PRECAUTIONS

• This disc contains software for the PlayStation®3 system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®3 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®3. • Read the PlayStation®3 system Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®3 system always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

3D HEALTH WARNING

Some people may experience discomfort (such as eye strain, eye fatigue or nausea) while watching 3D video images or playing stereoscopic 3D games on 3D televisions. If you experience such discomfort you should immediately discontinue use of your television until the discomfort subsides.

Generally we recommend that you avoid prolonged use of your PlayStation®3 system and take 15 minute breaks during each hour of play. However, when playing stereoscopic 3D games or watching 3D video, the length and frequency of necessary breaks may vary from person to person – please take breaks that are long enough to allow any feelings of discomfort to subside. If symptoms persist, consult your doctor.

The vision of young children (especially those under six years old) is still under development. We recommend that you consult with your child's doctor or optometrist before allowing young children to watch 3D video images or play stereoscopic 3D games. Adults should supervise young children to ensure they follow the recommendations listed above.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. Piracy harms consumers as well as legitimate developers, publishers and retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this manual.

SYSTEM SOFTWARE UPDATES

For details about how to perform System Software updates for the PlayStation®3 system, visit eu.playstation.com or refer to the PS3™ system's instruction manual.

See back page of this manual for Customer Service Numbers.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. For further information visit **www.pegi.info.**

Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:

The second part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:

VIOLENCE BAD LANGUAGE FEAR SEX DRUGS DISCRIMINATION GAMBLING ONLINE

The third part is a label indicating the game can be played online. This label may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit
www.pegionline.eu

PEGI ONLINE

PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PlayStation®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system instruction manual.

This product is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the product package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	9	7	5	3	2
PEGI RATING AGE GROUP	18	16	12	7	3

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PS3™ system to enable play.

BLES-00991

CONTENTS

RED FACTION
ARMAGEDDON

SETTING UP

Set up the PlayStation®3 system according to the instructions in its instruction manual.
At start-up, the power indicator light will glow red to indicate that the PlayStation®3 system is in Standby Mode.
Press the power button and the power indicator light will turn green.

Insert the Red Faction:Armageddon disc into the disc slot with the label side facing upwards. Select the icon from the XMB™ Menu and press the button to continue. Make sure there is enough free space on the Hard Disk Drive (HDD) before commencing play. Do not insert or remove peripherals once the power is turned on.
Please refer to the PlayStation®3 system's instruction manual for further details about setting up and recharging a Wireless Controller.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

nordic games   THQ   BINK VIDEO   Powered by Wwise audio pipeline solution   SyFy Games   dts Digital Surround

NOTICES:
Video output in HD requires cables and an HD- compatible display, both sold separately.
Voice chat requires a headset, sold separately. Compatible with most Bluetooth and USB wired headsets.
Some limitations apply.

GETTING STARTED

PlayStation®3 SYSTEM

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on.
Insert the Red Faction: Armageddon™ disc with the label facing up into the disc slot. Select the icon for the software title under 🎮 in the PS3™ system's HOME menu, and then press the ✕ button. Refer to this manual for information on using the software.
Before commencing play you can select your preferred language from the system settings section of the XMB™ menu.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint   To remove a disc, touch the eject button after quitting the game.

🏆 **Trophies:** Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

SAVED DATA

Saved data is saved on the system's hard disk.
The data is displayed under "Saved Data Utility" in the Game menu.
This title uses and autosave/load system, do not switch off the power when the HDD access indicator is flashing.

GAME CONTROLS

Port indicators
Repair
Zoom/Snap to Target
Select Weapon
Move (press L3 button) Sprint
GPS

