TOP SECRET SPECIAL HANDLING NOFORN

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SOCOM
U.S. NAVY SEALS
COMBINED ASSAULT

INSTRUCTIONAL GUIDELINES

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.

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Title: SOCOM U.S. Navy SEALs: Combined Assault

Auth Code: 672443-A2

REF 0221

AUTHORIZATION

GAME HINT GUIDE INFORMATION

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

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

76333-2

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

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

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THE DEPARTMENT OF DEFENSE
WASHINGTON, D.C.

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ENCLOSURE B

FACTS BEARING ON THE PROBLEM

1. The Joint Chiefs of Staff have previously stated* that US unilateral military intervention in [redacted]n be undertaken in the event that the [redacted] regime commits hostile acts against US forces or property which would serve as an incident upon which to base overt intervention.

2. The need for positive action in the event that current covert efforts to foster an internal [redacted] rebellion are unsuccessful was indicated** by the Joint Chiefs of Staff on [redacted], as follows:

" - - - determination that a credible internal revolt is impossible of attainment during the next 9-10 months will require a decision by the United States to develop a [redacted] "provocation" as justification for positive US military action."

3. It is understood that the Department of State also is preparing suggested courses of action to develop justification for US military intervention in [redacted]

SYSTEMATICALLY RETREIVED ON
27 July 05
CLASSIFICATION CONTINUED

1 Enclosure (see "contents" below)

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Note: To view an updated version of this manual, please go to www.socomcombinedassault.com

* JCS [redacted]303
** JCS [redacted]313

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Enclosure B

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THE U.S. NAVY SEAL: LETHAL PRECISION

Navy SEALs are the United States of America's most elite professional warriors. Their legendary stealth and clandestine methods of operation allow them to conduct high value covert missions that larger forces could never accomplish.

SEALs (SEa, Air, Land) take their name from the elements from which they operate. Owning the night, SEALs operate in small teams and are masters of every environment. If you take up the challenge of joining this elite team, you will be an unstoppable force taking down the enemy, any time, anywhere.

Whether fast-roping from a helicopter, surfacing on a secluded beach, dropping out of a plane at 20,000 feet, or tearing up the terrain in an armored HUMVEE, Navy SEALs are the best of the best.

THE U.S. NAVY SEAL: PROFILED

Forget Hollywood. Forget comic books. You cannot pick a SEAL out of a crowd because there is no profile of what a SEAL looks like. SEALs come from all walks of life and every demographic. You don't have to be an Olympic athlete, but you better be willing to train with the heart and dedication of an Olympic athlete.

REFERENCE NO. 2

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THERE ARE THREE MAJOR CRITERIA THAT DEFINE A NAVY SEAL:

CHARACTER

The nature of our mission requires men that serve with honor, courage and commitment: ready to lead, ready to follow, and never quit.

PHYSICAL POTENTIAL

The nature of our mission also requires men who are physically fit and capable in every environment, especially the water. We will teach you how to be a SEAL, but only you can bring the absolute dedication and drive to wear the trident and be considered one of the elite.

MENTAL AGILITY & TOUGHNESS:

Maritime Special Operations require SEALs who are intelligent and can quickly adapt to any challenge. SEAL missions are dynamic and require split-second decisions. These maritime warriors excel through mental discipline and innovation.

BE A UNITED STATES NAVY SEAL.

Life can move pretty fast. A Navy SEAL moves faster and strikes harder. Are you ready to accept the challenge and make the most dynamic decision of your life? – You can be a Navy SEAL! Here's the best place to start:

WWW.SEAL.NAVY.MIL

OR CALL

1-888-USN-SEAL

TO SPEAK WITH A SEAL TODAY

REFERENCE NO.
3

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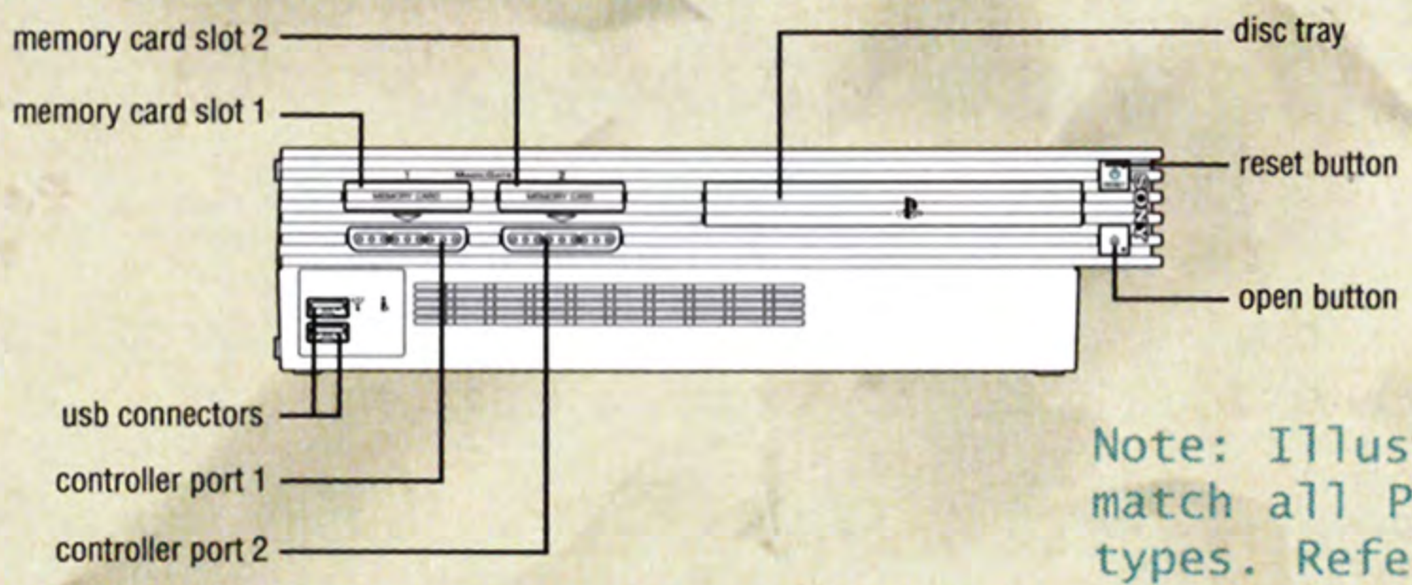
GETTING STARTED



Note: Illustration may not match all PlayStation®2 system types. Refer to your hardware manual for further details.

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 U.S. Navy SEALs: Combined Assault** 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)

In order to play **SOCOM U.S. Navy SEALs: Combined Assault** 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.

>>TRANSMISSION START<<
Note: SOCOM U.S. Navy SEALs: Combined Assault must be played over a broadband internet connection (DSL, cable modem, or higher speeds).
>>TRANSMISSION STOP<<

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 (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or 2 of your PlayStation®2 console. You can load saved game data from the same card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

Before playing online, a valid network configuration must be saved to the memory card (8MB) (for PlayStation®2) using either the Network Startup Disc or the **SOCOM U.S. Navy SEALs: Combined Assault** Network Configuration Utility.

SETTING UP THE HEADSET (OPTIONAL)

SOCOM U.S. Navy SEALs: Combined Assault is compatible with both the SOCOM headset and USB headset (for PlayStation®2).

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.

