WARNING: PHOTOSensitivity/Epilepsy/Seizures

A very small percentage of individuals may experience photosensitive reactions when exposed to certain light patterns or flashing lights. Repeated exposure to certain patterns of backgrounds or images in a game or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undiagnosed epileptics. A very small percentage of individuals who have never had a seizure or epilepsy, if you or anyone in your family has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- Dizziness
- Altered vision
- Loss of awareness
- Eye or muscle twitches
- Seizures
- Dizziness
- Disorientation
- Any involuntary movement or convolution

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of UMD™

- Do not twist the UMD™ as this may result in damage to the disc.
- Do not twist the UMD™ as this may result in damage to the disc.
- Do not twist the UMD™ as this may result in damage to the disc.
- Do not twist the UMD™ as this may result in damage to the disc.
- Do not twist the UMD™ as this may result in damage to the disc.

Ejecting the disc

1. Push the center of the disc until it is in the position shown in the drawing and then remove it. If excessive force is applied this may result in damage to the disc.

Inserting the disc

1. Insert the bottom side of the disc into the slot on the top side until it clicks into place. If the disc is not inserted properly, this may result in damage to the disc. Store the disc in a case whenever it is not in use to keep it in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

SOCOM U.S. Navy SEALs Tactical Strike Tips and Hints

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

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

Consumer Service/Technical Support Line 1-800-345-7669

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

UCUS 98649
Wireless (WLAN) Features

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes: Ad Hoc and Infrastructure mode.

Note: SOCOM U.S. Navy SEALs Tactical Strike supports Ad Hoc and Infrastructure Modes. Please see the Multiplayer section of this manual for further details.

SOCOM U.S. Navy SEALs Tactical Strike is only playable online via the Infrastructure mode for the PSP® system. In order to get online, it is a requirement that you connect your PSP® system online via a wireless access point or wireless router that is 802.11b compatible. For more information on your wireless router’s 802.11b compatibility, check with the manufacturer of the router. The manufacturer is not responsible for any incurred Wi-Fi fees.

Infrastructure Mode: Infrastructure mode is a Wi-Fi feature that allows the PSP® system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point and PC. For further information and details on setting up an infrastructure connection, please refer to the PSP® system’s Instructional Manual.

Note: A WLAN access point is a device used to connect to a wireless network. Certain limitations apply to Wi-Fi connectivity. See manual for details. Player responsible for Wi-Fi fees.

Ad Hoc Mode: Ad Hoc mode is a wireless feature that allows two or more individual PSP® systems to communicate directly with each other.

Memory Stick Duo™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ or Memory Stick PRO Duo™ into the Memory Stick Duo™ slot of your PSP®. You can load saved game data from the same memory stick, or any Memory Stick Duo™ containing previously saved games.

Note: A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 650 KB of free space is required for a “Save Game” file.

GETTING STARTED

Setting Up Your PSP® (PlayStation®Portable) System

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the SOCOM U.S. Navy SEALs Tactical Strike disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP® system’s home menu, select the Game icon and then the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

Notice: Do not eject a UMD™ while it is playing.

MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ or Memory Stick PRO Duo™ into the Memory Stick Duo™ slot of your PSP®. You can load saved game data from the same memory stick, or any Memory Stick Duo™ containing previously saved games.

Note: A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 650 KB of free space is required for a “Save Game” file.
**In-Game Communications**

Menu (online) ........................................... ○ (tap) + directional buttons or analog stick

Activate headset ......................................... ○ or left direction button in game

Note: The headset is only functional in Infrastructure Mode.

**Character Movement and Actions**

- Move reticle ........................................... analog stick
- Move skimmer ........................................... analog stick (after tapping ○)
- Movement menu ......................................... ○ (hold)
- Drop skimmer / move ................................... ○ (tap)
- Action menu ............................................. ○ (hold)
- Execute action .......................................... ○ (tap)
- Evasive menu ........................................... ○ (hold)
- Cancel command ........................................ ○ (tap)
- Inventory .................................................. ○ (hold)
- Grenade quick select (if held) ......................... ○ (tap)
- Toggle grenade distance ............................... directional buttons ▲/▼ (while in grenade hold)
- Select command ......................................... analog stick / directional buttons ▲/▼
- Toggle between .......................................... directional buttons ▲/▼
- Alpha and Bravo teams ................................ ○ (hold to select entire fire team)
- Toggle between individuals ......................... ○ (hold to bring up selection menu)
- Player statistics (online) .............................. ○ (hold to bring up selection menu)
- Zoom in ................................................... directional button ▲
- Zoom out .................................................. directional button ▼
ACTION COMMANDS

