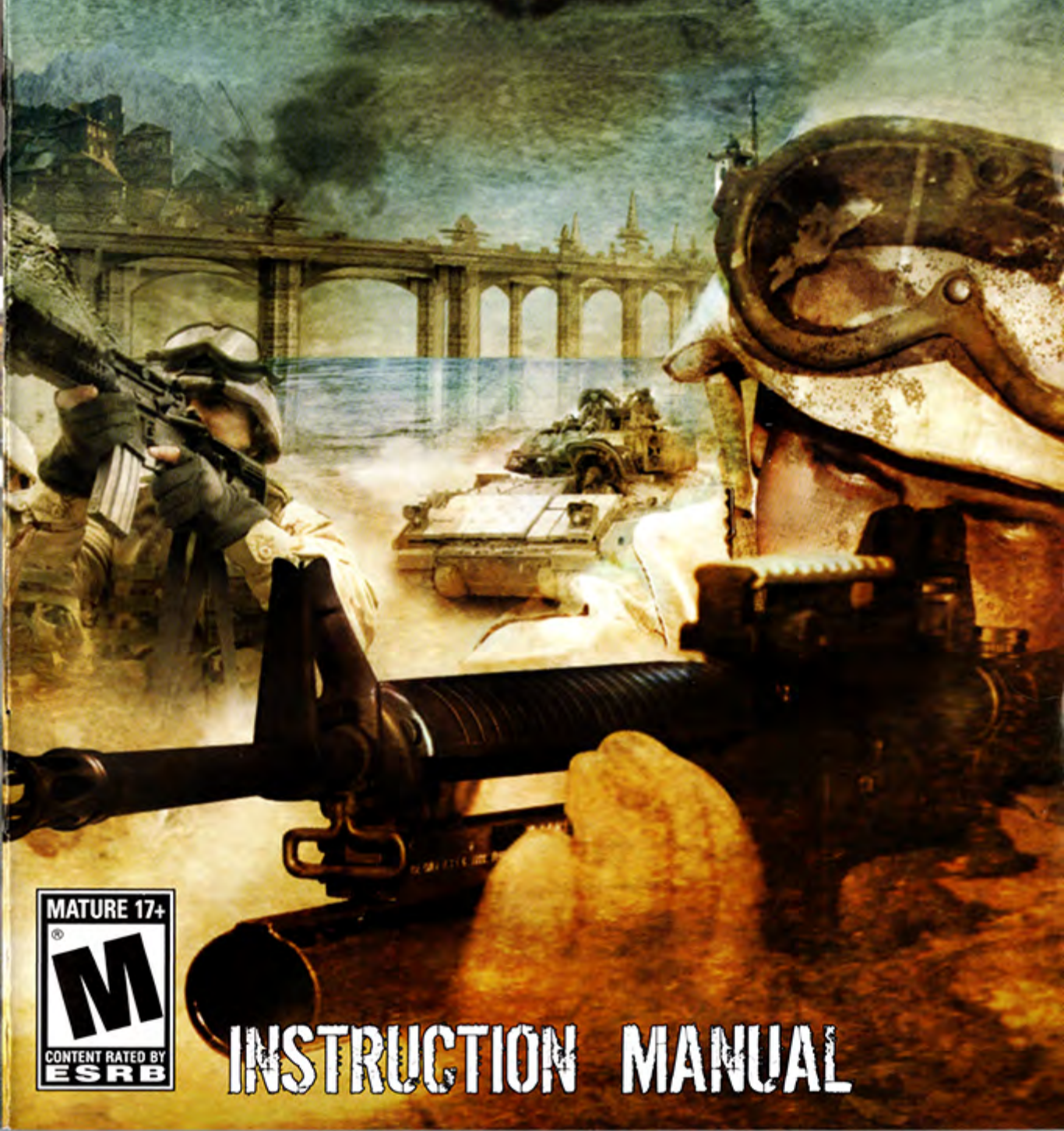


||| FULL SPECTRUM |||
WARRIOR
TEN HAMMERS



INSTRUCTION MANUAL

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may trigger 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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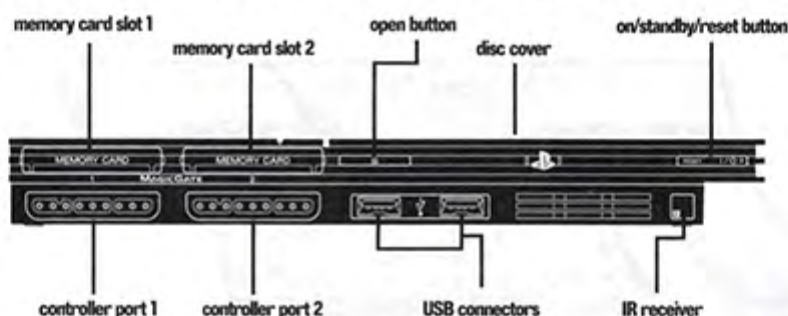
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GETTING STARTED



SETTING UP YOUR PLAYSTATION®2 CONSOLE



Set up your PlayStation®2 console according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the  button. When the [POWER ICON] indicator turns green, press the  button and the disc tray will open. Place the Full Spectrum Warrior: Ten Hammers 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 Full Spectrum Warrior: Ten Hammers Online, you must have installed a Network Adaptor (Ethernet/Modem) (for PlayStation®2) on your PlayStation®2 computer entertainment system before playing. Set up the Network Adaptor (Ethernet/Modem) (for PlayStation®2) according to the instructions included in its packaging.

