KILLZONE™

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 trigger 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.

Killzone™ Tips and Hints

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

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

Game Hint Guide Information

PlayStation Underground Game Guides
For free hints and tips visit us at **www.us.playstation.com**.

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

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

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SETTING UP

Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

SETTING UP YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

Set up your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the [RESET] button. When the power indicator turns green, press the OPEN button and the disc tray will open. Place the Killzone disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a game 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) (OPTIONAL)

In order to play Killzone 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 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: Killzone (Online Mode) must be played over a broadband Internet connection (DSL, cable modem or higher speeds).

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

A MEMORY CARD (8MB)(for PlayStation®2) is required to play Killzone. Before playing online, a valid Network Configuration must be saved to the memory card using either the Network Startup disc or the Killzone Network Configuration Utility.

To save game settings and progress, insert a memory card into MEMORY CARD slot 1 of your PlayStation®2 computer entertainment system. You can load saved Killzone game data from the same card or any memory card containing previously saved data.

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

Killzone is compatible with both the USB headset (for PlayStation®2) and the SOCOM headset. The headset allows you to talk with other teammates in Online Mode. This is an optional feature and not required to enjoy the game.

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.

IT'S WAR

An invasion force from Helghan has bypassed Vekta's defense systems and is currently engaged in a fearsome battle with ISA forces. Showing complete disregard for civilians, Helghast troops have begun an indiscriminate rampage, clearly intending to take control as swiftly as possible through the use of brute force.

It is not yet known why the SD Defense Network failed to prevent the Helghast fleet from passing into Vektan skies, but the Helghast army is clearly a vast and well prepared machine. ISA divisions are already greatly outnumbered and bogged down in fire fights with scores of well armed enemy troops. Reinforcements have been summoned from Earth, but in the meantime, with the SD defenses still inoperable, the hope of the people of Vekta rest on the shoulders of our countrymen in the ISA armed forces.

The Second Helghan war has begun.

MENU NAVIGATION

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ⬆ ⬇ ➡ ⬅ etc. are used to denote the direction of both the directional buttons and the left analog stick unless stated otherwise.

USING MENU SCREENS

Press the ⬆ ⬇ ➡ or ⬅ directional buttons to highlight an option, then press the ✕ button to confirm. To return to the previous menu screen, press the △ button.

HELGHAN LEADER'S CALL TO ARMS

Undercover Field Operatives have released the first images and transcript of a passionate rallying call made by Scolar Visari, heir to the Helghast Empire. Speaking just two days ago to an assembly of thousands of Helghast troops, Visari described his people as no longer a 'broken nation, shunned, oppressed and conquered'.

Riding a wave of patriotic sentiment, Visari continued to reaffirm his part in the rebuilding of Helghast pride, before closing his address with a rousing battle cry - 'On this day we stand united once more... Defenders of the Helghast dream, now is our time'.

Often dismissed as no more than an enthusiastic rabble rouser, Visari has long been the focus of scrutiny from security officers on Earth. But it now appears that Visari's position of power might have been underestimated, with the former colony's increased isolation from Earth acting as cover for a massive rearmament program. Despite his demonic portrayal on Earth and Vekta, Visari is seen as a hero and liberator by his own people.

A short cinematic sequence will be displayed. Press the ⊗ button to skip the cut scene and access the Main Menu.

MAIN MENU

Press ⬅ or ➡ to highlight one of the following options and press the ⊗ button to confirm:

GAME _____ Choose to play a Campaign or Battlefields game
OPTIONS _____ See the *Options* section on page 6 of this manual
EXTRAS _____ Check out some bonus menu items

OPTIONS

Press ⬆ or ⬇ to highlight one of the following options and press the ⊗ button to toggle/confirm:

AUTOSAVE — Set the *AUTOSAVE* function *ON* or *OFF*
PROFILES — See the "*Profiles*" section of this manual
AUDIO — Adjust the *Music Volume*, *SFX* and *Speech Levels*, choose *STEREO* or *MONO* sound output and toggle *SUBTITLES ON* and *OFF*
VISUAL — Choose either *PAL* or *NTSC* display modes, *NORMAL* or *WIDESCREEN* aspect ratios, or reposition the game screen on your TV
LANGUAGE — Select an alternative language

PROFILES

When you play Killzone online for the first time you will need to create a profile. On the Create Profile screen, use the virtual keyboard and/or the USB keyboard (for PlayStation 2) to name your profile; instructions on how to use the virtual keyboard see "On-Screen Keyboard" section on page 22.