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SOCOM CA
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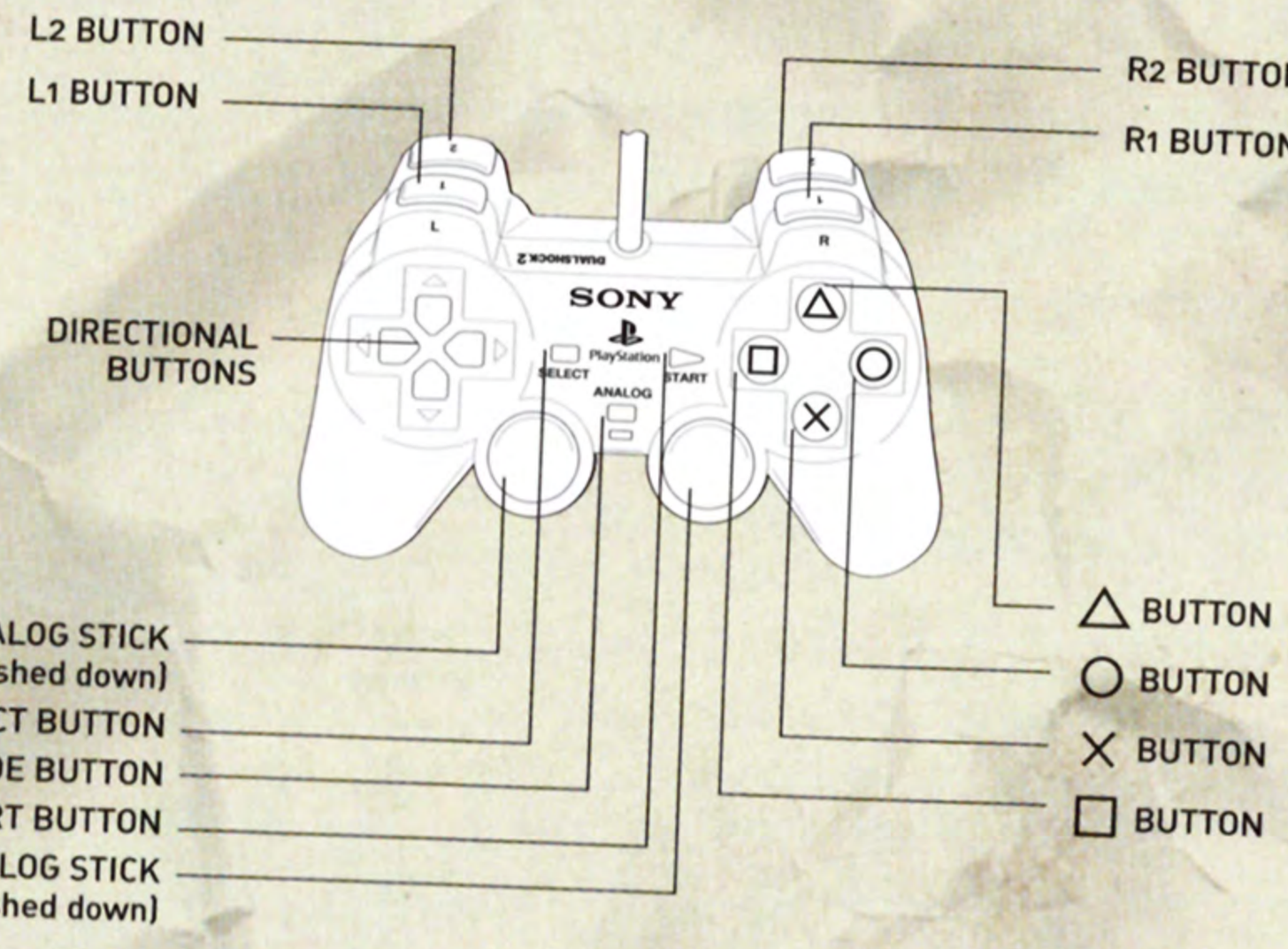
CONTROLS

CONTROLLER DIAGRAM

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Navigate menu/Highlight menu item	directional buttons or left analog stick
Select highlighted menu item	⊗
Previous screen/Return to Main Menu	△
Open Start Menu/Pause Game	START
TacMap	SELECT
Voice Chat (with headset)	◉ (hold) + voice
Access Team Command Menu (TCM)	◉ (tap)
Highlight tactical command on TCM	directional buttons or left analog stick ⬆/⬇
Open Team Command sub-menus	⊗
Highlight tactical command on sub-menus	directional buttons or left analog stick ⬆/⬇
Execute command	⊗
Access Inventory	R2
Highlight Weapon / Equipment in Inventory	directional buttons ⬆/⬇
Select Weapon / Equipment	⊗
Player statistics (online)	SELECT
In-Game Communications Menu (online)	◉ (tap) + directional buttons or left analog stick

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>>TRANSMISSION START<<

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

>>TRANSMISSION STOP<<

CHARACTER MOVEMENT AND ACTIONS

Move character	left analog stick
Aim weapon / look	right analog stick
Change posture: stand	soft tap △ (from crouch) or hard tap △ (from prone)
Change posture: crouch	soft tap △ (from stand or prone)
Change posture: hard drop (prone)	hard tap △ (from crouch or stand)
Jump	▢
Peek around corner	directional buttons ← / →
Fire / throw / deploy weapon	R1
Toggle primary / secondary weapon	L1 (tap)
Toggle weapon firing mode	L3 (hold)
Reload weapon	R3 (hold)
Execute Team Command Action (TCA) icon	L2 (tap)
Execute TCA: Follow / Hold Position	L2 (hold)
Activate Special Action icons	✕ (hold)
Toggle Special Action icons	✕ (hold) + directional buttons ← / → , then release
Toggle perspective: 3rd person, 1st person, weapon scope/thermal/NVG	directional buttons ↑ / ↓ (multiple taps)
Swim	left analog stick (also while submerged)
Submerge / Resurface (while swimming)	△ (tap)

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

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

FERENCE NO.
6

VEHICLE CONTROLS AND ACTIONS

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

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THE COMMANDS

As the SEAL team's squad leader, your success in missions will ultimately depend on how well your squad works as a team. Utilizing the array of tactical commands at your disposal in **SOCOM U.S. Navy SEALs: Combined Assault** is essential to you and your team's survival. These commands can be issued using both voice commands via the SOCOM headset (or a USB headset for PlayStation®2) and through button controls.

ISSUING VOICE COMMANDS

You will need a SOCOM headset or a USB headset for PlayStation®2 to issue voice commands to your SEAL team and receive commands and intel updates from SOCOM during single player missions.

To send a voice command to your team, first press ◉ to open the Team Command Menu. Say the command exactly as it appears on the menu out loud until you become comfortable with them. Voice commands can also be given without bringing up the Team Command Menu. During gameplay, press and hold ◉ until you hear the mic turn on in the headset, say the command as intended, and then release ◉. When executed correctly, the command issued will appear at the top of the screen, and the receiver of the command will sound off to you. A command consists of three basic components spoken with a normal voice into your headset microphone.

>>TRANSMISSION START<<

Note: To conduct 2-way conversations with other players during Online Games, see Online Communication, pg. 27, for information on headset usage in multiplayer.

>>TRANSMISSION STOP<<

1. **SAY WHO YOU ARE COMMANDING.**
   This is the first part of a command and the first menu you see 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 2"** if you want only Jester to take action.

   Say **"BRAVO 1"** if you want only Killjoy to take action.

   Say **"BRAVO 2"** if you want only Simple to take action.

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2. **SAY WHAT YOU WANT DONE.**
   This is the second part of the command to communicate what you want done. The menu will appear to prompt you.
3. **SAY WHERE OR HOW YOU WANT THE ORDER CARRIED OUT.**
   In some cases, you need to further define your order. It may be a type of explosive you want deployed. See Commands, pg. 10 to view all the commands you can issue to your team.

ISSUING COMMANDS USING BUTTON CONTROLS

As an alternative to using the headset, you can also issue commands using buttons.

1. **OPEN THE TEAM COMMAND MENU.**
   by pressing ◉.
2. **DESIGNATE WHO WILL RECEIVE THE ORDER.**
   Highlight your choice using the directional buttons ⬆/⬇ then press ⊗ to make your selection and enter the commands submenu.
3. **SELECT WHAT YOU WOULD LIKE YOUR TEAMMATE(S) TO DO IN THE COMMANDS SUBMENU.**
   Highlight your choice using the directional buttons ⬆/⬇, then press ⊗ again to execute the command.

LISTENING

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

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

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COMMAND LIST

Once you've chosen who will be receiving the order, you can then issue a variety of movement, position and tactical commands.

MOVEMENT AND POSITION COMMANDS

You can use movement and position commands to send team member(s) to a position or alert them to something at a specific location. To execute a movement or position command by button control, position the crosshairs on the destination of interest and select the element you are directing and the desired command from the Team Command Menu ◉. If using voice commands, say the element name followed by the command. For example, position your crosshairs to point toward a location and issue the command "BRAVO...MOVE TO."

MOVE TO

SEALs move to location designated by your crosshairs.

STEALTH TO

SEALs will approach with cover and shadow to the location designated by your crosshairs in the prone position.