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

Note: Full Spectrum Warrior: Ten Hammers must be played over a broadband internet connection (DSL, cable modem, or higher speeds).

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 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 Full Spectrum Warrior: Ten Hammers Network Configuration Utility.

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

Full Spectrum Warrior: Ten Hammers is compatible with both the SOCOM headset and USB Headset (for PlayStation®2).

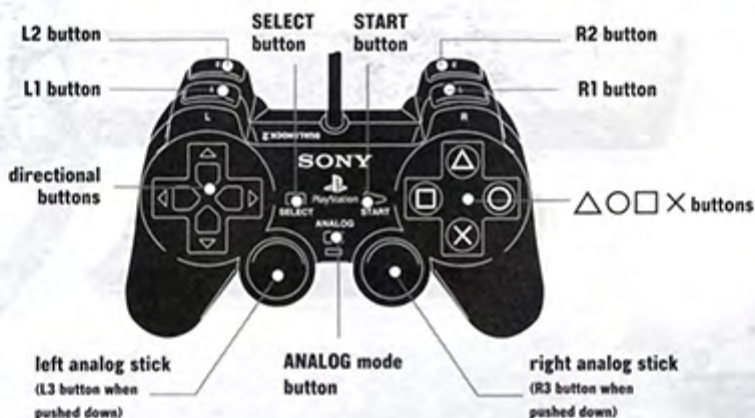
The headset connects to either one of the USB (Universal Serial Bus) connectors located on the front of your PlayStation®2 computer entertainment system. With the USB symbol facing UP, insert the cable into one of the USB connectors.



CONTROLS



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BUTTONS

SOLDIER CONTROLS

L1 button	Zoom Button
R1 button	Precision Fire Button (see Precision Fire, page 10).
Left analog stick	Activate and Move Cursors - With no cursor system open, touching the left analog stick activates the Movement Cursor. Any active cursor is controlled with the left analog stick.
L3 button	Team Select Button/Toggle Grenade Arc Control - With the Movement Cursor active, pressing this button opens the Team Select Menu (see Movement Cursor, page 8). With the Grenade Cursor active, press this button to control the grenade's throwing arc (see Grenade Cursor, page 9).
Right analog stick	Control Camera - Press left or right to revolve the camera around the team. Press up or down to pitch the camera.
Directional buttons	Select Soldier Button
Up Right Left Down	Team Leader Automatic Rifleman Grenadier Rifleman
△ button	Switch Teams Button - Press to switch between Alpha and Bravo teams. Hold to access the Team Map (see Switch Team Orders, page 14).



CONTROLS



 button	Fire Sector Button – Press to activate the Fire Cursor. Hold to access the Grenade Cursors Menu (see Target Cursors, page 14).
 button*	Order Team Button – Issues an order to the selected team *The functionality of this button changes based upon what cursor system is active at the time (see Orders, page 12).
 button	Cancel Button – Press to stop a team action or to close an active cursor. Hold to access Cancel Orders (see Cancel Orders, page 13).
 button*	Action 2 Button – Issues an order to buddy-team 1 (the Team Leader & Automatic Rifleman). *The functionality of this button changes based upon what cursor system is active at the time.
 button*	Action 3 Button – Issues an order to buddy-team 2 (the Grenadier & Rifleman). *The functionality of this button changes based upon what cursor system is active at the time.
SELECT button	Reports Screen (see Reports Screen, page 11)
START button	Pause Screen



MOVE OUT!



You command teams of highly trained soldiers in the most dangerous combat known to man – urban warfare. You are the brains behind the most highly skilled and lethally armed military fighting forces on the planet. You must out-think, out-maneuver and out-gun any enemy foolish enough to come between your squad and its objective.

Each objective is of critical importance, but it's not your only concern. You are also responsible for the lives of the men under your command. Great commanders don't just lead their men to victory; they also lead them home.



SITUATION BRIEFING



The Tyrant is Dead

The regime of Al-Afad had made Zekistan a haven for terrorists, but a determined effort led by a coalition of Western forces brought Al-Afad down. The short-lived joy of his deposing has faded, replaced by civil unrest as various insurgencies fight against the Western forces and long-suppressed ethnic hostilities erupt into violence. The US and their Coalition allies must once again enter the conflict in an effort to stabilize the country.

The Gathering Storm

US and Coalition forces, occupying the central and southern economic regions of the country, are stretched thin. Anxious to establish a democratic government, the U.N.-backed coalition has focused its attention on keeping the peace in the major economic centers, while an interim Consulate has been appointed to oversee the rebuilding and transition of Zekistan.

One region has thus far avoided the political violence: the Tien-Hamir Province of Northern Zekistan. And while the population of this province supported the US incursion into Zekistan, there is a growing separatist sentiment in the region. Mullah Qari Ra'id has assembled a following that's determined to turn Tien Hamir into an independent nation. Countering this force are significant numbers of Al-Afad loyalists, who have infiltrated Khardiman precisely because of its current peace. These forces bide their time in the hope that they can drive away the Western armies and reshape Zekistan into their own political vision.

Khardiman

The Tien-Hamir - or "Ten Hammers" - mountain range splits the top third of Zekistan off from the rest of the country. It's a temperate region of the country, and is lush than the arid region around the capital, Zafarra. The Khamar River runs through Tien-Hamir, creating the Chergza Pass. This Pass is the primary traffic-way through the Tien-Hamirs, connecting north and south Zekistan. The major city of Khardiman, south of the pass, straddles the river and serves as a gateway between North and South Zekistan.

Its position along the trade routes has made Khardiman a culturally mixed city since the Middle Ages. Today, much of its population is made up of indigent Northern Zekis, but large numbers of ethnic Russians and an influx of Southern Zekis fleeing the conflict now live in the city.