Use action commands to tell your team to engage the enemy, breach rooms, and collect items. Move reticle over enemies and objects. If an action is available, the reticle will change color or show an icon and a prompt below will let you know what you can do. Tap \( \text{S} \) to perform the action. To view other actions, press and hold \( \text{S} \) to list the other options. Select action type using the analog stick or direction buttons, and then once chosen, release \( \text{S} \).

**Attack**

**Attack Target**
Fire at the target inside the reticle.

**Field of Fire**
Fire at everything within the enlarged reticle.

**Suppression Fire**
Provide suppressive fire at targeted area.

**Fire at Will**
Fire without prejudice at any threat in the vicinity.

**Hold Fire**
Stop shooting immediately.

**Breach**

**Bypass Door**
Pick the lock of a closed door. It will take up to 10 seconds to open a locked door, depending on the team member's skill level, so make sure there's ample cover for whoever is picking the door.

**Breach and Clear**
Kick in the door and enter a room with the gun safety off.

**Breach With Frag**
Kick in the door, throw a grenade into the room, wait until the grenade explodes, and then enter to clear out the area.

**Breach With Flash**
Kick in the door, throw a flash grenade into the room, wait until the grenade explodes and stuns the enemies, and then enter to clear out the area.

THE COMMANDS

As the leader of your Special Forces team, you must issue a variety of movement, position, and tactical commands to your teammates. Utilizing the array of tactical commands in SOCOM U.S. Navy SEALs Tactical Strike is essential to your mission success. These commands can be issued using button controls.

**MOVEMENT COMMANDS**

You can use movement commands to send teammates to a position at a specific location. Tap \( \text{A} \) to reveal the skimmer. Then move the pointer to where you want your team to go. Tap \( \text{A} \) again to proceed with your team's movement. Your team's movement type is explained just below the in-game radar. To change movement type, press and hold \( \text{A} \) to list how you want the team to move. Select type of movement using the analog stick or direction buttons, and then once chosen, release \( \text{A} \). You don’t need to select movement type each time—the last selection is set as the default command.

**Stealth to Position**
Move your team stealthily to the location where your skimmer is placed.

**Move to Position**
Move your team in a steady and fast pace to where your skimmer is placed.

**Deploy Fireteam**
Direct individual members of a fireteam to a specific location.

**(Able or Bravo) Move With Cover**
Have a fireteam provide cover for the other team as they move to another location.
**INVENTORY**

Inventory includes high-tech equipment, sniper mode, and different types of grenades. At anytime during the game, and if grenades are available, tap \( F \) to ready a grenade toss. Use the direction buttons or analog stick to adjust where to throw the grenade. Tap \( F \) to throw the grenade.

To view other items in your inventory, press and hold \( F \) to list the other options. Select an item using the analog stick or direction buttons, and then once chosen, release \( F \) button to use.

To choose sniper mode, you must first be in command of the sniper, and then move targeting bracket over an enemy you want to snipe. Once you’ve picked out a victim, press and hold \( F \) to bring up the inventory list. Highlight Sniper, and then once chosen, release \( F \) to let your sniper perform a shot on the target. Success will depend on the team member’s skill level.

---

**EVASIVE COMMANDS**

Evasive commands are used as defensive maneuvers. Tap \( D \) to quickly cancel a command. To view other evasive actions, press and hold \( D \) to list the options. Select action type using the analog stick or direction buttons, and then once chosen, release \( D \).

- **Regroup Fireteam**
  Have all four teammates regroup in one place.

- **Switch Position**
  Switch positions with any member of the fireteam who is in close proximity.

---

**Breach With Stealth**
- Open the door and enter the room without being seen or heard.

**Use Window**
- Break window and fire into room.

**Collect**
- **Collect Weapon**
  Pick up weapons on the ground from fallen enemies.
- **Collect Ammo**
  Gather ammo lying around.
- **Take Intel**
  Collect left-behind laptops and files.

