WIPEOUT® 2048 - MANUAL





⚠ WARNING: PHOTOSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:
• dizziness • eye or muscle twitches • disorientation • any involuntary movement
• altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE

- Keep the PS Vita game card out of the reach of small children to help prevent accidental swallowing.
- This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.
- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



PRECAUTIONS FOR USE



Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.

FCC AND IC NOTICE - PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

(1) this device may not cause harmful interference, and

(2) this device must accept any interference received,
including interference that may cause undesired operation

- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

continued >

FCC AND IC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

WIPEOUT® 2048

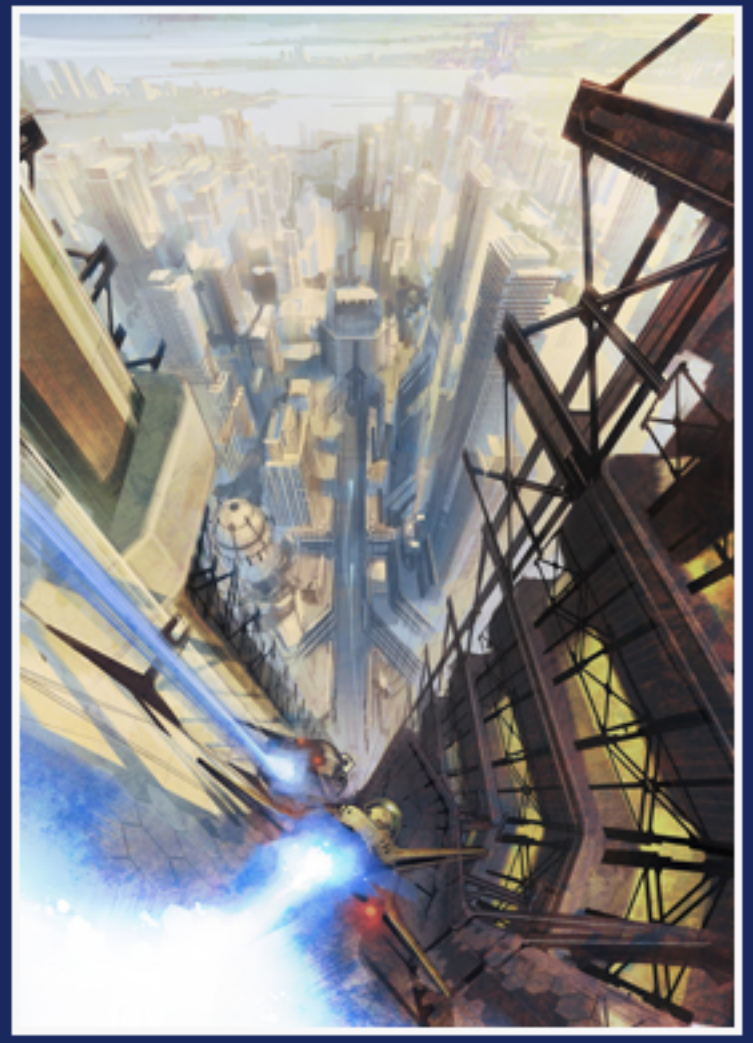


Prologue

The year is 2048. It's over a decade since Pierre Belmondo shattered scientific preconceptions by unveiling to the world's media a working anti-gravity generator that didn't just fashion its own laws, it defied almost four centuries of belief.

Science fiction became science fact. Belmondo had not only goaded the gods; he had - in a single moment under the blistering heat of the Nevada sun - reinvented physics. What was once construct, had become creation.

WIPEOUT® 2048



Prologue (cont.)

Through its inception the sport of Anti-Gravity Racing emerged, and with it, the inaugural Anti-Gravity Racing Championships (A.G.R.C.), a contest formed under the watchful eye of fledgling technology company, Pir-Hana. Now for the first time ever, five teams will take to the starting grids on the streets of Nova State City in a bid for glory.

Welcome to the birth of ballistic racing. Welcome to WipEout™.

HOME SCREEN



Home Icon

This is your Home Icon. The orange indicators will inform you of any newly unlocked things you might want to check out, such as ships.
Touch the Home Icon to access the Home Menu.



Home Menu

This is the Home Menu. From here you can access the Team/Ship Select, Community Menu, Profile Screen, Options and the Extras Menu.

HOME SCREEN



Team/Ship Select

Hit this button to check out or change your ship.
The orange indicator will let you know if there are any new ships available.



Community Menu

Access the Community Menu to see the latest news and see which of your Friends are online.