SITUATION BRIEFING



THE FACTIONS

The Mujahideen al-Zeki

The "Strugglers for Zekistan" are the loyalist remnants of Al-Afad's army. These soldiers have regrouped in towns and communities outside the major urban centers in Zekistan. While their leaders negotiate with the Coalition, they sporadically fight with other forces for control of new territory. Their self-proclaimed leader is Abdul Hassan. Hassan was a Colonel under the old regime and has assumed control over the scattered Mujahideen throughout Khardiman.

The Anser al-Ra'id

The Anser al-Ra'id ("Supporters of Ra'id") lay claim to the northeast section of Khardiman and have declared this quarter of the city off-limits to Coalition Forces.

Their leader is Mullah Qari Ra'id. When Al-Afad seized power, Ra'id fled to Tajikistan. From there, he was instrumental in calling attention to the atrocities being carried out under Al-Afad and actively called for U.N. intervention. During the war, Ra'id reentered the country and organized the northern tribes into a formidable fighting force that supported the US incursion. Now that Al-Afad has been defeated Ra'id's goal is to establish a separate state in northern Zekistan. The more fanatical elements of the Anser al-Ra'id are the Hashishim al-Ra'id ("Assassins of Ra'id"), known for ruthless tactics and torture.

The Khardiman Militia

Comprised chiefly of the multi-cultural local police, the Coalition is training the Khardiman Militia as a replacement peacekeeping force, and the Militia commands the respect of the local population. Andrei Zakirov, governor of Tien-Hamir Province, controls them. Zakirov is one of many Russians that stayed in Zekistan after the collapse of the Soviet regime. As governor, he has labored to keep the Anser al-Ra'id from turning violent while trying to integrate Khardiman into the emerging Zekistani polity.

THE SOLDIERS

US Light Infantry

The US Forces are made up of both new recruits and veterans from the initial foray into the capital city of Zafarra. The US presence in Khardiman is initially light. A single US platoon is permanently assigned to the city to provide security for the construction base that is repairing the Tien-Hamir Bridge.

Coalition Forces

Security in Tien-Hamir Province is the United States' responsibility, but British elements of the Coalition Force are in the region and can be called upon for assistance. These forces are made up of regular British Army personnel.



YOUR SQUAD



In most missions, your squad will consist of two Fire Teams designated "Alpha" and "Bravo." Each team is comprised of up to four soldiers that are assigned specific duties on the team. As commander, you should familiarize yourself with the four primary roles on the team.

Team Leader (TL)	Designated with the letters "TL", the Team Leader is the highest-ranking soldier on your team. He keeps the men organized and orchestrates the orders you issue to the team. Your Team Leader carries the mission map and is responsible for reporting back to higher command. Additionally, he performs vital functions such as looking around corners and laser sighting for air-support.
Automatic Rifleman (AR)	Designated with the letters "AR," the Automatic Rifleman is the second-highest ranking member of your team and, if needed, can step up and assume the Team Leader role. Wielding the M249 Squad Automatic Weapon or "SAW", this soldier can put more lead downfield than the other three soldiers combined.
Grenadier (G)	Designated with the letter "G," the Grenadier carries an M4 rifle with the under-mounted, M203 grenade launcher attachment. This enables the team to fire explosive rounds at a longer range than any man could throw a grenade.
Rifleman (R)	Designated with the letter "R", the Rifleman is the lowest-ranking member of the team, and as such, he is the workhorse of the unit. He is called upon to scout ahead and to carry wounded team members to safety. Riflemen are often trained as sharpshooters and can be called upon to snipe entrenched enemies.

Your Fire Teams can be broken down further into two Buddy-Teams known as Buddy-Team 1 and Buddy-Team 2. In the field, each Buddy-Team will maintain its Fire-Team's designation; hence, Alpha's Buddy-Teams are designated as "Alpha 1" and "Alpha 2".

Buddy-Team 1 is always made up of the Team Leader and Automatic Rifleman. Buddy-Team 2 is always the Grenadier and Rifleman.

In some cases you will be assigned additional teams. Additional teams will be designated as "Charlie" or "Delta." These teams are usually two-man teams or mechanized units.



CONTROLS



MOVEMENT CURSOR

The Movement Cursor looks like a rotating cone, with circles following it. These circles represent the positions each soldier will take when moving. Pay particular attention to the bright yellow circle, as this indicates your Team Leader's position.



As the Movement Cursor comes in contact with objects, the circles will reorient themselves to show the formation the team will take when ordered to that position. Knowing the position of the Team Leader helps you understand where each member of the team will be in any formation (see Formations below).

When the Movement Cursor turns blue, your team can be ordered to perform a special action on whatever the cursor is currently touching (see Move Orders - Interact below).

With the Movement Cursor active, the  button allows you to issue a move order to the currently selected team.

The **R2** button will issue move orders, but only to Buddy-Team 1. The **L2** button also has the exact same functionality except the move order is issued only to Buddy-Team 2. A Fire Team is automatically split when you order a Buddy-Team move. When your team is split into Buddy-Teams they can be rejoined with the "Regroup" move order (see Move Orders below).

FIRE SECTOR CURSOR

Your soldiers are trained to wait until they are cleared to fire on enemy targets. As their leader, you must do this by using the Fire Sector Cursor.

When active, the Fire Sector Cursor looks like an animated circle drawn by a laser-pointer on the screen. With the Fire Sector Cursor active, the **X** button allows you to issue a fire order to the currently selected team.



