

PS2



Tom Clancy's

ENDWAR



UBISOFT

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTSENSITIVITY/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 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 physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

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

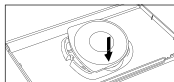
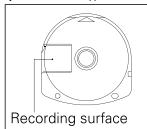
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

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.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

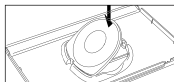
Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

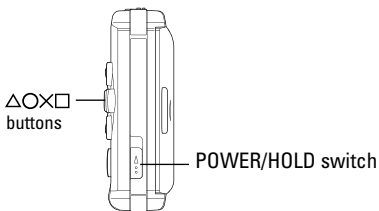
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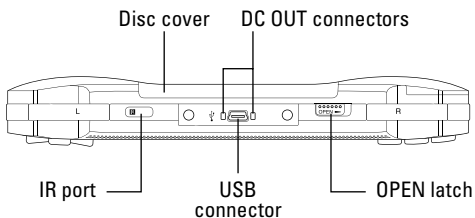
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GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Tom Clancy's EndWar™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **⊗** button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

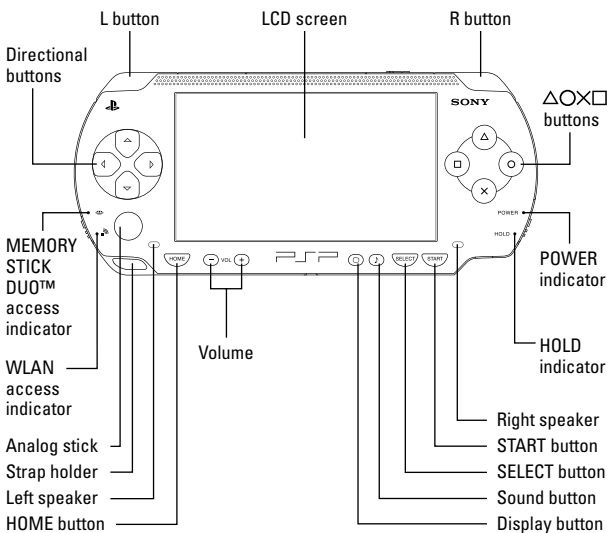
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation® Portable) system configuration



Controls

○ button:

Press to show or hide the Mini Map.

● button:

Press to scroll through information, e.g., enemy positions, info windows, statistics, campaign mission objectives.

Directional buttons:

Use to select menu items and move cursor (e.g., across the map).

⊗ button:

Confirm. Use to select units or buildings and assign build orders.

○ button:

Cancel. Use to cancel a command, cancel a selection, or leave an area (e.g., the inventory of a building).

■ button:

Opens context-sensitive help boxes in Campaign mode. To open Help, move the cursor over a unit or building and press the **■** button.

▲ button:

Opens the inventory of a transport unit or building. Displays units that can be repaired when a Repair Vehicle is highlighted.

START button:

Opens the Menu screen.

SELECT button:

Selects the next unit without orders.

If all units have been given orders: Phase change.

GENERAL INFORMATION

EndWar is a turn-based strategy game: Lead your army into battle and complete missions and bonus objectives successfully to earn promotion to higher ranks, win medals, and unlock a total of 42 bonus maps!

Factions

- **European Federation Enforcers Corps (EFEC):** United Europe's elite peacekeeping squads (Difficulty level: Easy.)
- **Joint Strike Force (JSF):** The United States' elite military response team (Difficulty level: Medium).
- **Spetsnaz Brigades:** Special forces of the Russian Army (Difficulty level: Hard).

Background Story

2015 – The U.S. Secretary of State: "The United States will neither engage in acts of war, nor will we tolerate wars at our doorstep!"

2016 – The EU Foreign Secretary: "The European Union is a geopolitical revolution. The new 'United States of Europe' will rise to become a superpower in the world – whether the US likes it or not!"

2018 – The Russian President in his oath of office speech: "I vow to make Russia a glorious world power once again that is feared by all other nations!"

