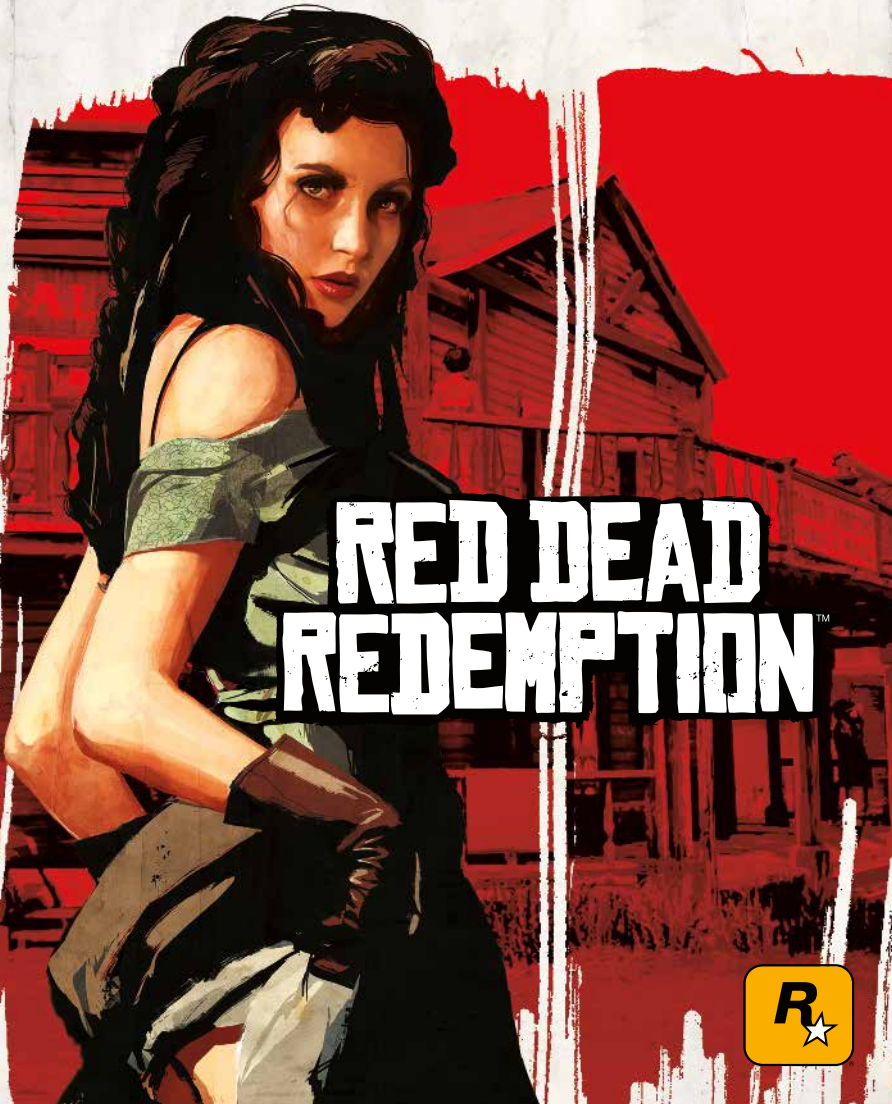

RED DEAD
REDEMPTION™

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.

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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.

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 age rating system except where by law another age rating system applies. The rating and content descriptors are displayed on the product packaging. The relationship between that age rating and the Parental Control Level is as follows:

PARENT CONTROL LEVEL	9	8	7	3	1
AUSTRALIA CLASSIFICATION	MA15+ RESTRICTED		M	PG	G
NEW ZEALAND CLASSIFICATION	RESTRICTED 16 / RESTRICTED 18	RESTRICTED 15	M / RP 13	PG	G

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-00680

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RED DEAD REDEMPTION™

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STORY

JOHN MARSTON WAS A FORMER GANG MEMBER WHO REAPPRAISED HIS LIFE and resolved to put his past behind him to settle down with his young family. As Marston changed, so did the landscape. The federal government set its sights on bringing their law to the whole country by any means necessary. When ruthless government agents kidnap John's wife and child, and threaten to kill them unless he brings his former gang to justice, John is left with no choice... To save his family, he must pick up his guns once more and hunt down the men he used to run with.

