WARNING: READ BEFORE USING YOUR PLAYSTATION® 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.

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

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

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

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

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

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

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

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

MEMORY CARD (8MB) (FOR PLAYSTATION®2)
To save game settings and progress, insert a memory card into MEMORY CARD slot 1 or 2 of your PlayStation 2 system. You can load saved game data from the same card or any memory containing previously saved games.

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

SETTING UP THE USB HEADSET (FOR PLAYSTATION®2) (OPTIONAL)
SOCOM 3: U.S. Navy SEALs is compatible with both the SOCOM headset and USB headset.

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

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

MENU CONTROLS

Navigate menu/Highlight menu item
Select highlighted menu item
Previous screen/Return to Main Menu
Open Start Menu/Pause Game
TacMap
Voice Chat (with USB headset)
Access team command menu (via controller)
Open team command sub-menu
Highlight tactical command on sub-menus
Execute command
Cycle through Weapons / Equipment
Select Weapon / Equipment
Execute Team Command Action
Player statistics (online)
In-Game Communications Menu (online)

directional buttons or left analog stick
hold □ + voice
□ (tap) + directional buttons or left analog stick
directional buttons or left analog stick
□ (tap) + directional buttons or left analog stick
□ + directional buttons ▲/▼
□ + directional buttons ▲/▼
□ (tap) + directional buttons or left analog stick
**CHARACTER MOVEMENT AND ACTIONS**

- Move character: left analog stick
- Aim weapon / look: right analog stick
- Jump
- Dive
- Peek around corner
- Fire / throw / deploy weapon: Run + (firmly)
- Toggle primary / secondary weapon: directional buttons ↔ / ← →
- Toggle weapon to semi / full auto: LT1 [tap]
- Reload weapon: hold A
- Activate Special Action icons: hold X
- Toggle Special Action icons: hold X + directional buttons ↔ or ← →, then release
- Toggle perspective: 3rd person, 1st person, weapon scope: directional buttons 1 / 2 (multiple taps)
- Swim: left analog stick (while submerged)
- Submerge / Resurface (while swimming): hold A [tap]
- Cycle through teammates during online play: directional buttons ↔ / ← → (after you are out of action, or as a spectator)
- Change / Customize weapon during online play: LT2 [after you are out of action]

**VEHICLE CONTROLS AND ACTIONS**

**Mount / Dismount Vehicle**
- X: (standing next to vehicle and Special Action icon appears)
- Accelerate: R1 (when driving)
- Reverse: L1 (when driving)
- Brake: left analog stick (when driving)
- Steer: right analog stick (when operating mounted weapon)
- Aim weapon
- Look: right analog stick (when driving)
- Toggle primary / secondary weapon: L1 [tap]
- Toggle weapon to semi / full auto: LT1 [tap]
- Reload weapon: hold A
- Activate Special Action icons: hold X
- Toggle Special Action icons: hold X + directional buttons 4 / 3, then release
- Toggle perspective: 3rd person, 1st person, weapon scope: 1 / 2 (multiple taps)
- Swim: left analog stick (while submerged)
- Submerge / Resurface (while swimming): LT2 [tap]
- Cycle through teammates during online play: directional buttons 4 / 3 (after you are out of action, or as a spectator)
- Change seats with team member: ↔ / ← →
- Reset Camera: A [press]

Note: These are the default Precision Shooter controls. You can change controls in the Options menu.
ISSUING VOICE COMMANDS (SINGLE PLAYER)

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

1. **SAY WHO YOU ARE COMMANDING.**
   - This is the first part of a command and the first menu displayed onscreen.
   - Say "FIRETEAM" if you are directing an order to all three members.
   - Say "BRAVO" if you intend to issue an order to only the two members of Bravo Element.
   - Say "ABLE" if you want only Jester to take action.
   - Say "FRIENDLY" if you want to direct an order to a civilian.
   - Say "ESCORTEE" to direct an order to someone traveling with your team.
   - Say "SUPPORT" to call in for an air strike or other support from SOCOM.

2. **SAY WHAT YOU WANT DONE.**
   - This is the second part of the command. The menu will appear to prompt you.

3. **SAY WHERE OR HOW YOU WANT THE ORDER CARRIED OUT.**
   - In some cases, you need to further define your order. It may be a map location or a type of explosive you want deployed. See Commands, pg. 10 to view all the commands you can issue to your team.