USB connector
Use Nano Forge
Attack
🔺 Crouch
⊚ Dodge
✕ Jump
■ Reload/Interact
Aim (press R3 button) Melee
Pause
PS button
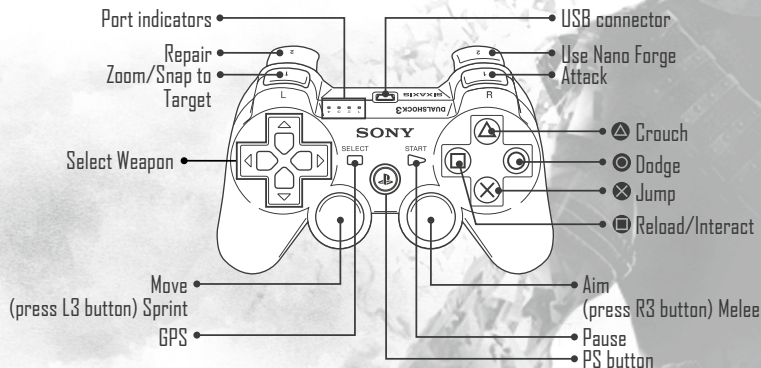
ON FOOT CONTROLS

CONTROL	ACTION
Left stick	Move character
Right stick	Look around/Aim
✕	Jump
⊚ + left stick	Dodge
L3 (press)	Sprint
■	Reload/Interact
🔺	Crouch
L1	Zoom/Snap to Target
R1	Attack
R3	Melee
START	Pause the game
SELECT	Display GPS for current objective
L2 [Hold]	Repair
R2	Nano Forge ability – Impact/Use selected Nano Forge ability (Infestation Mode Only)
R2 [Hold]	Bring up Nano Forge Radial
R2 [Hold] + ✕	Nano Forge ability - Shockwave
R2 [Hold] + ⊚	Nano Forge ability - Shell
R2 [Hold] + ■	Nano Forge ability – Berserk
Directional buttons ↑ / ↓ / ← / →	Select weapon

EXOSKELETON CONTROLS

CONTROL	ACTION
Left Stick	Move Exoskeleton
Right Stick	Look around/Aim
R3	Melee
✕	Jump
◼ [Hold]	Enter/Exit Exoskeleton
R1	Attack
R2	Attack 2
L1	Zoom/Snap to Target
L2	Melee 2
START	Pause the game
SELECT	Display GPS for current objective

WALKER CONTROLS

CONTROL	ACTION
Left Stick	Move Walker
Right Stick	Look around/Aim
R3	Melee
R1	Attack
R2	Attack 2
L1	Zoom
L2	Targeting Mode
START	Pause the game
SELECT	Display GPS for current objective

FLYER CONTROLS

CONTROL	ACTION
Left Stick	Move Flyer
Right Stick	Look around/Aim
◼	Ascend
✕	Descend
R1	Attack
R2	Attack 2
L1	Zoom
L2	Targeting Mode
START	Pause the game
SELECT	Display GPS for current objective

RED FACTION: ARMAGEDDON —
SURVIVING THE ALIEN PLAGUE

I know a thing or two about war. My great-great-uncle fought in the Parker Rebellion. My grandfather, Alec—they practically named a war after him. And my Red Faction regiment was there when the Terraformer blew and drove all of Mars underground.

But this isn't a war. This is Armageddon.

We don't know where these things came from. We don't know what they want. We don't even know what the hell they are. They swarm out of the depths like a living plague, slaughtering anything they can get their claws on.

They overran Bastion in a matter of hours. None of the other settlements lasted much longer. We've killed thousands of the damned things, but they keep coming up from their tunnels.

Some say it's my fault—and maybe they're right. But dwelling on the past won't help us survive. I have tools that can turn this crumbling world into a weapon, something to use against the alien horde. That's my plan, anyway. Whether I'll live through it…well, that'll be the luck of the draw, I guess.

I hope this message reaches humanity…if anyone's left to receive it.

- Darius Mason

November 1, 2175

MAIN MENU

Continue – Resume the single player game from your last saved checkpoint.

New Game – Start a new single player game.

Load Game – Continue a previously saved game.

Manage Save Data – Delete any *Red Faction: Armageddon* save data.

Infestation – Survive waves of enemies while completing set objectives in this online and offline game mode.

Ruin Mode – Destroy everything and beat the high score. To play Ruin Mode, download the full mode through the PlayStation®Store or select the demo.

Options – Customise controls, gameplay, audio, and video options to just the way you like them.

Extras – Review Player Stats, watch unlocked story cutscenes, listen to recovered Audio Logs, and view the

GAME SCREENS

(1) **Health** - Displays your current health. Health slowly recharges when you are outside of combat.

