

# HOW TO WIN

Whether you're an experienced SOCOM veteran or a newcomer to the series, there's still a lot that you can learn to optimize your gaming experience, especially if you want to beat the game on all difficulty levels and unlock all possible 'extras'. Over the following pages you'll discover tips and tricks of the trade provided by our team of dedicated SOCOM experts. Follow their guidance and it will be only a matter of time before you ace every mission and achieve that much-prized 'A' ranking.



01



## SILENT BUT DEADLY

- Move slowly but surely through each mission. Plunging noisily ahead will ensure that you are overwhelmed and out-gunned. The slower you move, the quieter you will be, and the more likely you are to surprise the enemy. Cap 'em before they even know you're there to gain the upper hand. Sneaky, but effective.
- Take note of where you are walking: metal and wooden floors will tend to make more noise, so go extra slow when crossing these.
- Keep a low profile: unless you're running away (maybe after laying an explosive), it makes sense to remain crouched during most of the missions. Not only will you move more quietly and be harder to spot, your shooting will also be more accurate.
- When trying to avoid the prying eyes of patrolling enemies, be sure to hide the bodies of any guards that you take down. If their colleagues spot the bodies, they will become suspicious and raise the alarm (Fig. 1).
- When in doubt, wait it out. Watch patiently until patrolling enemies leave your immediate area. You'll save ammo and avoid unnecessary strife.
- Whenever possible, use silencers on your weapons to avoid alerting the enemy to your position. Close quarters knife and rifle-butt kills are a good way to silently take out the enemy without using up any ammo (Fig. 2).
- Use the cover provided by your environment whenever possible. If you're out in the open, use trees, bushes, rocks, and shadows to your advantage. In more built-up areas, you can hide behind doors and walls (Fig. 3).



02



03



# HOW TO USE THE WALKTHROUGH

The following Walkthrough will guide you safely through all of the missions. The first double-page spread of each section provides an annotated map as well as full operational details at a glance: this includes an overview of all Mission Objectives, recommendations for Optimum Equipment, and a brief description of the local Terrain. Subsequently, you will find comprehensive step by step instructions, designed to lead you and your team through your assignment unscathed.

## 1 MAPS AND SYMBOLS

A detailed map of the area is presented at the start of each mission; among other things, the map indicates buildings where you can collect important objects, and pinpoints danger hotspots.

Various symbols on the map refer to key mission data, such as where an enemy ambush is likely to occur; the whereabouts of prime sniper points; vehicle locations; and where to expect Primary, Secondary, Bonus and Crosstalk objectives. Look on the back cover foldout to decode the relevant symbols.

This information should generally suffice to help you successfully complete a mission without reading the rest of the Walkthrough. We recommend this approach particularly for experienced players, as it enables you to formulate your own tactics and strategies without constantly referring to the text. This naturally makes for a more challenging gaming experience as you will have no prior knowledge of the secrets and tasks that lie ahead in each assignment.

If you are unsure of your location, compare your current position with the numbers on the map. These refer directly to the Walkthrough text, which clarifies all you need to know about a particular section, including the solution to any problem that you may come across.

## 2 MISSION OBJECTIVES

Here you will find an overview of all Mission Objectives divided into Primary, Secondary, Bonus and Crosstalk. This will ensure that you have all of the tasks in front of you throughout the mission and that you don't miss any hidden objectives.