2025 – The United States withdraws from international politics and Europe sends its peacekeeping forces all over the world. This leads to a heated dispute. When the U.S. space station Freedom Star burns up following an act of sabotage, clashes break out between JSF and EFEC forces. As the crisis reaches its peak, the new president of Russia seizes the opportunity...

SINGLE PLAYER MODE

Play EndWar in Campaign mode or engage in battles against the computer opponent.

TIP: Complete the Enforcers or JSF campaigns successfully to unlock the Spetsnaz campaign!

TIP: The three prologue missions contain important information for both beginners and advanced players!

Profile

Here you can edit, delete, load, or create a profile. The game progress is saved in your profile.



MULTIPLAYER MODE

Two players can compete against each other in multiplayer mode. All maps unlocked in Campaign mode are available, as well as special two-player battle maps and custom maps created in the Editor.

Multiplayer mode can be accessed by selecting Two Players from the Main Menu.

NOTE: In order to host or join a multiplayer game, the WLAN switch must be set to ON!

TIP: Maps saved with the Map Editor are only playable if both factions have at least one unit. Only playable maps are displayed in "Battle" and "Two Players" game modes.

Transferring Maps

You can transfer any playable map created with the Map Editor from one PSP® system to another.

1. The player sending the map selects the menu item "Two players" "Send map."
2. The player receiving the map selects the menu item "Two players" "Receive map."
3. Once the connection has been established, EndWar will enable the "Send" command.
4. The player sending the map presses the **X** button to enable sharing for the map.
5. A symbol displayed next to the map indicates that the player receiving it can save it by pressing the **X** button.

PHASES: ACTION AND MOVEMENT

Action and movement phases:

While one player plans his attack, the other player plans his troop movements. At the end of each phase, the commands of both players are evaluated – first the action, then the movements.

In the next phase, the roles are reversed.

The Movement Phase

During the movement phase, you plan the movements of your units. Each unit can only be moved once per cycle.

Select a unit: Move the cursor over a unit and press the **X** button, or press the SELECT button. The unit's movement range is displayed.

Select a target field. Opponents in attack range are highlighted in red. Move the cursor over an opposing unit to view its attack range.



Confirm the move order by pressing the **X** button.

Units do not move immediately! Movement does not take place until all the enemy attack orders are completed!



Press the **SELECT** button to jump to the next unit that has not received orders yet.



The Action Phase

During the action phase, you plan your attack. You can also repair or produce units.

Select a unit: Move the cursor over a unit and press the **X** button, or press the **SELECT** button. Opponents in attack range are highlighted in red.



Select an enemy unit within attack range, and confirm using the **X** button.



Units that have already been given orders are displayed in darker shades. If you select them, their attack target is highlighted in red.

Use the SELECT button to scroll through units that have not yet been given orders.

NOTE: Attacks take place in the sequence in which you plan them, so plan the order carefully!

The Phase Change

To end a phase:

- Press the SELECT button after you have given movement or attack orders, or
- Press the START button and select "End Phase" from the menu.

First the attacks are carried out.

Afterward, the surviving units move and the next phase begins.

You can accelerate the actions of computer opponents in Single Player mode by pressing the **X** button.

NOTE: You can skip the satellite sequence by pressing the **X** button or the **Y** button.

NOTE: During battle sequences, you can skip to the results (**X** button) or exit the screen (**Y** button). To skip all of the battle sequences, press the SELECT button.

THE BATTLEFIELD



- 1 - Current phase: Movement phase
- 2 - Friendly unit
- 3 - Unit information and bonuses
- 4 - Cursor, target for planned movement
- 5 - Movement range of selected unit
- 6 - Fields inaccessible during this phase – too far away (gray)
- 7 - Inaccessible fields – terrain impassable for this unit (black)
Certain fields are inaccessible for certain units (Example: Tanks cannot float). Fields shown in black are inaccessible for the current unit.
- 8 - Enemy unit
- 9 - This opponent is a possible target and therefore highlighted in red
- 10 - Terrain and bonuses
- 11 - Experience points and hit points
- 12 - Context-sensitive command button display



Move the cursor over an opposing unit and press the S button to view its movement range. Use the D button to view its attack range.