COVER TARGET

Cover a specific target by pointing your crosshairs at the target and issuing this command. Your SEALs will move within effective shooting range of the selected target and fire upon any hostiles near the target.

OVERWATCH

Teammates will cover the area your crosshair is pointing at, calling out any enemies that they see.

FOLLOW

You take point while the designated teammate(s) follows behind you, assuming your body position. For example, if you go prone, they follow suit. This command does not use crosshair location.

HOLD POSITION

Designated teammate(s) hold current position until otherwise instructed. This command does not use crosshair location.

MOVE AND CLEAR

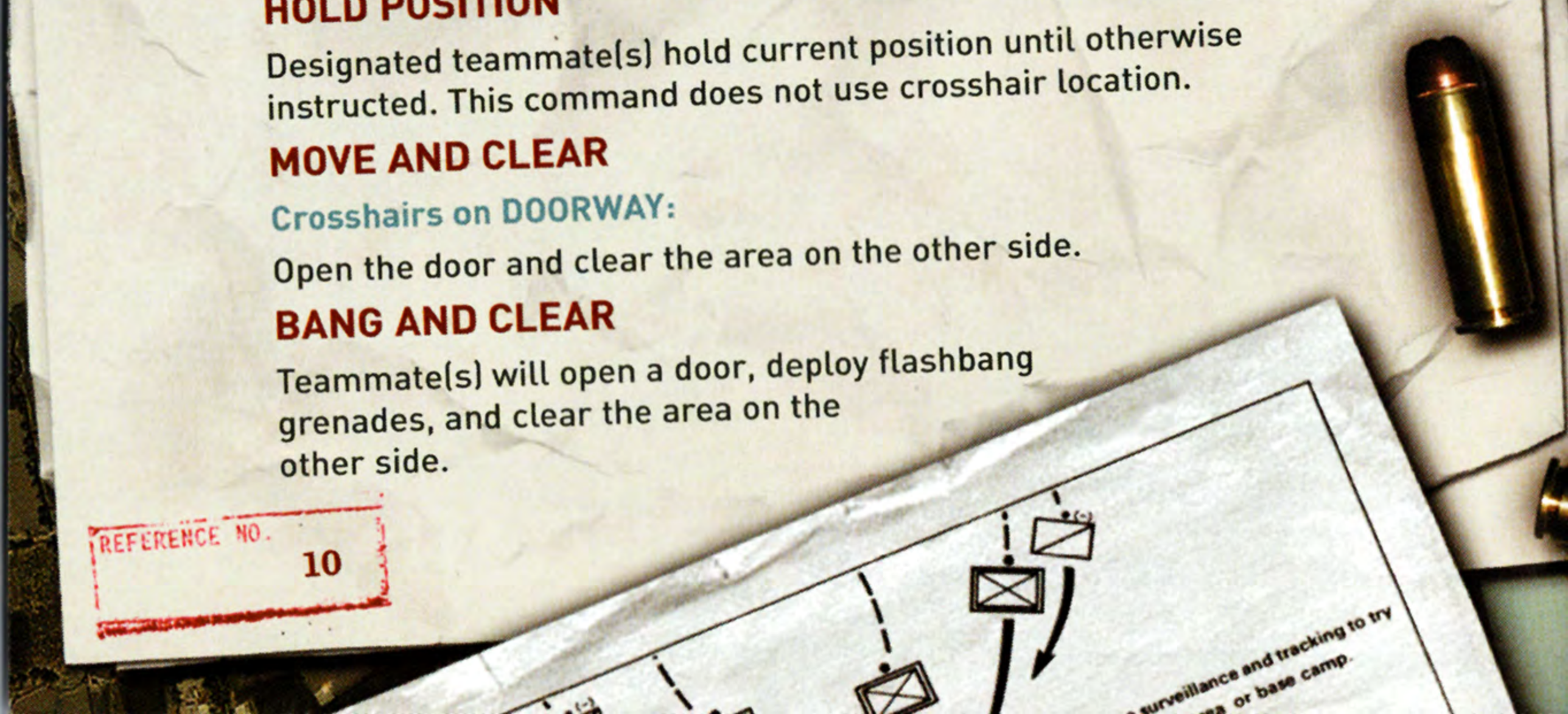
Crosshairs on DOORWAY:

Open the door and clear the area on the other side.

BANG AND CLEAR

Teammate(s) will open a door, deploy flashbang grenades, and clear the area on the other side.

REFERENCE NO.
10



SOCOM CA
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FRAG AND CLEAR

Teammate(s) will open a door, deploy M67 or HE grenades, and clear the area on the other side.

TAKEDOWN

Crosshairs on HOSTILE ENEMY:

Engage enemy target until it has been eliminated.

RIFLE BUTT

Engage enemy target with close quarters combat until it has either been eliminated or has surrendered.

INTIMIDATE

Subdue enemy target using non-lethal force until it has either been eliminated or has surrendered.

RESTRAIN

Crosshairs on NON-COMBATANT:

Restrain the target.

MOUNT

Crosshairs on UNOCCUPIED or SEAL OCCUPIED VEHICLE:

Mount the vehicle (if not already mounted).

DISMOUNT

Dismount the vehicle (if not already dismounted).

DEFUSE

Crosshairs on LIVE EXPLOSIVE (ie, bomb)

Defuse the explosive.

ESCORT

Crosshairs on ESCORTEE

Escortee will follow intended target.

COMBAT COMMANDS

Combat commands can be executed either through the Team Command Menu ◉ or using voice commands. For example, "BRAVO...FIRE AT WILL."

FIRE AT WILL

SEALs will fire on any enemy encountered.

HOLD FIRE

SEALs will hold fire until fired upon or otherwise instructed.

DEPLOY

The specified team member(s) will deploy ranged explosives at the location designated by your crosshairs. The choice of items will appear in the submenu.

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TEAM COMMAND ACTIONS

Team Command Actions (TCAs) are quick, one-button commands that can be given to the Fireteam, or, depending on the TCA, just to Bravo or Able. Located at the bottom of the screen, these commands appear in blue and are executed by pressing L2. (You can still access TCAs, when they come up, through the Team Command Menu by pressing ◉.) TCAs are unique actions, appearing only when you point the crosshairs at certain objects (i.e. vehicles and hostiles) or toward certain buildings and places in the environment (i.e. doorways) and cannot be used everywhere.

INDIVIDUAL TEAM COMMAND ACTIONS

Rather than order the entire Fireteam or Bravo element, TCA's can now be given to a single teammate. Move your crosshairs over the teammate, press L2. That teammate will now respond to the next TCA given. Now move your crosshairs over the desired location and press L2 to command that teammate to complete the order.

When no other TCA is available, the following defaults are always available:

MOVE TO (tap L2)

Bravo will move to where your crosshairs are pointed.

FOLLOW (hold L2)

The Fireteam will follow your lead; taking up the same posture as you.

HOLD POSITION (hold L2)

The Fireteam will hold at their current position until otherwise instructed.

The following is a partial list of common TCAs and the location your crosshairs must point to make the TCA appear. Execute them by pressing L2 when their blue icons appear.

OPEN/CLOSE DOOR (closed doorway)

Order a teammate to open/close the door.

BREACH (closed doorway)

Teammate(s) will open a door and clear the area on the other side.

RESTRAIN (surrendered hostile)

Have any team member restrain a surrendered enemy.

MOUNT (vehicle)

Order teammates to mount a vehicle or turret.

DISMOUNT (vehicle with teammates)

Order teammates to dismount a vehicle or turret.