LISTENING

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

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

USING THE USB HEADSET (FOR PLAYSTATION®2)

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

Note: SOCOM 3: U.S. Navy SEALs issues voice commands via the SOCOM headset or USB headset. However, the headset is optional. You can also issue commands using button controls.
You can use movement and position commands to specify exact positions or map coordinates.

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

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

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

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

LOADING A SAVED GAME
MISSION BRIEFING
Load a saved game, press to choose Mission Briefing at the Title Screen. At the OCN Login Screen use the left analog stick or directional buttons to highlight your saved profile and press . For more information on using the on-screen keyboard, see Online Communication, pg. 30.

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

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

FIRE AT WILL
SEALs will fire on any enemy encountered.

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

MOVE TO
SEALs move to a designated position.

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

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

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

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

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

FIRE AT WILL
SEALs will fire on any enemy encountered.

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

MOVE TO
SEALs move to a designated position.

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

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

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

MOUNT
Order teammates to mount a vehicle or turret.

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

HOLD POSITION
Hold position until commanded otherwise.

HOLD FIRE
Hold fire until you countermand the order.

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

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

GET DOWN
Order all teammates into the prone position.

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

DISMOUNT
Order teammates to dismount a vehicle or turret.
MAIN MENU

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

CAMPAIGN

NEW CAMPAIGN
Begin a single player game.

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

MISSION REDEPLOY
Replay a previously played mission.

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

ONLINE

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

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

PROFILE

RETURN TO LOGIN
Return to the Login Screen.

CAREER STATS
View your single player career stats.

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

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

OPTIONS
Set game options.

AUDIO OPTIONS

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

MUSIC VOLUME—Set the level of the background music.

SOUND VOLUME—Set the level of the sound effects.

DIALOG VOLUME—Set the level of the spoken words.

HEADSET VOLUME—Set the level of the headset.

MOVIE VOLUME—Set the level of the cut scenes.

RESTORE DEFAULTS—Reset Audio Options to original settings.

SAVE CHANGES—Save your options to memory card.
SINGLE PLAYER TEAM
STRUCTURE AND MOVEMENT

FIRETEAM

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

ABLE ELEMENT

Specter (You) and Jester are Able Element.

SPECTER

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

JESTER

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

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

BRAVO ELEMENT

Killjoy and Simple are Bravo Element.

KILLJOY

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

SIMPLE

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

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

VIDEO OPTIONS

BRIGHTNESS—Set the brightness of the screen image.

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

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

HELP WINDOWS—Turn help windows ON / OFF.

HEAD BOB—Turn head bob ON / OFF.

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

RESTORE DEFAULTS—Reset Video Options to original settings.

SAVE CHANGES—Save your options to a memory card.

CONTROL OPTIONS

VIBRATION—Turn vibration function ON / OFF.

AIM ASSIST—Turn aim assist ON / OFF.

PITCH—Select between NORMAL and INVERT camera control.

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

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

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

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

RESTORE DEFAULTS—Reset Control Options to original settings.

SAVE CHANGES—Save your options to a memory card.
MISSION BRIEFING

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

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

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

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

ARMORY
Your team is already armed with default weapons. However, you can review or change weaponry and equipment for any fireteam member here. Change weapons and items for a single SEAL element or the entire team.
1. Select a SEAL.
2. Select your primary weapons (rifles, machine guns, shotguns of SMGs), secondary weapons (pistols) and equipment (includes grenades, ammo, mines, explosives and rocket launchers).
3. Highlight a weapon or equipment slot using the left analog stick or directional buttons and press X to select it. Once selected, use ←/→ to display weapon/equipment choices. Press X to select the displayed weapon/equipment. Note: You can press X to toggle WEAPON INFO and learn more about each weapon/equipment's functionality.
4. Press A to save your selections and return to the Armory character selection.
5. Select FIRETEAM to review the load out of the entire fireteam.

