORMATION TECHNOLOGY GROUP

Director

Charles Conroy

Online Games Group

Ken Kribs - Manager
Ron Andres
Richard Bennett
Chip Capelik
Madhukar Yedulapuram

Network Operations Specialists

Aaron Johnston
Jose Madrigal
Rudy Wiley
Kristin Igaki
Keith Hutchinson

INFRASTRUCTURE AND NETWORK ENGINEERING

Tom Perrine - Manager
Robert Clark
Chris Dudley
Derrell Jenkins
Andrew Lee
Randy Lopez
Sven Nielson
Tom Guptill
Paul Zastoupil

Help Desk and Project Administration

Rick Rossitter
Chad Sousa
Tracy Rossitter

Foster City IT

Albert Villarde - Manager
Jeff Eng

AUDIO

Audio Director

Buzz Burrowes

Music Director

Chuck Doud

Sound Design Manager

Dave Murrant

Cinematics Post Production

Mark Reis
Tristan desPres

Music Supervisor

Victor Rodriguez

Music Editor

Chuck Carr

Music Composed by

Mark Snow

Additional Music by

Mike Reagan

Original Syphon Filter Theme by

Chuck Doud

American Federation of Musicians

Music Contractor: Janet Ketchum

Supervising Copyist: Harold Garrett

Skywalker Symphony Orchestra

Music Recorded by

Skywalker Sound a Lucasfilm Ltd. Company, Marin County, California

Voice Talent

James A. Taylor	Gabe Logan, Crush, Menacing Man
Kim Mai Guest	Lian Xing
Shannon Tilton	Teresa Lipan
Khary Payton	Lawrence Mujari
Paul Eiding	Stone, FBI officer A
April Grace	Imani Gray
Bettina Spier	Alima Haddad, French Secretary, French Terrorist
BJ Ward	Elsa Weissenger, Female PDA
Maribina Jaimes	Gina Hunter
Jennifer Hale	Maggie, Mara
Alistair Duncan	Mihai Niculescu
John Kassir	Zohar, Officer A, FBI officer B, co-Pilot, Birchim
Endre Hules	Ivankov, Security Guard, Worker B
Boris Krutanog	Dobransky, Thug B, Worker A
Igor Korosec	Yushenko, Soldier A, Jandran, Worker A
Alex Veadov	Zhidkov, Thug A, Soldier B
Edward Shkolnikov	Uri Gregorav, Worker
Mark Ivanir	Jandran, Sok-ju Yang, CDP Soldier A
Ethan Phillips	Broussard, Canadian Prime Minister
Said Faraj	Khorsh, Yemen VIP B, Yemen Thug
Sam A. Sako	Al-Hassan, Yemen guard A, Yemen VIP A
Ghassan Mashini	Yemen Vendor A, Fadhil, Yemen Guard C
Kamel Haddad	Yemen Guard B, Thae-bok Jon
Jordi Caballero	Italian Thug A, Italian Thug B
Paulo Laurent	Dimitri Alexopoulos
Larry Cedar	Officer B, President, Pilot
Philippe Bergeron	Soren Masson, ALA A, Guard A
Phil Proctor	Proust, ALA B, Pulikovsky, CDP Soldier B, Samaev
Rino Romano	Jean Fournier, Guard B, Driver
Mio Takada	Ryusaki, Yakuza B, Japanese Worker A
Paul Nakauchi	Yakuza A, Matsua
Tony Masa	Japanese Worker B, Japanese Prime Minister
Yoko Ibuki	Female Radio voice
Eck Stone	Than Muang, Soldier