Once a profile has been created, it must be saved to Memory Card. When you play the game, your profile will be stored in the Profiles list, which is accessible from the Options Menu. If you want to create another new profile, press the ◯ button whilst viewing this list.

You can also delete profiles, view statistics and amend controller information for individual profiles by selecting a profile and following the on-screen instructions.

STATISTICS

Check out statistics for each profile, including total number of kills, levels played and levels won.

CONTROLLER CONFIGURATION

Use this screen to toggle *Invert Look ON* or *Off*, to set up some advanced control settings, to reconfigure the button configuration to your liking or to restore the default control settings.

SD PLATFORM FAILURE RAISES BIGGER CONCERNS

They said it would never happen - the SD Network was supposed to be the most sophisticated defense mechanism ever created by Humankind. In rehearsal it has always seemed infinitely powerful, but as Vekta called on its shield for the first time, it failed us. The reason for this failure is not yet clear, but whether due to human error or technological malfunction, the breakdown of the SD Platforms surely raises questions about the people and microprocessors in whom we have placed our trust.

In an interview, General Bradley Vaughton spoke glowingly of the Vektan defense network. At the time he said, 'There is no need for alarm. In the unlikely event that dissident Helghast factions - or anyone else - attempt to attack Vekta, we are in no doubt that the orbital Strategic Defense platforms will serve their purpose - I can confidently declare that there is no way potential aggressors could get through'.

We are now in the midst of a war we were told could never happen. Can we now be expected to believe that we were prepared for this attack? Surely not; after all, the SD's were supposed to be unconquerable. Do we now have the resources and personnel to repel the invaders? Only time will tell.

Neither Vaughton nor SD Platform Commander, General Adams, were available to comment.

CONTROLS

L2 button
Crouch

L1 button
Throw Grenade,
(hold) to cook grenade.

↑/↓
Zoom In/Out
(sniper rifle only)

Left analog stick
Move

L3 button
Sprint

SELECT button
Objectives (in Campaign mode)/Lobby (in Online Battlefields mode)

START button
Pause

R2 button
Fire weapon / Secondary Fire

R1 button
Fire weapon / Primary Fire

□ button
Campaign Mode – Luger Only – Heat Vision

□ button (hold)
Online Only - Voice Chat (with headset)

○ button
Cycle through Weapons

○ button (hold)
Pick up Weapon

△ button
Reload Weapon

✕ button
Action (Climb, Melee, Hop over wall, etc)

Right analog stick
Aim/Look

R3 button
Zoom

This photo was obtained from sources inside the ISA Command Center. Our picture experts are currently attempting to decipher its significance; they've annotated their findings so far.

Crosshair - turns red when targeting an enemy. Turns green when targeting a comrade
Secondary Fire Ammunition – graphic shows number in clip, number shows quantity remaining
Primary Fire Ammunition – graphic shows number of rounds in current clip, number shows quantity of rounds remaining

ADDITIONAL ON-SCREEN INFORMATION

Weapon Pick Up – displayed below the crosshair when you move over a weapon that can be picked up
Action Icon – a prompt will be displayed when your character is near a context sensitive area (e.g. emplaced weapon, ladder, vault area)
Ammo Pick Up – an icon is displayed in the top right corner of the screen when ammo is collected

CAMPAIGN

This is the main single player game. Take control of a hopelessly outnumbered ISA squad and fight against the odds to repel the Helghast invasion force.

To begin or continue a Campaign, first create a new profile or select an existing profile to continue playing from that profile's last save point. If playing for the first time, create a new profile following the procedure outlined previously in this manual and then select a level to play and a difficulty setting. When you first begin a Campaign, you play as Captain Jan Templar only.

BATTLEFIELDS

This is the home of the Killzone multiplayer games, including those playable both offline and online.

After selecting *BATTLEFIELDS* from the Main Menu 'GAME' option, choose whether to play an *ONLINE GAME* or an *OFFLINE GAME*.

ONLINE BATTLEFIELDS

To play an online game, select *ONLINE GAME* and then select your Network Configuration file from those listed on-screen to access Killzone online. Please see the 'Battle Online' section on page 21 for further information on playing Killzone online.