(2) **Ammo** - Shows how much ammo is available for the currently equipped weapon.

(3) **Compass** - The yellow arrow indicates the direction of your current objective. Enemies appear as red dots.

(4) **Current Objective** – Your current objective will be displayed in the upper right hand corner of the screen. Activating the GPS will also cause the current objective to be redisplayed.

(5) **Nano Forge energy** - Displays the amount of energy available for the Nano Forge. Energy slowly recharges over time.

(6) **Magazine metre** - Shows how much ammo is left in the magazine of the currently equipped weapon.

(7) **Weapon Radial** – Displays your current weapon load-out. The Weapon Radial is only displayed when changing your currently equipped weapon.
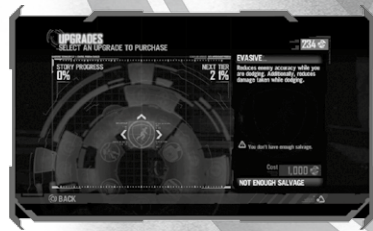
Access Upgrade Stations found throughout the game to spend your valuable Salvage on new abilities. Scroll through the upgrade hubs to see the ability descriptions, and select an upgrade to purchase it. You will unlock additional upgrade tiers as you progress through the game.

Purchased upgrades carry over across all game modes, both online and offline.

Weapon Lockers allow you to change your equipped weapons. Highlight the weapon you wish to equip and select it to assign the weapon to a directional button.

Any new weapons found in the single player game are automatically added to the Weapon Lockers.

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PAUSE MENU

Save Game – Saves the state of your game as of the most recent checkpoint. Collected Salvage is only saved at AutoSaves, not user saves.

Load Game – Load any existing save.

Load Checkpoint – Load the last checkpoint location.

Options – Customise your settings. For more information, please see the Options section on page 11.

Extras – View player stats and listen to audio logs.

Quit Game – Return to the main menu. Any unsaved progress will be lost.

INFESTATION

Try to survive against wave after wave of aliens while completing mission objectives in this game mode.

Online – Join up with friends from across the globe and survive the invasion together.

LAN Game – Team up with friends connected via a Local Area Network.

Offline Mode – Take on hordes of enemies by yourself.

INFESTATION LOBBY MENU

Mission Select – Choose from a list of missions and combat the Martian menace.

Difficulty – Set the difficulty of the mission to Casual, Normal, Hard, or Insane.

Starting Wave – Set the starting point for the mission. You may only select up to the last wave completed.

Upgrades – Access the upgrade menu and use any Salvage you've acquired to buy more upgrades. Purchased upgrades carry over to single player.

Customisation – Choose your character preference or select and customise an icon to represent your style to the online world.

Options – Access the game options menu. For more information, see Options on page 11.

Invite Friends – Invite friends into the Lobby. This option is not available in LAN game.

Launch Game – Start the game with the current settings.

Earn points by causing destruction to man-made structures and objects. Play on a variety of maps to compete on the leaderboards for the highest score.

Map Select – Select a map to play in Ruin Mode. There are five maps to choose from or unlock: Junction, Frontier, Eviction, Abandoned, and Desolation.

Mode – Choose from Challenge or Free Play.

View Leaderboards – Examine the top players or sort by friends for the five Ruin Mode maps.

Launch Game – Begin the game with your selected options.

OBJECTS

SALVAGE

Collect Salvage to purchase upgrades for your character. Salvage can be found by destroying buildings and other structures, or by searching in cylindrical containers scattered across Mars.

AMMO CRATES

Ammo crates come in both large and small sizes. Keep an eye out for these blue boxes and collect them to ensure you always have enough ammo on hand.
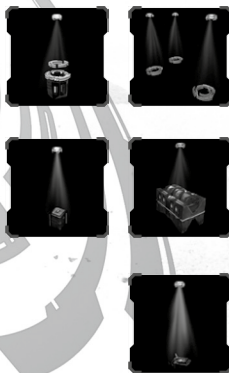
AUDIO LOGS

Scattered throughout the world you will find audio recordings left behind before Armageddon began. These recordings give a glimpse of what life was like both before and after the destruction of the Terraformer.

