

DELTA FORCE
BLACK HAWK DOWN

TEAM SABRE



Game Experience May
Change During Online Play

NOVALOGIC

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.

The logo for Delta Force, featuring the words "DELTA FORCE" in a bold, white, sans-serif font with a black outline, set against a dark, rectangular background.

DELTA FORCE

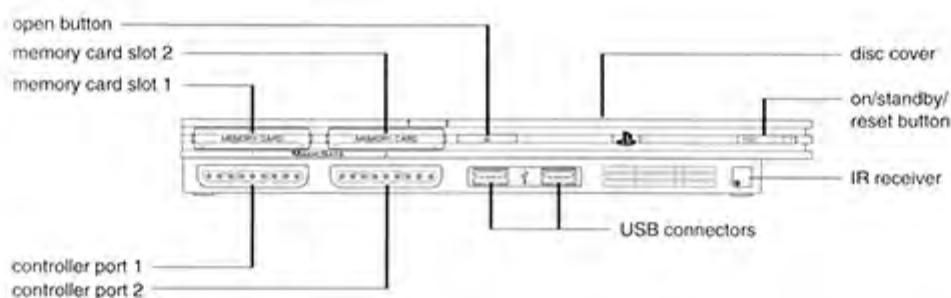
BLACK HAWK DOWN

TEAM SABRE

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GETTING STARTED

SETTING UP YOUR CONSOLE



Set up your PlayStation[®]2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the **DELTA FORCE[®] – BLACK HAWK DOWN[®]: TEAM SABRE[™]** disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARDS (8MB)(for PlayStation[®]2)

It is advised that you do not insert or remove accessories or your memory card (8MB)(for PlayStation[®]2) once the power is on. Make sure there is enough free space on your memory card (8MB)(for PlayStation[®]2) before commencing play.

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

ONLINE PLAY

A memory card (8MB)(for PlayStation[®]2) is required to play **DELTA FORCE[®] – BLACK HAWK DOWN[®]: TEAM SABRE[™]** online. Before playing online, a valid network configuration must be saved to the memory card (8MB)(for PlayStation[®]2) using the Network Adaptor Startup Disc or via the Edit Your Network Configuration file option.

SETTING UP YOUR USB HEADSET (OPTIONAL)

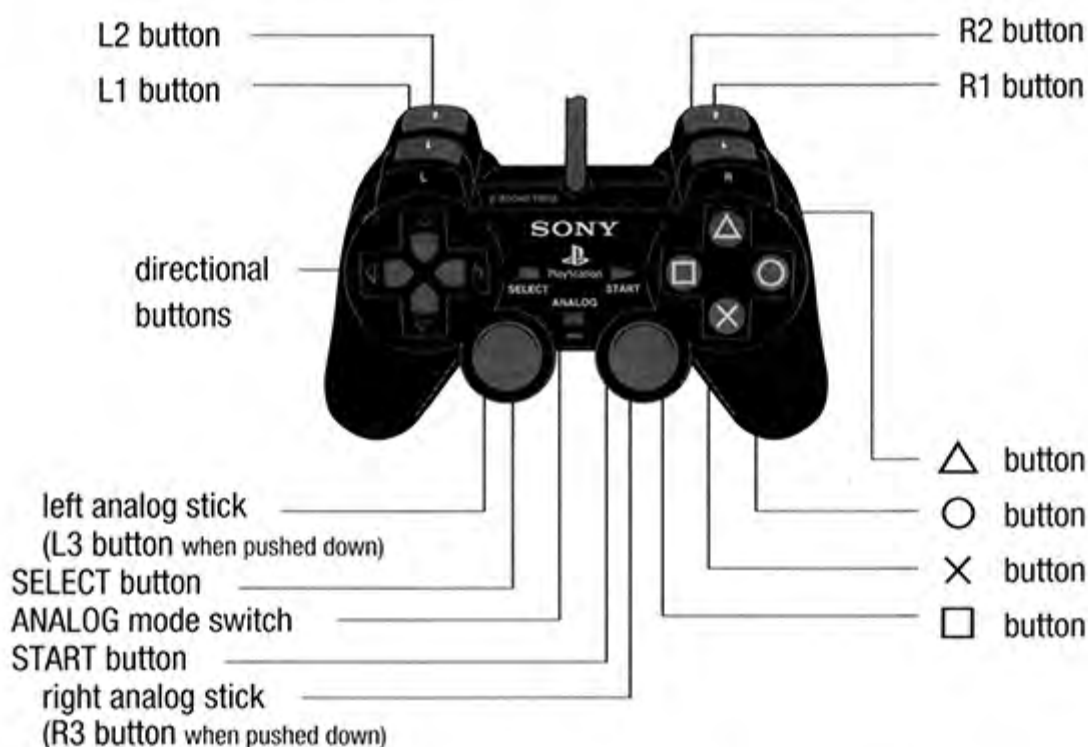
The headset allows you to issue commands to your teammates during gameplay and to talk with other players in Online modes. This is an optional feature and is not required to play the game.