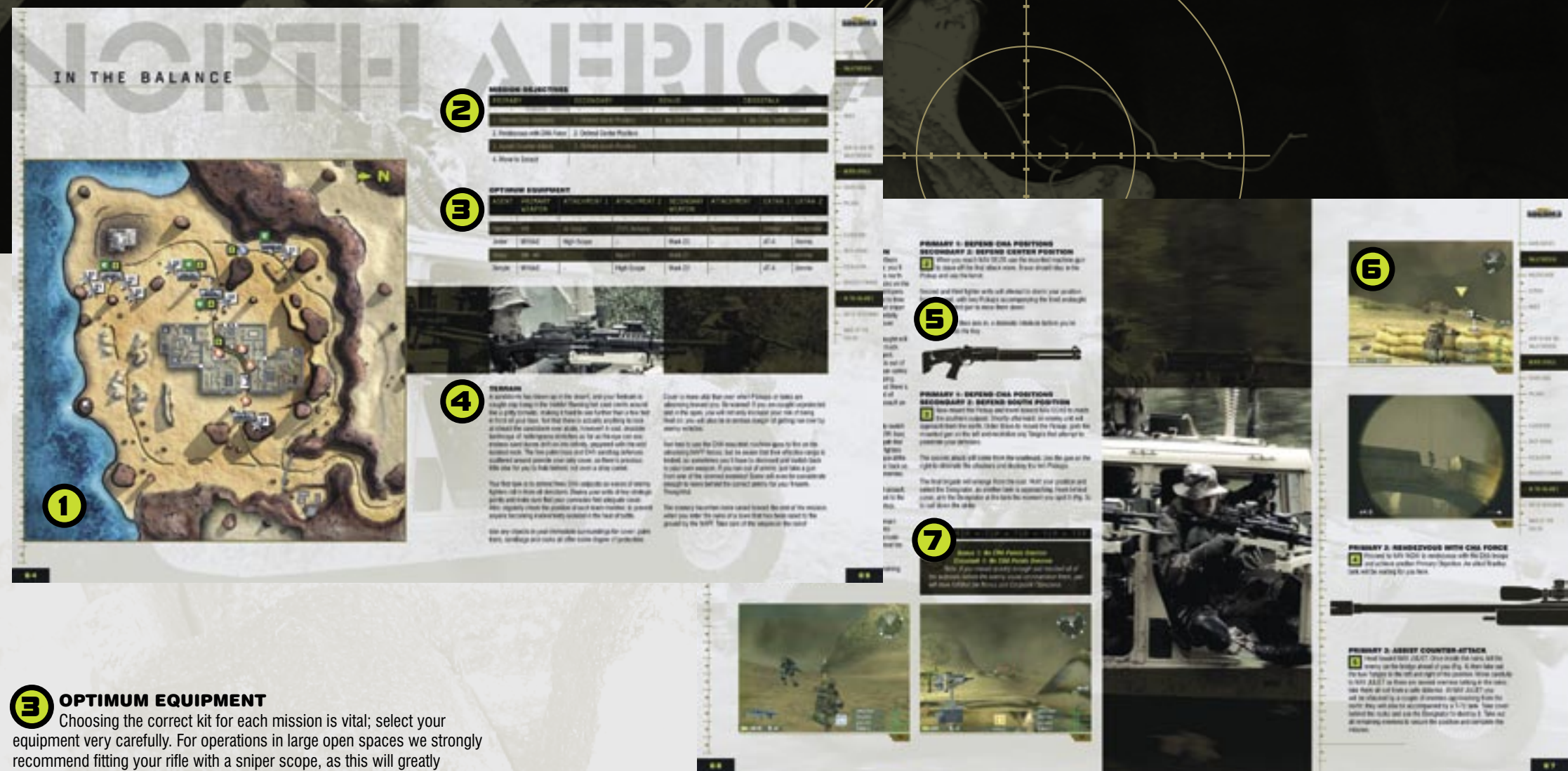
## 3 OPTIMUM EQUIPMENT

Choosing the correct kit for each mission is vital; select your equipment very carefully. For operations in large open spaces we strongly recommend fitting your rifle with a sniper scope, as this will greatly enhance the accuracy of your long-range shooting. For house-to-house close quarters combat, you will need to equip a powerful weapon with a rapid rate of fire as well as grenades to bomb and clear buildings. For those missions where stealth is a priority, it's always a good idea to fit silencers to your primary and secondary weapons.

The optimum equipment suggested in the Walkthrough is just one of many possible combinations: SOCOM 3 features over 30 different weapons and 20 different attachments, making a total of over 1,000 possible customizations. Experiment to determine the best kit for each mission.

## 4 TERRAIN

The terrain should be a decisive factor in your choice of weapon. Naturally, the landscape features in each AO will significantly affect your tactics on the battlefield. The brief analysis of the terrain in every mission pinpoints specific danger zones and areas of interest. Possible alternative routes will also be suggested. For example, the shortest way to infiltrate an enemy camp may not be always be the best one: if the side entrance is less heavily guarded than the front, you will be advised to use it, even if it means taking the long way round. Other strategically vital points are also mentioned here, eg, sniper positions by bridges, or on hills or rooftops.



## 5 WALKTHROUGH

The Walkthrough will lead you safely through the game as you learn how to complete all available objectives. This will ensure that you have a good overview of your current position at every stage of the campaign, and that the extensive missions are broken down into easily manageable chunks. The numbered text refers directly to specific points on the map, so that you can determine your exact position in the level at a glance. A header indicates the current Mission Objective.

The Walkthrough is set for difficulty level Lieutenant. You can still use this text as a reference if you opt to play at a higher level, for the strategy remains basically the same. However, it is important to note that the hostile units will then be much more alert. Your agents will be spotted at a far greater distance and the enemy will react to the slightest sound. Bear in mind too that the higher the difficulty level, the more accurate the enemy fire!

## 6 SCREENSHOTS

The many screenshots featured in the Walkthrough will help you to establish your location and will indicate where you can find the items required to complete your objectives. Other screenshots show sniper positions, or highlight points that are particularly relevant to your strategic movements, such as alternative routes. The numbers under the screenshots refer to the corresponding Walkthrough text, and vice versa.