SETTING UP

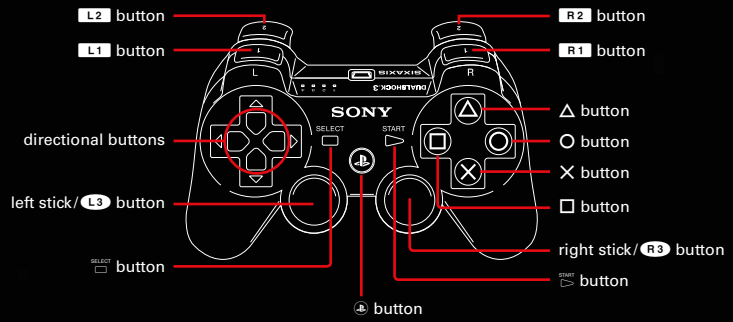
Set up the PlayStation®3 system according to the instructions in its instruction manual. At start-up, the power indicator light will glow red to indicate that the PlayStation®3 system is in Standby Mode. Press the power button and the power indicator light will turn green.

Insert the Red Dead Redemption 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.

NOTE: Please select your preferred language from the system settings menu before commencing play.

DUALSHOCK®3 WIRELESS CONTROLLER



ON FOOT

L2 button ..... Target / Zoom
L1 button ..... Draw/Holster Weapon / Hold for Weapon Wheel
R2 button ..... (While aiming with L2) Fire Weapon / Punch / (With weapon holstered) Push
R1 button ..... (Without gun while aiming with L2) Block / Enter/Exit Cover

Left Stick ..... Movement
Right Stick ..... Rotate Camera / Change targets (Casual Mode)
L3 button ..... Crouch
R3 button ..... Look Behind / (While aiming with L2) Trigger Dead Eye

△ button ..... Mount Horse or Vehicle / Interact with Vehicle
○ button ..... Perform Greeting / Focus on Important Event / (With Weapon Drawn) Reload Weapon
✕ button ..... (Hold) Run / (Tap) Sprint
□ button ..... Jump / Climb / (With L2) Roll / (With L2, in Melee) Dodge

⬆UP ..... Whistle for Horse
➡RIGHT ..... Right Shoulder Aim
⬇DOWN ..... Zoom Out Mini-Map
⬅LEFT ..... Left Shoulder Aim

SELECT button ..... Satchel
START button ..... Pause Menu

ON HORSE / VEHICLE

L2 button ..... Draw Weapon / Target
L1 button ..... (TAP) Draw/Holster / (HOLD) Weapon Wheel
R2 button ..... (While aiming with L2) Fire Weapon
R1 button ..... (TAP) Slow / (HOLD) Stop

Left Stick ..... Movement
Right Stick ..... Rotate Camera / Change Targets (Casual Mode)
L3 button ..... N/A
R3 button ..... Look Behind / (While aiming with L2) Trigger Dead Eye

△ button ..... Dismount
○ button ..... Perform Greeting / Focus on Important Event / (With Weapon Drawn) Reload Weapon
✕ button ..... (HOLD) Trot / (TAP) Gallop / (Hold near companion) Match speed
□ button ..... Jump / Hitch horse / Rear

⬆ UP ..... Whistle
➡RIGHT ..... Right Shoulder Aim
⬇ DOWN ..... Zoom Out Mini-Map
⬅ LEFT ..... Left Shoulder Aim

SELECT button ..... Satchel
START button ..... Pause Menu

HEADS UP DISPLAY HUD



1 MINI MAP
Shows your current position and important icons indicating mission objectives, characters and important events.