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

CONTROLS

USING THE DUALSHOCK®2 ANALOG CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Note that while there are three available command settings, this manual will refer to all functions according to the buttons set in the default control setting.

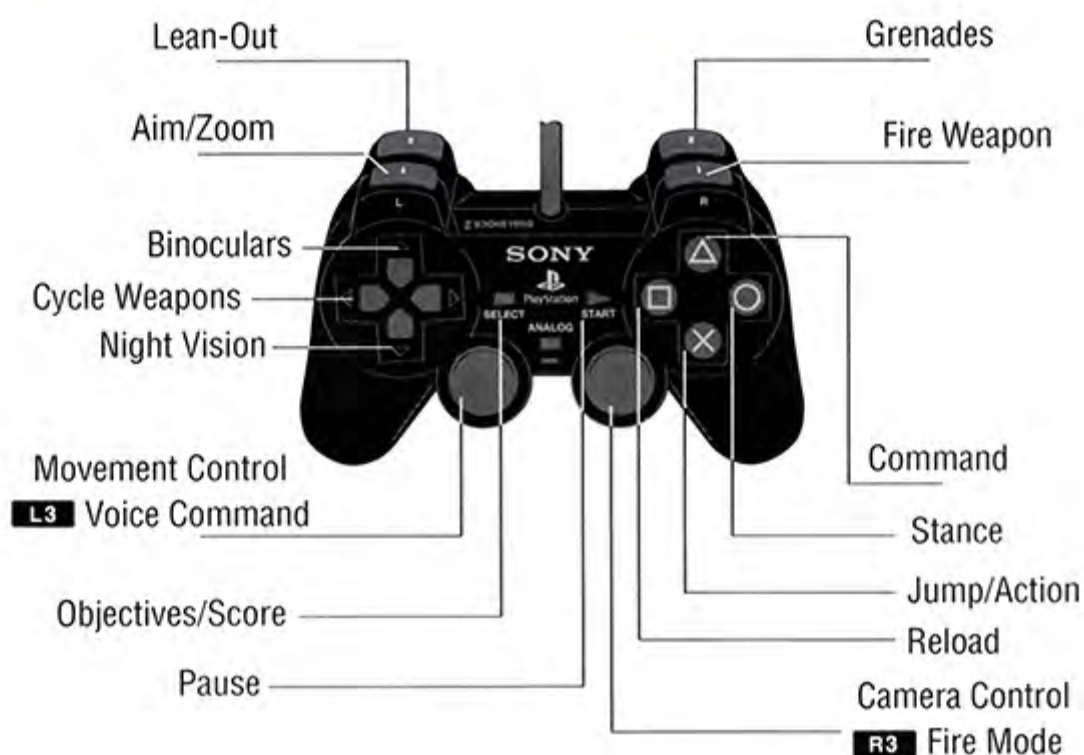
Navigating the Front-End Menus

Press the directional buttons **↑/↓/←/→** or use the left analog stick to navigate the front-end Menus. Select an option by pressing **⊗**. To return to a previous screen, press **△**. To change the controller settings, go to the controller options from the main game interface.

Advanced In-Game Controls

Press down **R3** to change fire modes. Using semi-automatic mode is ideal when ammo is short or accuracy is vital. Automatic fire is best when the odds are against you.

Hold down **L3** to engage voice communications (if USB headset is attached). In single player, this can be used to issue commands to your squad via voice recognition. In multiplayer, this is used to communicate with your teammates.



Press **△** to display the command wheel. When this menu is active, an action overlay is displayed on the screen. This overlay represents the four face buttons on the DUALSHOCK®2 Analog controller. Press the corresponding button on the controller to navigate the menu and issue the command. Hold down **R2** to activate the Grenade Menu. Like the command wheel, press the corresponding button on the controller to utilize the displayed grenade type. Hold down **L2** to activate Lean-Out Mode, then use the left analog stick to lean left and right. When crouched, move the left analog stick up to peek over objects. Peeking is a great way to fire at enemies while keeping the majority of your body behind cover. If your currently selected weapon has a scope or sight, press and hold **L1** to use it. When looking down the sight, you will fire with much greater accuracy.