HOME SCREEN



Profile Screen

The Profile section is where you will find your Rank and statistics information.
Touch the Profile Information on the top right of the main screen to shortcut to this section.



Options

Access the Options menu to adjust the game settings and preferences.

HOME SCREEN



Extras

Check out the Extras Menu to find things like Tutorials and the Game Credits.

PLAYER PROFILE



This is your Profile information.
Touch this to be taken to the Profile Screen where you can see your Rank and statistics information.

GAME MODE MENU



Touch this icon to access the Game Mode Menu. From here you can move between Single Player and Multiplayer game modes.

SINGLE PLAYER



Campaign

In the WipEout® 2048 Single Player Campaign, you will play through the first 3 years of the sport of Anti-Gravity Racing - 2048-2050.
All Campaign events have Pass and Elite Pass targets. Pass an event to complete it, or Elite Pass an event to REALLY complete it. Unless you meet the Elite Pass criteria without knowing it, Elite Pass criteria will only be displayed once the Pass target has been met.

SINGLE PLAYER TARGETS

Obtain Passes and Elite Passes to earn XP.



Pass XP

Passes are worth 10000XP.



Elite Pass XP

With a Pass already obtained, Elite Passes are worth a further 10000XP, but if you obtain an Elite Pass right away, it will be worth 20000XP.

SINGLE PLAYER EVENT TYPES



Race Events

Race Events are classic WipEout®. Out-speed, out-gun and out-smart your opponent to cross the finish line first.



Combat Events

In Combat Events the aim is to damage and destroy as many rival ships as possible.
Fire at will!

SINGLE PLAYER EVENT TYPES



Zone Events

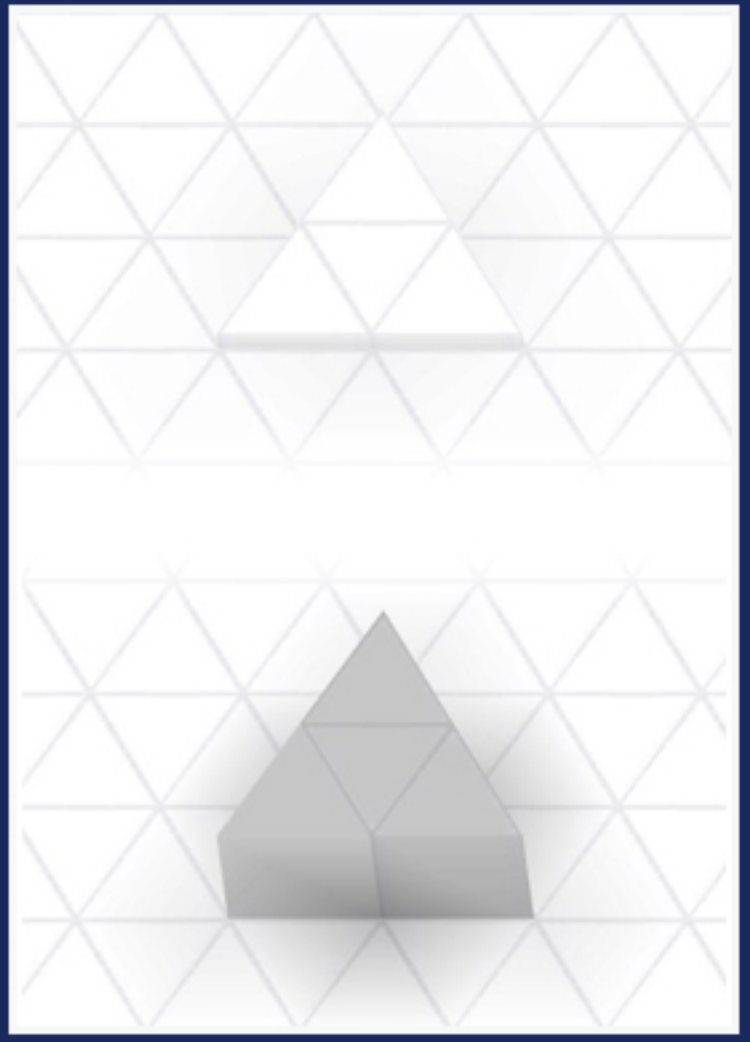
Zone Events will test your skills to the limit. Don't worry about accelerating, just steer and survive for as long as you can.



Time Trials

Time Trials are all about completion time. Finish in under the allotted time to succeed.