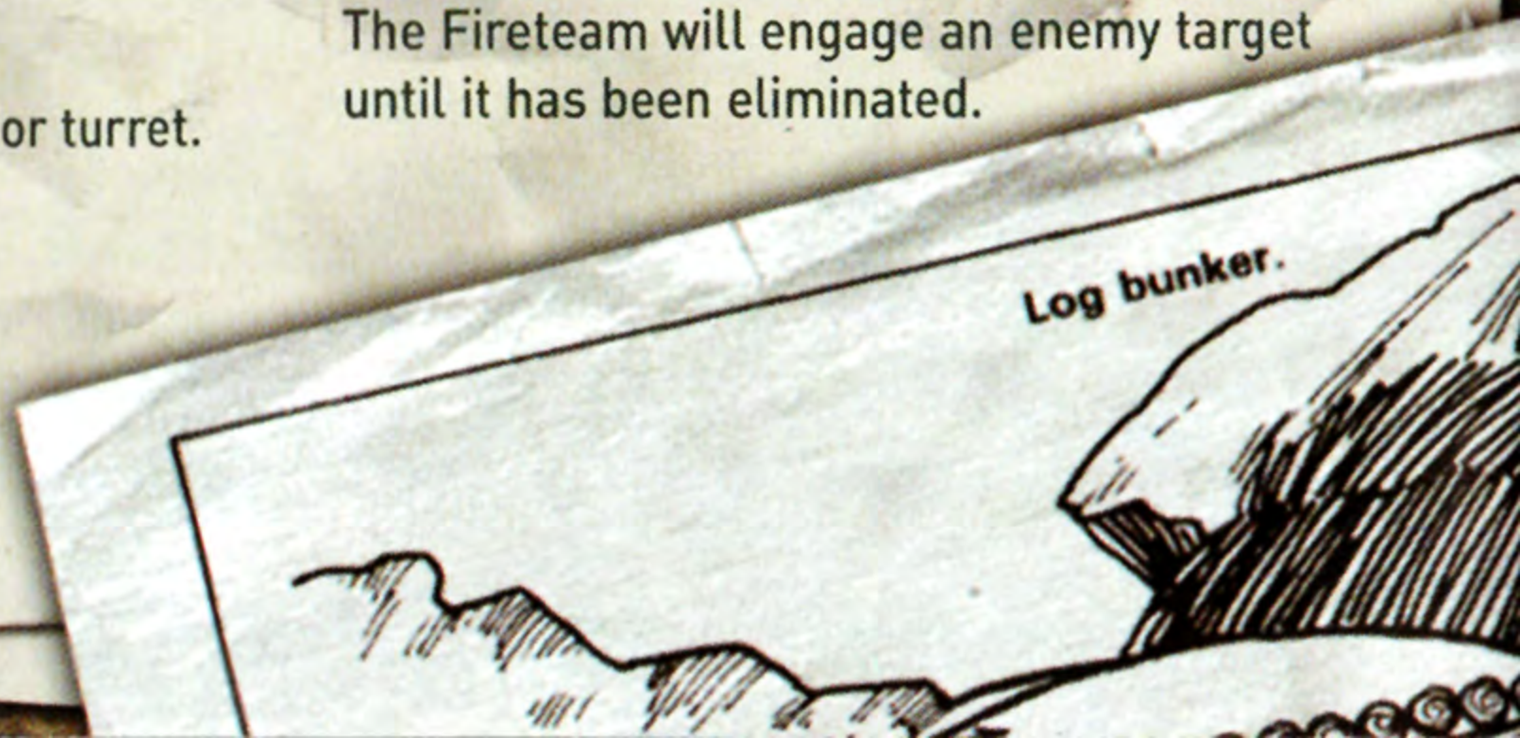
ESCORT (escortee)

When traveling with an escortee who needs protection, give this command to Bravo and they will bring the escortee with them while following additional commands, if issued.

TAKEDOWN (enemy)

The Fireteam will engage an enemy target until it has been eliminated.

REFERENCE NO. 12



MAIN MENU

Press ⊗ from the Title Screen to access the Main Menu. You are now logged into the Operations Control Network (OCN). The Main Menu allows you to first create a profile then select between the Campaign, Multiplayer, and Profile Menus. While you are in the Main Menu, use the directional buttons or the left analog stick to toggle between options, press ⊗ to select, and press △ to go back to a higher set of options or the previous page.

CREATING A PROFILE

Before playing, you must first create a profile. 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 ⊗. A prompt will ask you to save your profile. Highlight 'Yes' and press ⊗. For more information on using the on-screen keyboard, see Online Communication, pg. 27. In the future, you will be able to load your profile from this menu.

>>TRANSMISSION START<<

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

>>TRANSMISSION STOP<<

CAMPAIGN (SINGLE PLAYER)

NEW CAMPAIGN

Begin a new single player game.

CONTINUE CAMPAIGN

Resume a previously saved **SOCOM U.S. Navy SEALs: Combined Assault** campaign.

Note: In single player games, you will be prompted to save your progress manually after each successful mission. To save at these intervals, select 'Yes' at the prompt. If there is a preexisting checkpoint already saved, you must overwrite it to complete the save. The manually saved checkpoints can be reloaded here in the Main Menu.

INSTANT ACTION

Deploy into a previously completed mission map and select the tactical area, mission type, and difficulty of your quick game.

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MISSION REDEPLOY

Replay a previously completed mission. You will be able to choose the difficulty level.

TRAINING

Play through the training missions to learn the basic controls.

MULTIPLAYER

Once you have created a profile, you can setup or join multiplayer games here.

ONLINE

Connect to the Internet to play **SOCOM U.S. Navy SEALs: Combined Assault** 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. 29, 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 (Ethernet/modem) (for PlayStation®2), as well as have a copy of **SOCOM U.S. Navy SEALs: Combined Assault**.

FERENCE NO.
14

Figure C-18. Spider hole ambush.

SPECIAL HANDLING

PROFILE

The Profile Menu allows you to view your stats and change game options.

CAREER STATS

View your campaign and instant action career stats. Your Campaign stats are broken down based by mission while your Instant Action stats can be sorted based on mission and tactical area. The Combined stats displays a list of player career stats (campaign/instant action completion percentage, total time played, combat stats, and team stats).

EXTRAS

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

CROSSTALK

Synchronize data between SOCOM U.S. Navy SEALs: Combined Assault and SOCOM: U.S. Navy SEALs Fireteam Bravo 2 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. Alter missions events and unlock new weapons for both games! Unlock new character skins for SOCOM: U.S. Navy SEALs Fireteam Bravo 2!.

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.

ACCEPT CHANGES—Save your options to a memory card (8MB) (for PlayStation®2).

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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.

HEAD BOB—Turn head bob ON / OFF.

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

RESTORE DEFAULTS—Reset Video Options to original settings.

CHANGES—Save your options to a memory card (8MB) (for PlayStation®2).

CONTROL OPTIONS

VIBRATION—Turn vibration function ON / OFF.

AIM ASSIST—Turn aim assist ON / OFF.

PITCH—Select between NORMAL and INVERT camera control.

CONTROL SCHEMES—Select between PRECISION SHOOTER, SCOUT, COMMANDO, FROGMAN, SURE SHOT and LEFTY control schemes.

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.

ACCEPT CHANGES—Save your options to a memory card (8MB) (for PlayStation®2).

REFERENCE NO. 16

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MISSION MENU

The Mission Menu is where you can choose a mission, get mission details and objectives, view intel dossier information, arm your team, and start your mission. While in the Mission Menu, use the directional buttons or the left analog stick to toggle between options, press ✕ to select, and press △ to go back to a higher set of options or the previous page.

MISSION SELECTION

Select which mission you wish to deploy into.

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 weapon (rifles, machine guns, shotguns or SMGs), secondary weapon (pistols) and equipment (includes grenades, ammo, mines, explosives and rocket launchers).
3. Highlight a weapon or equipment slot using the left analog stick or directional buttons and press ✕ to select it. Once selected, press the left analog stick or directional button ← / → to display weapon/equipment choices. Press ✕ to select the displayed weapon/equipment.

LOAD METER

As you select weapons and equipment for your SEALs, be mindful of the yellow Load Meter at the bottom of each SEAL's inventory. Each item in the armory will add different amounts of weight to your SEAL's load and increase the Load Meter. When the Load Meter enters the red, your SEAL has gone over the optimal weight limit. While you can still continue on with the mission regardless of load weight, an overloaded SEAL will lose movement speed and maneuverability.

4. Press △ to save your selections and return to the Armory character selection.
5. Select FIRETEAM to review the load out of the entire fireteam.

>>TRANSMISSION START<<

Note: You can press ■ SELECT to toggle WEAPON INFO and learn more about each weapon/equipment's functionality.