The **R2** button will also issue a fire order, but only to Buddy-Team 1. The **L2** button can be used for Buddy-Team 2. Issuing a fire order to a Buddy-Team does not automatically split up the Fire Team the way move orders do.

When cleared to fire, your soldiers can target all the enemies in front of them; however, they will target enemies inside the Fire Cursor first. Therefore, it's best to place the Fire Cursor over as many enemies as possible.

GRENADE CURSOR

The Grenade Cursor appears as a segmented arc projected out into the world from the team's current position. The arc indicates the trajectory the hand grenade will travel when thrown.

The left analog stick allows you to choose the location where you want the grenade thrown. Pressing the **L3** button toggles the functionality of the stick; moving up or down on the left analog stick will now raise or lower the throwing arc. This is useful when trying to throw into second-story windows or over high walls.



With the Grenade Cursor active, the **X** button orders the selected soldier to throw his hand-grenade.



CONTROLS



PRECISION FIRE

Precision Fire orders an individual soldier to fire his weapon at a specific target.

Press and hold the **R1** button to access Precision Fire. The camera will move tight over the shoulder of the selected soldier and zoom in on a Precision Fire Targeting Cursor. The left analog stick allows you to aim the Cursor while the **R1** button is held. When your soldier has locked on to the target, which may take a second, the cursor will change color and a red dot will appear. At this point, press the **X** button to order your soldier to fire his

weapon; if you issue the order early, your soldier will probably miss. Keep in mind that this is a risky maneuver, as your soldier is fully exposed to gunfire while Precision Firing.

There are four kinds of Precision Fire available in the game and each is tied to the type of weapon your soldier is carrying. Use the directional buttons to switch between the different soldiers on your team and access their special Precision Fire ability.



Sharp Shooting



Soldiers equipped with the M4 Carbine rifle are capable of taking sniper shots at enemies behind cover.

Suppressing



Soldiers equipped with the M249 SAW rifle are capable of suppressive fire. When you order a soldier to suppress, he will continue firing at the target until he runs out of ammunition. You can cancel the suppression order by pressing the **○** button.

Launching Explosives



Soldiers equipped with the M203 grenade launcher are capable of launching an M203 grenade. When

Precision Firing explosive rounds it's important to wait for the soldier to fully lock onto his target as inaccurate grenade launches could injure friendlies or noncombatants.

Laser Sighting



In some missions, your Alpha Team Leader will be equipped with a Laser Designator.

Using Precision Fire, you can order him to laze an area for an Apache helicopter airstrike. Keep in mind that the Apache cannot discriminate between enemy and friendly units.

REPORTS SCREEN

Activating the Reports Screen automatically switches the camera to the Team Leader. There are two components of the Reports Screen: the Mission Map and the Reports Menu.

Mission Map

The Mission Map displays the location of important objects and objectives in the game. Use the map to plot a course through the level.



Reports Menu

The Reports Menu is directly underneath the Mission Map. Here, any special requests, orders or off-map support are listed as text. If no Reports are available, no text will be written in the Reports Menu. If there is more than one Report available, you can cycle through them by pressing left or right on the left analog stick. With a Report selected, pressing the **X** button activates the Report and exits the Reports Screen.

Detonating C4 Explosives

To detonate planted C4 charges, you must access the Reports Screen. Select the correct Report in the Reports Menu and press the **X** button to detonate the explosives.



ORDERS



Pressing a button issues the default order associated with that button. Holding down a button brings up a Menu Dial with all the available orders associated with that button.

Use the left analog stick to select an order in an open Menu Dial. With an order selected, releasing the held button issues the order to the selected team. To close a Menu Dial without issuing an order, press the **L3** button.



The following are all the orders you can issue in the field:

BASE ORDERS – ACTION BUTTON

Face (default)	The team will turn and face the same direction as the camera.
Reload	The team will stop any action it is carrying out and reload their weapons.

MOVE ORDERS – MOVE CURSOR + ACTION BUTTON

Tight Move (default)	Your men will run to a location. They will not engage enemies unless threatened at close range.
Hot Move	Your men will move slowly and cautiously as a group. If your team has a fire sector when you order a Hot Move, they will attempt cover in that direction as they move. If your team does not have a fire sector, the men will attempt to cover every angle. When Hot Moving, your team will automatically assume a fire formation when they reach their destination. In this formation, soldiers covering the rear of the team can engage any flanking enemies for a short period of time. This makes Hot Moving very powerful in potentially hostile areas.

MOVE ORDERS – MOVE CURSOR + ACTION BUTTON

Scout/Drag Soldier	In most cases, the Scout order will instruct a soldier to run ahead and check a location before the entire team moves there. The scouting soldier will stop and return to the team if he encounters any enemies. When the Movement Cursor is over a downed-man, you can order a soldier to drag the wounded man back to the team's position using this same order.
Regroup/Interact	When your team is split into Buddy-Teams, this order will bring them together again into a unified force. When the Movement Cursor is touching objects the team can interact with, you can order the team to interact with the object using this same order. In this case the menu text will tell you exactly what the team will do if you give the order.

FIRE ORDERS – FIRE CURSOR + ACTION BUTTON

Cover Fire (default)	Half the team will engage enemy targets downrange. The other half will assume cover sectors to the rear of the team.
All Fire	All available team members will engage targets downrange, with no attempt to cover the rear.