ONLINE ACTION

CONNECTING OVER THE INTERNET

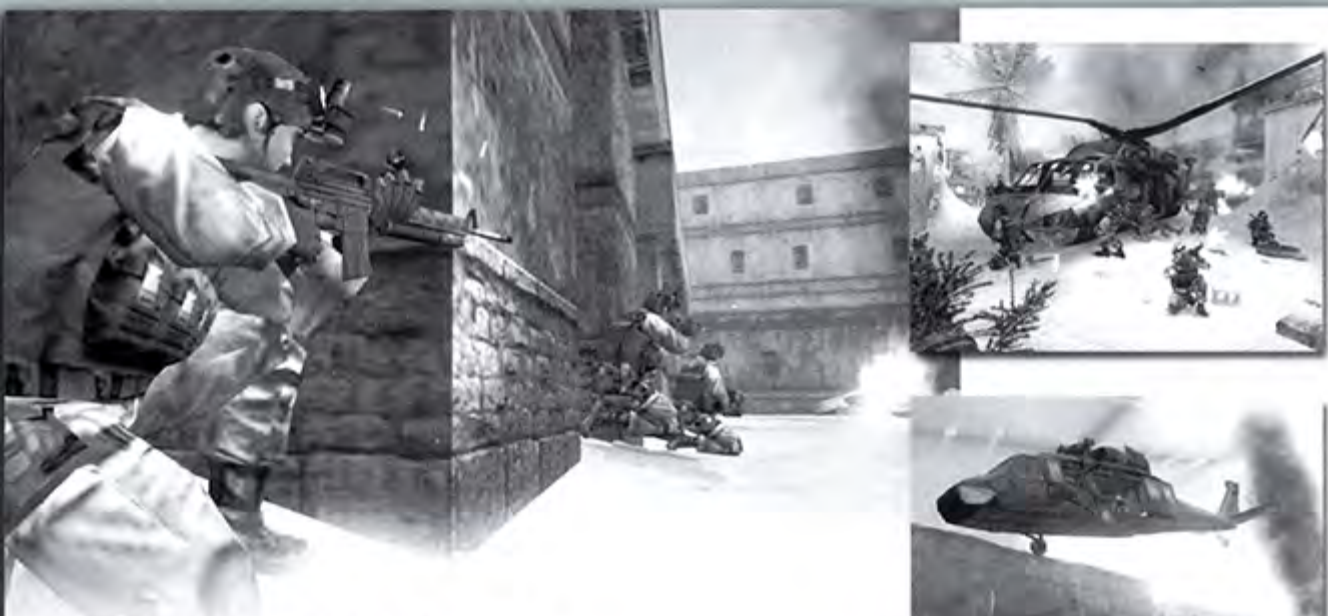
SETTING UP FOR ONLINE PLAY (OPTIONAL)

Set up your PlayStation®2 computer entertainment system to connect over the Internet. **DELTA FORCE® – BLACK HAWK DOWN®: TEAM SABRE™** functions Online only through a broadband (DSL or Cable modem) connection.

A Network Adapter (Ethernet)(for PlayStation®2) is required to play Online. Install the Network Adapter (Ethernet)(for PlayStation®2) into your console according to the instructions in its instruction manual.

NOTE: By joining an Online session, you must leave the NovaLogic-controlled environment in **Delta Force® – Black Hawk Down®: Team Sabre™**. The game's content has been rated for Teen audiences, but the content of the game may change due to interactive exchanges. NovaLogic and Sony Computer Entertainment America take no responsibility for the content external to the game itself. **Please read the terms of use for Online play at www.novaworld.com/TermsOfUse.aspx.**

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCEI company. **A PUBLISHER CAN COMBINE THIS INFORMATION WITH INFORMATION FROM THE PUBLISHER'S RECORDS IF THE USER PROVIDES THE PERSONALLY IDENTIFYING INFORMATION. BEFORE PROVIDING ANY PERSONAL INFORMATION TO THE PUBLISHER, PLEASE BE SURE TO REVIEW THE PUBLISHER'S PRIVACY POLICY.** SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For any additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a system's incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliates or licensed Publishers shall not be liable for any delays, system failures, authentication failures or system outages, which may, from time to time, affect Online gameplay or access thereto.



BEYOND SOMALIA

The struggles in Mogadishu – as chronicled in *Black Hawk Down* – were a testament to the courage and skill of the men of Delta Force and the US Army Rangers. Despite the loss of two Black Hawk helicopters and 18 American soldiers, the men of Task Force Ranger accomplished their objective – the capture of 23 Somali insurgent leaders.

Time moves on, however, and the need for brave soldiers to defend the United States and its allies never ends. This time, Delta Force will be joined by both the US Army Rangers and the British SAS soldiers to take on new threats. The stakes are high, but the men of Delta Force are ready to face them.

COLUMBIA

A recent Coast Guard raid discovered a large shipment of drugs and guns headed for the United States. The contraband was traced back to Antonio Paulo, a notorious Columbian drug lord, and U.S. Southern Command has been tracking him ever since. Intelligence indicates that Paulo employs enough well-armed, anti-government guerrillas to act as his own private army, seizing power over entire regions in remote parts of the country. He uses fear and torture to control the locals and stay one step ahead of government forces.

Paulo's continued defiance has forced the Columbian government to seek aid from the United States. Delta and Ranger soldiers will have to break up Paulo's criminal operations to flush the drug lord out. This will be no easy task, especially with a well-armed, well-funded army standing between Antonio Paulo and justice.

IRAN

Thanks to diligent diplomatic efforts, the traditionally fundamentalist Iranian government has given way to a less hard-line administration. With change, however, comes conflict. A significant portion of the old guard, appalled by the new administration's relationship with the western world, has taken up arms in a second revolution against the state. A large group of rebels have managed to hold Iranian troops at bay, seizing control of the critical Oil terminal on Kharq Island and the production facilities to the north of Bandar-e-Shahpur. Oil represents fully three-quarters of Iran's economy, and any threat to its safety is a serious risk to the stability of the new government.