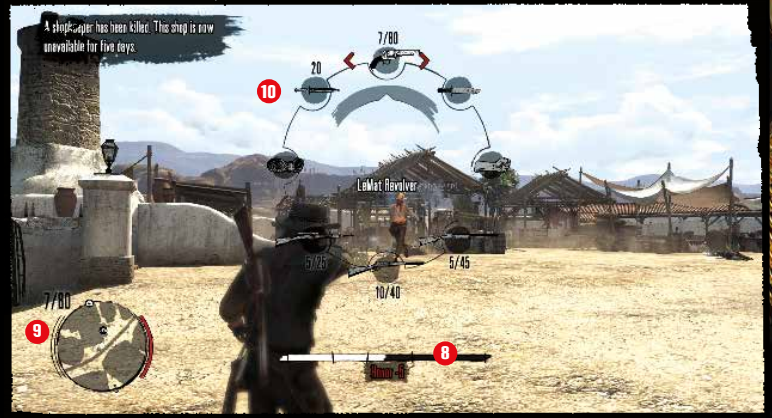
2 DEAD EYE METER
This red meter shows the amount of Dead Eye you have. Dead Eye slows down time making it easier to hit your target. Using Dead Eye will slowly empty your Dead Eye Meter. The meter will regenerate over time. Killing enemies will fill it faster.

3 AMMO
Displays the amount of ammunition you possess.

4 TARGET RETICULE
Indicates where your shots will be fired.

5 HELP MESSAGES
Help messages will pop up periodically with descriptions of your objectives and advice.

6 HEALTH
Your health is represented with a darkening red screen. The darker the screen, the closer you are to death. Avoid damage to allow your health to regenerate.



7 WANTED INDICATOR
Displays the nature of your crime and the price on your head.

8 FAME, HONOUR AND MONEY INDICATORS
These meters will appear when you have performed actions that change your level of fame, honour or money.

9 HORSE STAMINA METER
This blue meter shows your horse's stamina. You can tap ⊗ to spur your horse to make it run faster. Over spurring your horse when its stamina is low will slow the horse down and eventually lead to you getting bucked off. You can also hold ⊗ to make your horse automatically match the speed of your companions on horseback. The stamina bar will turn green when your horse is following.

10 WEAPON WHEEL
Bring up the weapon wheel by holding L1. Navigate to the weapon you want to wield by using RIGHT STICK. Change weapons within each class by tapping right or left on the Directional Buttons. Release L1 to change to the new weapon.



MULTIPLAYER

GETTING STARTED

Before getting into Multiplayer for Red Dead Redemption, you must first sign into your PlayStation®Network Account. You can enter Online Multiplayer two ways. Selecting Multiplayer from the main Red Dead Redemption Title Screen will take you into a Public Free Roam Session. You may also select Multiplayer from the Single Player Pause Menu, where you'll have the option to join a Public or Private Session. Players are also able to band together and form posses of up to 8 players.





FREE ROAM

Free Roam is the entry point into multiplayer where you are free to go nearly anywhere with up to 15 other players. This is also where you can pick your unique character in the **Outfitter**. You'll use this character in both Free Roam and some Competitive modes. Players are also able to band together and form posses of up to 8 players. You can choose people to enter your posse by hitting SELECT and separately inviting each of the players. If you receive a posse invite, tap SELECT and accept the invitation. If you're far away from the leader, you'll be given the option to warp to the posse leader. Posse members share a common player colour on the mini map and will stay together in any gang matches unless teams are unbalanced. You can chat with anyone in your posse or other players who are near your location. Hold up on the Directional Buttons to make an announcement to everyone in your Free Roam Session. Quickly travel in Free Roam by visiting one of the Transport locations found in every major town.

INITIATING COMPETITIVE MODES FROM FREE ROAM

When in Free Roam, you will come across gateway markers in towns that will automatically launch Competitive modes in that area. These will send an invite to every player in the session that they can opt into if they choose. You are also free to choose game playlists and invite other players to compete by pressing SELECT and selecting the game you would like to start.

LEVELLING UP

Everything you do in Multiplayer will earn you Experience Points (XP). This is a score that will lead to you levelling up and unlocking new weapons, new playable characters to choose from, better mounts and more advanced and hardcore versions of the standard multiplayer games.

GANG HIDEOUTS

When playing in Free Roam you will come across gang hideouts throughout the world. These are dangerous areas where you will have a task to complete while battling outlaw gang members. Successfully completing the challenges in these areas will lead to an increase in your XP.

HUNTING GROUNDS

Scattered throughout Free Roam are Hunting Grounds, where dangerous animals like bears and cougars will attack you and your posse in waves. After completing these areas, you will be rewarded with additional XP.