SINGLE PLAYER EVENT TYPES



Prototype Ship Challenges

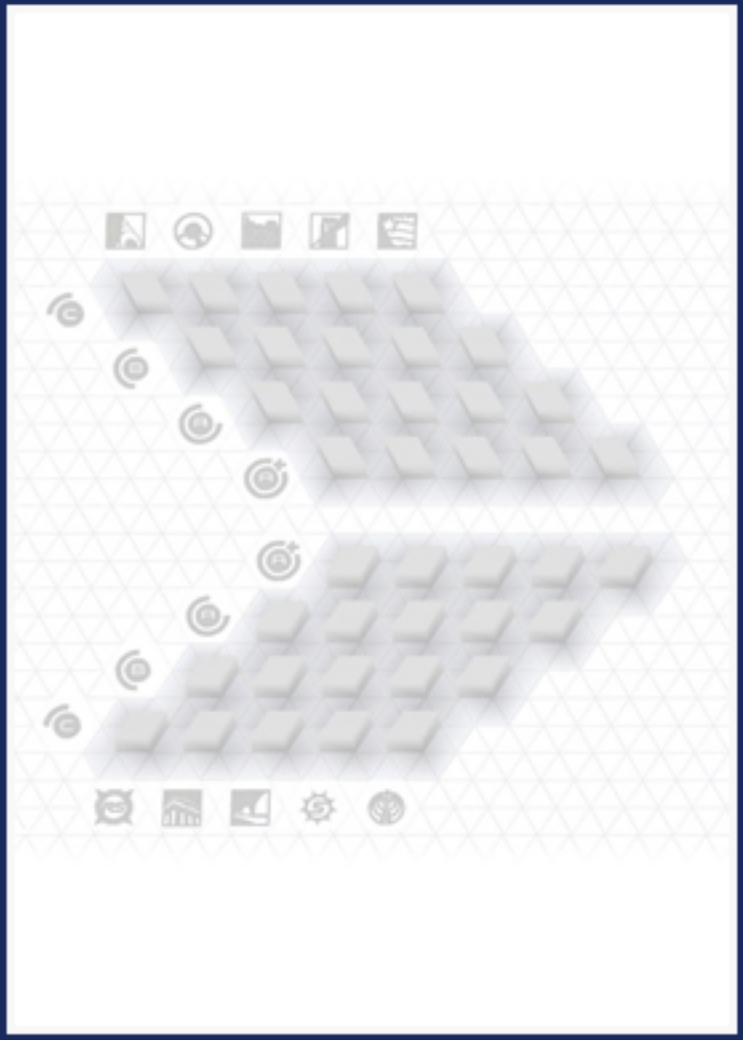
Each of the 5 teams has a Prototype Ship. These ships are tricky to master, but excel in their field.

To unlock a Prototype Ship, you must first unlock and complete the corresponding Prototype Ship Challenge.

You'll unlock your first Prototype Ship Challenge at Rank 10, and your last at Rank 50.

These are hidden events and once unlocked, you will have to search for them via touch. Look for clues to their location on the Single Player event select screen.

SINGLE PLAYER EVENT TYPES



Speed Laps

Speed Laps exist to determine who really is the fastest. The clock will reset every time you cross the line. Set the fastest lap you can and compare them with those of your friends and the rest of the WipEout® community via the online leaderboards.

A selection of regular Speed Laps are unlocked upon completion of each Single Player Season final. The A+ Class Speed Laps are unlocked by completing the Single Player Campaign and reaching Rank 15.

Pause the game to check out the Ghost Ship options.

SINGLE PLAYER EVENT TYPES



A+ Challenges

These are the fastest races available and therefore, not for the uninitiated. Attempt these prematurely and you will not succeed.
A+ Challenges will start unlocking from Rank 41. These are hidden events and once unlocked, you will have to search for them via touch. Look for clues to their location on the Single Player event select screen.

MULTIPLAYER



To play the Multiplayer Campaign you need a valid PlayStation® Network account and be connected to the internet. For details see hardware set up guide.

MULTIPLAYER



Campaign

Progression through the Multiplayer Campaign is made via the completion of objectives. The nodes that make up the Multiplayer Campaign are not events, they are strings of objectives and can be carried out on any track in any Multiplayer event. Complete objectives to unlock more, and progress through the 20 Multiplayer Campaign Levels.
You will need a minimum of four people to a Multiplayer event.

MULTIPLAYER



Objective difficulty

Each node has a Pass and an Elite Pass target, but unlike Single Player, both are visible from the start.

MULTIPLAYER OBJECTIVES



Pass

These are the easiest of the two targets. Completion earns 10000XP.