CANCEL ORDERS – CANCEL BUTTON

Cancel (default*)	The team will stop any behavior or action it is carrying out. *If the team is not in danger, this is the default  order.
Take Cover (default*)	The team will stop any behavior or action it is carrying out and immediately take cover. *If the team is exposed to enemy fire, this is the default  order.
Set Fallback	Sets the team's current position as the fallback point. A special Fallback Marker will appear over the terrain. The team can only have one fallback position active at a time.
Fallback	The team will stop any behavior or action it is carrying out and immediately run to the Fallback Marker.



ORDERS



SWITCH TEAMS ORDERS – SWITCH TEAMS BUTTON

In most cases, the camera will fly between Alpha and Bravo teams. In some situations the camera will cut directly to a team.

To switch to any additional teams under your command, hold the  button to access the Team Map. All your available teams will be displayed on the Team Map. While holding the  button, you can zoom in and out on the Team Map using the **L1** button.

To select a different team, move the left analog stick in the direction of the team you want to command. With another team selected, release the  button and the camera will fly to the team.

On the Team Map, your teams are identified by the first letter of their designation: A = Alpha, B = Bravo, C = Charlie and D = Delta. They are also assigned a symbol that denotes the type of team they are:



Fire Team



Buddy-Team



Mechanized Vehicle



Single Fighter (Red = Enemy Fighter)

TARGET CURSOR ORDERS – FIRE SECTOR CURSOR

Sector (default)	Activates the Fire Sector Cursor. This cursor is used to issue the Fire Orders listed above.
Frag	Activates the Grenade Cursor. With the cursor active, pressing the  button orders your soldier to throw a fragmentation grenade. The number of available fragmentation grenades will be displayed next to the text in the Dial Menu.
Smoke	Activates the Grenade Cursor. With the cursor active, pressing the  button orders your soldier to throw a smoke grenade. The number of available smoke grenades will be displayed next to the text in the Dial Menu.

Mechanized Vehicle Controls

In some missions, you will be given command of a Bradley Fighting Vehicle. The Bradley is controlled in exactly the same way as an infantry team: use the Movement Cursor to move it, the Fire Cursor to engage targets, and the Precision Fire interface to fire the main cannon. However, many advanced infantry orders cannot be issued to the Bradley, and the size of the Bradley may limit its mobility.



THE HEADS UP DISPLAY (HUD)



Your Heads Up Display (HUD) provides vital information on the location of your team and its objectives, the condition of your team, and the status of your equipment and resources.



1. COMPASS RIBBON

As you revolve the camera around your team the Compass Ribbon will indicate which direction the camera is facing.

Objectives 	This triangle indicates the direction in which your current objectives can be found. When the triangle is centered onscreen, a Text Window will appear under the Compass Ribbon. This text will give you instructions on what you need to do to complete the objective.
Man Down 	This triangle indicates the direction of any Injured soldiers that need assistance. When this triangle is centered onscreen the camera is looking in the direction of the downed soldier.
CASEVAC 	This triangle indicates the direction of the nearest CASEVAC. This triangle will only appear in the Compass Ribbon when a member of your team is carrying an injured soldier.

Note that centering any of these triangles on screen only gives you directional information; whatever the triangle is referencing may still not be visible from your current position. The blue Objective triangle will display the distance (in meters) to your current objective when it's centered onscreen.

When you revolve the camera around your team, the colored triangles will attach to the sides of the screen as the objects they point to move off screen.



THE HEADS UP DISPLAY (HUD)



2. ASSET ICONS

Asset Icons along the left side of the screen indicate what assets or additional information your team has available.

Reports Icon



This icon will turn yellow when a Report is available in the Reports Menu. The icon will flash yellow every time a new Report is added to the Reports Menu (see Reports Screen above for information on how to access a Report).

Air-Strike Icon



This icon will appear on screen when an Airstrike is available.

Explosives Icon



This icon will turn yellow when your team is equipped with C4 explosives.

If one of the Asset Icons listed above is not visible in your HUD, that asset is not available in the mission.

3. UNIT ICONS

In the bottom left corner of your screen are the Unit Icons. Each icon correlates to one member of your current team, and their letter designations appear inside the icon: "TL", "AR", "G" and "R." If an icon does not have a designation, that soldier is not with the team. The yellow icon indicates which unit your camera is currently following. Use the directional buttons to switch between the different soldiers on your team: the icons are laid out on screen exactly the way they are mapped to the directional buttons.

If the designation letters of an icon are flashing red, that soldier is currently under attack.

If an entire Unit Icon is flashing red, that unit is exposed to gunfire and close to death.



When one of your soldiers goes down, this icon will replace his designation letters in his Unit Icon.

4. AMMO & WEAPON GAUGE

The Ammo & Weapon Gauge is to the right of the Unit Icons. At the top of the gauge is an image of the weapon the currently selected soldier is carrying. This image will degrade from right to left as the soldier fires his weapon, indicating how many rounds are still in the clip.

Just to the right of the weapon image is a number indicating the percentage of ammunition the entire team is carrying. As the number approaches zero, it will begin flashing red to indicate that the team is running out of ammunition. Take note that when you split a team into its component buddy-teams, all remaining ammunition is split evenly between the buddy-teams. When the Grenadier is selected, another number will appear to the left of the weapon image, indicating the number of M203 grenades the Grenadier is carrying.

The bottom of the Ammo & Weapon Gauge indicates the designation of the current team as well as the rank and name of the current soldier.

5. ORDERS ICON WINDOW

The Orders Icon Window is in the lower right corner of your screen. This window is primarily associated with the Movement Cursor but also indicates when your team is near objects with which they can interact.

When the Movement Cursor touches an object in the world, the formation the team will assume at that object appears in the Orders Icon Window. When the Movement Cursor is far away or obscured, use the Orders Icon Window to get a better idea of what the cursor is touching.