CONTROLS

Camera Y Axis – Choose Normal or Inverted Y axis controls.

X Axis Sensitivity – Adjust the sensitivity when moving the camera left and right.

Y Axis Sensitivity – Set the sensitivity when moving the camera up and down.

Control Scheme – Choose your preference of button layouts.

Crouch – Set the crouch command to a hold or toggle function.

Sprint – Set the sprint command to a hold or toggle function.

Zoom – Set the zoom command to a hold or toggle function.

Vibration – Turn controller vibration on or off.

GAMEPLAY

Snap to Targets – Enable or disable the target assist function.

Hint Messages – Choose to enable or disable hints during gameplay.

Reset Salvage and Upgrades - This option will reset all salvage and unlocked upgrades in all single player saved games and in multiplayer.

AUDIO

Overall – Set the overall volume level for the game.

Music – Adjust the volume for music.

Voice – Set the volume for character voices.

SFX – Adjust the volume for sound effects.

Subtitles – Enable or disable subtitles in the game.

VIDEO

Gamma – Adjust the overall gamma levels for the game.

Brightness – Adjust the brightness levels. Follow the on-screen instructions to determine the optimal brightness setting for your monitor.

Contrast – Set the contrast level.

EXTRAS

Player Stats – Review all of the player's stats, including number of kills per enemy type, weapon and Nano Forge usage, vehicles operated, and Achievements.

Cutscenes – Watch unlocked story cutscenes again.

Audio Logs – Review Audio Logs recovered during the single player campaign.

Credits – View the credits.

MAIN CHARACTERS

DARIUS

For better or worse, the Masons are the "first family of Mars"—Washington, Jefferson, and Adams all rolled into one, along with the fighting spirit of the Minutemen. Darius is the scion of this legacy, though he never asked for the responsibility or wanted it. He just wanted to be left alone to live his own life, not the one Mars had seemingly demanded of him.

He might have succeeded in avoiding the "Mason destiny" if not for Adam Hale and his apocalyptic cult. While doing his tour of duty for the colony, Darius was unable to stop Hale from destroying the Terraformer. The Martian atmosphere quickly deteriorated to the point where only the caverns and deep places of Mars were habitable. While the Colonists don't necessarily blame Darius for the disaster, his guilt eats at him, and he is never as comfortable with them as he once was.

Darius's guilt has prompted him to spend longer amounts of time alone, seeking out missions that would take him away from settlement life. He has learned how to survive by eking out a living from Salvage, how to blend into a crowd, and how to fight. The one thing he hasn't been able to do is forget or forgive what has been done to him.
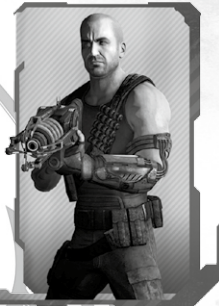
S. A. M.

The Situational Awareness Module, an Artificial Intelligence known as S.A.M. was designed and constructed by Samanya Mason as a fail-safe monitor for the Nano Forge. Utilising scanners and a super-processor, its CPU fits into the palm of a hand, though it usually resides within a structure crafted by Darius Mason to wear on his wrist. S.A.M. aids Mason by giving advice, by calculating odds of survival for different routes, and by being a "second brain" that looks after the safety of Mason and, thus, the safety of the Nano Forge.

Though not strictly "sentient" or emotional, Mason swears that S.A.M.'s deadpan delivery of the facts is laced with sarcasm. The A.I. was designed with this in mind, however: to maintain a calm, rational thought process during a firefight.

KARA

Born a Marauder, Kara is a hard-nosed smuggler who knows both the streets and the world of science. Kara ran away from the regimented hierarchy of the Marauders at an early age. Smuggling goods around Mars and from Earth just seemed a natural course of action, both as an act of defiance and as an easy way to make cash. It was while operating in the underground of Mars that she met Darius.

Aside from their place of birth, Kara and Darius couldn't be more different. Darius is a hard worker who takes people at face value; Kara is a sly, sarcastic rebel who trusts few. Darius wants to live his life and avoid authority; Kara is always looking to pick a fight. They do have one thing in common: they both want to stay hidden, and through that, a natural friendship was born.