Elite Pass

With a Pass already obtained, Elite Passes are worth a further 10000XP, but if you obtain an Elite Pass right away, it will be worth 20000XP.

MULTIPLAYER EVENT TYPES



Race Events

Race Events are classic WipEout® . Out-speed, out-gun and out-smart your opponent to cross the finish line first. Remember your objective!



Combat Events

In Combat Events the aim is to damage and destroy as many rival ships as possible.
Fire at will, but remember your objective.
Absorbing is not permitted in multiplayer Combat Events.

MULTIPLAYER



Player Photos

Before every Multiplayer event, you will be given the opportunity to take your picture for use during gameplay and on the post-race podium.

Let the Take Photo screen time out (or hit the ‘X’ icon) to cancel the photo, or hit the ‘camera’ icon to take a photo.

If you don’t take a photo, you will neither send nor receive player photos for the upcoming event.

MULTIPLAYER



Ad-Hoc

Choose this option from the Game Mode Menu to play offline Multiplayer games with people in the vicinity.

MULTIPLAYER



Cross-Play

Choose this option from the Game Mode Menu to play Cross-Play Multiplayer games against players on both PlayStation®Vita and PlayStation®3.

TEAMS AND SHIPS



Teams

There are five teams in WipEout® 2048 -

Auricom
AG-Systems
Feisar
Pir-hana
Qirex

Each team has three main ships - Speed Ships, Agility Ships and Fighter Ships.

TEAMS AND SHIPS



AURICOM

Emerging from the ashes of the 2045 fallout at AG-Systems, this US-based team led by Delia Flaubert has three aces up its sleeve: Japanese pilot, Arial Tetsuo, a fearsome force in the cockpit of its ships, Anastasia Cherovoski, and BJ, a former air force pilot turned Anti-Grav racer.

TEAMS AND SHIPS



AURICOM (Cont.)

With the principles of sporting excellence enshrined in its mission statement, Auricom Research's chief rivals on the tracks of this, the maiden year of Anti-Gravity Racing, are Qirex Industries, emerging under the leadership of former colleague, Holst McQueen. Do the math and get behind Auricom Research.

TEAMS AND SHIPS



AG-SYSTEMS

Originally the commercial arm of the Foundation For European Anti-Gravity Research, AG-Systems operates predominantly out of Japan, employing a largely Japanese engineering and research team, despite its European heritage.

TEAMS AND SHIPS



AG-SYSTEMS (Cont.)

Managed by anti-gravity pioneer, Pierre Belmondo, AG-Systems' pilots behind the racing machines include John Dekka, Daniel Chang and Nana San. Operating under the mantra Make Friends In High Places, AG-Systems has its finger firmly placed on the pulse of Anti-Gravity Racing, posing a formidable challenge on the tracks of Nova State City with its stellar craft and technology.

TEAMS AND SHIPS



FEISAR

Established under the control of the Foundation For European Anti-Gravity Research after the Japanese acquisition of AG-Systems, Feisar is managed by a conglomerate of European nations, with multiple operational bases located in twelve different territories.

TEAMS AND SHIPS



FEISAR (Cont.)

Consistently on the move, Feisar spends up to three weeks in each locale with its team of racers including Englishman, Paul Jackson, French national Sophia de la Rent and Ami Nakajima. Despite its inability to lure Pierre Belmondo away from his commitments at AG-Systems, Feisar still has a number of excellent technicians cribbed from the aforementioned company behind its technology on the track.

TEAMS AND SHIPS



PIR-HANA

Arguably one of the most talked about companies in this tournament, Pir-hana's roots are somewhat a tougher to track than the rest of the teams competing in the A.G.R.C. While many have questioned its true motives - there are whispers of links to both the military and potential rival sports - it's hard not to fault the team's contribution to the manifestation of Anti-Gravity Racing.

TEAMS AND SHIPS



PIR-HANA (Cont.)

Pir-hana not only founded the Anti-Gravity Federation (A.G.F.), and conjured up the idea of the Anti-Gravity Racing Championships (A.G.R.C.) 2048, but also provided the airbrakes that you see before you on the tracks of Nova State City, hence the team's slogan - The Only Way To Stop.

TEAMS AND SHIPS



QIREX

Qirex have been operating in its Russian home-land since the early twenty first century prior to its involvement in Anti-Gravity Racing, where it was approached by former AG-Systems man, Holst McQueen.

TEAMS AND SHIPS



QIREX (Cont.)