**Recover**
- **Use Medkit**
  Patch up a teammate with first aid to recover their health.
- **Revive**
  Revitalize a fallen comrade. There’s a limited time before a wounded colleague can’t be revived. Time to revive is dependent on the team member’s skill level.

**Collect**
- **Collect Weapon**
  Pick up weapons on the ground from fallen enemies.
- **Collect Ammo**
  Gather ammo lying around.
- **Take Intel**
  Collect left-behind laptops and files.

**Recover**
- **Use Medkit**
  Patch up a teammate with first aid to recover their health.
- **Revive**
  Revitalize a fallen comrade. There’s a limited time before a wounded colleague can’t be revived. Time to revive is dependent on the team member’s skill level.
You’ll then need to select which Special Forces team you want to play as:

- **Australia**: Special Air Service Regiment
- **Germany**: Kommander Spezialkräfte
- **UK**: Special Air Service
- **France**: Groupment d’Intervention de la Gendarmerie Nationale
- **US**: Navy SEALs
- **Spain**: Unidad de Operaciones Especiales
- **South Korea**: 707th Special Missions Battalion
- **Italy**: 9° Reggimento d’Assalto Paracadutisti
- **Netherlands**: Korps Commandotroepen

Use the directional button C/V to highlight the team you want to use, and then press S to confirm and move on to the Mission Lobby.

**Mission Redeploy**
Replay a previously completed mission.

**Instant Action**
Once you have completed a campaign mission, two action missions are unlocked. These missions let the players travel back into the campaign mission environments to take on more action.

**Campaign Stats**
View your cumulative campaign stats including total kills, stealth ratings, and missions completed. Press N and B to scroll between Overall Stats and Mission Stats.

---

**CREATING A PROFILE**

If this is your first time playing the game or you have no previously saved profiles, you will be asked to first create a profile. Use the virtual keyboard to enter your profile name. Highlight each letter with the directional buttons and press to confirm your choice. When you’re finished, highlight ENTER and press S.

*Note: In the future, you can edit your profile name in the Options menu.*

**CAMPAIGN LOBBY (SINGLE PLAYER)**

Once you have created a profile, select Campaign from the Main Menu to play single player games. The Campaign Lobby will let you start a new mission, replay missions, jump into an action-packed level, and view stats.

*Note: In campaign mode, you are given the opportunity to save your progress after each successful mission. If you are continuing the game, your campaign will begin in the same state as you left it after your last successful mission.*

**Start New Campaign**

Once you’ve chosen to start a new single-player campaign, you must then choose the difficulty level at which you want to play. Use the directional buttons C/V to select from difficulty levels Ensign, Lieutenant, Commander, Admiral. Once selected, press the directional button and tap S on the OK button.

*Note: Admiral must be unlocked by completing Commander.*
Load Profile—Load a previously saved profile.

Save—Save any changes made to profile data or campaign settings.

Options
- **Music Volume** Set the level of the background music.
- **Dialog Volume** Set the level of spoken words.
- **Effect Volume** Set the level of environmental sounds like footsteps or reload noise.
- **Look Speed** Adjust the look speed of the camera.
- **Movement Skimmer Speed** Adjust the skimmer speed.
- **Subtitles** Toggle subtitles ON / OFF.
- **Invert Y-Axis** Toggle Y-Axis Invert ON / OFF.

Infrastructure
Compete against other players via a connection to a wireless local area network (WLAN) and play SOCOM U.S. Navy SEALs Tactical Strike Online. See Playing the Online Game, pg. 23, for more information.

Options
Change game options and edit profile data in the Options menu.

Scroll through the options by using the directional buttons ↑↓. Change the option by using the directional buttons ←→.

Note: If you make any changes, you must press ◄ to save before exiting Options for the changes to take effect.

Profile Name
Make changes to your profile name and campaign settings here. You can also manually save, load, or delete game data. Use the directional buttons ↑↓ or analog stick to highlight each option.

Note: If you make any changes, you must select SAVE before exiting Profile Data for the changes to take effect.

Edit Profile Name—Change your profile name by using the virtual keyboard. Highlight each letter with the directional buttons or analog stick and press ◄ to confirm your choice. When you’re finished, highlight ENTER and press ◄.