DEPLOY
When you’re ready to start the mission, highlight DEPLOY and press X.
THE SINGLE PLAYER GAME SCREEN

THE GAME SCREEN

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

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

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

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

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

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

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

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

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

USING THE TACMAP
- Press the left analog stick to move the map view.
- Press the right analog stick \[\uparrow\] and \[\downarrow\] to zoom the map.
- Press \[\square\] to snap the TacMap to the player.
- Press \[\circ\] to snap the TacMap to the current objective.
- Press \[\times\] to get more information on a highlighted objective.

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

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

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

STRUCTURES
Move through the op area using these as navigational aids.

MISSION OBJECTIVES
Each mission has objectives pre-established by SOCOM. Track the status of mission objectives on the TacMap. The list is displayed to the left of the map. The additional objectives may be added during the course of the mission.
- Select an objective and press and hold \[\times\] to view a brief description of the objective.
- Objective status is distinguished by their color:
  - Green ........ Current/highlighted objectives.
  - White ......... Objectives to be completed.
  - Yellow ......... Completed objectives.
  - Red ............ Failed objectives.
  - Blue ......... Bonus/hidden objectives completed.
USING WEAPONS

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

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

CHANGE WEAPONS
Press L to toggle between your primary and secondary weapons.

To select an item from the inventory, press D and press the directional buttons 1 and 2 to highlight an item. Press L to assign the item to the L button quick select function or press X to equip it.

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

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

AIMING A WEAPON
Use the right analog stick to aim your weapon.

USE A RIFLE SCOPE
Press the directional button ↑ to zoom in the scope on a rifle and ↓ to zoom out or exit the scope. Scope performance and power varies depending on the weapon in hand.
SINGLE PLAYER MISSION
SUCCESS AND FAILURE

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

MISSION SUCCESS

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

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

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

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

MISSION FAILURE
Your mission will be considered a failure under the following conditions:

- You are incapacitated.
- A mission critical character, such as a hostage or escortee, is killed.
- A mission critical target escapes.
- You abort a mission.
- All three of your SEAL teammates are incapacitated.

THROW A GRENADE
Press □ to open the inventory, select a grenade and press X to equip it. Once equipped, press and hold B to display the grenade trajectory. The right analog stick controls the trajectory. Release B to throw the grenade. Pressing harder on B increases the distance of the lob.

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

PLANT A PRESSURE MINE
1. Select it from your weapons cache.
2. Press A to place the mine. It will detonate when a player steps on it.
SOCON 3 ONLINE

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

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

CREATING A NETWORK CONFIGURATION

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

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

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

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

3. Select Add Setting, and select MEMORY CARD slot 1 or 2.
   - Press the directional button ↑/↓ to highlight a menu option and → to accept settings and advance to the next screen.
   - If you change your mind about a setting, press the directional button ← to return to the previous screen or c to return to the Network Configuration main menu.

4. On the Hardware Settings screen, select SCE/Ethernet (Network Adaptor). If you are using a different type of network adaptor, please consult its manual.
   - Press to open the Advanced Settings Menu if necessary. It is highly recommended you leave this setting to Auto-Detect unless you are sure of a different setting.

5. Select OK at the Prompt and proceed with entering settings. Are a User ID and Password required to connect to the internet through your ISP (Internet Service Provider)? Select Required or Not Required. If required, enter the User ID and Password.

6. Set the IP Address if needed.
   - The usual setting is Auto and you are not required to enter an IP Address, which is automatically assigned using DHCP (Dynamic Host Configuration Protocol). However, a DHCP host name may also be required. If so, press c to open the Advanced Settings and enter the host name. If your ISP requires a “static IP address”, select Manual and enter the IP Address. In addition to the IP Address, you must enter the Netmask and probably the address of the Default Router. Check with your ISP if you are not sure about any of these numbers.

7. Set the DNS Address if needed. The usual setting is Auto and you are not required to enter the DNS Address of the Domain Name Server. If required, select Manual and enter primary and secondary addresses.