>>TRANSMISSION STOP<<

>>TRANSMISSION START<<

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

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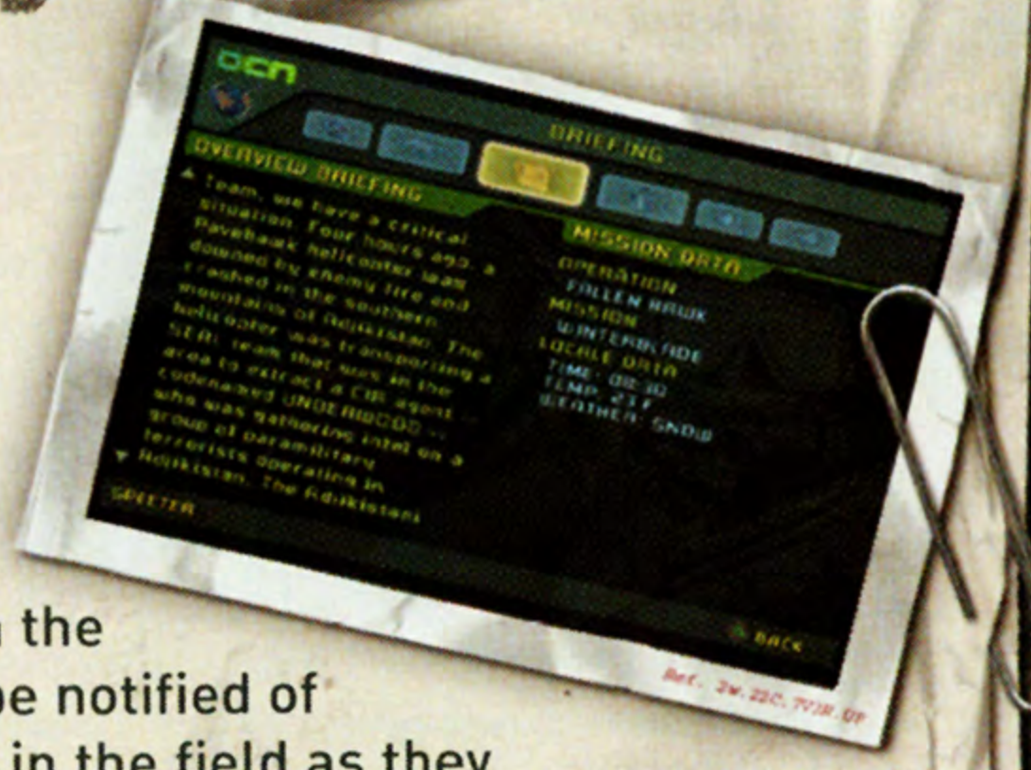

BRIEFING

A summary of the mission at hand, including background and local weather, is given here.

MISSION INFO

A listing of primary mission objectives will be displayed here. These objectives appear in the order that they should be executed. You will be notified of additional objectives by SOCOM when you are in the field as they become necessary.

INTEL DATABASE

Intel pertinent to the main objective of each mission is compiled in this dossier. The dossier includes threat assessment, satellite imagery, weapon schematics, terrorist and V.I.P. profiles, and maps of the op area.

DEPLOY

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

SINGLE PLAYER GAMEPLAY

THE GAME SCREEN

CROSSHAIRS/WEAPON RETICLE

Use the crosshairs or other sights to aim weapons. The crosshairs appear whenever you are holding a firearm, including rocket-propelled grenades or rockets. A grenade trajectory arch appears when you equip a grenade and hold **R1**.

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

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 have mounted a vehicle, an image will appear on the left side of the screen displaying you and your teammates' seating positions. The orange dot is you while all your teammates show up in blue. Switch seats with a teammate by pressing the directional ⬅/➡ buttons.

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SPECIAL ACTION ICON

Located along the bottom of the screen, when an immediate task or item close by needs attention, an orange Special Action icon will appear and can be executed by pressing ⊗. For more information, see Special Actions, pg. 22.

TEAM COMMAND ACTION (TCA) ICON

The TCA icon is located at the bottom of the screen in blue. This icon indicates the command that will be executed by your team when you press L2. For more information, see Team Command Actions, pg. 12.

TEAM MEMBER STATUS

Located in the bottom-right corner of the screen, the status information displayed includes current activity and health of each team member. Each team member's health is shown by the green bar underneath their name. When a SEAL is injured, the bar will decrease and fill with gray. When the bar depletes completely, the SEAL is incapacitated and his health bar is replaced with a rapidly declining black bar. When the black bar depletes before he is revived with a medkit, the team member is no longer able to finish the mission.

WEAPON

Your currently equipped weapon and ammo info will be displayed in the bottom left corner of the screen. This includes the amount of loaded ammo, the fire mode, and number of reserve magazines left.

CONCEALMENT INDICATOR

You and your teammates each have a concealment indicator represented by a vertical bar to the right of your activity indicator. When you are extremely visible the indicator turns white. Use cover and shadow to increase your concealment and the indicator will turn darker, with black being the lowest visibility to enemies. The only time the bar turns red is when the player and/or teammates is spotted by the enemy.

SPECIAL EQUIPMENT

MEDKITS: With a medkit in the inventory, point crosshairs at a wounded or downed teammate and press ⊗ to heal or revive. Keep in mind that there are only so many charges for the medkit. Once all charges have been used, the medkit can no longer be used.

AMMO PACKS: With an ammo pack in the inventory, point crosshairs a teammate who needs ammo and press ⊗ to replenish their ammo. Keep in mind that there are only so many charges for the ammo pack. Once all charges are used, the ammo pack can no longer be used.

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TACMAP AND MISSION OBJECTIVES

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

TACMAP

USING THE TACMAP

- Press the left analog stick to move the map view.
- Press the right analog stick ⬆ and ⬇ to zoom the map.
- Press ▣ to snap the TacMap to the player.
- Press ◉ to snap the TacMap to the highlighted objective.
- Press and hold ⊗ to get more information for a highlighted objective.

YOUR POSITIONS

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

NAV POINTS

Nav Points mark key locations within the op area.

STRUCTURES

Move through the op area using these as navigational aids.

>>TRANSMISSION START<<

Note: Gold triangles are the location/possible location of the objectives. Red triangles help guide you through the TACMAP by pinpointing access routes to other objectives that are on another map.

>>TRANSMISSION STOP<<

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MISSION OBJECTIVES

Each mission has objectives pre-established by SOCOM prior to deployment. You can track the status of each mission objective on the TacMap. The Mission Objectives list can be found displayed to the left of the map. The original objectives match those you see during the Mission Briefing, but additional objectives may be added during the course of the mission.

- Select an objective and press and hold ⊗ to view a brief description of the objective.
- Use the directional ⬆ / ⬇ buttons to cycle between the highlighted objectives on the left.
- 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.

SPECIAL ACTIONS

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

- Press ⊗ to execute the highlighted special action.
- Press and hold ⊗, then press the directional buttons ⬅ / ➡ when arrows appear next to the Special Action icon to select the action you want to perform. Release ⊗ to perform the selected action.

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SPECIAL ACTIONS LIST

OBTAIN WEAPONS

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

PICK-UP ITEMS

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

MOUNT/DISMOUNT

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

OPEN/CLOSE DOOR

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

CARRY BODY

Avoid discovery by hiding enemy bodies or downed teammates.

CLIMB UP/DOWN

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

LADDER SLIDE

Slide down a ladder for quick descent.

RIFLE BUTT

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

PLACE C4 CHARGE

Place a C4 charge.

SATCHEL CHARGE

When the mission requires that you position a satchel charge for demolition, this icon appears.

DISABLE RADIO

Disable enemy communications by destroying their radios.

RESTRAIN

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

FOLLOW / HOLD POSITION

The Follow or Hold Position Icons appear when you aim your crosshairs at a person under your protection. Press ⊗ to give the person the selected command.

OPERATE

Use this action to turn on/off equipment like power generators.

DEFUSE

Defuse the live explosive device.

MEDKIT

Approach a wounded or downed SEAL point your crosshairs at him and press ⊗ to heal or revive.

RESTORE AMMO

Approach a teammate that needs ammo, point your crosshairs at him and press ⊗ to replenish their ammo.

KNIFE KILLS

This icon appears when you approach an enemy from behind who is not aware of you.

>>TRANSMISSION START<<
Warning: there are only so many charges for the medkit and ammo pack. Once all charges have been used, packs can no longer be used.