**SOUNDELUX DESIGN
MUSIC GROUP
ASCENT MEDIA**

**Casting and
Voice-Over Direction**

Kris Zimmerman

**Additional Voice-Over
Direction**

Ginny McSwain

Producer and VO Manager

Amanda Wyatt

Recording Engineer

Glynn Grimala

R. Dutch Hill

Bryan Celano

VO Editors

R. Dutch Hill, Glynn Grimala,
Bryan Celano, Robert Rankin,
Cindy Gershin, Dorian Cheah

Audio Visual Coordinator

James Tabb

Asset Coordinator

Sara Huddleston

Production Assistant

Justin Langley

SCEA MARKETING

Director of Marketing

Ami Blaire

**Product
Marketing Manager**

John Koller

Product Marketing

Chuck Lacson, Maggie Rojas

**Director of
Public Relations**

Molly Smith

Public Relations

Patrick Seybold, Alyssa Casella

Director of Promotions

Sharon Shapiro

Promotions

Andrew Adams, Janeen Anderson,
Donna Armentor,
Aimee Duell, Bob Johnson,
Natasha Mirosnkoff,
Johanna Legarda, Mary Thomas

**Director of
Creative Services**

Ed DeMasi

Creative Services Manager

Jack Siler

Creative Services Specialist

TJ Consunji

Creative Services

Dan Aquino, Ted Jalbert,
Marie Macaspac

POP Manager

Josh Bingham

**Director of Direct and
Online Marketing**

Steve Williams

Legal and Business Affairs

Riley Russell, Diane Tucker,
Kirsten Costello, Brian Fukuji,
Susan O'Driscoll, Jim Williams

**International
Licensing Manager**

Mai Kawaguchi

International Licensing

Ryan Hamlyn

Tatsuru Matsunaga

Package Design

Origin Studios, SLC

Documentation

Greg Off

Special Thanks

We would like to thank each individual at Sony Computer Entertainment America for their contributions, support, and dedication to the success of Syphon Filter: The Omega Strain with special recognition to the Executive Management team including: Kaz Hirai, Jack Tretton, Andrew House, Shuhei Yoshida, Jim Bass, Glenn Nash, Frank O'Malley, Steve Ross, Riley Russell, and Marilyn Weyant

Additional Special Thanks

Tracy Esposito
Nels Bruckner
Tom Plunkett
Jeff Ross

Additional Photo Source

Marc Blank
Chuck & Carole Reese
Adrian Thompson
Marcus Carra
Jason Hansbauer
Peter Levius

USB Headset Audio Driver
Provided by Logitech

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

ONLINE USER AGREEMENT

PLEASE READ THE ENTIRE AGREEMENT AND INDICATE WHETHER OR NOT YOU AGREE TO ITS TERMS BY CLICKING THE "ACCEPT" OR "DECLINE" BUTTON AT THE BOTTOM OF THIS SCREEN. IF YOU CLICK THE "DECLINE" 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 "ACCEPT" 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.** 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 information will not identify you personally. You agree that this non-personally identifying information may be provided to any tournament website which is established by SCEA or its partners in connection with this game. Such information will not be displayed on any tournament site without your permission and agreement to participate in the tournament.
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 letters 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. This game will save your game name, profile and password automatically. If your game name is inactive for an extended period your account may be deactivated. To inquire about a deactivated account, please contact SCEA Consumer Services at 1-800-345-7669. 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) Falsely representing that you are an employee of Sony Computer Entertainment America or any related company;
- (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 game software at SCEA's option. 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.

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.

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.

Developed by Zipper Interactive, Inc. SOCOM II: U.S. Navy SEALs © 2003 Sony Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Online icon is a trademark of Sony Computer Entertainment America Inc. Online play requires internet connection, Network Adaptor (for PlayStation 2) and Memory Card (8MB) (for PlayStation 2) (each sold separately). "Live in your world. Play in ours." is a trademark of Sony Computer Entertainment America Inc. The ratings icon is a trademark of the Entertainment Software Association.

THE ONLY EASY DAY WAS YESTERDAY

SOCOM II



U.S. NAVY SEALS



The world's terrorists have targeted America and her allies. As an elite SEAL commander, your team's orders are simple — strike targets of importance within 12 intense international missions quietly and successfully, and protect freedom across the globe. Utilizing the best weaponry, technology and training available, accept no outcome but victory.

Command. Courage. Country.



AVAILABLE NOW!



www.us.playstation.com

www.seal.navy.mil



PlayStation 2



LIVE IN YOUR WORLD.
PLAY IN OURS.

See inside back cover for legal information.