8. On the Name the Setting screen, press x to display the Virtual Keyboard if you want to give your network configuration a specific name. Press the directional button ← and press c to save your new setting with the default name. You will be prompted to “Test the Connection” prior to exiting the Setting Guide Mode. This is optional, but recommended. Select OK at the prompt to return to the Network Settings screen. Select c to exit the Network Configuration Utility.
ONLINE COMMUNICATION

USING THE USB HEADSET
(FOR PLAYSTATION®2 ONLINE)

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

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

| Channel 1 | Communicate with other teammates on Channel 1. |
| Channel 2 | Communicate with other teammates on Channel 2. |
| On / Off  | Toggle voice chat ON / OFF. |

All       | Communicate with the entire team. |

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

TO SPEAK:

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

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

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

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

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

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

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

Note: Lost passwords cannot be retrieved by SCEA Consumer Services. Be sure to write down or remember your password. If you lose your password, create a new Player Name and Password for online play.
9. At the SOCOM 3 Operations Control Network Online Menu, select BRIEFING and press X. Press the directional button ↑/↓ or use the left analog stick to select a briefing room you would like to enter and press X. Highlight JOIN GAME, then press X to select a game from the list and enter the Game Lobby. If you receive notification that the game is already in progress, choose YES and press X to enter the game lobby. Press R to select READY. If the game is already in progress, you will join the game when you select READY. If you are in between games, selecting READY indicates that you are ready to play.

**FAST LOGIN**

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

**PLAYING THE ONLINE GAME**

**ONLINE MISSION TYPES**

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

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

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

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

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

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

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

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

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

THE ONLINE OCN INTERFACE

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

AUTOPLAY AND FILTER TYPES

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

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

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

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

NUMBER OF PLAYERS: You can search for games with any number of players, or restrict your search to a minimum number so that you never get stuck in a game with too few opponents.

BRIEFING

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

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

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

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

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

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

BECOME A VERIFIED USER

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

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

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

ADVANCED OPTIONS

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

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

VEHICLES: Filter games by enabling or disabling Vehicles

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

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

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

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

COMMUNITY

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

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

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

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

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

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

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

HELP: Read a FAQ on the game or browse the Online Manual.
THE ONLINE GAME SCREEN

THE GAME SCREEN

USB HEADSET (FOR PLAYSTATION®2)
The headset icon appears when the SOCOM headset or USB headset is connected to your PlayStation 2 console.

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

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

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

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

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

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

CROSSHAIRS
Use the crosshairs to aim your weapon.

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

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

COUNTDOWN TIMER
Counts down to zero in games with a time limit.

CURRENT WEAPONS

- Press △ to toggle your primary and secondary weapons.
- Press and hold △ to open the inventory screen and press the directional buttons ▲/▼ to highlight an item. Press X to select the item.
- Press and hold ○ to toggle a weapon to semi/full auto.

SHOTS REMAINING
View shots remaining and maximum total for the clip. Press □ to reload manually.
# CREDITS

**ZIPPER INTERACTIVE, INC.**

President and CEO
Jim Bosler

Chief Technical Officer
Brian Soderberg

Executive Producer
Chia Chin Lee

Art Director
Russ Phillips

Creative Director
Hardy LeBel

Software Director
Mike Gutmann

Art Manager
David Kern

Design Manager
Graham Kays

Software Manager
Mike Nicolino

Test Manager
Craig Bradford

Producers
Prem Krishnan
Paul Sebastian

PSP Crosstalk Producer
Tony Iuppa

**ART**

Lead Artisanator
Doug Wilcox

Animations and Cinematics Artists
Jay Banchero
Edmon Carreon
Jason Ilano
Annel Ramac
Dima Veryovka

Lead Artist
Dan Henley

Environment Artists
Nathan Herzog
Phil Knowles
Scott Luxe
Michael Maddux

**SOFTWARE**

Lead Software Engineer
Mike Gutmann

Lead Multiplayer Software Engineer
Bob Gutmann

Software Engineers
Bob Alexander
JT Anderson
Greg Chudecke
Mike Copley
Durwood Gafford
Mark Heinen

**INTERACTIVE, INC.**

President and CEO
Jim Bosler

Chief Technical Officer
Brian Soderberg

Executive Producer
Chia Chin Lee

Art Director
Russ Phillips

Creative Director
Hardy LeBel

Software Director
Mike Gutmann

Art Manager
David Kern

Design Manager
Graham Kays

Software Manager
Mike Nicolino

Test Manager
Craig Bradford

Producers
Prem Krishnan
Paul Sebastian

PSP Crosstalk Producer
Tony Iuppa

**ART**

Lead Artisanator
Doug Wilcox

Animations and Cinematics Artists
Jay Banchero
Edmon Carreon
Jason Ilano
Annel Ramac
Dima Veryovka