NATO and the UN have both agreed that military intervention, led by the United States, is warranted. Delta Force has been assigned to lead the coalition forces. At their side for this mission to restore peace to Iran are the brave men of the British SAS. Together, they will face down military dissidents to take back the island and ensure a free Iran.



TEAM SABRE

The threats in Iran and Columbia require the best and bravest soldiers to restore peace and order. The various forces chosen for these missions are detailed below.

75TH RANGER REGIMENT

The Rangers date back to WWII, where they made a name for themselves by scaling the cliff walls of Normandy during D-day. Since that time, the Rangers have become recognized as one of the premiere light infantry forces in the world.

They train to quickly seize and secure key objectives and to undertake specialized operations any time, in any environment. Their flexibility allows any of their three battalions to operate independently or as a supplemental force to a larger Army presence.

A dispatch of Rangers has been sent to aid Delta Force in the Columbian and Iranian campaigns. Their ability to quickly move in and secure objectives will be invaluable.

BRITISH SPECIAL AIR SERVICE

The British SAS was developed in 1941 to conduct raids behind German lines. Since then, the SAS has become the primary Special Operations Force in the British military. SAS soldiers operate in such secrecy that they are even told not to disclose their status as SAS to friends and family. Their primary functions are reconnaissance, counter-terrorism and destroying targets located deep behind enemy lines.

British interests in the status of Iran have led to the authorized dispatch of SAS soldiers to work with Delta Force in the region. While Delta Force may be leading the charge, the elite skills of the SAS soldiers will be indispensable.

SPECIAL FORCES OPERATIONAL DETACHMENT DELTA

Also known as "Delta Force," this elite unit is not officially acknowledged by the United States Government. Trained for a myriad of situations including hostage rescue, the Delta "Operators" are considered by many to be the best Close Quarters Battle soldiers in the world.

Once a soldier is selected to be a Delta Operator, training is unrelenting. Techniques such as room clearing, sniping, demolition, marksmanship and denied area infil/exfil are all practiced until they are second nature.

The majority of the missions in Team Sabre are led by Delta Force. Their capacity to evaluate and control any situation regardless of the odds puts them at the front line of the efforts to bring peace and order back to Columbia and Iran.

CREATING & EDITING YOUR PROFILE

CHOOSING YOUR OWN OPTIONS

Once the game has successfully loaded, you will be asked to create a Profile. Press **X** to use the virtual keyboard screen, where you can name your Profile. You have a maximum of 8 characters for your Profile name.

Select END to confirm your Profile name. Your Profile will then be saved to your memory card (8MB)(for PlayStation®2).

You can return to the Profile screen at any time by pressing **△** on the Main Menu screen. You will also be presented with the Profile screen each time you restart **DELTA FORCE® – BLACK HAWK DOWN®: TEAM SABRE™**. Your last used Profile will automatically be selected. To change Profiles, highlight the SELECT PROFILE option and press **X**. You can then use your directional buttons to cycle through your previously created Profiles. Pressing **X** again will select the currently highlighted Profile.

In the Profile screen, you can create a total of four Profiles. You can also overwrite profiles in this screen. Selecting OVERWRITE PROFILE will bring up the overwrite profile overlay, where you can select and overwrite all but your currently selected Profile.

THE MAIN MENU

SINGLE PLAYER

Access your saved single-player Campaign and Instant Action Mode for the loaded Profile. If you have campaigns saved under different profiles, you will need to choose the appropriate profile before continuing a single-player campaign.

Campaign

Play through the **DELTA FORCE® – BLACK HAWK DOWN®: TEAM SABRE™** campaign. This option will always offer you the next available mission in the campaign unless you have already completed the game.

Training (once you complete training this option is removed)

Learn how to operate in the field through a series of objectives. This will only appear in the Single Player menu until you complete a campaign mission, after which it can be found in the Instant Action menu.

Instant Action

Play through previously completed campaign missions. This will only appear once you have played through at least one full campaign mission.

Difficulty Level

Select the difficulty level for your Campaign and Instant Action games. Progress in the campaign is tracked separately for each difficulty level.



MULTIPLAYER

Access multiplayer modes to play Online, Split Screen or Co-Op.

Go Online

Play various game types on multiple diverse maps with up to 32 players.

Split-Screen Games

Up to 4 players can share a screen to play various game types, spanning multiple diverse maps together on one PlayStation®2 console.

Cooperative Games

Play through Campaign or Instant Action missions in split-screen mode.

OPTIONS

This area of the Menu allows access to the following options:

Audio

Set Music, SFX and Sound Mode. The Sound mode can be changed to Stereo, Mono and Surround.

Display

Set the Screen position and turn Widescreen mode on/off.

Controls

Set vibration, zoom type, auto reload, analog stick sensitivity and Y-axis orientation, and choose between three control schemes.