MULTIPLAYER

AD HOC
Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP® (PlayStation® Portable) systems to communicate directly with each other. Connect to your closest buddies through Ad Hoc mode and challenge them to a multiplayer game of SOCOM U.S. Navy SEALs Tactical Strike.

Note: To play SOCOM U.S. Navy SEALs Tactical Strike via Ad Hoc mode, you will need at least one opponent with a PSP® (PlayStation®Portable) system running SOCOM U.S. Navy SEALs Tactical Strike. For best results, players should be stationed within 30ft, with a clear path between units.

MISSION LOBBY

Once you have selected a mission from the Campaign Lobby, you will enter the Mission Lobby. Here, you can view mission details and objectives, review Intel information, aim your team, and start your mission. While in the Mission Lobby, use ◄ and ▶ to toggle between options, press ◄ to select, and press ◄ to go back to a higher set of options or the previous page.

MISSION BRIEFING
A summary of the mission at hand, including background, main objectives, and terrain is given here. Use the directional buttons ←→ to scroll the accompanying photos that go with the mission briefing.
COMMAND EQUITY (CE)

Command Equity points are gained throughout the campaign when you complete primary, secondary, and bonus objectives. These points can be used in the Armory to buy new weapons and equipment. All items will have a CE cost below their icon in the inventory.

LOCAL INFLUENCE (LI)

Complete secondary and bonus objectives to gain local influence. If you maintain Good or Great LI scores for two consecutive missions, then you will unlock weapons that can be purchased in the Armory.

CHANGING LOADOUT

Your team is equipped with a default set of weapons and items for each mission. If you wish to change what an operative is carrying, first use the directional buttons to select the loadout under the soldier you wish to equip, and then press to enter his inventory. Highlight a weapon or equipment slot using the directional buttons to scroll through the available weapon/equipment choices.

Note: Weapon and equipment info including functionality is automatically printed on screen once it is highlighted.

Press to save your selections.

Note: Press to restore to the last loadout.

DEPLOY

When you’re ready to start the mission, highlight DEPLOY. In some missions, you can unlock an extra insertion point by achieving Great LI in the previous mission. Press the directional buttons to select an insertion point. When you’re ready to begin the mission, press to deploy.
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, and X-Ray, but can include others. While playing the game, Nav Points will show up as yellow markers with the name of the Nav Point and the distance away. Use Nav points to help navigate through your op area.

TEAM STATUS PANEL
The team status panel is located at the bottom right hand corner of the game screen and displays the current activity and health of your entire squad.

HEALTH BAR
Team members’s health is shown by the green bar underneath their name. When an operative is injured, the bar will decrease. If a teammate’s health bar depletes completely, he is incapacitated and the red health bar right below will rapidly decrease. If the red bar depletes before he is revived, he will be permanently incapacitated and the mission will end.

AMMO INDICATOR
To the right of each health bar is the ammo indicator represented by a vertical bar. The bar will gradually decrease as the operative shoots out his rounds.

CONCEALMENT INDICATOR
Each teammate has a concealment indicator represented by a vertical bar to the right of the activity indicator. The bar will turn red if you have been spotted and the enemy is firing upon you. Use cover and shadow to increase your concealment and the indicator will remain low.

WEAPON STATUS PANEL
Your currently equipped weapon and ammo info will be displayed in the bottom left corner of the screen. This includes weapon type in use, amount of loaded ammo, and number of reserve ammo left.

SINGLE PLAYER GAMEPLAY

THE GAME SCREEN
1. Reticle
2. Tac Map
3. Nav Points
4. Team Status Panel
5. Health Bar
6. Ammo Indicator
7. Concealment Indicator
8. Weapon Status Panel

RETICLE
Use the reticle to view the surrounding area from where your team is standing. The reticle will turn red if it’s placed on top of anything that requires an executable action.

TAC MAP
Located in the top right corner of the screen, use the compass to keep your bearings and as an aid for navigating the environment.

• You are always in the center of the compass.
• North is indicated by the letter N on the compass.
• Teammates are represented by blue dots and enemies are red.
• Nearby Nav Points are represented by a yellow marker.
• The location of an objective is represented as a star on the compass.
For more intense combat, select **INFRASTRUCTURE** from the Main Lobby. Team up with other **SOCOM U.S. Navy SEALs Tactical Strike** players and compete as available Special Forces group.