MULTIPLAYER CHALLENGES

As you level up in Multiplayer, new Multiplayer Challenges will open up. You can read about each of them in the Journal, found within the Pause Menu. Completing the first level of a Multiplayer Challenge will open up additional levels and with each level completed, you'll be rewarded with XP.





COMPETITIVE GAME MODES

AT ANY TIME YOU CAN TAKE PART IN VARIOUS COMPETITIVE MODES EITHER IN A FREE-FOR-ALL MODE WITH EVERY MAN FIGHTING FOR HIMSELF OR AS PART OF A GANG WHERE YOU ARE COMPETING AGAINST A RIVAL GANG OF PLAYERS.

SHOOTOUT

The objective in a shootout is to kill as many other players as possible. The winning player is the one who reaches the score limit first or who has the highest score at the end of the time limit. There are both Free-For-All and Gang based versions of this mode.

CAPTURE THE BAG

There are three modes in Capture the Bag: **Gold Rush**, where the world is populated with a number of bags and chests and the objective is for each player to capture as many bags as possible, **Hold Your Own**, where each team has a bag which they have to guard from being stolen by the other team, and **Grab The Bag**, where both teams go after one bag. Bags that are dropped may be picked up by other players. Players are capable of carrying two bags at one time, but carrying two bags will slow you down. A player or team wins by having the highest score at the end of the time limit, or by reaching a score limit before time runs out.

PLAYLISTS

At any time, you are free to press SELECT and choose from a number of different multiplayer playlists. New playlists will unlock as you level up.



TRAVEL

THERE'S A MASSIVE WORLD WAITING TO BE EXPLORED AND A NUMBER OF DIFFERENT WAYS TO GET AROUND:



HORSES

You will encounter many different breeds of horse in the world, each with its own unique look and speed. Spending time with your horse will make him trust you, and increases his stamina bar. You can whistle for your horse at any time. You can also steal them from others or catch and break wild horses.

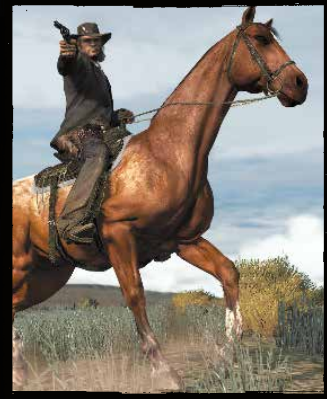
STAGECOACH

There are usually stagecoaches loading and unloading passengers near the freight and train stations in each town. For a modest fare, stagecoaches can give you a ride to various locations in the world. Approach the stagecoach or whistle for it to stop and climb in.

TRAINS

Head to the nearest train station to ride the railroad between major towns.







JOURNAL

AS YOU EXPLORE, ENTRIES WILL BE MADE AUTOMATICALLY INTO THE JOURNAL SO THAT YOU CAN TRACK THE PROGRESS OF CHALLENGES AND OBJECTIVES.

MISSION
The Mission section keeps track of all on-screen information that has been presented so you can go back and check anything you may have missed or forgotten.

STRANGERS
Helping out people in trouble can earn you extra money and increase your honour and fame. You will encounter characters marked with a '?' on the map, who will give you objectives and missions to undertake. These tasks can be started, continued and completed at any time. This journal section will track each of the objectives given by the strangers you meet.

CHALLENGES
You can take part in various challenges while exploring the world. Shooting animals will contribute to completion of various Sharpshooter and Hunting Challenges. Picking herbs will contribute to the completion of Survivalist Challenges. This section of the journal tracks the progress of all your in-game challenges and describes what is needed to progress to the next challenge level.





OUTFITS

THERE ARE A NUMBER OF DIFFERENT OUTFITS AVAILABLE, SOME WITH THEIR OWN UNIQUE BENEFIT.
To acquire a new outfit, you must complete a set of challenges. Once any one of the challenges has been completed, a list showing the full set will appear in your journal. Each of the listed challenges must then be completed to gain the various scraps needed to make up the outfit.

FAME AND HONOUR

HOW PEOPLE INTERACT WITH YOU WILL BE LARGELY AFFECTED BY THE CHOICES YOU MAKE.