Load/Save Options

Save your current profile, load a saved profile and set your Auto-Save status.

Credits

View the game's credits.

HUD/GAME SCREEN

UNDERSTANDING WHAT YOU SEE



Character and Weapon Information

In the bottom right of your screen, you will see your character's stance indicator and health gauge.

Below your character's stance indicator is your weapon information. This includes the ammunition remaining in the currently equipped weapon's magazine, your weapon's current fire mode and the total ammunition remaining for the currently equipped weapon.

The GPS map

In the bottom-left of the screen is the GPS map. On this map, you will notice that teammates are represented by blue dots. The waypoint will be marked with a yellow star unless it is out of visual range, in which case it will be indicated by an arrow pointing in the waypoint's direction. Another arrow just above and to the right of the map indicates whether the waypoint is located above or below you.

When under enemy fire, you will notice yellow and red triangular segments flashing on the GPS display. These show the direction of incoming fire and are color-coded by importance. Yellow flashes indicate a missed shot. Orange flashes indicate a shot that hit you. Red flashes indicate a critical hit. Utilizing the situational awareness provided by these indicators is vital to survival.

Note: In Multiplayer the dots color will be represented by the color of your team. Also, the Renegade, the bomb carrier, or flag carrier, depending on the game mode, will be represented by a green star on the GPS map during Multiplayer game play.

WEAPON ACCURACY

IDENTIFY THE TARGET



Delta Operators don't "shoot from the hip." They always raise their weapons from a ready position and aim through the mounted sights. This method is called "Rapid Aim Fire." It is fast, allows an Operator time to identify the target as hostile or not and is very accurate.

You can fire from either the ready or scoped views, but you need to be aware of how your accuracy is affected.

By default, holding **L1** will raise your weapon from the ready stance to a scoped view. The scope can also be switched to toggle mode in the Controls menu. In this view, you will have a much smaller bullet spread and a better chance to hit your target than if you shoot from the ready position, but you will move slower.

Accuracy is increased by crouching. Going prone further increases the player's accuracy. Accuracy is decreased when running. To take a highly accurate shot, go prone, stay still, sight in and fire your weapon.

SQUAD COMMANDS

LEARN HOW TO LEAD



Team Status

During missions, you will often be in command of a squad of soldiers who will follow your lead, support your actions and engage hostiles.

When you pass your reticule over a member of your squad, you will see his name and current health. Check on your squad members often to monitor their health. If they need medical attention, heal them before they become a casualty of war.

Team Commands

You can issue your team commands via the command wheel or with your USB headset using voice commands. Pressing **△** will bring up the command wheel. Each of the menus and commands on the command wheel can be selected by pressing the appropriate button. In any menu, you can return to the main command menu by pressing the button associated with the **BACK** command.

The **FIRING** menu can be reached by pressing **□** after pressing **△**. From here, you can instruct your teammates to fire when they spot hostiles by selecting **WEAPONS READY** **△**. Your teammates will lay down cover fire if you choose **SUPPRESS** **□**. You can also tell your teammates to **HOLD FIRE** **×**, although they will still shoot back if they are shot at.



Pressing **▲** twice will bring up the MOVEMENT menu. Teammates can be ordered to GO TO POINT **■** or FLANK an enemy **▲**. If you get separated from your team, you can tell them to REGROUP by pressing **○**.

ASSIST commands, **○** after pressing **▲**, are very important to mission success. Issuing the HEAL ME command **▲** tells a teammate to use a med-kit to heal you. HEAL TEAM **✕** shares the healing among the whole team. There are only as many med-kits available per mission as there are living teammates. This means that, if you start a mission with 3 teammates, you have up to 3 med-kits. If a teammate dies, his med-kit is also lost.

NEED AMMO **○** will replenish your ammo supply. Like the heal commands, there are only as many ammo packs per mission as there are living teammates.

Issuing Voice Commands

If you have a USB headset, you can issue all of the squad commands to your team with your voice. To do so, hold down **L3**, say the command and then release **L3**. If the command needs a location (like GO TO POINT), aim your target reticule at the location you wish to order your men to concentrate on.

Voice Command List

HOLD FIRE

WEAPONS READY

GO TO POINT

WAIT

STOP

REGROUP

SUPPRESS

HEAL ME

HEAL TEAM

NEED AMMO

MISSION BRIEFING

KNOWING YOUR TARGET



MISSION ORDERS

At the beginning of each mission will be an **OPORD** (Operational Order) or a **FRAGO** (Fragmentation Order). These are issued in the field to Delta teams and list all the pertinent information for an upcoming mission. Here you will find the mission goals, parameters and any special instructions for completing the mission.

Objectives and Indicators

During any single-player mission, pressing **SELECT** will bring up your current objective overlay. Objectives displayed with an exclamation point are active, while ones displayed with check marks are completed. Whenever an object has been added or completed or when a checkpoint has been reached, an icon will appear above the GPS map. Check your objective overlay after these prompts to see the details of the objective. A soldier must always clearly understand his current objectives. If you are ever in doubt, press **SELECT** and check them.

