



Press Information
For Immediate Release

SOCOM™ gets Tactical at Leipzig Games Convention

- **First glimpse of SOCOM: US Navy SEALs Tactical Strike for PSP at Leipzig**
- **Evaluate, plan and execute: command the entire team; not just one soldier**
 - **Play as different Special Forces from around the world for the first time**

Leipzig, Germany, August 22-26: If you think of yourself as a military genius and expert in combat strategy and tactics, then SOCOM™: US Navy SEALs Tactical Strike on PSP™ (PlayStation®Portable) is the forthcoming battleground on which to show the world your ability – and there's a sneak peak at of the title courtesy of Sony Computer Entertainment at the Leipzig Games Convention.

Breaking away from traditional SOCOM gameplay, SOCOM: US Navy SEALs Tactical Strike puts you in command of a team of four Special Forces soldiers. You evaluate and give the orders; your squad executes them with precision. You can issue orders to individual soldiers, a two man fire team or all four soldiers simultaneously allowing a wide range of tactics. The soldiers under your command are highly skilled and react intelligently to commands, replicating the way real soldiers would behave under orders in a combat situation. And, for the first time in the history of the franchise, you can play as different elite soldiers from around the world:

Country	Name (abbreviation)	Name in full
USA	SEALs	US Navy SEALs
UK	SAS	Special Air Service
Australia	SASR	Special Air Service Regiment
France	GIGN	Groupe d'Intervention de la Gendarmerie Nationale
Italy	Col Moschin	9 th Parachute Assault Regiment
Spain	UOE	Unidad de Operaciones Especiales
Germany	KSK	KommandoSpezialkrafte

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Whilst SOCOM: US Navy SEALs Tactical Strike's gameplay is slightly different to other SOCOM titles it retains core elements which have made the franchise such a success: online play in Ad Hoc and Infrastructure modes; real-world authenticity; storylines rooted in contemporary military situations and an emphasis on teamwork. 'Local Influence' and 'Command Equity' - in which you earn additional weapons and gear by executing the best tactics – return from previous titles – as do 'Instant Action' missions, where you can play a single mission as a standalone operation.

- Battle through a full online multiplayer experience (Ad Hoc/Infrastructure) for two to four players with headset support, clans, friends' lists, message boards, ladders and tournaments.
- Real-world single player campaigns including nine non-linear missions through urban, industrial and jungle terrains within Panama.
- Terrain degrades through combat and all equipment is customizable - but you remember that the fire team will move at the speed of the slowest soldier – so don't encumber your squad with too much weaponry.
- Authentic combat rooted in realism - where the battle is won or lost on your tactical expertise.
- The mission doesn't end there; SOCOM US Navy SEALs Tactical Strike offers you the chance download extra content such as maps, skins and new weapons to add to your already impressive and destructive arsenal.

Evaluate, plan and execute: SOCOM: US Navy SEALs Tactical Strike for PSP is the military title that separates the soldiers from the strategists. See it at the Leipzig Games Convention this August for a piece of the action.

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For more information, please contact your local PR manager.

About Sony Computer Entertainment Europe Ltd as of 3rd July 2007

Sony Computer Entertainment Europe (SCEE), based in London, is responsible for the distribution, marketing and sales of PLAYSTATION®3, PlayStation®2 and PSP™ (PlayStation®Portable) software and hardware in 102 territories across Europe, the Middle East, Africa and Oceania. SCEE also develops, publishes, markets and distributes entertainment software for these formats, and manages the third party licensing programs for the formats in these territories. Since the launch of PLAYSTATION 3 in Europe on 23 March 2007 and the end of March 2007 over 1.6 million units have been shipped across the SCEE territories, over 5.5 million globally. Between its European debut on 24th November 2000 and

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the end of March 2007, over 44 million PlayStation 2 consoles have been shipped across the SCEE territories, over 117 million worldwide, making it one of the most successful consumer electronic products in history. Between its European debut on 1st September 2005 and the end of March 2007, over 8.8 million PSP systems have been shipped across the SCEE territories, with over 25 million shipped worldwide since its Japanese launch in December 2004.

More information about PlayStation products can be found at www.playstation.com or visit the Virtual Press Office at www.scee.presscentre.com.

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