The building in the middle is a neutral depot. Move an infantry unit to the entry point highlighted in yellow to capture the building and all the units inside it.

Map Information

Press the **○** button to show the Mini Map.

Info Windows

You can use the **○** button to scroll through various info windows: Balance of Power, Mission Objectives (only in Campaign mode), Opponent's View and Overview.

If the cursor is over a unit, you can also view the Unit Information by pressing the **○** button.

UNITS

Depending on the mission, players have land, air, and sea units at their disposal.

Hit Points

Each unit has six Hit Points (HP). When a unit has no more HP, it is destroyed.

Healing and Repairs

A unit will gain back two Hit Points if it is in a building, or aboard an aircraft carrier, during the Action Phase. Repair vehicles can also repair units.

Units stationed in buildings receive two HP in each action phase.

TIP: The harbors on many EndWar maps are inaccessible for cruisers and aircraft carriers. On these maps, you have no way of repairing these powerful units.

TIP: Loaded transport ships cannot enter the harbor if heavy units are aboard. Only unloaded transport ships, or those with infantry aboard, can enter the harbor.

Experience Points



Units receive one experience point (XP) for damaging an enemy and two for each unit they destroy. Experience makes units more robust and powerful.

TIP: Experienced units have a significant advantage over inexperienced units! Try to let your units gain as much experience as possible, get them repaired as early as you can – and stop your opponent from doing the same thing.

Transport Units

Each branch of the armed services has transport vehicles that transport other units across the battlefield. To load a unit into a transporter, move it to the transport vehicle.

To unload units, select the transport vehicle and press the **△** button to open the inventory. Now you can select the transported unit in the inventory and move it.

TIP: Use transport units to move infantry to buildings quickly in order to capture them.

Buildings

In military buildings, you can build or repair units.

Branch	Required
Land	Depot, HQ
Air	Airfield
Sea	Harbor

If you have a building with resources, you can build new units. The amount of resources varies depending on the building and mission.

Watch out for your headquarters! If your opponent captures your HQ, you have lost!

ADDITIONAL INFORMATION

Mission Won

You have won a mission as soon as you capture your opponent's HQ or destroy his last unit.

In Campaign mode you also win the mission if you complete the main objective and end the phase.

REMEMBER! In EndWar there is no random factor! Battles are evaluated on the basis of

- the strength of the units, and
- their positions in relation to each other.

Nothing else! If you play the same mission twice in the same way, you will get exactly the same results!

Mission Lost

If the enemy captures your HQ or destroys your last unit, you have lost.

If you press the START button during play and surrender, the mission also counts as lost.

Campaign: Reinforcements System

If you lose a Campaign mission, this data is saved by EndWar. If you try the mission again, you can often request one or more default reinforcement units.

Points

The points are calculated at the end of each mission. The main factors for this are the XP and HP of your units, the number of opponents destroyed, the number of units lost, and the number of buildings captured.

Minus points

Own units destroyed*

Own units damaged*

Buildings lost

Plus points

Opponents destroyed*

Opponents damaged*

Buildings captured**

Remaining resources***

* Depending on XP and type of unit.

** Buildings owned by the enemy count double.

*** If you had resources at the beginning of a mission, those remaining are added to your points. Resources in captured buildings do not count!

Total Score

For the total score, your points are compared to the maximum possible. Thanks to various bonuses, top strategists can score more than 100% – which earns them a Platinum Star!

Platinum	100% or more (!)
Gold	85%
Silver	70%
Bronze	55%
Blue Star	per 11%

Ranks and Medals

Unlock medals, ranks, and maps by completing missions and global objectives, and by using land, sea, and air units effectively. You can view your ranks and medals in the Campaign menu under "Statistics."