- A valid network connection is required to play online. See Creating a Network Connection below for detailed instructions.
- To talk directly to teammates during games, use the optional headset. See Getting Started, pg. 4, for more information.

**CREATING A NETWORK CONNECTION**

*Note:* If you have already created a valid network connection using the PSP® system software, skip this section and review the remaining sections.

Before you can play **SOCOM U.S. Navy SEALs Tactical Strike** online, you must have created a valid network connection. If you have already created and saved a network connection, you are good to go. If not, you can use the Network Settings application in the PSP® system software menu under Settings.

*Note:* For more detailed information on creating a Network Connection, see the PSP® system Instruction Manual. Certain limitations apply to Wi-Fi connectivity. See manual for details. Player responsible for Wi-Fi fees.

**Get Connected To SOCOM U.S. Navy SEALs Tactical Strike**

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

1. On the Title Screen, press ▼ to continue to the MAIN LOBBY.
2. Select **INFRASTRUCTURE** and then choose a connection to connect online (you must have already created a valid Network Connection). If you don’t have a Network Connection, select New Connection and use the Network Settings application.

*Note:* For more detailed information on creating a valid Network Connection, see the PSP® system Instruction Manual. Certain limitations apply to Wi-Fi connectivity. See manual for details. Player responsible for Wi-Fi fees.

**Your Positions**

All teammates’ positions appear on the map as a blue triangle with the tip extending in the direction he is oriented.

**Nav Points**

Nav Points mark key locations within the operational area. Represented as yellow v-shaped markers, Nav Points are used as geographical way points to guide your team through the mission.

**Objectives**

Objectives are represented as a star on the map, with the surrounding area highlighted in green.

**Structures**

Move through the operation area using these as navigational aids.

---

**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 ▼ anytime during game play. The Tactical Map and Mission Objectives contain all the current objectives about the operational area.

**TACMAP**

**Using the TacMap**

- Use the analog stick to navigate the map.
- Use the directional buttons ▲/▼ to scroll through the objectives.
- Press ′ and ′ to zoom in and out.
- Press ○ to snap the TacMap to the player.
- Press ○ to snap the TacMap to the highlighted objective.
- Press ▼ to exit the TacMap.

**Your Positions**

All teammates’ positions appear on the map as a blue triangle with the tip extending in the direction he is oriented.

**Nav Points**

Nav Points mark key locations within the operational area. Represented as yellow v-shaped markers, Nav Points are used as geographical way points to guide your team through the mission.

**Objectives**

Objectives are represented as a star on the map, with the surrounding area highlighted in green.

**Structures**

Move through the op area using these as navigational aids.
PLAYING THE ONLINE GAME

ONLINE MISSION TYPES

As you cycle through available games on the JOIN GAME screen, each game’s mission type appears below the Game Name under GAME DETAILS to help you decide which game to join.

Collateral Damage: Mercs must destroy over half the vehicles in the area by any means possible. Special Forces must defend the area.

Demolition: Special Forces must prevent Mercs from destroying a critical object.

Extraction: This is a hostage situation. The Special Forces team wins by killing all Mercenaries or escorting a VIP to the extraction point. Mercenaries win by killing the Special Forces team or murdering the hostage.

FFA (Free For All): It’s everyone for themselves in an intense all out deathmatch between Mercenary teams.

Suppression: This is a pure fight to the death between Special Forces and Mercenaries. The winner has the most men left standing.

CONNECTING TO AN ONLINE GAME

The SOCOM U.S. Navy SEALs Tactical Strike Online Lobby is broken down into three options: JOIN GAME, CREATE GAME, and COMMUNITY.

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

Create Game
Create a custom game. You choose the settings!

Choose Game Type: Create a new game or load your previously saved game settings.

Game Name: Name your game.

Password: Protect your game.

Max Players: Set the maximum number of players to 2 or 4.
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, select CLAN from the Social Lobby and press S. So long as the Clan Name is not already taken, your clan will be created.

Note: Once a Clan has been created, you can then manage your Clan list and Invite Players, Edit Clan Roster, Leave Clan, and Disband Clans.