ENTIRE PLATOON DESTROYED

In an early setback for ISA forces, reports have confirmed that an entire platoon of ISA Regulars was decimated within minutes of the Helghast invasion force landing on Vekta. The platoon, H-Company, led by Sergeant Rico Velasques, was defending a position of 'extreme tactical importance', believed to be a bridge located in the Southern Hills area of Vekta. Full details of the Helghast assault have not been announced, but it is understood that H-Company held its position whilst taking heavy fire from the Helghast 17th Tank Division.

Reports also suggest that there are no survivors. The names of the dead men have yet to be released.

OFFLINE BATTLEFIELDS

Offline Battlefield games are for either one player (with computer controlled 'bots') or two players.

ONE PLAYER

Select your profile and then choose whether to fight as an ISA or Helghast soldier and select '*CREATE*' to confirm.

Choose a game type from those listed below:
DEATHMATCH
TEAM DEATHMATCH
DOMINATION
SUPPLY DROP
ASSAULT
DEFEND AND DESTROY

NOTE: Battlefields game types are described on pages 12-15.

Press ⬆ or ⬇ to scroll through the available maps and choose one to play on, then specify the number of computer controlled bots and the bot difficulty level for your game, which can be set to *Easy, Normal* or *Hard*.

Finally specify the settings for your game by tailoring the following preferences:

TIME LIMIT	Select a time limit from *5 MINUTES* to *60 MINUTES*
SPAWN LIMIT	Specify a respawn limit for players/bots
FRIENDLY FIRE	Toggle friendly fire on and off by selecting *YES* or *NO*
DISPLAY NAMES ABOVE PLAYERS	Select either *YES* or *NO*
KILLS	Set a limit for the number of Kills

TWO PLAYER

For two player battlefield games, each player must select a profile, so at least two profiles must be created and stored to Memory Card. After selecting your player profiles, choose whether to fight on the same team or against each other, then select a game and map and configure bot settings and game settings as outline for the one player game.

DEATHMATCH

Take part in some frantic all-against-all deathmatch action! Each player respawns at a random point on the map and must strive to score the most points by gaining the most kills. 1 point is scored for each kill, but for each suicide 1 point is lost and a death is registered for that player. This game type is available on all maps.

TEAM DEATHMATCH

An ISA squad is pitched against a Helghast platoon in a team based version of 'Deathmatch'. Scores are determined by team performance, although individual player scores are also maintained for ranking purposes. 1 point is scored for each opposing team kill and -1 point and death are given for each suicide. Friendly fire team kills count as a death for the dead character and -1 point for the killer. This game type is available on all maps.

DOMINATION

A team based game where each team must fight to gain control of 'switches' that have been placed around the battlefield. The game ends when the timer expires, or the points limit or the spawn limit has been reached. 1 point is scored for each opposing team kill; -1 point and death for each suicide; team kills count as a death for the dead character and -1 point for the killer; a player capturing a switch will receive 5 points and 5 points are deducted if the switch is captured by an opponent. 1 point is earned by the team for retaining ownership of a switch for 15 seconds. This game type is only available on the Delta Creek, Canyon Crossing, Park Terminal, Orbital Station, Southern Hills and Beachhead maps.

SUPPLY DROP

An alternative team based game where each team fights to capture containers 'dropped' at strategic points on the map. When containers have been captured the team must return them to their base. 1 point is scored for each opposing team kill; -1 point and death for each suicide; team kills count as a death for the dead character and -1 point for the killer; the player capturing and depositing a container on a platform in their base will receive 5 points, while 5 points are deducted if the container is then removed by an opponent. 1 point is earned by the team for retaining ownership of a container for 15 seconds. This game type is only available on the Delta Creek, Vektan Slums, Core Shaft, Southern Hills and Beachhead maps.

ASSAULT

A team game where one team must defend a key objective against attack from the other team. 1 point is scored for each opposing team kill; -1 point and death for each suicide; team kills count as a death for the dead character and -1 point for the killer; any player achieving the objective will receive 5 points. This game type is only available on the Delta Creek, Canyon Crossing, Park Terminal, Southern Hills and Beachhead maps.