Unlocking Rewards

Numerous rewards can be unlocked in EndWar, such as exciting maps for battles and multiplayer games! To unlock rewards, you have to complete certain objectives like sub-missions successfully, or attain a certain military rank.

In all, 21 battle maps and 21 multiplayer maps can be unlocked!

Tips for Advanced Players

Brute force tactics have little chance of success in EndWar! The tactical positioning of units is crucial. It affects both the movements ("blocking") and the combat strength of units ("jamming").

Blocking



A unit can move freely if its route is not threatened by an opponent.

A unit threatens adjacent fields if it can attack an opponent there.



Example:

Infantry can attack a tank: The unit blocks the movements of the tank. Light tanks cannot attack airborne units and therefore cannot block their movements.

A unit loses its remaining movement points if it enters a threatened field.

Jamming



Surround opponents with your units to confine them and gain an advantage in combat. This maneuver is called "jamming."

In war, there are no duels like in Western movies: Armies advance in units tailored for mission requirements. Battles are won by units working as a team. In "jamming," too, units cooperate to gain an advantage in combat.

If two opposing units confront each other, the combat bonus is 0%. Neither unit has an advantage.



The bonus depends on the position of a unit in relation to its opponent. The bonus is much higher if the target is attacked from several sides. A friendly unit positioned directly behind the enemy earns you a 50% higher combat bonus!

All these bonuses are added together! Capturing several fields adjacent to an opponent will seriously weaken him!

The combat bonuses of both sides are calculated for each battle!

Combat: Tips and Tricks

Damaged units inflict less damage in battles than intact units!

Combat normally takes place between neighboring fields. The attacked unit can return fire and damage or destroy the attacker.

Some long-range units (such as heavy artillery) have a minimum firing range. They are defenseless at close range.

Some units have ranged weapons with which they can attack an opponent several fields away. The attacked opponent cannot return fire!

Some units cannot inflict damage on certain other types. A fighter airplane in EndWar, for example, is a dedicated air-to-air weapon and cannot attack ships. When attacked by a ship, the Fighter has no way to retaliate. As often as possible, have your units attack targets that cannot defend themselves!

MAP EDITOR

You can create your own single player and multiplayer maps in a matter of minutes with the Map Editor. Start the Editor by selecting it from the Main Menu. Then select a free slot and enter a name for the new map.

Now you can select the map options (dimensions, season, factions) and create the scenario of your choice using provided elements.



Each new map begins as an expanse of water. The editor has various types of terrain, water depths, units, road construction tools and a lot more to offer.

For a preview, press the **△** button. To exit the preview, press the START button and select the appropriate option.

Press the START button to open the menu. Here you can save or load data, or exit the editor.

Map Editor: Tips and Tricks

You can play against other human players or battle it out against the AI on maps you have created yourself. You can also transfer them to other PSP® systems. Maps must be playable in order to do this!

A map is playable if both factions have at least one unit.

You can save non-playable maps in the Editor, but they are not displayed in "Two Players," "Battle," and "Transfer Map" modes.

NEUTRAL units can only be placed in neutral buildings, and only one group of units can be placed in each building.

Toggle factions: While you are placing units or buildings, you can press the SELECT button to toggle between factions.

Headquarters: There is only one HQ per faction! Once you have placed an HQ, it is highlighted in red because you can only place one HQ.

You can only place cruisers, aircraft carriers, and transport ships in deep waters.

OPTIONS

Select "Options" from the Main Menu to adjust the following:

- **Audio:** Here you can adjust the volume of the music and sound effects.
- **Game:** Here you can adjust the options for language or reset the Help function.
- You can access the Credits by pressing the **△** button.



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Thanks,
The Ubisoft Team

Tom Clancy's EndWar™
PROOF-OF-PURCHASE



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- Full product title
- Game console you are using

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Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778**. Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time**.

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Shaun White

SNOWBOARDING



See you on the Mountain.



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