

SOCOM: U.S. Navy SEALs

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SOCOM: U.S. Navy SEALs is a video game classified as a tactical third-person shooter developed by Zipper Interactive and published by Sony Computer Entertainment. It is an exclusive title for the PlayStation 2. SOCOM was released on August 27, 2002, and it is one of the earliest online titles available for the PS2's online adapter. In addition to the 12 offline single player missions, SOCOM also features online play via the internet at no additional charge to the customer. SOCOM additionally uses a USB headset for its speech recognition commands offline, and allows voice chat with teammates when playing online; this was the first game for the PS2 to use the headset. As of November 6, 2003, the game has sold 2 million copies worldwide, according to Sony Computer Entertainment America.^[1]

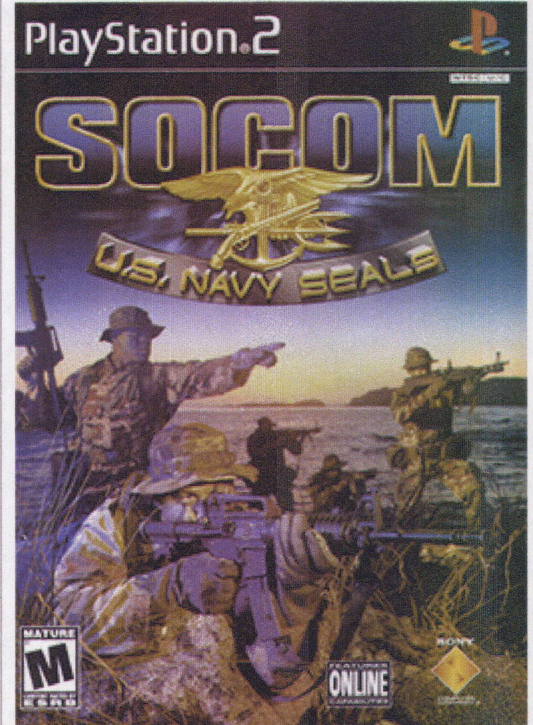
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Game overview

SOCOM takes its name from the abbreviation for the U.S. Special Operations COMmand. The player leads a four-man team (three AI-controlled teammates) of U.S. Navy SEALs through 12 missions in 4 regions: Alaska,

SOCOM: U.S. Navy SEALs



Developer(s)	Zipper Interactive
Publisher(s)	Sony Computer Entertainment
Series	<i>SOCOM</i>
Engine	Kinetica
Native resolution	480i (SDTV) 480p (EDTV)
Platform(s)	PlayStation 2
Release date(s)	^{NA} August 27, 2002 (original and deluxe version); 2003 (Greatest Hits) ^{EU} June 11, 2003
Genre(s)	Third-person shooter

Thailand, Congo, and Turkmenistan in the years 2006 and 2007. In the single player missions, commands can be spoken using the included USB headset or via an onscreen menu if the optional SOCOM headset was not purchased. Typical missions consist of; eradicating terrorists, rescuing hostages, retrieving intel, or destroying terrorist bases.

Mode(s)	Single player, multiplayer (via LAN or Internet)
Rating(s)	CERO: 18+ ESRB: M PEGI: 16+
Input methods	Gamepad, PlayStation 2 Headset, USB keyboard.

Online gameplay

Online players choose one of two sides: SEALs or terrorists. Maps consist of three types: suppression (eliminate all members of the opposite team), extraction (rescue hostages) and demolition (capture a satchel and destroy the opposite team's base). Socom and SOCOM: U.S. Navy SEALs Confrontation for the PlayStation 3 are the only games in the series that do not support LAN play (local multiplayer). In addition to the specific game type, any of the three game modes may be won by eliminating all members of the opposing team.

Two versions of the SOCOM disc exist: the original disc, and the greatest hits disc.

References

- [^] Sony Computer Entertainment (2003-11-06). "Socom II: U.S. Navy Seals breaks online console penetration records in first two days of release" (<http://www.us.playstation.com/News/PressReleases/152>) . Press release. <http://www.us.playstation.com/News/PressReleases/152>. Retrieved 2008-05-22.

External links

- *www.SOCOM.com* (<http://www.socom.com>)

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Categories: 2002 video games | Third-person shooters | Multiplayer online games | PlayStation 2 games | PlayStation 2-only games | Microphone-controlled computer games | Advergames | SOCOM (series) | Tactical shooter video games

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