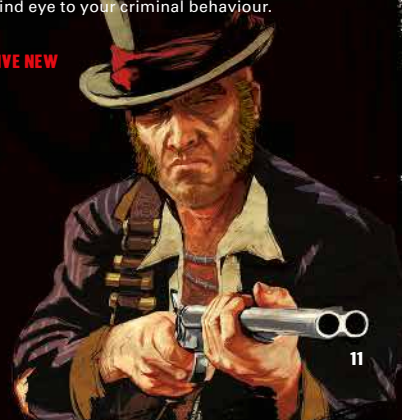


FAME
Fame is gained by killing people, doing jobs, completing challenges, finishing tasks, helping strangers, and winning duels and games. With fame comes great rewards: the cost of bribes comes down and lawmen may start to turn a blind eye to transgressions but people are more likely to ask you for help.

HONOUR
You will often be presented with a choice of actions and the decision you make will affect your honour, either positively or negatively. High honour will award you with discounts in stores, more pay for jobs and witnesses turning a blind eye to your criminal behaviour.

AS YOUR FAME AND HONOUR LEVELS CHANGE, YOU'LL RECEIVE NEW TITLES WITH CORRESPONDING IN-GAME BENEFITS.

HONOUR TITLES	FAME TITLES
HERO	NOBODY
PEACEMAKER	GREENHORN
HONEST JOE	BUCKAROO
DRIFTER	MERCENARY
RUSTLER	GUNSLINGER
ROAD AGENT	LEGEND
DESPERADO	





LAW ENFORCEMENT

MOST TOWNS AND SETTLEMENTS HAVE SOME FORM OF LAWMEN, BE IT A SHERIFF, A MARSHAL, THE POLICE OR THE ARMY; IF YOU'RE CAUGHT COMMITTING A CRIME, YOU WILL BE PUNISHED.



WANTED LEVEL AND THE BOUNTY ON YOUR HEAD

If a crime you committed is reported to the law, you will get a Wanted Level and a Bounty on your head. The higher these are, the more lawmen will join the pursuit. You will remain Wanted as long as lawmen or civilians can see you. You can lose your Wanted Level by breaking their line of sight and hiding from the law. Even if you manage to evade the law posses, deadly bounty hunters will come after you. You can pay off your bounty with cash at one of the local Telegraph offices or clear your name with pardon letters, which are found throughout the world.

EYEWITNESSES

Stop eyewitnesses from reporting your crime to the nearest lawman by bribing them or killing them.



BOUNTY HUNTING

You can help local law enforcement by capturing wanted criminals. Wanted Posters are put up at prominent locations in each town, like railway stations, sheriff offices and police buildings. Take down the poster to begin a Bounty Hunter Mission. Criminals can be taken in dead or alive.

WEAPONS

THERE ARE A NUMBER OF DIFFERENT WEAPONS TO CHOOSE FROM INCLUDING PISTOLS, RIFLES, SHOTGUNS, SNIPER RIFLES, REVOLVERS, FIRE BOTTLES, THROWING KNIVES, A LASSO AND MORE. YOU ARE ABLE TO USE ONE WEAPON AT A TIME.

DEAD EYE

DEAD EYE ALLOWS YOU TO EXPERIENCE THE LIGHTNING REFLEXES OF A GUNSLINGER.

There are three levels of Dead Eye. The first type is available early in the game and allows you to shoot at will through the reticule while time is slowed down. The second type allows you to paint targets automatically by moving the reticule over enemies. The final and most advanced type of Dead Eye allows you to manually paint your own targets on specific body parts by pressing R1 while in Dead Eye mode. You will get larger amounts of Dead Eye filled in the meter by achieving head shots and spectacular kills.

ECONOMY

YOU'LL NEED PLENTY OF MONEY TO TRACK DOWN YOUR FORMER GANG MATES. YOU'LL FIND MANY WAYS TO MAKE MONEY ON YOUR TRAVELS: EARN IT, WIN IT, OR STEAL IT.



GAMBLING

There are a number of gambling activities found in towns and settlements including Poker, Blackjack, Five-Finger Fillet, Horseshoes and more. Take part in any of these to win or lose money.