McQueen, now Managing Director, has been labelled an opportunist by his former cohorts, and seized the chance to form the team immediately upon discovering his chief rival, Delia Flaubert, had created Auricom Research. Its racing team is led by Arian Tetsuo, the twin sister of AG-Systems Arial Tetsuo, the ferociously talented Kel Solaar and the former Russian street racer turned legitimate Anti-Gravity pilot, Kurlov.

TEAMS AND SHIPS



Speed Ships

Speed Ships are faster than any other ship type, but this higher speed comes at the cost of armour, payload and responsiveness.



Agility Ships

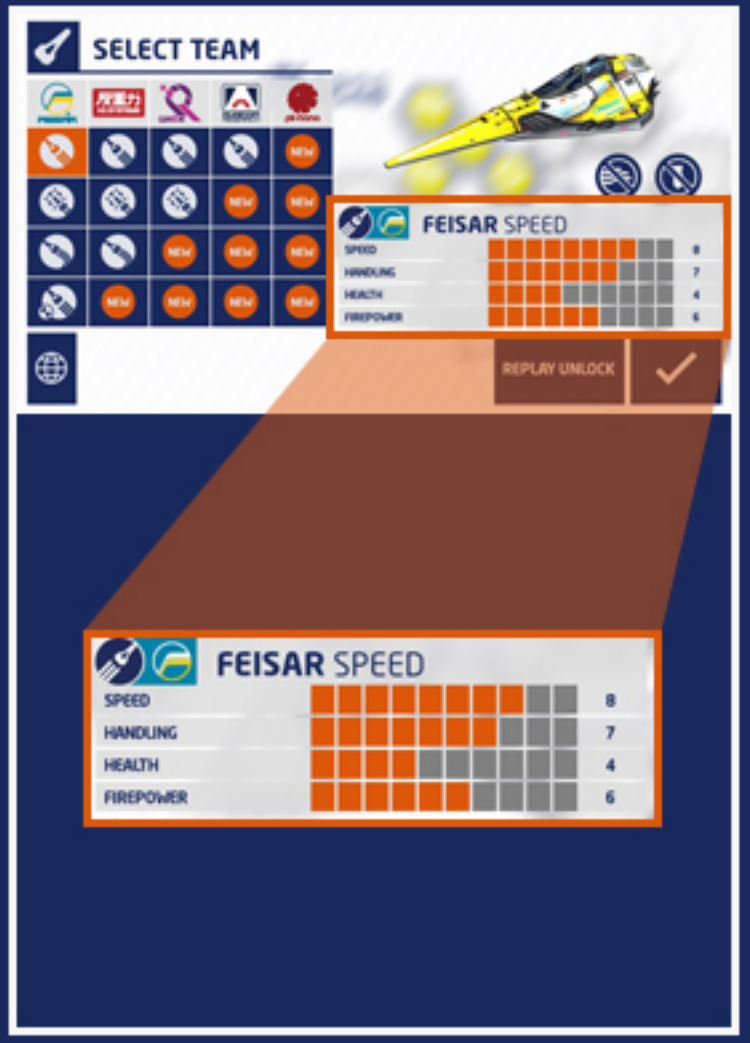
Agility ships are the most responsive ships available, and sit between Speed ships and Fighter ships when it comes to speed and firepower.



Fighter Ships

Fighter Ships are the heaviest, toughest ships there are. Their extra armour and weapon capacity means they've had to sacrifice some top speed and agility.

TEAMS AND SHIPS



Statistics

Study your ships statistics and abilities. Learn what they can and can't do. Make sure you're taking the right tool to do the job.
Different ships have different strengths and weaknesses. Learn what ships are good at and use them accordingly.

TEAMS AND SHIPS



Prototype Ships

As well as their main ships, each team also has a Prototype ship. Prototype ships are experimental variants of one of the main ship types. Some teams may have pushed their speed tech, others agility and others combat. Although somewhat untamed, Prototype ships can be devastatingly effective in the right hands. Be sure to study a Prototype ship's abilities - it's important to know what it can and can't do before taking it to the track.

TEAMS AND SHIPS

Most ships have Barrel Roll and Side-shift capabilities.



Barrel Roll

Push LEFT-RIGHT-LEFT or RIGHT-LEFT-RIGHT whilst in the air to perform a Barrel Roll. Successful Barrel Rolls will be rewarded with a speed boost on landing and XP bonus.



Sideshift

Double-tap your airbrake to execute a side-shift. Side-shifting is a great way to make last second adjustments to your racing line.