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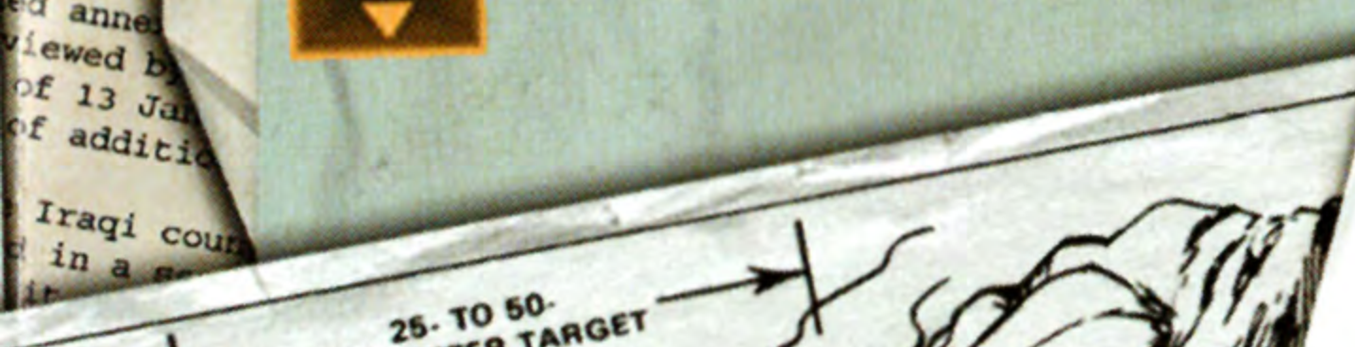


SAVING CHECKPOINT STATUS

During a single player game, your in-game progress is automatically saved anytime a checkpoint has been reached. Checkpoints usually coincide with a completion of a major objective. Should you fail the mission, you will be asked whether you wish to start at your last saved checkpoint. In-game checkpoints however, are NOT saved after the game has been turned off or restarted. The only saved checkpoints are those that have been saved manually at the prompt after each successful mission.

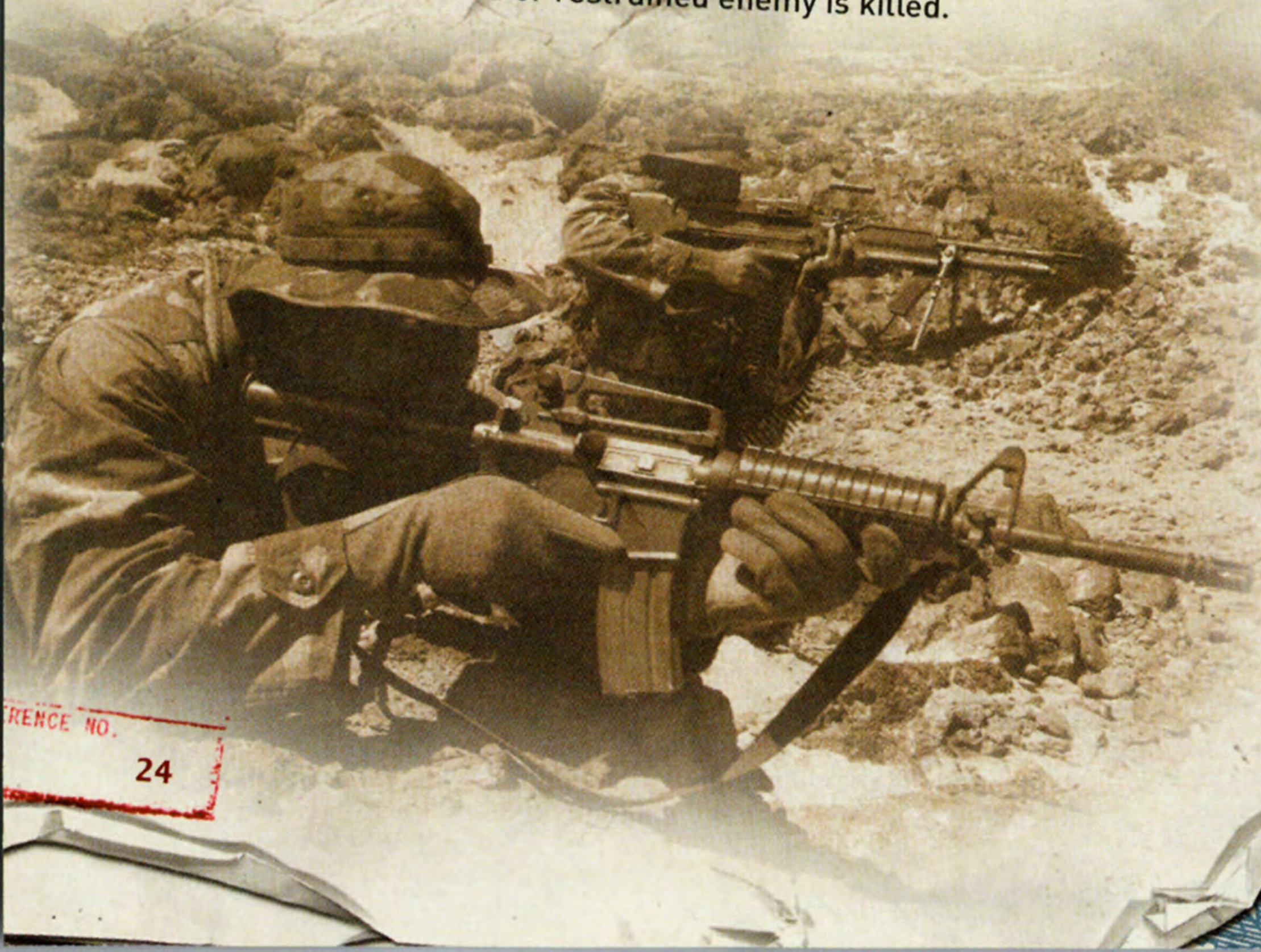
THE PAUSE MENU

Press ► START to pause gameplay and display the Pause Menu. Press the directional buttons ⬆ / ⬇ to highlight a menu option and press ⊗ to confirm your selection. Note: Accessing the Pause Menu during online gameplay will not pause the game.

MISSION FAILURE

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

- You are incapacitated. (single player only)
- 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. (single player only)
- The entire fireteam is incapacitated. (co-op only)
- A surrendered or restrained enemy is killed.



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SOCOM: COMBINED ASSAULT ONLINE

For more intense combat, select ONLINE from the Main Menu. Team up with other SOCOM U.S. Navy SEALs: Combined Assault players and compete as a SEAL unit or Mercenary 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) is required to play online.

>>TRANSMISSION START<<

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

>>TRANSMISSION STOP<<

CREATING A NETWORK CONFIGURATION

Before you can play **SOCOM U.S. Navy SEALs: Combined Assault** online, you must have a valid network configuration saved to a memory card (8MB) (PlayStation®2). 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 U.S. Navy SEALs: Combined Assault** disc.

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

1. Make sure a memory card (8MB) (PlayStation®2) 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 (8MB) (for PlayStation®2), highlight EDIT CONFIGURATION, and press ⊗ to launch the Network Configuration Utility to create one.

>>TRANSMISSION START<<

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

>>TRANSMISSION STOP<<

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

>>TRANSMISSION START<<

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

>>TRANSMISSION STOP<<

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ONLINE COMMUNICATION

USING THE HEADSET ONLINE

Communication with your team is essential for victory. Use your headset for voice communication with your team during Online gameplay. Enemy players will not be able to hear your team's communications. Communicate with online teammates over three channels. Tap ◉ and select RADIO from the Chat Menu, and then select the channel you want to speak over:

>>TRANSMISSION START<<

Note: SOCOM U.S. Navy SEALs: Combined Assault is designed to conduct 2-way conversations with other players during Online Games.

>>TRANSMISSION STOP<<

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

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

TO SPEAK:

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

>>TRANSMISSION START<<

Note: In CO-OP the mic is always on so there is no need to press a button to talk. Also, all CO-OP players are on the same voice channel.

