



SCARFACE™

MONEY. POWER. RESPECT.



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.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play.
- Do not use the console when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- 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.

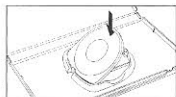
Use and handling precautions

- 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.
- 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® 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.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- 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.
- 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 benzene, 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.

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SCARFACE™

MONEY. POWER. RESPECT.

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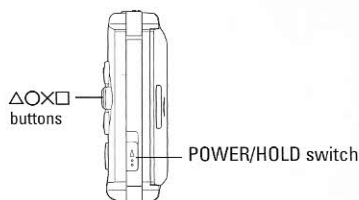
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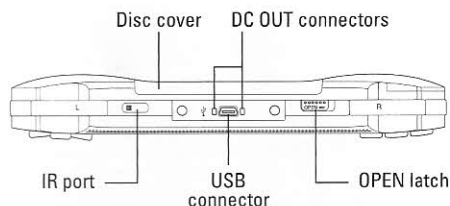
A Note to Parents: Scarface is rated R. Consult www.filmratings.com for further information.

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 *Scarface: Money. Power. Respect.* disc with the label facing away 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® 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.

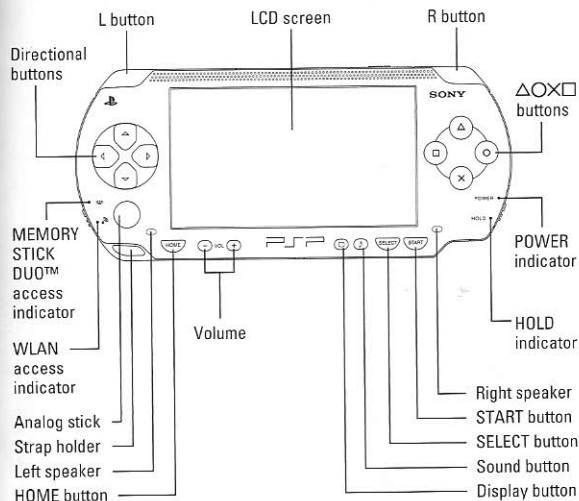
Memory Stick Duo™

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 Duo™ slot of your PSP®. 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



MENU CONTROLS

Move	Directional Buttons
Select	X, START Button
Back	○
Additional Information	□

MAP CONTROLS

Move (Turf)	Analog stick, Directional buttons
Move (Menu)	Directional buttons
Select	X
Back	○
Additional Information	□
Power Move List	△
Zoom	R button
Statistics Screen	L button
Pause	START button

COMBAT CONTROLS

Move	Directional buttons
Select	X
Back	○
Change Camera	R button
Pause	START button

DESCRIPTION OF GAME

Take control of Tony Montana and experience first hand the events that lead him from a Cuban refugee to the most powerful Drug Lord in Miami. The game features unique Single Player and Multiplayer modes that allow players to strategically attempt to take over the Miami drug scene. In the Single Player game, the player must complete a series of scenarios based on scenes from the movie. This mode is story-based with a clear ending and specific goals for the player to accomplish. The Cartel Challenge and Multiplayer games center around four cartels trying to accomplish money and power-based objectives. Multiplayer can be played with two to four human players (ad hoc) and begins with a Land Grab where each cartel lays claim to their share of 16 available Turfs in Miami. Then, turn-based strategy and real-time action takes place. Each player tries to earn as much money as possible by managing the production and selling of drugs while building up enough strength to take over the Miami drug scene.

MAIN MENU

SINGLE PLAYER

Movie Scenarios:
Play as Tony Montana through 10 different scenarios.

Cartel Challenges:
Select a cartel and progress through three different game modes.



MULTIPLAYER

Host Game: Create a multiplayer game for 2-4 players.

Join Game: Join a game created by the host.

MOVIE SCENES:

View clips that have been unlocked by completing Movie Scenarios.

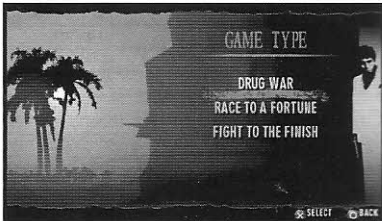
LOAD:

Load a Scarface saved game from the Memory Stick Duo™.

GAME MODES (CARTEL CHALLENGE/MULTIPLAYER)

Race to a Fortune:
The player who reaches the wealth limit first wins.

Drug War: The cartel worth the most amount of money at the conclusion of the final round wins.



Fight to the Finish: The last cartel left in Miami wins.

WIRELESS MULTIPLAYER

If you have friends with PSP® (PlayStation®Portable) systems and Scarface UMD™, you can play wireless games with as many as 4 players.

To play a wireless game: Switch on your WLAN switch and make sure the Ad Hoc Mode on your PSP® system is set to Automatic or the same channel as your friends.

Select Multiplayer from the main menu.

Host: Select Host to host a game, then choose the game type and rules that you want to use.

Join: Select Join to join a multiplayer game, then choose from a list of available games within range of your PSP® system. Note: If there are multiple games being hosted within scan range, each game will be identified by the host's unique PSP® system Nickname.

Once you join a game, you will see the names of each player (indicated by their PSP system Nickname) on the Player Joined screen. The host can start the game once one or more users have joined their game. On the Cartel Select screen, you'll see the names of all the Cartels that can be selected. As players select the Cartels, the player will be assigned a color and player number.

Game Sharing: There is no game sharing in Scarface: Money. Power. Respect.

MULTIPLAYER OPTIONS

Timer (all modes): This option controls a game feature that limits the amount of time the last player gets to complete their move. This can be set to 5, 10, 15 or 20 seconds, or No Limit.