When the team is in close proximity to an object they can interact with, an icon will appear in the Orders Icon Window. When one of these icons appears, pressing the  button will order the team to perform a special action relative to the object. Note that these icons will not appear if the Movement Cursor is active on the terrain.

	Pick Up Soldier	This icon indicates that your team is near a downed soldier in need of aid. Pressing  orders your team to pick up the downed man.
	Plant C4	This icon indicates that your team is near an object on which they can plant explosive charges. Pressing  orders your team to plant the charges.



THE HEADS UP DISPLAY (HUD)



Man Fixed Weapon 	This icon indicates that your team is near a fixed, heavy weapon. Pressing the  button orders your team to man the heavy weapon. Note: this order is only available for certain teams.
Special Behavior 	This icon indicates that your team is near an object on which they can perform a special behavior. Pressing the  button will order your team to perform the special behavior.
Medical CASEVAC 	This icon indicates that your team is near a CASEVAC. If your team is carrying a wounded soldier, pressing the  button will order the team to place the wounded in a secure location at the CASEVAC.
Supply CASEVAC 	This icon indicates that your team is near a CASEVAC that has supplies of ammunition and grenades. Pressing the  button will order the team to pick-up extra ammunition and grenades. Note: If your team is already carrying maximum ammunition, this order will not be available.
Medical & Supply CASEVAC 	This icon indicates that your team is near a CASEVAC that accepts wounded soldiers and offers supplies.
Standby 	This icon indicates that your team is temporarily unable to accept any more orders.

6. COMBAT EFFECTIVENESS METER

The team's Combat Effectiveness (CE) Meter can be seen on the right side of the Orders Icon Window. This meter indicates the relative effectiveness of your team when attacking, moving or carrying out your orders. As the red in the meter increases, the overall effectiveness of your team decreases; your soldiers will be less effective when carrying out orders like Precision Fire, they cannot move as quickly, and they cannot throw grenades as far.

When the meter is fully red the team is fully exposed and vulnerable to sustaining a casualty.

7. TEAM INDICATORS

Team Indicators appear on top of the other teams you command. The other teams' full designations will appear on top of the indicators.

When you revolve the camera around your team, the Team Indicators will attach to the sides of the screen as the teams they are identifying move off screen. The indicators will attach to the side of the screen that is closest to their team.

A Team Indicator will flash red when the team you are identifying is under attack.

8. ENEMY INDICATORS

Enemy Indicators appear as triangles over the enemies in the world your team knows about. If you see an enemy but your team does not, an Enemy Indicator will not appear over that enemy.

	Enemies that are not under fire are labeled with red Enemy Indicators. These enemies are the deadliest as they are free to move and shoot with impunity.
	Enemy Indicators turn yellow when they come under fire.
	As more fire is placed on an enemy, lines will appear over that enemy's indicator. The more lines over an Enemy Indicator, the more fire the enemy is taking. The more fire you put on an enemy, the less capable that enemy is of shooting or moving against your team.
	Put enough fire on an enemy and he will become pinned. An "X" will appear over the Enemy Indicator. Pinned enemies are incapable of returning fire on your team and have a much smaller window of time in which to move, or throw grenades.



COMMANDING BASICS



To be successful in the field, you must understand certain basic concepts about urban warfare. For more information on advanced concepts and tactics, consult the Battle Drill videos on the game disc.

COVER

Successful performance in an urban setting requires you to assess and interpret the environment in which you are fighting. An important part of the environment is the opportunities it provides for cover. A team without cover can get wiped out quickly.

FLANKING

Fire position is a very important component of urban warfare. You must locate and maintain positions that have an angle on your enemies' positions.

In combat, this often requires you to move one team around an enemy to "flank" his position. Flanking is the entire reason why you have two teams of soldiers - one team is responsible for occupying the enemy while your other team is responsible for flanking him.

FORMATIONS

The formation your team assumes is based upon their cover. A team's formation dictates who can fire at enemies and who is exposed to enemy fire from different angles of attack.

FIREPOWER & SUPPRESSION

Effectively managing the firepower of your teams during a firefight will enable you to take more risks during a mission. Pay attention to enemy icons and remember that the more fire you put on an enemy, the less options he has available.

CASUALTY EVACUATION POINTS (CASEVACS)

Study your mission maps to learn the locations of your CASEVACs. At certain times during a mission you may be given the option to establish a new CASEVAC position closer to the battle. It's always best to have a CASEVAC nearby to drop off your wounded and resupply during intense fighting.

SAFE-HOUSES

Safe-Houses produce enemy fighters, who'll appear via doors identified by a sword. You can and should destroy these doors with explosives or grenades.





END GAME



During a single mission, your entire squad can only sustain two casualties. If you sustain a third casualty, your squad is deemed Combat Ineffective. Your squad will be pulled out of action and your mission will end.

When a mission has ended, your actions and accomplishments will be compared against your objectives and the Rules of Engagement to produce a Performance Evaluation for the mission. Your overall Performance Evaluation is displayed on the first screen as a percentage. This percentage is calculated by averaging your effectiveness in six different categories. The details of each category can be seen on the Performance Screen. In general, the higher the percentage in each category, the better you performed overall.

In addition to your Performance Evaluation, you can also receive special recognition for achieving specific goals or "Feats" in the mission. There are four Star Levels for any specific Feat in the game: Bronze, Silver, Distinguished Service Cross and Medal of Honor.

On the Main Screen, the total number of Stars you've achieved in each level of recognition is displayed. You can view detailed information on all the possible Feats in a mission and how many Stars you achieved in each by accessing the Decorations Screen.