Mission Failure

Certain tasks must be completed or the mission will result in a failure. Losing too many of your teammates will also result in a mission failure. Additionally, if you kill any civilians or teammates, the mission will instantly end. Look before you fire, soldier.

GRENADES

USING FLASH OR FRAG



QUICK GRENADE MENU

Holding **R2** will bring up the grenade menu. This menu operates similarly to the Command Wheel. Each listing will be accompanied by a number representing the amount available of each grenade. If there are no grenades of a type left or if the specific grenade is not available due to weapon or class restrictions, the grenade's name will be grayed-out.

Press **X** or **↓** to throw a fragmentation grenade. Make sure that you are clear of the blast radius when you throw the grenade.

Press **□** to throw a flashbang grenade. This grenade sets off an explosive flash that temporarily blinds anyone who is looking at it when it goes off. Remember that the flashbang grenade can easily blind you and your teammates as well as your enemies.

Press **○** or **→** to throw a smoke grenade. Smoke grenades can be used to distract enemies or to provide cover while making an approach.

Press **△** or **↑** to fire the M203 grenade launcher. This weapon is available with the CAR-15 and the M16 and is launched rather than thrown.

Note: In Multiplayer game modes the M203 will only be available in the Assault specialist class.

SKILLS

TRAIN TO BE THE BEST



SKILLS SCREEN

After each mission, you will be scored based on your performance. If you perform well enough, you will be awarded a Star. From either the Campaign or Instant Action menus, select the Skills menu. From here, you can spend the Stars earned in missions to improve your player's character attributes.

To scroll through the skills which can be upgraded, press left or right on the left analog stick. To spend a Star, press **○**. Each attribute can hold up to 3 Stars.

To quit out of the menu without spending any Stars, press **△**. To confirm the purchase, press **⊗**. Note that the Star purchase will not be finalized until you start a mission.

If you spent a Star by accident, press **□** to reset the Stars to you're previous settings.

WEAPONS SELECTION

LOAD UP AND LOADOUT



WEAPONS SCREEN

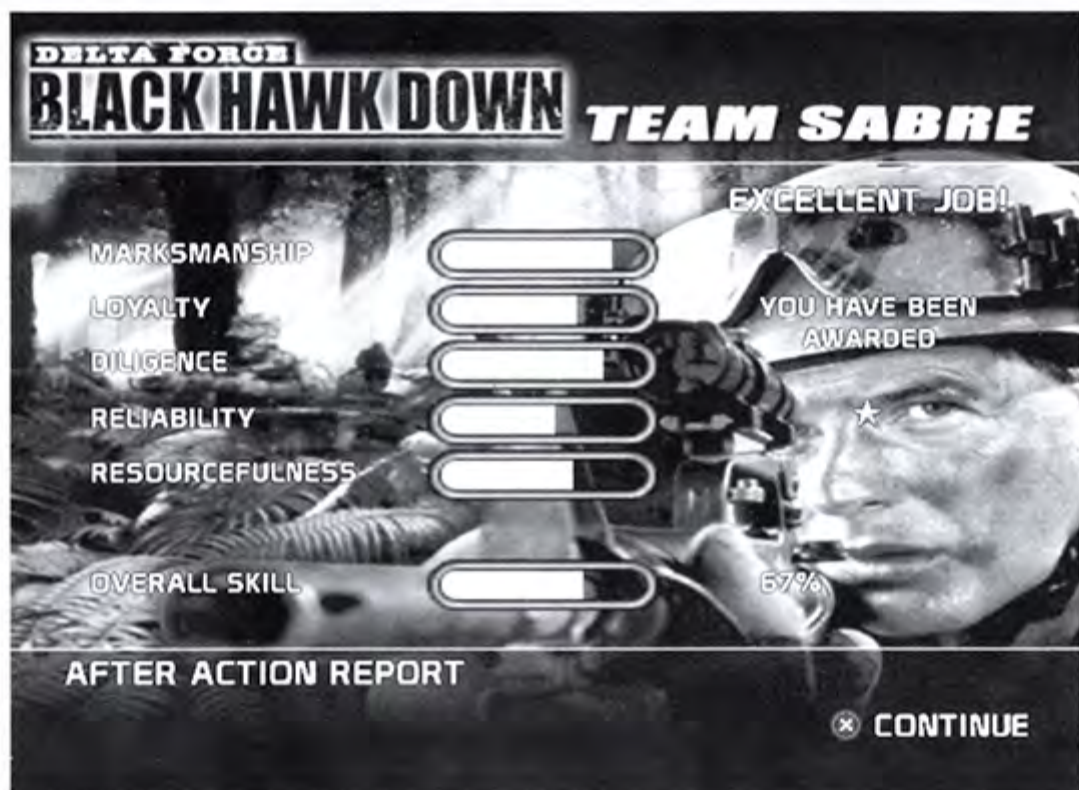
You need the right tools for the job, so before starting a mission, you will be able to alter your weapons loadout. Weapons that are dark gray cannot be selected. Selected weapons' descriptions are displayed on the right.