>>TRANSMISSION STOP<<

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GET CONNECTED TO SOCOM: COMBINED ASSAULT 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:

http://www.us.playstation.com/Support/UserAgreements/1

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 (8MB) (for PlayStation®2).
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 U.S. NAVY SEALs: COMBINED ASSAULT** Online.
4. Select Player Name. Enter a screen name and select ENTER. Select PASSWORD, enter a password, then select ENTER.
5. Select CONNECT. When prompted to write down name and password info, press ⊗.
6. When prompted to save to a memory card (8MB) (for PlayStation®2), select YES if you want to save your Player Name and Password. This is highly recommended.
7. Please read the USER AGREEMENT and select ACCEPT if you agree to the terms.
8. If the Player Name you have selected is available, you will be prompted to register that name. Choose "YES" and press ⊗ to register that Player Name. If you receive an incorrect password error, it means that someone has already registered that Player Name and you must select a new one.

>>TRANSMISSION START<<

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

>>TRANSMISSION STOP<<

>>TRANSMISSION START<<

Note: You must agree to the terms of the USER AGREEMENT to connect to SOCOM U.S. Navy SEALs: Combined Assault.

>>TRANSMISSION STOP<<

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

FAST LOGIN

Once a Network Configuration and online profile have been created and saved to a memory card (8MB) (for PlayStation®2) FAST LOGIN will become available on the Title Screen. When FAST LOGIN is selected, the most recently used Network Configuration will automatically be selected, logging you directly into the SOCOM Universe Screen. Press ◉ to select FAST LOGIN while on the Title Screen.

>>TRANSMISSION START<<

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

>>TRANSMISSION STOP<<

PLAYING THE ONLINE GAME

CO-OP & CLASSIC ONLINE MISSION TYPES

As you cycle through CO-OP and CLASSIC Game Lobbies on the BRIEFING screen, each game's mission type appears to the right of the Game Name under GAME DETAILS to help you decide which game to join.

CO-OP GAMEPLAY

The new 4-player cooperative gameplay feature of the **SOCOM U.S. Navy SEALs: Combined Assault** allows you to play cooperatively with 3 other players online or through LAN and tackle Campaign missions or dynamically generated Instant Action missions.

CAMPAIGN: Join with your friends and play through SOCOM U.S. Navy SEALs: Combined Assault campaign, experiencing the same missions and story elements as the single player game. Your mission progress determines what campaign missions you can join. There are three "Operations" in the campaign story. You can join campaign missions of players who are in the same Operation of the story that you are in. Also, your progress from the single player campaign carries over to the cooperative online campaign and vice versa. If you reach the second Operation in single player, you can join second Operation cooperative campaign missions online.

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REDEPLOY: Play any campaign mission in the game cooperatively regardless of campaign progress. However, completing Redeploy missions will not count towards your overall campaign progress. Also, while you can join any Redeploy game you want, you can only create Redeploy games with missions of the Operation that you are currently in or Operations you have already passed.

INSTANT ACTION: Select a mission and customize the difficulty, mission area and mission type to generate a dynamically spawned mission. Objective positions will be randomized each time you play for endless replay. However, while you can join any Instant Action game you want, you can only create Instant Action games with missions of the Operation that you are currently in or Operations you have already passed. Instant Action game types include Recover, Defuse, Demolish, Secure, Extract, Capture and Escort.

CLASSIC GAMEPLAY

BREACH: SEALs attempt to break through barriers and destroy key targets in a mercenary stronghold. Mercenaries 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 Mercenaries with a set 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 to rejoin the fight.

ESCORT: Key personnel need to be moved to a secure location. SEALs win by getting at least two VIPs to the extraction zone or eliminating all the Mercenaries. Mercenaries 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 Mercenaries or by escorting at least two hostages to the extraction zone. Mercenaries win by eliminating all of the SEALs. If the Mercenaries eliminate a hostage, it counts as a rescued hostage for the SEALs. If the Mercenaries 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 Mercenary 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.

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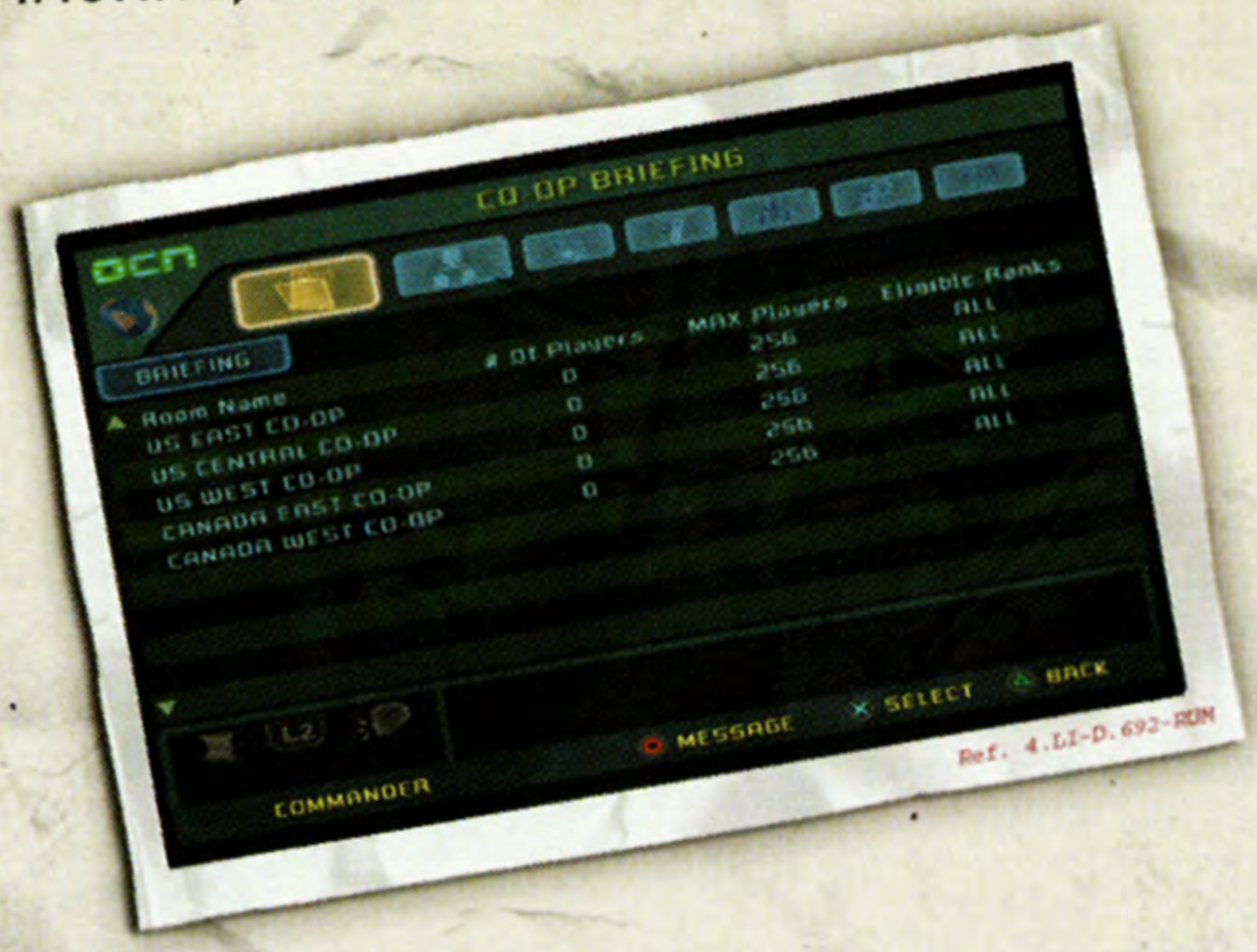
If both of the cargo vehicles are destroyed, or all of the Mercenaries killed, the SEAL team wins. If at least one of the cargo-loaded vehicles makes it through intact, the Mercenary team wins.

CONNECTING TO AN ONLINE GAME

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

THE ONLINE OCN INTERFACE

The SOCOM U.S. NAVY SEALs: COMBINED ASSAULT OCN Online Menu is broken down into several sections: CO-OP and CLASSIC BRIEFING, AUTOPLAY, COMMUNITY, CREATE CLAN, MAP SCREEN, OPTIONS and MY SETTINGS.



CO-OP & CLASSIC 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.

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AUTOPLAY AND FILTER TYPES

Autoplay is designed to quickly help you get into the game. It will default to the most liberal settings, but you can choose to filter any of the settings in order to tailor the online experience to your liking.