MULTIPLAYER



OVERVIEW

To start a Multiplayer match, select "Multiplayer" from the Main Menu.

ONLINE MENU

Online Menu Options

Choose Match

Takes you to the Choose Match Setting screen. On this screen you can set preferences for the type of multiplayer match you'd like to play. When your preferences are set, selecting "Search" will generate a list of available, compatible games. Selecting a match will take you to the Lobby of that game (see The Lobby below).

Create Match

Takes you to the Match Settings Screen where you can set the preferences for the game you'd like to host.

Allow Spectators

Opens your game up to players who wish to join the game as a Spectator.

Automatically Recycle Games

Once the match ends, the game will return the players to the Game Lobby so you can quickly restart the match with the previous settings. If this is not set, players will be taken back to The Lobby when a match ends.

Level

Allows you to select the mission you wish to play. To host a versus match you must select a Versus Campaign mission. To host a cooperative game you must select a Co-op Campaign mission.

Game Name

Allows you to set the Game Name.

FIREWALLS

In order to join or host a Full Spectrum Warrior: Ten Hammers game from behind a router with NAT (Network Address Translation), or firewall, you may need to enable PORT FORWARDING. You will need to route, or forward, all data on ports TCP 1357 - 1370, UDP 1364 and 6500 to the IP address assigned to your PlayStation®2 console. UDP 1000 is the default for LAN. (Note: Users using DHCP must ensure that their PlayStation®2 console is always assigned the IP address specified in the PORT FORWARDING setup; under these circumstances you may need to change your PlayStation®2 from "Auto Detect (DHCP)" to a "Static IP" address using your Network Configuration GUI or Network Adaptor Start-Up Disc to ensure that forwarded data always gets to your PlayStation®2 console.)

If you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your PlayStation®2 console directly to your DSL modem, cable modem, or other broadband device.

For further questions, please contact THQ's Customer Service department. The contact information can be found on Page 37 of this instruction manual, in the Limited Warranty section.

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THE LOBBY



The Lobby is where all the players of a particular match meet up, choose sides and get information on the game they are about to play. When you first enter The Lobby you will be taken to the Factions Screen.

FACTIONS SCREEN

On the Factions Screen you'll see what side and what units you'll be controlling in the upcoming match.

In the far-left column you select the Faction you want to play. There are four possible factions.

U.S. Troops	U.S. soldiers organized into teams of two to four units.
Coalition Troops	British soldiers organized into teams of two to four units.
Mujahideen	Insurgency force made up of disorganized fighters. These fighters are controlled individually.
Al-Ra'id	Insurgency force made up of disorganized fighters. These fighters are controlled individually.

Once you select a Faction, you must select the units you want to command. These units are divided into Types and listed in the center column on the Factions Screen. To access the Types column you must press right on the directional buttons or on the left analog stick. The Faction you've selected determines the Types available to you.

Pressing the  button on the Factions Screen takes you to the Type Priority Screen. In the Type Priority Screen you will see all the types of Factions you've selected. The top Type in the list is the highest priority Type. Whenever the game automatically assigns you a Type, it will reference this list. The game will try and assign you the Type at the top of the list first. If that Type is not available it will try and assign you the second Type in the list. You can change the order of the list on this screen; thereby setting which Types you'd prefer to command every time you play in the selected mission.

From the Factions Screen you can access the Briefing Screen, Settings Screen or Players Screen by pressing either the **L1** button or **R1** button.

Briefing Screen

The Briefing Screen gives you information on the mission you are about to play.

Settings Screen (only seen in a Versus Match)

The Settings Screen gives you information on the different game variables set for the mission. On this screen, the host of the game has the ability to alter the mission variables in order to change how the mission plays.

Players Screen

The Players List displays the names of all your friends currently logged on. Selecting a name in the list and pressing the **□** button brings up more information on the selected player.



THE MISSIONS



AMMO BLAST

Factions	US FORCES vs. MUJAHIDEEN
Description & Objectives	The Mujahideen are protecting an ammo stockpile located near the Gallery of the Khardiman Arts Center. US forces have been dispatched to eliminate the Mujahideen and destroy their ammo cache. There are several rival resistance cells in the area that are hostile to both US and Mujahideen forces. The cells are also vying for control of the ammo cache; however, the Mujahideen commander can recruit them to help defend the cache from the Americans.

TAKE THE CITADEL

Factions	MUJAHIDEEN vs. AL RA'ID
Description & Objectives	Mujahideen and the Al Ra'id forces are battling around the Khardiman Monastery. Both sides have secured a stronghold inside the monastery and are attempting to gain control of the complex. Either side can use its explosives to destroy the enemy's munitions pile and stronghold. There are also gates in the monastery that lead to the fighting outside the walls. If a soldier can open these he can recruit reinforcements to help with the battle.

INSURGENCY IN THE STREETS

Factions	US FORCES vs. AL RA'ID
Description & Objectives	US forces are attempting to eliminate the remnants of the Al Ra'id. Commander bin Fassi is attempting to gather recruits and support from the populace before fleeing the city. A television news team has gotten word of this and is on its way to film a possible demonstration. The US wants to avoid a media circus and must stop bin Fassi before he can stage a large anti-American demonstration. The Al Ra'id must stay alive, gather support from the civilians, and bring them back to the recruitment center before the news team arrives.