Ignore List:

A list of players with which you don’t want any kind of communication.

Invitations List:

Check what invitations you have received.

**IN-GAME COMMUNICATIONS MENU**

Tap 0 to open the in-game communications menu and choose from Player Options and Game Options. Press the directional buttons or analog stick to highlight an option and press 0 to select an option.

**PLAYER OPTIONS**

Friend Invite: Invite an in-game player to be a friend.

Clan Invite: Invite an in-game player to join your clan.

Ignore Player: Turn off text messaging and voice chat from a specific player.

**GAME OPTIONS**

Radio: Select an active channel for voice communication using the headset. See “Using the Headset Online” on the following page.
The Start Menu

Pressing \ during an online game will pull up the Start Menu and give you access to a few game options. Press the directional buttons ↑/↓ to highlight a menu option and press □ to confirm your selection.

Note: Accessing the Start Menu during online gameplay will NOT pause the game.

Resume
Resume the game.

Quit
Aborting the mission will return you to the SOCOM U.S. Navy SEALs Tactical Strike Online Lobby.
Foley Mixer
David Jobe

Foley Recordist
Eric Hosmer

Voice Over Recording By:
Soundelux Design Music Group

Operations Manager
Marc Araman

Voice Over Business Manager
William "Chip" Beaman

Voice Over Coordinator
Erica Mehallo

Voice Over Casting and Director
Kris Zimmerman

Voice Over Recording Engineer
Justin Langley

Voice Over Editorial
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Mark Campereil
Bryan Celasco
Dutch Hill
Clint Richardson

Assistant Manager
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Wraith: Khary Payton
Bronco: Crispin Freeman
Kahlua: Chris Cox
Aztec: Philip Anthony Rodriguez
Volchov: Dmitry Boudrine
Lutchenco: Mark Iviner
Cesar Rojas: Francisco Lorite
Ortiz: Carlos Ferro
Mark Tepper: Steve Blum

Additional voice acting by:
Gustavo Rex
Armando Valdez
Erika Nann
Juan Manzo
Paul Elding (Ambassador)
David Beron
Eddie Padilla

Nickofai Stoilov
Embri Hules
Rick Simon
Boris Klevsky
Sebastian Feldman Gonzalez

Visual Arts Service Group
Senior Manager, Visual Arts
Service Group
Brian Rausch
Senior Department Administrators
Nonett Vargas
Monique Williamson
Manager of Production
Scott Peterson
Manager of Animation
Chad Moore
Manager of Motion Capture
James Scarafone
Supervisor of Production
Gene Strocco
Supervisor of Pipeline
Jason Parks

Motion Capture
Studio Technician
Ryan Beeson
Eduardo Contreras

Motion Capture Tracking Lead
Michael Shinkle

Motion Capture Tracking Technician
David Ibarra

Character TD
Christian Vagnati

Motion Capture Technical Animator
Percy Sanjuan
Daniel Legg

Motion Capture Motion Editing Lead
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Project Manager
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SECE

SECE Development
Producer
Elliott Martin

Senior Producer
Simon Roberts

Project Asset Manager
Anna Wojewodzka

SECE Marketing and Operations
Print Production Controller
Matt Bristow

Graphic Designer
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Copywriter
Lewis Bowman

Head of Product PR
Charlotte Panther

European PR Manager
Araceli Perez

European Release Manager
Louise Welch

New Release Administrator
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European Product Manager
Graham Brown

Product Marketing Director
Mark Hardy

Legal & Business Affairs Manager
Stacey Fowler

Localisation Services
Localisation Services Manager
Vanessa Wood

Localisation Services Coordinators
Jennifer Rees
Nadège Josa

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Sandra Raue

SCF First Party
Quality Assurance
Head of First Party Quality Assurance
Dave Parkinson

First Party Quality Assurance Coordinator
Sarah Shaw
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Updating the PSP® (PlayStation® Portable) system

Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under [Game] in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.
- If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select [System Settings] under [Settings] from the home menu, and then select [System Information]. If the System Software field displays the version number of the update, the update was successful.

For details on the update feature of the PSP® system, contact SCEA Consumer Services at 1-800-345-7669 or visit http://www.us.playstation.com/psp.

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