DEFEND & DESTROY

A team based game similar to 'Assault', but this time both teams must defend a key objective and at the same time destroy the opposing team's objective. 1 point is scored for each opposing team kill; -1 point and a death for each suicide; team kills count as a death for the dead character and -1 point for the killer; the player destroying an enemy-held objective will receive 5 points. This game type is only available on the Delta Creek, Vektan Slums, Core Shaft, Southern Hills and Beachhead maps.

NOTE: In Battlefield games, if the 'Display Names Above Players' option is selected, names become more transparent the farther the charater is.

ISA INSTRUCTION

As the Helghast invasion force gains impetus, we asked an International Strategic Arms (ISA) Training Facilitator (who wishes to remain anonymous) to talk through a few moves and combat techniques that feature prominently in the ISA Training Manual. He highlighted the following as being of particular importance:

1. Think before you act
'Suss out every situation - going in all guns blazing works in some situations, but in others it's no more than a short cut to the morgue.'

2. Your surroundings can be your ally or your enemy
'Modern conflicts call for modern techniques; if you want to survive, learn to use your surrounding environment as cover.'

3. Work as a team
'Tactics are of vital importance to both team and individual - watch each others' backs and remember that successful soldiers are both ruthless and cautious in equal measures.'

4. Picking up/carrying weapons
'Use weapons that you feel comfortable with and best suit your current situation; weight up the pros and cons of all weaponry found in the field as you can only carry so much. Also, keep track of your ammo, if you run out or need to reload in the middle of a close quarter firefight, you might as well lie down and zip up that body bag yourself.'

ISA REGIMENTS SEEK NEW RECRUITS

Even before the outbreak of war, International Strategic Arms (ISA) was conducting an audit to ascertain which divisions are most in need of new blood. Traditionally, the force has always been predominantly centred around a core group of ISA regulars, with the more specialist divisions accounting for the remainder of the services.

A spokesperson for the ISA recruitment office said, 'Just a few days ago we were scheduled to launch a new recruitment drive, and now this activity has become more important than ever.

'Although we're desperately in need of new recruits, potentials should be under no misconceptions; after years of training and preparation only the top few percent will make it as an RRF or Shadow Marshal. But if you are thinking of a career in the armed forces, surely now is the time to go for it.'

Rapid Reaction Force (RRF)

Using advanced skills, tactical acumen and firepower, the RRF was set up to ensure Vekta's first line of defense remains the ultimate deterrent to potential aggressors.

RRF members possess a good mix of skills and attributes, but it is in the area of leadership that their true value is found - their motivation and aptitude form a focal point for ISA resistance forces that allow even small, outnumbered squads to come out on top in general combat situations.

Shadow Marshals

The elite unit of modern day special operatives. Relying on cover, athleticism, covert weaponry or just their bare hands, the Marshals' menacing reputation is fully deserved.

More mobile than their other ISA counterparts, Shadow Marshals are able to quickly vault and climb ladders and ropes and crawl through vents; creating minimum disturbance and gaining entry to areas that would otherwise be inaccessible, or that enemies or comrades might not even be aware of. Shadow Marshals are also equipped with nightvision goggles.

ISA Regulars

The life blood of the ISA forces, these soldiers can harness their natural aggression during combat and utilise their heavy weapons training to devastating effect.

With a high resistance to incoming fire and enemy traps and mines that would instantly kill their slighter counterparts, every ISA squad needs at least one soldier like this. Their powerful weaponry is also essential in the destruction of some enemy emplacements, but the added weight hinders manoeuvrability, leaving these human bulldozers with no option but to take the most direct route.

Field Operatives

This squad of undercover agents rely on nerve and diplomacy and can often equal the difference between success and failure.

Whilst they receive standard weapon and tactical training, operatives must also maintain a high level of physical fitness, allowing them to vault, climb etc. in the field. One special Field Operative division is made of Human/Helghast half-breeds; these soldiers can bypass Helghast sensors, mines and sentry bots without detection. They are also experienced operators of both Human and Helghast machinery and equipment.