BRING ME TARIQ AL-SADIF

Factions	MERCENARIES vs. MILITIA vs. AL RA'ID vs. MUJAHIDEEN
Description & Objectives	Tariq Al-Sadif was Al-Afad's chief aide. It is believed that he has stolen valuable Zekistani treasures and hidden them in the Parliament building. Each faction's mission is to locate the treasure. To win, a faction must find Tariq and get him to tell them where he hid the treasure. Once it has been acquired they must leave the building before their enemies stop them.

RADIO CLASH

Factions	COALITION vs. MUJAHIDEEN
Description & Objectives	The Mujahideen have taken over the radio tower and broadcast facilities within the walls of the Monastery. They are using these to broadcast propaganda. The Coalition forces are charged with ending this threat by destroying the Tower. The Mujahideen must repel the Coalition attack.

DARING RESCUE

Factions	US FORCES vs. MUJAHIDEEN
Description & Objectives	A Blackhawk helicopter has been shot down in the Projects area of Khardiman. Mujahideen soldiers control the area around the crash site. Two US squads have been sent in to get to the chopper. The Mujahideen must repel the US rescue attempt. The US's goals are to reach the chopper area and destroy nearby Mujahideen Safe Houses.



THE MISSIONS



EXPLOSIVE SITUATION

Factions	US FORCES vs. AL RA'ID
Description & Objectives	Al Ra'id forces are planning on detonating a bomb in an area near the Embassy. The Embassy itself and/or the nearby Marketplace are targets. The Al Ra'id must plant the bomb at one of the locations and detonate it before 1900 hours. The Coalition troops are attempting to prevent the Al Ra'id from planting the bomb.

AMONG THE SNIPERS

Factions	US FORCES vs. AL RA'ID
Description & Objectives	An American AC-130 Spectre gunship has crashed in the Khamar river behind the Bathhouse of Khardiman. The survivors of the crash have made their way onto the Bathhouse grounds. Al Ra'id forces followed the pilots and captured two of the four survivors. US forces have been airdropped into the Bathhouse garden and must attempt to rescue the hostages. The Al Ra'id is attempting to foil the rescue attempt and capture the remaining pilots.



INSURGENCY CONTROL UPDATES



Insurgent Fighters are controlled differently than Friendly Forces.

SWITCH FIGHTERS ORDERS – SWITCH FIGHTER BUTTON

Pressing the  button will switch to the closest Insurgent Fighter you are looking at. To switch between different Insurgent fighters, you must turn the camera and look in each fighter's direction. Note that, if you are not looking at any fighters under your command, pressing the  button will have no effect.

You can also hold the  button to access a Team Map for the Insurgent Fighters. With the team map open you can select Insurgent Fighters the same way you select Friendly Forces (see Orders/Switch Team Orders above).

button

Action 2 – The insurgency characters can use Group Orders to move multiple characters with one action. Pressing the  button without the Move Cursor active adds the current character to the player's Group. The Group Indicator will appear next to that character's position on the directional buttons. Pressing the  button again will remove the character from the Group. Once characters are added to the Group, pressing the  button with the Movement Cursor active will move all members of the Group into cover positions near the Movement Cursor. This is the easiest way of moving multiple insurgency characters around the map.

button

Action 3 – Some missions allow insurgency characters to recruit NPC soldiers into a Posse. Getting into proximity of a potential recruit causes him to be added to the selected character's Posse. The  button prompts will be displayed next to the directional buttons once recruits are acquired. Pressing the  button with the Movement Cursor active will cause the Posse to move to the selected area. Pressing the  button without the Movement Cursor active will set the Posse into follow mode so they run after their recruiter, attempting to stay in cover. Pressing it again will put them back into stay mode so they hold their current position and defend it against enemies.



INSURGENCY CONTROL UPDATES



Appears when Move Cursor is present: Posse will move to cursor location.



Appears when Move Cursor is not present: Posse will follow their recruiter, attempting to fight from cover.



Appears when Move Cursor is not present: Posse will stay at current location and use cover to defend area.

SPAWNING

When Insurgency Fighters are killed they do not need to be taken to a CASEVAC. Instead the player can call in more reinforcements via the Spawn Map. To access the Spawn Map hold the **△** button to open the Team Map and then press the **L3** button.



Spawn locations will be displayed on the Spawn Map with this symbol. Locations that are unclaimed or owned by another Faction will be grey, and those available to the player will be colored with his Faction's color. The number of reinforcements available is displayed at the top of the screen above the map.

To spawn a new character, select an available spawn location with the left analog stick. The characters that can be spawned from that location will be displayed below the map. Select the desired character with the right analog stick and press the **×** button to spawn him at that location. The new soldier will become visible in your Unit Icons and accessible via the directional buttons. The total number of available reinforcements will be reduced by one.

UNIT ICONS



Alpha Fighter



Bravo Fighter



Charlie Fighter



Delta Fighter

When controlling Insurgent Fighters, each will be assigned an Arabic symbol. These symbols will appear in place of the Unit Icons in the HUD. These same symbols will appear over the fighters in the world.

ORDERS ICON WINDOW



This symbol indicates when you are standing near an object on which your team can perform a special action. Pressing the  button will order your team to perform whatever action is associated with the object.



This symbol indicates when you are standing near a neutral or enemy Spawn Node. Pressing the  button will order a member of your team to enter the Safe-House door and capture the Spawn Node for your team.



This symbol indicates that you are standing near a friendly Spawn Node. Pressing the  button will order the fighter you're with to leave the battle via a Safe-House.



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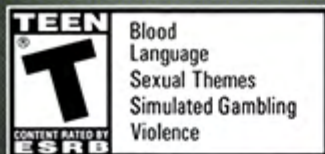
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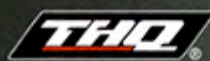
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