SHOPS

Various shops can be found throughout the world. Gunsmiths sell the latest weaponry and ammunition, Doctors sell remedies with a range of health benefits, and Merchants sell many other useful items to help you along the way but if you're strapped for cash, you can sell these items as well.

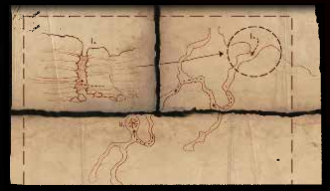
JOBS

There are various jobs you can take to earn some cash like working as a Nightwatch or Horsebreaking.



TREASURE MAPS

Treasure maps highlight terrain features that hint to the location of undiscovered treasure. Explore the world to find landmarks that match the treasure map, and search the area for signs of a buried chest. One treasure leads to another on the Treasure Hunter's Challenge.



SAVING

AUTOSAVE FUNCTIONALITY

Red Dead Redemption has an autosave function that is enabled by default. The game will then automatically save your progress after you complete a mission or any significant task while you are playing through the game.

SAVING IN TOWNS

You can save your game by going to sleep at any of the purchased, rented or provided safehouses. Saving the game will advance time 6 hours. You can also pick up extra ammunition or change your outfit in your room. If you get separated from your horse, he will be waiting for you at the hitching post outside your house.

SAVING IN THE WILDERNESS

You can save your game from anywhere in the wilderness. Choose the Camp item from your satchel to set up camp and save. In addition to saving, camps provide you with additional ammunition. They also allow you to change into any outfits you have unlocked and quickly travel to any town you have previously visited.

You will start the game with a basic campsite that you can set up on any flat piece of ground in the wilderness outside of a town. You can also purchase an improved campsite that will give you a larger ammunition boost.

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Rod Edge

CUTSCENES MIXED BY:
David Scott

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John Marston ..... Rob Wiethoff
John "Jack" Marston Jr. ..... Josh Blaylock
Abigail Marston ..... Sophia Marzocchi
Uncle ..... Spider Madison
Dutch Van Der Linde ..... Benjamin Byron Davis
Bonnie MacFarlane ..... Kimberly Irion
Drew MacFarlane ..... Chuck Kelley
Marshal Leigh Johnson ..... Anthony De Longis
Deputy Marshal 1 (Jonah) ..... Brad Carter
Deputy Marshal 2 (Eli) ..... Frank Noon
Norman Deek ..... James Carroll
Nigel West Dickens ..... Don Creech
Professor Harold Macdougal ..... Joe Ochman
Seth Briars ..... Kevin Glikmann
Welsh (Alwyn Lloyd) ..... Paul Mullan
French (Leander Holland) ..... Daron McFarland
Irish ..... Kharrison Sweeney
Bill Williamson ..... Steve J. Palmer
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Landon Ricketts ..... Ross Hagen
Andreas Müller ..... Thomas Mikusz
Colonel Agustin Allende ..... Gary Carlos Cervantes
Abraham Reyes ..... Josh Segarra
Luisa Fortuna ..... Francesca Galeas
Miranda Fortuna ..... Rebecca Soler
Emilio Fortuna ..... Bettis Richardson
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Luisa's Father ..... Juan Carlos Cantú
Javier Escuella ..... Antonio Jaramillo
Edgar Ross ..... Jim Bentley
Archer Fordham ..... David Wilson Barnes
Mrs. Ditkiss ..... Fay Dewitt
Mrs. Bush ..... Lynn Cohen
Preacher ..... Danny Mastrogiorgio
Jenny ..... Kate Simses
Paperboy ..... Gail Bennington
Jake ..... Barry Lynch
Simon ..... Joseph Anthony
Amos ..... Dan Campbell
Pretty Waiter ..... Alex Estornel
Nastas ..... Benjamin Byron Davis
Moses Forth ..... John Bellah
Shaky ..... Joshua Bass
Carlos ..... Carlos Antonio
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Outlaw on Horse ..... Brian Allen
Government Clerk ..... Joe Ochman