TRACK FEATURES



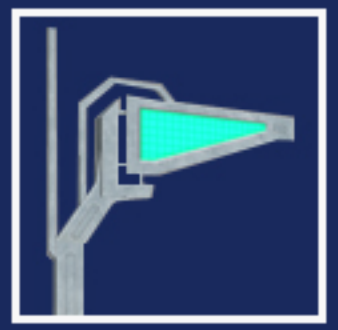
Speed Pads

Speed Pads look like blue arrows on the track surface. Ride over these to get a speed boost.



Weapon Pads

Travel over the yellow and green Weapon Pads to pick up dangerous weapons or useful pickups.



Mag-strips

Some sections of track have magnet-like abilities which enable ships to navigate them regardless of their angle or orientation.

TRACK FEATURES

There are two types of Weapon Pad -



Offensive Weapon Pad

These are yellow and will always give you offensive weapons, such as Cannons, Rockets and the more devastating Quake.



Defensive Weapon Pad

These are green and will give you the more defensive weapons such as Mines and Leech Beam, as well as useful items such as Shield and Autopilot.

OFFENSIVE WEAPONS



Cannon

The Cannon is a rapid fire weapon which can be used to chip away at a rival ship's energy.



Missile

The Missile is a single-shot weapon that will home in on its target once a lock has been obtained. Fighters will lock on faster than other ships.



Plasma

The Plasma is an extremely powerful single-shot weapon. Allow for a short charge period once triggered.

OFFENSIVE WEAPONS



Rockets

While not as individually powerful as a Missile, some ships can fire more than one Rocket, making it possible to hit more than one target at a time. Speed ships carry one, Agility carry two and Fighters carry three.



Quake

The Quake is a destructive wave of energy that is fired forwards, damaging and slowing down any ships that it makes contact with.
Speed ships do not have the weapon capacity for Quake capabilities.

DEFENSIVE WEAPONS



Turbo

Fire a Turbo to trigger an instant but temporary burst of speed. Make sure the road ahead is clear and straight before triggering a Turbo.



Shield

Manually activate a Shield for temporary invulnerability, or hold onto it and allow it to trigger automatically when a weapon impact is imminent.



Autopilot

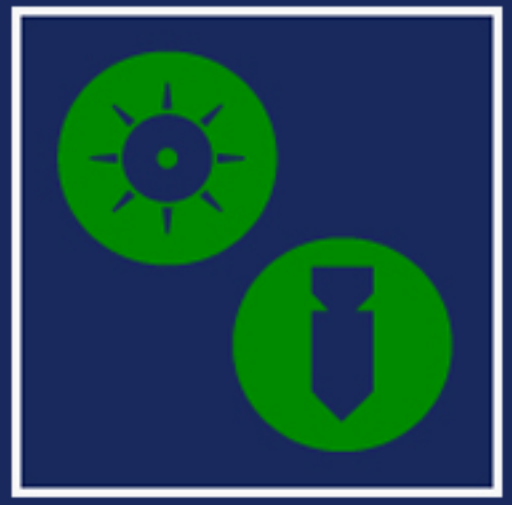
While Autopilot is engaged, the ship will activate a Shield and automatically take the optimum route around the track. This offers a short but welcome respite, especially at high speeds.

DEFENSIVE WEAPONS



Leech Beam

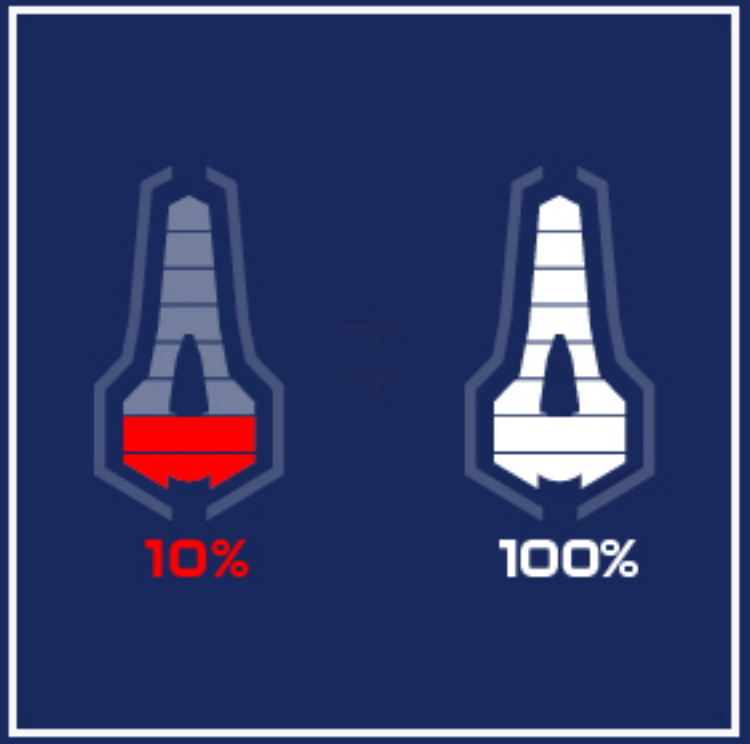
Once a lock is acquired, activate a Leech beam to snare a rival ship, drain its energy and replenish your own. Keep the rival in lock-on range to get the most out of this vampiric weapon. A shield is active on your ship while the leech is active.