Lead Artist
Dan Henley

Environment Artists
Nathan Herzog
Phil Knowles
Scott Luxe
Michael Maddux

**SOFTWARE**

Lead Software Engineer
Mike Gutmann

Lead Multiplayer Software Engineer
Bob Gutmann

Software Engineers
Bob Alexander
JT Anderson
Greg Chudecke
Mike Copley
Durwood Gafford
Mark Heinen

**QUALITY ASSURANCE**

Lead Designer
Travis Steiner

Multiplayer Designer
Seth Lustig

Test Engineer
Ryan Eames

Test Engineer
Toby Tornier

Test Engineer
Eric Stephenson

Test Engineer
Keith Cook

Test Engineer
Ben Saurer

Test Engineer
Seth Lustig

Additional Design
Evan Buehler
Blaine Higdon
Ryan Fedde

**SOFTWARE**

Lead Software Engineer
Mike Gutmann

Lead Multiplayer Software Engineer
Bob Gutmann

Software Engineers
Bob Alexander
JT Anderson
Greg Chudecke
Mike Copley
Durwood Gafford
Mark Heinen

**AUDIENCE**

Lead Audio Designer
Rich Yates

Audio Designer
Matt Jarvis

Additional Audio Designers
Cade Myers
Lindsay Soderberg

**PRODUCT DEVELOPMENT**

Senior Producer
John Largis

Associate Producers
Shawn Reitig
Ryan Eames

Product Development
Connie Booth

Product Development
Shuei Yoshida

Executive Vice President
Jack Tretton

**TOOLS, TECHNOLOGY AND SERVICES**

Director of Engineering
Chad Moore

Audio Post Production Manager
Mike Johnson

Additional Programming
Tim Berry
Johny Fernandes
Eric Mouden
Fraser Hutchinson
Nate Klee
Shaun Leach
Evan Pence
Jeff Reitman
Jason Tartaglia

**ADDITIONAL CREDITS**

**CINEMATICS**

Director of Art & Animation
Scott McMahom

**MOTION CAPTURE**

Production Supervisor
Brian Johnson

Art Supervisor
Ron Padua

2D Artists
Lucas Graciato
Suki Lee
Eduardo Gonzalez
Han Nam
Ted Ushiro
PJ Park
Glynn Lee
Betsy Ha
Joy Lee

CG Supervisor
Greg Jung

CG Coordinators
Janelle Pitchford
Dan Inzink

Character Development
Hong Suk Suh
Christian Vagnotti
Long Phan
Paul Fedor

Additional Character Development Support
Provided by Semology, Inc.
Semanology, Inc.

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Marya Kazakova
Basia Mironova
Kristof Konrad
Krzysztof Gryc
Ismail Kanater
Al-Kamil Sarwat
Ghassan Mashini
General Mahmood
Steve Blum
Mark Tepper
Edita Brychta
COLDKILL
DEADPAN
_FLASH_
DEADPAF
COLDKILL
Edita Brychta
Mark Tepper
Steve Blum
General Mahmood
Ghassan Mashini
Al-Kamil Sarwat
Ismael Kanater
Kristof Konrad
Basia Mironova
Marya Kazakova
Music Preparation
Mark Cally
Basses
Mary Scully (1st)
Niki Hayes
Trombones
Peter Davies (1st)
Stephen Mair
Peter Beachill
Richard Edwards
Roger Arge
Tuba
Leon Slade
Additional Music
Scoring Mixer
John Rodd
Foley Artists
John Roesch
Allyson Moore
Foley Mixer
MaryJo Lang

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ONLINE USER AGREEMENT

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(b) Using language, selecting user, character, clan or team names or creating any other content that is racially, ethnically or religiously offensive, sexually abusive, obscene or defamatory;

(c) Selecting as a user, character, clan or team name any word, symbol or combination of words and symbols which is identical to or substantially similar to any character, weapon, vehicle or other intellectual property element owned by SCEA which appears in this game or any other SCEA game;

(d) Using content that is commercial in nature such as advertisements, solicitations and promotions for goods or services;

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(g) Making a false report of user abuse to SCEA Consumer Services (see below);

(h) 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;

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9. 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.

10. 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.

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Note: For dark backgrounds, reverse or knock out copy.