To alter your loadout, use the directional buttons to select PRIMARY, SECONDARY or ACCESSORY. Then use the directional buttons or left analog stick to cycle through the available weapons. Once you are happy with your selection, press **X** to continue.

In Team Sabre, certain weapons and loadouts will be restricted to accommodate the challenges posed in each mission. Sometimes these restrictions are based on objective-sensitive needs (such as having to blow something up with a satchel charge), while other times the restrictions are based on the difficulty of the mission.

AFTER ACTION REPORT

HIGH PERFORMANCE, HIGH REWARD



After a mission, you will see the After Action Report screen. Here your performance is evaluated and Stars are awarded for excellence. What caliber of soldier are you?

PERFORMANCE CRITERIA

Marksmanship

This is determined by the percentage of your shots that hit a target. There is a head-shot bonus.

Loyalty

Your team is your strength. 50% of this total is gained by keeping all of your teammates alive. The other 50% of the total is determined by you and your teammates' health at the end of the mission.

Diligence

This statistic tallies the percentage of the total number of targets eliminated.

Reliability

To gain 100% in this category, you have to complete the mission in a time considered exceptional by your Commanding Officer. Additional minutes spent in the field will reduce your percentage.



Resourcefulness

Being able to handle anything the enemy has to throw at you without calling for a medpack or extra ammo will get you a perfect score in this category.

Stars

The overall percentage is used to determine how many Stars you are rewarded. To earn a Star in Normal mode, you must score above an 80% overall percentage. For Easy mode, you only need 70%, while in Hard mode, you need 90%.



MULTIPLAYER

THE MOST DANGEROUS GAME™

PLAYSTATION®2 CONSOLE

DELTA FORCE® – BLACK HAWK DOWN®: TEAM SABRE™ contains a deep Online competition mode that includes detailed statistics, competitive rankings, numerous game-types and up to 32 players in a single game! You can join or create a multiplayer game at any time and leave whenever you wish (although, in ranked games, you may be penalized). You do not have to be present at the initiation of a game to join in. If you leave in the middle of a mission, the other players can continue to play without you. Of course, if the host leaves the game, it will end immediately.

You can also play split-screen games with up to 4 players or play through missions co-operatively with a friend. To play split-screen games, select Split-Screen from the Multiplayer Menu. To play Co-op games, select Co-op in the Multiplayer Menu. To go online, select Go Online.

JOINING

In order to play Online, you must have a GameSpy® account. If you do not already have one, you can create a new account in seconds via the in-game menu.

STATS AND RANKED GAMES

DELTA FORCE® – BLACK HAWK DOWN®: TEAM SABRE™ Online features a ranking system where all of your game statistics from official ranked game servers will be available to view. Skilled players will rise

through Army ranks as they play ranked games. The speed at which you are promoted will depend only on your own performance.

RANK

- 1 Recruit
- 2 Private
- 3 Private First Class
- 4 Specialist
- 5 Corporal
- 6 Sergeant
- 7 Staff Sergeant
- 8 Sergeant First Class
- 9 Master Sergeant
- 10 First Sergeant
- 11 Sergeant Major
- 12 Command Sergeant Major
- 13 Sergeant Major Of The Army
- 14 Second Lieutenant
- 15 First Lieutenant
- 16 Captain
- 17 Major
- 18 Lieutenant Colonel
- 19 Colonel
- 20 General

ONLINE CHAT

You can use your USB headset to chat online in-game. Ensure your USB headset is installed correctly (as detailed in the instruction manual included with your USB headset).

HOSTING

You can host games online with up to 8 players. Hosts with slower connection speeds may experience performance degradation.

MULTIPLAYER HOSTING OPTIONS

The host of a multiplayer game will

be able to set several different options to determine how the game functions. Certain options disallow ranked games.

Server Name

The name you type here will appear when others search for your server.

Private Game

Selecting "Yes" forces players to know the password you set before joining your server.

Password

This allows you to change the password for your private game server.

Game Type

Select from seven different game types.

Ranked Game

Select "Yes" to only allow players from a set rank range to join your server.

Rank Range

This allows you to change the rank limits for your ranked server.

Server Message

This text will appear when others join your game.

Players

Up to 8 players can join a consumer-hosted game, while up to 32 players can join through PlayStation®2 online servers.

Map Rotation

Select which maps you wish to play in. Points Score Limit sets the maximum number of points a team or player can receive before ending the match.

Time Limit

Set the length of time for each round.

Auto Aim

Setting this to "Yes" turns on the aim assist function.

Friendly Fire

Select whether players can hurt and kill teammates.

Respawn Delay

Set the length of time a player must wait to respawn after dying.

ONLINE GAME MODES

Deathmatch and Team Deathmatch

For Deathmatch, all players are competing against each other to gain the high score by eliminating the most opponents. In Team Deathmatch, players work in teams to get the high score.