GAME MODE: This allows players to search for either CLASSIC or CO-OP games.

The default setting will search for CAMPAIGN missions, but you can select a specific game mode here. You can choose between CAMPAIGN, REDEPLOY and INSTANT ACTION game modes.

MAP NAME: The default setting will search for games being played on any map. However, 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: The default setting will search for any game type, but you can choose a specific type here. You can choose between Breach, Control, Convoy, Demolition, Escort, Extraction or Suppression.

SCORE TYPE: This determines how the game is scored. SOCOM U.S. NAVY SEALs: COMBINED ASSAULT will default 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.

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ADVANCED OPTIONS

This section contains more gameplay options. These options are only for use in searching for Classic games:

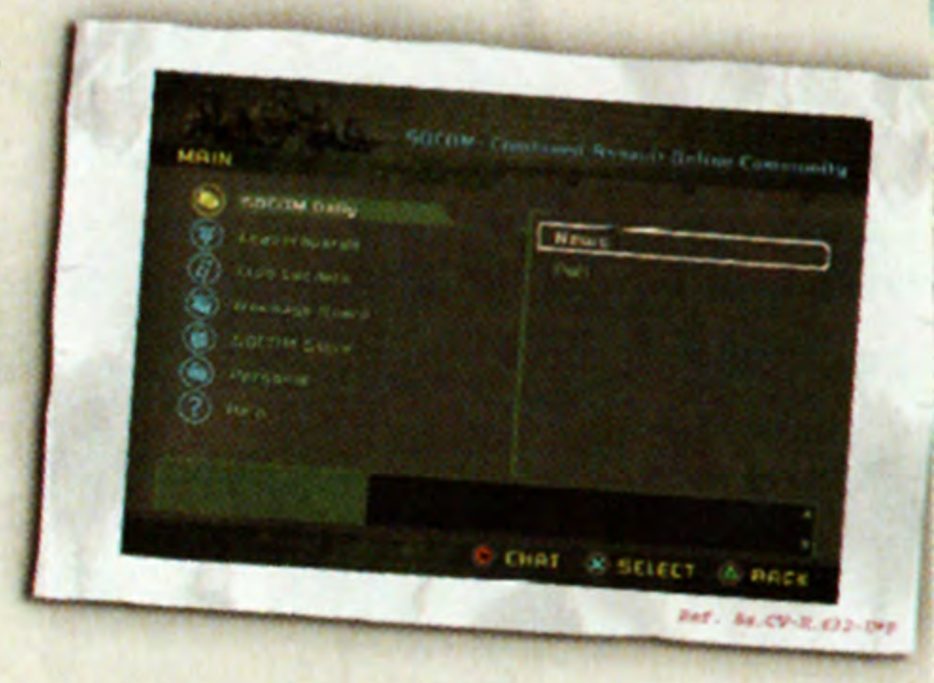
FRIENDLY FIRE: You can choose to search for any game or games with Friendly Fire specifically enabled or disabled.

WEAPON MODES: SOCOM U.S. NAVY SEALs: COMBINED ASSAULT will default to games with all weapons enabled, however, if you only want to play with a certain kind or set, you can 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: This option will filter servers based on their ping time. 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 U.S. NAVY SEALs: COMBINED ASSAULT 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 DAILY: Here you will find news on the game, polls and surveys, as well as any info on SOCOM U.S. Navy SEALs: Combined Assault 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: Read messages from other players or post your own thoughts on the game. This is an open forum for all players.

PERSONAL: Edit your online profile or check your personal Email.

SOCOM STORE: Purchase the latest SOCOM maps.

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

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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 U.S. Navy SEALs: Combined Assault** account. To verify your account, select COMMUNITY, select Personal, select Register Account, and fill out all fields. Once the account has been registered, a Clan Name and Clan Tag can now be created. On the MANAGE CLAN Screen, highlight Create Clan, and press the ⊗ button. So long as the Clan Name is not already taken, your clan will be created.

BECOME A VERIFIED USER

Gamers who create a SOCOM U.S. Navy SEALs: Combined Assault 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 Verify 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 U.S. Navy SEALs: Combined Assault on or off line. Feel free to play and enjoy the on or off line gaming experience without accessing these additional features. You may choose to set up your verified account at a later date. When you sign up for a verified account, you are automatically enrolled in the PlayStation Underground. Enrollment in the PlayStation Underground enables you to receive information and updates about PlayStation products, online gaming and other special benefits. After you sign up for a verified account, you will be sent an email confirming your account. Soon afterwards, new PlayStation Underground Members will receive a "Welcome" email confirming your Underground membership and giving you the opportunity to opt out of the program.

>>TRANSMISSION START<<

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

>>TRANSMISSION STOP<<

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Ali /Shiquanhe

THE ONLINE GAME SCREEN

THE GAME SCREEN

CROSSHAIRS

Use the crosshairs to aim your weapon.

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

HEALTH GAUGE

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

COUNTDOWN TIMER

Counts down to zero in games with time limits.

CURRENT WEAPONS

- Press L1 to toggle your primary and secondary weapons.
- To select an item from inventory, press and hold R2 to open the inventory screen and press the directional buttons ⬆ / ⬇ to highlight an item. Press ⊗ to select the item.
- Press and hold L3 to toggle the fire rate.

SHOTS REMAINING

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

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HEADSET

The headset icon will appear when the SOCOM headset or USB headset (for PlayStation®2) is connected to your PlayStation®2 console.

If you are talking, a yellow check mark will appear within the headset icon.

If someone on your team is talking, the headset icon will turn red and a red circle with a slash through it will appear within the headset icon. The name of the player currently speaking will appear over the headset icon.

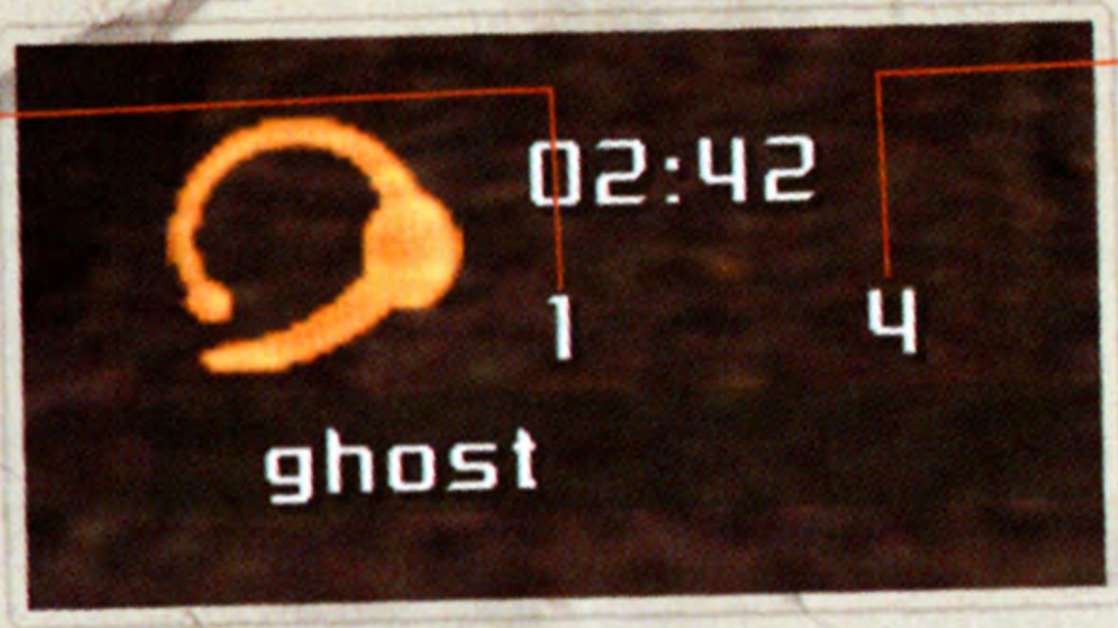
A small headset icon appears over the head of a player currently talking on the headset channel (if that player is within view).

>>TRANSMISSION START<<

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

>>TRANSMISSION STOP<<

The number to the right of the headset icon indicates the total of players on your team with headsets.



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

Classic Gameplay View

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Figure A-6. Fortified base camps.

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