THE PAUSE MENU

Press ⬆ or ⬇ to select one of the following options and press the ⊗ button to confirm:

RESUME	Return to the game
AUTOSAVE	Displayed during a Campaign only - select either *AUTOSAVE ON* or *AUTOSAVE OFF*
AUDIO	Adjust the *Music Volume*, *SFX* and *Speech* levels, choose *STEREO* or *MONO* sound output and toggle *Subtitles On* and *Off*
CONTROLS	Toggle *Invert Look On* or *Off*, set up some advanced control settings, reconfigure the button configuration to your liking or to restore the default control settings
RESTART	Restart the current level/game, or checkpoint in a Campaign
QUIT	Leave the game and return to the Main Menu

GETTING CONNECTED

From the Main Menu select GAME, then *BATTLEFIELDS* followed by *ONLINE GAME*. You will be then prompted to select a suitable Network Configuration file.

Press ⬆ or ⬇ to select a Killzone Universe and press the ⊗ button to confirm.

CREATING YOUR NETWORK CONFIGURATION FILE

You must create a valid Network Configuration file using the PlayStation®2 Online Setup Disc or network start-up application for another online PlayStation®2 game and have the Memory Card containing that Network Configuration file in your console, before attempting to play Killzone online. Once your Network Configuration file has been created, you will be ready to play online. Select the Killzone Universe you wish to join to access the account login screen where you must enter your Central Station Handle (Name) and Password when prompted.

Press the ◎ button to select an account if one is already saved from a previous session. If you are unable to select an existing account press the ⊗ button to enter your Handle and Password using the virtual keyboard or a USB keyboard, following the procedure outlined elsewhere in this manual. Remember to choose whether you would like your password details to be saved!

It is important that you fully understand and accept the Online User Agreement presented to you before continuing.

NOTE: For detailed information on creating your Network Configuration file, see the PlayStation®2 Online Setup Disc Instruction Manual.

USING THE ON-SCREEN KEYBOARD TO ENTER DATA AND CHAT

Killzone uses an 'SMS' style virtual keyboard or USB keyboard (for PlayStation®2) for inputting text (account names, passwords, online chat etc).

To use the virtual keyboard:

1. Use the left analog stick to move the cursor around the keyboard
2. Press the △, the ○ button, the ✕ button or the □ button to enter the corresponding letter
3. For capital letters press and hold the R1 button, for numbers and symbols press and hold the R2 button
4. Leave the left analog stick in a 'neutral' position to use the 'space', 'backspace', 'cancel' and 'enter' functions

NOTE: A USB keyboard can also be used for data entry and chat.

HELGHAST HEADS-UP

A quick introduction for the benefit of anyone who has recently arrived on Vekta from Earth:

The Helghast is a dissident faction that has lived in isolation on Helghan, the former colonial outpost, for generations. When the planet was first colonised, atmospheric anomalies were not initially detected, and the children of the first colonists were born with deformities. Over time the Helghast have developed apparatus and techniques to ensure survival in their harsh environment; but it has always been a place of hardship and desperation.

Animosity between Helghan and Earth resulted in the First Helghan War, a devastating conflict in which the Earth forces were eventually victorious. But the subsequent power vacuum on Helghan meant that its people were left out in the cold, praying for the day when a leader would come to reunite them.

THE HELGHAST SOLDIER

Resilient, well trained and well armed, the Helghast Soldier is a formidable opponent - their genetic make up means that Helghan offspring generally grow to be of larger than average size. Such is the lack of opportunity on Helghan that most young Helghast sign up or are conscripted into the armed forces where they receive intensive teamwork and weapons training.

ONLINE MAIN MENU

Press ⬆ or ⬇ to select one of the following options and press the ⊗ button to confirm:

NEWS	View the latest information available on what's happening and what's new in the Killzone Universe
PLAY	Join a Killzone network game
VIEW PROFILE	View or reconfigure controls and see accumulated online statistics for the current profile
BUDDIES	View all the players in your buddy list to see if they are online and invite new players to be added to your list, invite them to join your game
INVITATIONS	Accept or decline invitations from other players to be added to their buddy lists
LOG OFF	Disconnect from the Killzone Universe and return to the main game

JOINING / CREATING A GAME

Select a game room to see a list of the Killzone network games that are currently running. If any of your buddies are present in a particular game room then an icon will be displayed to the right of the list.

Once in a room you can choose to join an existing game or create a new one configured to your own preferences. You can also find out who all the other players in the game room are, view their online statistics and invite them to join your buddy list.

Players can chat to each other by pressing the ◉ button and using either the virtual keyboard or a USB keyboard.