## 7 GAME TIPS

In each assignment, you have the opportunity to complete hidden Bonus and/or Crosstalk objectives that are not included in the mission description. These are explained in Tip boxes. Sometimes the Tip boxes also contain useful additional hints and advice on alternative routes.



FLASHPOINT



MISSION OBJECTIVES

PRIMARY	SECONDARY	BONUS	CROSSTALK
1. Rendezvous with Bravo	1 – 14. Visit all Nav Points	1. Board SOC-R	None
2. Enter Walled City and Move to Extract		2. Eliminate Village Opposition	


OPTIMUM EQUIPMENT



AGENT	PRIMARY WEAPON	ATTACHMENT 1	ATTACHMENT 2	SECONDARY WEAPON	ATTACHMENT	EXTRA 1	EXTRA 2
Specter	M4A1	4x Scope	Suppressor 2	Mark 23	Suppressor	C4	M67
Jester	M4A1	4x Scope	Suppressor 2	Mark 23	Suppressor	Ammo	Flashbang
Killjoy	M4A1	4x Scope	Suppressor 2	Mark 23	Suppressor	Ammo	Flashbang
Simple	M4A1	4x Scope	Suppressor 2	Mark 23	Suppressor	Ammo	Flashbang



TERRAIN

The abundant mountains, vegetation, trees and hills in this level provide a variety of safe hiding places. The hollows and craters that you will come across soon after the insertion point are good places to take cover. The enemy will find it much harder to hit you when all they have to aim at is your shiny gun barrel poking out of the sand.

Further on in the mission, you will encounter numerous sniper posts. Use the 4x Scope to play the lurking marksmen at their own game: press  twice on the directional buttons to zoom in and surprise the hapless shooter with a well-aimed head shot. If you don't hit him first time he will immediately return fire, but don't worry: at this range, 99% of his shots will be off-target, so stay cool and take another crack at it.


In the latter stages of the mission you will arrive at a walled town where you must engage the NAPF forces face to face in narrow alleyways. Seek cover behind crates, walls or vehicles, and remain hidden until the patrolling guards pass by. To aim at an opponent from behind cover, press the  or  directional button to peek left or right. Only your head and gun barrel will be exposed, making it more difficult for the enemy to hit you.






- GAME BASICS
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- WAKE OF THE FALLEN



**PRIMARY 1:  
RENDEZVOUS WITH BRAVO ELEMENT  
SECONDARY 1 – 14: VISIT ALL NAV POINTS**

**1** At the start of the mission you and your teammate Jester are nestled in a range of hills. As you will soon confront your first NAPF raiding party, make sure that your comrade is mentally prepared for battle. First, press , to call up the Team Command Menu, then select FIRETEAM and choose the command FIRE AT WILL. Jester will now fire independently at anything that moves.



Now run northeast from the secure zone. When you reach NAV CHARLIE, proceed north and take up position at the front of the crater at NAV DELTA (Fig. 1), crouching down to avoid detection. The graphic on the bottom right of the screen indicates your current stance. Should you inadvertently stand up, quickly press  to crouch back down.

**2** Three enemies will approach from the north. First, concentrate on the crater just ahead of your position, where an NAPF soldier is taking cover. Press  twice on the directional buttons to zoom in on his head as he peers over the crater's edge, trying to spot you. Once you have neutralized him, quickly head for the second rock, where another soldier is hiding. Again, aim for the head to save ammo by executing a one-shot takedown. After a while, the straggler will run west from the burning car towards the telephone pole. If you approach him he will then run to the crater where his comrade has just fallen, giving you a perfect opportunity to take him out. Now press  twice on the directional buttons to switch back to third-person view.

After a short cutscene, Bravo team will arrive in an armored assault vehicle, but there's no time for 'high fives' as more NAPF fighters are bearing down on your position. Two soldiers will approach from the left, and crouch down. A third arrives from the north. Forget the other two for now and focus your attention on the third. He's harder to hit than his comrades as he's constantly on the move. Press **START** to access the Pause Menu and activate Aim Assist to help you lock onto your energetic (but not for long!) target. Once he's eliminated, turn left and assess the situation. Your teammates will probably have neutralized the other two enemies. If any remain, zoom in with your sniper scope and pick them off from a distance.

**PRIMARY 2: ENTER WALLED CITY AND MOVE  
TO EXTRACT**

**3** Bravo Zulu! You have eliminated the first wave of NAPF fighters; the coast is clear! Now go board the armored assault vehicle (Fig. 2): you've got places to be and bad guys to neutralize!

You can swap positions in the vehicle with the  and  directional buttons. Get behind the wheel and head north. Follow the road, then



stop and dismount about 75 meters from NAV ECHO. Take cover behind one of the nearby palm trees. Four NAPF fighters will be lying in wait behind the rocks to the right and left of the road. Issue the FIRE AT WILL command, then zoom in and pick them off one by one (Fig. 3).