Mines and Bombs

Mines and Bombs are deployed from the rear of your ship. Leave these deadly obstacles on the track to slow down your rivals or defend from incoming weapons.
Most ships carry Mines, but the extra weapon capacity of Fighters allows them to carry the more devastating Bombs.

ABSORBING



Any weapon can be absorbed instead of fired or triggered. Different weapons have different absorb values - some will replenish a lot of energy, some only a little.
The decision of whether to absorb or fire is yours.
You won't need to absorb in Time Trial or Speed Lap events, and it's not allowed in Zone Mode or Multiplayer Combat Events. You can only absorb in Races and Single Player Combat events.

MAIN SPEED CLASSES



C Class

Low Speed Class.



B Class

Medium Speed Class.



A Class

High Speed Class.

HIGHER SPEED CLASSES



A+ Class

This Speed Class is too fast for you, don't try it.
A+ Class Challenges and Speed Laps will start unlocking after the completion of the Single Player Campaign.



Mach Class

If you can keep your ship intact past Zone 29 in Zone Events, you'll find yourself travelling faster than A+ Class.
Hit Zone 40 to enter the Mach Classes.

RANK AND XP



XP is earned throughout WipEout® 2048 for everything from hitting a Speed Pad to completing a Hardcore Multiplayer objective. XP is used to unlock Ranks, so score big and rise up through the 50 Ranks to unlock new ships and new events.

COMMUNITY FEATURES



News Feed

Keep an eye on the latest news from your Friends and the community via the News Feed. Touching some news stories will take you to the relevant event in the Single Player Campaign.
Touch the News Feed icon to be taken to the Community screen.



Friends

The number of Friends that are online is displayed alongside the Friends icon. Touch the Friends icon to be taken to the Community screen.

“near” CHALLENGES



Set a great Speed Lap time and create a “near” Challenge by touching the “near” Challenge button on the race summary screen.
Access any “near” Challenges you have obtained from other people via the News Feed or the Community Menu.

Software licensed for play on PlayStation®Vita systems in the Americas.
Use of this software and the PlayStation®Network is subject to
applicable user agreements and privacy policies found at:

www.us.playstation.com/support/useragreements.

Consumer Service\Technical Support Line

1-800-345-7669

Call this number for technical support, installation or general questions regarding the PS Vita system and its peripherals.

Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7 AM – 6:30 PM Pacific Standard Time.

SCEA may retire the online portion
of this game at any time.

Online Pass access rights cannot be transferred once the voucher is redeemed. Online Pass vouchers cannot be redeemed or returned for cash or credit.

ONLINE INTERACTIONS NOT RATED BY THE ESRB

ONLINE USER AGREEMENT

PLEASE READ THE ENTIRE ONLINE USER AGREEMENT AND INDICATE WHETHER OR NOT YOU AGREE TO ITS TERMS BY CLICKING THE **"ACCEPT"** OR **"DECLINE"** BUTTON AT THE BOTTOM OF THIS SCREEN. IF YOU CLICK THE "DECLINE" BUTTON YOU WILL NOT BE ABLE TO PLAY THE ONLINE FEATURES OF THIS GAME. IF YOU WISH TO RETURN THE PACKAGED VERSION OF THIS GAME, CHECK WITH SONY COMPUTER ENTERTAINMENT AMERICA LLC ("SCEA") CONSUMER SERVICES AT 1-800-345-7669 FOR REFUND OR RETURN INFORMATION. PLEASE HAVE YOUR PURCHASE RECEIPT AVAILABLE.

1. **ACCEPTANCE OF AGREEMENT.** This Agreement can be accepted only by an adult 18 years or older. By clicking the "ACCEPT" button, you affirm that you are over 18 years old and you are accepting this Agreement on your own behalf or on behalf of your minor child (under 18).