FRANK WINTERS

A sergeant in the Red Faction military, Winters got where he is by being the toughest son of a bitch on the planet. Winters prefers to be in the field with his men, not sitting back in a bunker. He has earned an almost mystical quality among his soldiers... stories of Winters charging headfirst into battle and emerging unscathed are common.

Winters is physically imposing and carries himself with a "no-nonsense" attitude. Winters is all business, and if you jeopardize his mission in any fashion, there will be hell to pay.

ADAM HALE

Adam Hale's father was an EDF captain killed by Alec Mason during the Revolution of 2125. Hale was raised by EDF survivors abandoned on Mars. In 2150, Hale's White Faction launched a new war against the Colonists. Red Faction forces led by Alec Mason and his son Jake defeated Hale.

Hale vanished after the Battle of Bakhuysen Trench. Years later, he returned as the messiah to a band of violent Marauder separatists. Hale's Cultists claim he joins the mystical Martian past to a glorious future. Others see a madman who would destroy the planet to rule it.

ENEMIES

CREEPER

ULTOR EXPEDITION LOG – 10.221.589

Many called this expedition a fool's errand. But today, after descending more than a kilometre below the Martian surface, we made a monumental discovery.

Preliminary analysis indicates that the creature is unrelated to any of the simple bacteria that still thrive in the planet's frozen soil. It is as alien as it is beautiful-evidently a stranger to Mars, as we ourselves once were.

These passageways travel deeper. We must do the same.

   - Axel Capek

RAVAGER

ULTOR EXPEDITION LOG – 10.588.025

The creatures were initially found in stasis, all vital systems dormant. Today, we managed to awaken one.

We were testing its shell for electrical conductivity, and it absorbed every ampere we pumped into it. The specimen's reanimation was quite rapid—one could say it "fed" on the electricity. It also fed on one of my scientists. A minor setback.

   - Axel Capek

BERSERKER

ULTOR EXPEDITION LOG – 11.113.498

The number of creatures hibernating beneath the surface is unknown. But, they may not be fully autonomous; brain dissections reveal a node that appears to be a sort of organic transponder...

The rest of the team went to investigate tunnels further down. Only Hawkins returned, badly wounded. He died screaming about ...something. I must return to the surface, alone...

I've ordered the shaft sealed, and its location obscured. This is a plague that could devastate Mars, an Armageddon only a madman would unleash.

   - Axel Capek

NANO FORGE

The Nano Forge is a device used to reconstruct semi-demolished walls, catwalks, etc. Utilising a miniature fission-reactor and an A.I. built into the machine's housing, an array of miniature magnetic "lenses" can restructure most simple surfaces. The Nano Forge's energy core has a half-life of several thousand years, though it does tend to overheat.

As you progress through the game, salvage can be spent at Upgrade Stations to unlock additional upgrades for the Nano Forge. As the tiers of the Upgrade Station are unlocked, additional enhancements for each Nano Forge ability may be purchased with salvage.

Impact
The Nano Forge creates a strong kinetic force that destroys everything in its path.

Shockwave
The Nano Forge releases a burst of energy that stuns nearby enemies and damages them.

Berserk
The Nano Forge infuses you with energy, temporarily increasing your attack speed and damage.

Shell
The Nano Forge creates a sphere of protective energy that stops incoming weapon fire. Enemies within the Shell are attacked by nanites.

WEAPONS

Maul
A powerful sledgehammer that can pulverize concrete, steel, and more with a single swing.

Magnet Gun
Two-staged salvaging device that, in skilled hands, can be a formidable weapon.

Pistols
Dual-wielded bullet pistols. Highly accurate.

Shotgun
A standard pump-action shotgun. Deadly at close range.

Assault Rifle
Triple barrelled, fully automatic rifle. Standard issue for all Red Faction soldiers.

Banshees
High damage, slow fire dual-wielded pistols. A favourite of smugglers and salvagers alike.

Rail Driver
Powerful rifle equipped with state-of-the-art biometric scope to identify hostile forces.