JOIN GAME

The Join Game screen displays a list of all the games that are running in the current game room. If there are a large number of games then you can select *SET FILTERS* to display only those games that conform to your requirements. Filters can be toggled on and off using *FILTERS ON/OFF*. If you want to update the list to see what has changed then select *REFRESH LIST*.

From the *GAMES* list it is possible to view game names, game types, whether any buddies are present in the games, number of players, connection quality (*ping*) and whether games are password-protected.

Games can be sorted by pressing the L1 button and selecting the heading to sort by. The settings for a particular game can be viewed by pressing the △ button. A list of all players in the selected game can be viewed by pressing the ○ button. When you have found a game you want to join, select it and press the ✕ button.

CREATE GAME

The Create Game screen allows you to create a game configured to your own preferences. First you must enter a game name using the virtual or USB keyboard, then choose a game type and a map to play the game on. Some maps are not available for certain game types.

On the Game Settings screen you can set-up the various game parameters as follows: (Note: not all parameters are available for all modes)

TIME LIMIT	The duration of the game
SPAWN LIMIT	Maximum number of respawns each player has
FRIENDLY FIRE	Enable or disable friendly fire
RANKING	Limits game to players of the specified rank(s)
KILLS	Maximum number of kills needed to win
PASSWORD	Password protection
LATE JOINERS	Enable or prevent players from joining games that are in-progress

Once you have configured the settings to your liking press the ✕ button to create the game.

GAME LOBBY

In the Game Lobby you can see a list of all the players in the current game. If the game type is Deathmatch then you can choose to be either ISA or Helghast by selecting *CHARACTER*. If the game type is team based then you can see which team players have been assigned to and change team by selecting *SWITCH TEAM*, providing there is a space on the other team.

Choose *GAME INFO* to bring up a screen showing the game type, game objectives and a short briefing.

You can chat to other players in the Game Lobby by pressing the ◉ button and using the virtual or USB keyboard. Alternatively, if you have a USB Headset (for PlayStation®2) you can talk to other players by pressing the ■ button.

When you are ready to begin playing, toggle *Not Ready* to *Ready* and press the ✕ button.

CREATE GAME SCREEN

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RANKING	Limits game to players of the specified rank(s)
KILLS	Maximum number of kills needed to win
PASSWORD	Password protection
LATE JOINERS	Enable or prevent players from joining games that are in-progress

Once you have configured the settings to your liking press the ⊗ button to create the game.

ASSASSIN HUNT ON HOLD

Attempts to locate the assassin behind the failed attempt on the life of RRF Captain Jan Templar have been shelved following the Helghast invasion. Captain Templar, 28, is one of RRF's most decorated and experienced officers. During a routine defense emplacement inspection, Captain Templar made the narrowest of escapes after being fired upon by an unseen aggressor.

Ballistics experts have confirmed that the rounds were fired by an ISA sniper rifle, stolen recently from an SD Platform reserve munitions store.

Since fighting began, communications with Captain Templar have been lost, but he is believed to be on the front line impeding Helghast advances until backup arrives.

PAUSE MENU

Press the START button to pause the game in order to adjust audio settings and view or amend game controls. Select *Resume* or press the △ button to return to the game, or select *Quit* to exit.

IN-GAME LOBBY MENU

Press the SELECT button to view the scores for each player in the game and, in the case of team based games, the overall team score as well. If a time limit has been set for the game then this can be seen in the bottom left corner of the screen.

Press the ○ button to chat with other players using the virtual or USB keyboard. If you have a USB Headset (for PlayStation®2) connected you can talk to other players by pressing the □ button.

The following actions can also be performed:

RESUME	Return to the game
GAME INFO	Display a screen showing the game type, objectives and a short gameplay briefing

You can quit the current game and return to the Game Lobby by pressing the △ button.

END-GAME LOBBY

Depending on the game type and game settings, the End-Game Lobby is displayed when the time limit has expired, the maximum number of kills has been reached or the game objective has been met.

You can see a summary of the outcome of the game by selecting *Results*, view all the scores by selecting *Scores* or quit to the Game Lobby by selecting *Quit*.

In the End-Game Lobby, press the ◉ button to chat with other players using the virtual or USB keyboard. If you have a USB Headset (for PlayStation®2) connected you can talk to other players by pressing the ▣ button.

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