Capture the Flag

Flags are represented by a flag symbol on the GPS map. As part of either the red team or the blue team, your objective is to grab the other team's flag by running over it and returning it to your team's flag bay (represented by a flag inside a circle). At the same time, you need to defend your own flags from your opponents. Some variations have multiple flags that must be retrieved. The waypoint indicator will help guide you to the flags and back to your flag bay.

Team King of the Hill

In this scenario, teams win by occupying a marked "Hot Zone" for a specific duration of time (set by the game host). The Hot Zone shows up as a circle on your GPS. You need only one teammate in the zone for the team timer to count up. As soon as your team has no teammates in the Hot Zone, your team's timer will begin dropping back down to zero.

Sabotage

Players on the red and blue teams must try to hunt down one bomb and rush it to the opposing team's base. The winning team is the one that is able to detonate the most explosions

at the opposing team's base. Once the bomb has exploded, it will return to its starting point.

Renegade and Team Renegade

Renegade pits players against each other to get the marker that makes them the Renegade. In Renegade games, each player must try to hunt down and keep the Renegade marker for as long as they can hold it. In Team Renegade, the winning team will be the one whose players can collectively hold the Renegade marker for the longest.

CO-OP GAMES

Campaign

Play a six-mission campaign with a friend in split-screen mode. As you progress, the completed missions will be unlocked in Instant Action.

Instant Action

Replay your favorite missions in three difficulty modes designed to test your ability.

MULTIPLAYER CHARACTER SPECIALIZATIONS

When playing Online or in Split-Screen mode, you will be able to choose a combat specialty for your character. Each specialty will give you advantages and allow the use of certain weapons or give you additional skills. You can switch your specialty and weapon loadout during a game by entering an armory and changing your selections.

Assault

This specialization is the heart and soul of any army. Skilled with grenades, shotguns and assault weaponry, this soldier is ready to handle virtually any battle.

Medic

Medics are highly valued members of any military unit. Medics are able to restore the health of injured or incapacitated soldiers.

When a player is incapacitated, a Medic will see an icon on the GPS map representing the injured character. If the Medic can reach that character and administer first aid before the timer expires, the character can be saved. If the player chooses to respawn, the Medic cannot rescue him, even if he is still in the weapons selection screen. Medics cannot heal characters killed by headshots, suicide or fratricide.

To administer first aid, select the medical syringe from your inventory. Then, from a standstill at very close range, point your crosshairs at the injured character and hold down the fire button **R1**. The process will take a second or so. If administered in time, the injured player will immediately respawn at the exact spot where he died.

Machine Gunner

Controlling a weapon with a fire rate of over 600 rounds per minute requires skill, training and muscle. Machine Gunners are the only soldiers able to handle the M249 SAW, M60E3 and M240B.

Sniper

A professional sniper is trained to engage targets at great distances. Snipers treat their guns with great care and have them tuned to their personal specifications. Their preferred weapons are the L115, M21, M24, MCRT Tactical, PSG1 and M82 sniper rifles. They are also proficient with Claymore mines.

SAVING THE GAME

PROTECTING YOUR PROGRESS



SAVING CAMPAIGN PROGRESS

During a Campaign mission, your progress will be automatically saved at checkpoints. This will be signified by a book icon located above the on-screen GPS map.

If you die, you will be able to continue from the last checkpoint reached. However, if you quit the mission or shut off your PlayStation®2 console, you will have to restart from the beginning of that mission.

When playing the Campaign missions in Split-Screen Co-Op, Player One will trigger the checkpoints. The number of checkpoints varies depending on the length of the mission and the skill level chosen.

When a mission is completed, your profile will be saved before loading the next mission if Auto-Save is ON. You can turn Auto-Save off in the Options Menu. Options are saved in the currently selected Profile. When you change any options in the Options Menu, you will be asked whether you wish to save changes.

The save file can contain up to 8 profiles. All campaign and options data is saved independently to each Profile.

DELTA FORCE® - BLACK HAWK DOWN® TEAM SABRE™

C R E D I T S

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Rebellion

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Internet Websites

<http://www.novalogic.com>

Visit the NovaLogic website for up-to-the-minute information, frequently asked questions, game updates and previews of upcoming products and screen shots.

<http://www.novaworld.com>

Visit this website for the latest information on our NovaWorld Gaming Community and our large-scale multiplayer gaming service, NovaWorld.

Email Support Address

support@novalogic.com

You may email your questions and comments to a member of technical support at any time. Remember to provide a detailed description of the problems you are encountering.

Technical Support Line: (818) 878-0325

If you need to speak to someone directly, our technical support staff can be reached during normal business hours (Monday through Friday, 9AM to 5PM Pacific Time, excluding holidays). To better assist you, please have your hardware set-up information on hand. Also be prepared to explain the exact nature of any problems you are experiencing. For example, write down the exact wording of any on-screen error messages you may be receiving.

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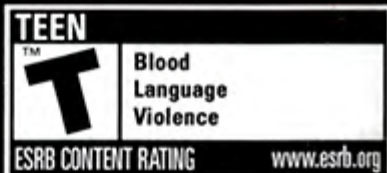
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