Nano Rifle
Marauder developed rifle that fires a burst of nanites. Capable of disintegrating most materials.

Charge Launcher
Fires a remote charge that can stick to any material. Charges must be detonated manually.

Rocket Launcher
Fires a high-velocity explosive. Useful for heavily armoured targets.

Pulse Grenade
Timed explosive that destroys organic material while minimising damage to structures.

Plasma Cannon
Fires a bolt of plasma that penetrates objects with destructive force.

Plasma Beam
Unleash a focused beam of plasma capable of burning through most materials.

Singularity Cannon
Fires a black hole that engulfs anything within its radius before detonating.

LIMITED WARRANTY

PRODUCT WARRANTY

Nordic Games GmbH will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order for EUR 8.00 to cover postage and handling fees.
Please be sure to include the following:
• Full Name
• Address, City, State/Prov., Zip Code/Postal Code, Country
• Telephone Number
• Email Address (if applicable)
• Product Name(s)
• Brief note describing the problem
Mail to:
Nordic Games GmbH
Landstraßer Hauptstraße 1/Top 18
A-1030 Vienna
Austria

TECHNICAL SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this manual, you may find further support in the following places:
Please visit the Technical Support section of our Website where we have posted common problems and solutions that may help you at:
Online Support: <http://www.nordicgames.at/index.php/contact>
Skype contact: support.quantic.lab
Phone Support: +1 (206) 395-3545
Phone: +40 (0) 364 405 777
Please note: We do not provide hints via technical support.

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<http://eula.nordicgames.at>

For Help & Support please visit: **eu.playstation.com** or refer to the telephone list below.

Australia	**1300 365 911** Calls charged at local rate	**Nederland**	**0495 574 817** Interlokale kosten
Belgique/België/Belgien	**011 516 406** Tarif appel local/Lokale kosten	**New Zealand**	**09 415 2447** National Rate
Česká republika	**0225341407**		**0900 97669** Call cost $1.50 (+ GST) per minute
Danmark	**90 13 70 13** Pris: 6:-/minut, support@dk.playstation.com Mandag – Torsdag 10.00 – 18.00, Fredag 10.00 – 17.30	**Norge**	**820 68 322** Pris: 6,50:-/min, support@no.playstation.com Mandag – Torsdag 10.00 – 18.00, Fredag 10.00 – 17.30
Deutschland	**01805 766 977** 0,14 Euro/Minute	**Österreich**	**0820 44 45 40** 0,116 Euro/Minute
España	**902 102 102** Tarifa nacional	**Portugal**	**707 23 23 10** Serviço de Atendimento ao Consumidor/Serviço Técnico
Ελλάδα	**801 11 92000**	**Россия**	**+ 7 (495) 981-2372**
France	**0820 31 32 33** prix d'un appel local – ouvert du lundi au samedi	**Suisse/Schweiz/Svizzera**	**0848 84 00 85** Tarif appel national/Nationaler Tarif/Tariffa Nazionale
ישראל – ישפאר מוצרי צריכה טלפון תמיכה **09-9711710** פקס **09-9560957** www.isfar.co.il או בקרו באתר		**Suomi**	**0600 411 911** 0.79 Euro/min + pvm fi-hotline@nordiskfilm.com maanantai – perjantai 12–18
Ireland	**0818 365065** All calls charged at national rate		
Italia	**199 116 266** Lun/Ven 8:00 – 18:30 e Sab 8:00 – 13:00: 11,88 centesimi di euro + IVA al minuto Festivi: 4,75 centesimi di euro + IVA al minuto Telefoni cellulari secondo il piano tariffario prescelto	**Sverige**	**0900-20 33 075** Pris 7,50:- min, support@se.playstation.com Måndag – Torsdag 10.00 – 18.00, Fredag 10.00 – 17.30
Malta	**234 36 000** Local rate	**UK**	**0844 736 0595** National rate

If your local telephone number is not shown, please visit **eu.playstation.com** for contact details.

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This symbol may be used on batteries in combination with additional chemical symbols. The chemical symbols for mercury (Hg) or lead (Pb) will appear if the battery contains more than 0.0005% mercury or more than 0.004% lead.