Honeymooner Woman .....Nicole Sciacca
Honeymoon Man .....Jaesun Celebre
Mexican Army Officer.....Juan Aller
Bank Employee.....Carlos Antonio
Uriah Tollets.....Angus Hepburn
Eva Cortes .....Elisa Rodriguez
Sam Odessa .....Holter Graham
Charles Kinnear.....Patch Darragh
Strange Man.....Brennan Brown
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Oliver Philips.....Sherman Howard
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Zhou.....Grant Chang
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Aquila.....Murphy Guyer
Multiplayer Narrator.....Burt Pence

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JOHN MARSTON MOCAP PERFORMED BY:

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Stephen Ellis and Jasmina Mathieu

MUSIC COMPOSED BY:
Chris Heckman

ORIGINAL SCORE COMPOSED & ARRANGED BY:
Bill Elm, Woody Jackson

Davey Chedwiggen - Drums and Percussion
Mike Bolger - Orchestration and Flugel Horn
Gus Siefert - Bass
John Kirby - Harpsichord, B3, Pump Organ, Piano
Amir Yagmai - Whistle and Violin
Justin Smith - Violin
Tommy Morgan - Harmonica
Joey Waronker - Drums and Percussion
Jason Schwartzman - Drums and Harpsichord
Tommy Larkin -Timpani
Blake Colie - Dub Drums
Pablo Calogero - Bass Flute, saxophone
Stuart Cole -Trumpet
David Ralicke -Tuba, Bass Trombone, Mellophone
Truth And Soul – Additional Instrumentation

Recorded and mixed at Electro-Vox Recording Studios, Los Angeles, CA

COMPASS (Red Dead On Arrival Version)
Written by Jamie Lidell
Performed by Jamie Lidell
Published by Warp Music Publishing
℗ 2010 Warp Records Limited

FAR AWAY
Written by Jose Gonzalez
Performed by Jose Gonzalez
Published by Songs Publishing
℗ 2010 Mute Records

BURY ME NOT ON THE LONE PRAIRIE
Performed by William Elliot Whitmore
℗ 2010 Rockstar Games

DEADMAN'S GUN
Written by Chris Holmes
Performed by Ashtar Command.
Published by Chrysalis Music.
℗ 2010 Rockstar Games

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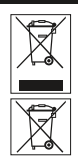
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Österreich	**0820 44 45 40** 0,116 Euro/Minute
Belgique/België/Belgien	**011 516 406** Tarif appel local/Lokale kosten
Česká republika	**222 864 111** Po – Pa 9:00 – 17:00 Sony Czech. Tarifováno dle platných telefonních sazeb. Pro další informace a případnou další pomoc kontaktujte prosím www.playstation.sony.cz nebo volejte telefonní číslo +420 222 864 111 **283 871 637** Po – Pa 10:00 – 18:00 Help Line Tarifováno dle platných telefonních sazeb
Danmark	**70 12 70 13** support@dk.playstation.com Man–fredag 18–21; Lør–søndag 18–21
Suomi	**0600 411 911** 0.79 Euro/min + pvm fi-hotline@nordiskfilm.com maanantai – perjantai 15–21
France	**0820 31 32 33** prix d'un appel local – ouvert du lundi au samedi
Deutschland	**01805 766 977** 0,12 Euro/minute
Ελλάδα	**00 32 106 782 000** Εθνική Χρααση
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
Malta	**23 436300** Local rate
Nederland	**0495 574 817** Interlokale kosten
New Zealand	**09 415 2447** National Rate **0900 97669** Before you call this number, please seek the permission of the person responsible for paying the bill. Call cost $1.50 (+ GST) per minute
Norge	**81 55 09 70** 0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt support@no.playstation.com Man–fredag 15–21; Lør–søndag 12–15
Portugal	**707 23 23 10** Serviço de Atendimento ao Consumidor/Serviço Técnico
España	**902 102 102** Tarifa nacional
Россия	**+7 (499) 238 36 32**
Sverige	**08 587 822 25** support@se.playstation.com Mån–Fre 15–21, Lör–söndag 12–15
Suisse/Schweiz/Svizzera	**0848 84 00 85** Tarif appel national/Nationaler Tarif/Tariffa Nazionale
UK	**0844 736 0595** Calls may be recorded for training purposes

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.



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