**4** Re-enter the armored assault vehicle and follow the route north. At NAV FOXTROT, turn right onto the unguarded road. As you proceed to NAV INDIA, six enemies will suddenly appear on the road. Waste no time and run them over! If you don't wipe them all out in one go, reverse and try again, or continue to NAV INDIA. When you get there, dismount and order your team to HOLD FIRE. Now run toward NAV JULIET and then continue to NAV KILO until a cutscene kicks in. Use your sniper scope to zoom in and neutralize the two NAPF men on the opposite side of the river. Swim to the other bank and board the SOC-R just ahead of NAV KILO (Fig. 4).



TIP + TIP + TIP + TIP + TIP

**Bonus 1: Board SOC-R**

To achieve the Bonus Objective, you simply have to board the SOC-R.

**BONUS 2: ELIMINATE VILLAGE OPPOSITION**

**5** Issue the FIRE AT WILL command and take the boat to NAV LIMA. Go left, past the island situated about 100 meters from the Nav Point. Five enemies will be lying in wait on your right, but you'll have little chance against them from your position on the water, so disembark at the Nav Point and send Bravo team southeast. To do this, point your crosshairs to the southeast and order Bravo to MOVE TO CROSSHAIRS. The rocks here provide good protection against the approaching enemy. Proceed cautiously along the road. While the NAPF men are engaged by Bravo team, zoom in with the sniper scope to take them out one by one from behind the palm trees or the rocks.



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



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**6** You will see a small cluster of houses in the direction of NAV PAPA. Assemble Bravo team by issuing the FOLLOW command and go prone so that they follow suit. Crawl along to the wall and snipe the two Tangos who are taking cover behind it. An M67 grenade works wonders here too, although it's not particularly stealthy – nothing announces your arrival quite like a huge explosion! When you have taken out these three Tangos, along with the five that you dealt with previously on the road, you will have achieved the second Bonus Objective. However, you still have some work to do before you move on, as there are two more enemies hiding up on the rooftops (Fig. 5). Climb the respective ladders to reach them. Fortunately, the Tangos will automatically surrender when they see you on the ladder. Restrain at least one of them to trigger the 'Trail' Nav Point.

**7** Run to the 'Trail' Nav Point that has just appeared and continue down the trail. Press  to climb up the ledge. On your way to NAV ROMEO, eliminate the two guards patrolling the path. You will eventually arrive at the entrance to the walled town. Take down the two enemies by the pond and head for the main entrance. Just before you reach the steps, command your squad to HOLD POSITION and prepare to learn the true meaning of 'explosive'. When you approach the main gate a Special Action icon will appear at the bottom of the screen. Press  to place the C4 on the main entrance door. Now get clear! You only have four seconds to detonation!

The entrance to the walled town is now open. Order your team to FIRE AT WILL, as an enemy may be waiting for you behind the door you have just blasted.

Open the door on the left and continue straight ahead through the archways. Warning: a guard will be waiting on the left to ambush you. Run to NAV VICTOR and the path will shortly lead to a square. An enemy will be hiding behind a crate ahead of you, so take him out quickly. Two of his comrades will rush down the steps behind him. Neutralize them, then take cover behind the crates.

**8** You now have a choice of two routes: either run up the steps, or head left. Both will eventually lead to NAV WHISKEY! We opt to sprint left. You can relax for a few precious moments as you are in no immediate danger. Run through the streets until you come to another square. Four NAPF fighters will be patrolling here, some of whom will head for the nearest Nav Point when they detect you. Pursue them, but be aware that two more will be waiting in ambush to the left, just behind the next house. Order one of your team members to throw a grenade to eliminate them. The remaining Tangos will then appear in front of you. Spring back to make your presence known, and keep moving to avoid enemy fire. Meanwhile, your fellow combatants can take care of the other soldiers. Move to NAV XRAY then begin proceeding towards NAV YANKEE. Exit through the gateway and run left. Continue along the route to the target destination. Warning: a fighter will run directly at you: take him out with a well-aimed shot before he gets close. Further on, the route leads under the walls to a large, open square.

**9** Run across the square and head for cover behind the crates. Order your squad to get behind the crates with the MOVE TO command.

You must stop the guards from reaching the guns mounted on the wall. Peek out at them from behind cover and pick them off (Fig. 6).

Once you have dispatched the two guards, run to the mounted gun. More fighters will rush down from the wall opposite. Neutralize them with the mounted gun and run to the second gun just above it. A tank will blast through the gateway in front of you and a sizeable phalanx of NAPF fighters will storm the square. Continue to take out Tangos until support arrives to help with the tank, then head to the Extraction Point at NAV YANKEE and hold position there until a chopper arrives to transport you from the battle zone..



# STORM FRONT

## SUPPRESSION



## DEMOLITION