2. **GRANT OF LICENSE.** SCEA grants you a limited, non-exclusive license to use the game software which includes User Generated Content creation tools (collectively, the "Software") for personal use on a PlayStation® computer entertainment system only. This limited license does not grant you the right to, and you agree that you shall not (i) rent, lease or sublicense the Software, (ii) modify, adapt, translate, reverse engineer, decompile or disassemble the Software, (iii) attempt to create source code from the object code for the Software, or (iv) download game content for any purpose other than game play, User Generated Content creation, or User Generated Content distribution as permitted solely in connection with the licensed use of this game. Any rights not explicitly granted to you with respect to the use of the Software are reserved to SCEA. SCEA may modify game content, including User Generated Content, at any time for any reason. This Software may include time and use restrictions. For time and use restrictions regarding this Software, visit www.us.playstation.com/support/useragreement.

3. **AUTHENTICATION/SERVICE.** SCEA may retrieve information about a user's hardware and software for authentication, copy protection, account blocking, system monitoring/diagnostics, rule enforcements, game management and other purposes. SCEA does not guarantee the continuous operation of the game servers and shall not be responsible for any delay or failure of the game servers to perform.

4. **MAINTENANCE AND SYSTEM UPDATES.** Some games will not play unless you have updated your PlayStation's system software ("System Software"). The game software may check your PlayStation to determine what version of System Software is currently installed. If your PlayStation has an older version of the System Software the game software may require that you update your System Software in order to play the game. Updating your PlayStation's System Software could cause a loss of data, content, functionalities, or utilities. Therefore, you should back up whatever data may be copied from your PlayStation's hard disk prior to updating your System Software. Data back-up instructions can be found in the PlayStation Online User Guide. SCEA is not responsible for data loss.

5. **SEPARATE USER ACCOUNTS.** This game may ask you to create an account with a user, player or other game name ("Game Name") and password. You may also be asked to select or provide additional information for a game profile. This information may be provided to any tournament website established by SCEA or its partners in connection with this game. When you choose a Game Name, choose an alias to protect your identity. When you choose a password, choose a unique combination of letters and numbers unrelated to your Game Name or to any information you may share with other players in the game. If your account is inactive for an extended period your account may be deactivated. To inquire about a deactivated account, please contact SCEA Consumer Services at 1-800-345-7669.

6. **COLLECTION AND USE OF INFORMATION.** If you use the online features of this game, SCEA may collect and store certain information related to your use of this game and your PlayStation computer entertainment system and, subject SCEA's privacy policy and the privacy policy governing PlayStation Network, share this information with third parties. This information may include user IDs (such as your PlayStation Network online ID and Game Name), game scores, game achievements, game performance, real-world locations visited (e.g., geolocation information), buddylists, hardware MAC address, internet protocol address, and your usage of game features. Through updates or changes to this game, SCEA may have collect, store and share other information. By using this game you consent to SCEA's collection, storage and sharing of this information, including public display of your information such as your user IDs, physical location, scores, ranking, achievements and other gameplay data.

7. **PROTECTION OF IDENTITY/NO EXPECTATION OF PRIVACY.** You acknowledge that you have no expectation of privacy or confidentiality in any personal or other information you may intentionally or unintentionally disclose. You should avoid saying anything personally identifying in chat.

8. **ONLINE CONDUCT.** When you play, you agree to be respectful of your fellow players and never to engage in any behavior that would be abusive or offensive to other players, disruptive of the game experience, fraudulent or otherwise illegal. This includes but is not limited to:

(a) Harassing or intimidating other players;

(b) Using language, selecting user, character, clan or team names or creating any other content that may be racially, ethnically or religiously offensive, sexually abusive, obscene or defamatory;

(c) Selecting as a user, character, clan or team name any word, symbol or combination of words and symbols which is identical to or substantially similar to any character, team, weapon, vehicle or other element which appears in this game;

(d) Using content that is commercial in nature such as advertisements, solicitations and promotions for goods or services;

(e) Falsely representing that you are an employee of Sony Corporation, SCEA, or any other affiliated or related company;

(f) Disrupting the normal flow of chat;

(g) Making a false report of user abuse to SCEA Consumer Services;

(h) Violating any local, state or national law;

(i) Using a cheat code, cheat device or any device that modifies the executable game code or data. For a detailed explanation of the SCEA policy on cheating, visit www.us.playstation.com/onlinecheating.

(j) Any attempt to deliberately alter, damage or undermine the legitimate operation of this game, including but not limited to exploiting the ranking system by creating “dummy accounts”.

9. **REPORTING ABUSE.** To report violations of this Agreement or to inquire about a blocked account, call SCEA Consumer Services at 1-800-345-7669.

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