Starting Money (Drug War/Fight to the Finish): The amount of starting cash will greatly affect which strategies are best. This can be set from \$300K to \$1M.

Number of Rounds (Drug War only): This option allows the player to set the number of rounds that the Drug War competition lasts. This can be set to any number between 1 and 12.

Winning Wealth (Fight to the Finish): This option allows the player to set the amount of money that is needed to win the game.

Alliances (all modes): This option allows the player to set the alliance feature to breakable or unbreakable.

CARTEL PROFILES

FRANK LOPEZ



The Lopez cartel is one of the least aggressive cartels when it comes to expansion, and they will try to avoid combat wherever possible. They'd rather use Power Moves such as Sniper attacks to weaken their rivals before moving in for an easy takeover. Lopez likes to invest heavily in Drug and Law Power Moves, and their drug of choice is cocaine.

GASPAR GOMEZ



The Gaspar Gomez cartel is the most evil cartel in the game, as they will attack others early and often without provocation. They tend to make brazen attacks on turfs with Drug Labs as they attempt to quickly expand their turf. They invest heavily in Combat and Drug Power Moves, and they will usually have as many thugs as any cartel in the game. Their drugs of choice are heroin and cocaine.

NACHO CONTRERAS



Nacho's cartel is fueled by his greed. They make aggressive moves in drug dealing and expansion, often employing more pushers than they can protect and controlling more turf than they can defend. They invest heavily in Drug and Combat Power Moves and have no drug of choice, as they prefer to sell them all equally.

DIAZ BROTHERS



The Diaz Brothers cartel prefers to maintain a smaller number of turfs with more pushers, so they will not try to expand as aggressively as other cartels. They rarely attack another cartel's turf unless they have a huge advantage. They invest heavily in Combat and Law Power Moves, and their drugs of choice are heroin and pot.

ECHEVIERRA BROTHERS



Ronnie and Miguel Echevierra run a very organized cartel, which is fairly aggressive in taking new turf if they have even a slight advantage. They invest heavily in Law Enforcement Payoffs and prefer to attack other cartels after they've been weakened by fighting another cartel. They tend to become more aggressive later in the game after they've earned multiple Power Moves.

MANNY RIBERA



The Ribera cartel represents one of the best opportunities for building an alliance. They will remain loyal if another cartel helps them out. They tend to react in haste when crossed, meaning they will potentially attack even when outnumbered. They invest heavily in Drug Power Moves, and their drugs of choice are cocaine and pot.

ALEJANDRO SOSA



Sosa's cartel could be described as the classiest cartel in the game, but it is also one of the most dangerous. They invest equally in all three Power Move categories, so they tend to be the most well-rounded cartel. They are not very aggressive in expanding their turfs, but they will not hesitate to attack a turf that is not well defended and will always retaliate after being attacked. Cocaine and heroin are their drugs of choice.

TONY MONTANA (UN-LOCKABLE)

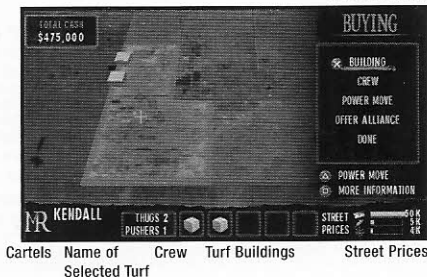


Only players who have proven themselves by finishing Scenario Mode can play as Tony in multiplayer games. In Cartel Challenge, Tony is unlocked when the player completes the three challenges for each of the other cartels. The Montana moral code is evident—they will seek revenge at all costs if another cartel crosses or attacks them without provocation. They deal in all available drug types, but cocaine is their focus. They invest heavily in all categories, meaning they will almost always have Power Moves at their disposal.

HOW TO PLAY

HUD

In-Game Menu



TURF GRAB (MULTIPLAYER/CARTEL CHALLENGE):

Before the game starts, players will have a chance to select their Turfs. An overlay will be displayed that lists the order in which players will select their Turfs. The player order is selected randomly so that there are no unfair advantages in the Turf selection. The selections will be turn-based until all the possible sections on the map are distributed. Each Turf will have a storehouse or drug lab and a different demand price for drugs. This information can be used to maximize the strategic positioning of the player. After selecting the Turf by pressing the button, the color will change to match that of the players.

BUY MENU

BUILDINGS:

Storehouse: These buildings allow the player to store excess drugs during each round.

Cocaine, Heroin and Pot Labs: Facilities that produce 5 units of drugs each round.

CREW:

Thugs: The soldiers of the player's operation; Thugs will attack and defend turfs on the player's command.

Pushers: The salesman of the player's operation; Pushers sell the player's drugs to the buyers on the street.

Bail Out Pushers: Place bail for the unfortunate crew members that have been busted by the cops.

POWER MOVE:

Combat: These are moves that are used during or in preparation for the fight sequence. Using Combat Power Moves greatly increases the chances of winning.

Example: Using Sell Outs will convince 1-3 opponent thugs to switch to the player's cartel.

Drug: Advantages in drug dealing allow the player to alter the demand for drugs and earn more money for himself.

Example: Using Coke Head will increase the demand for cocaine in all the turfs the player controls for one round.

Law: Advantages with law enforcement allow the player to sabotage their opponents through special political moves and payoffs.

Example: Using Cease Fire will prevent an opponent from attacking for one round. Drug and Law Power Moves can only be used during the Buying or Dealing Phases. The Power Move menu is accessed by pressing the button.

OFFER ALLIANCE:

Alliances allow the player to offer a truce to an opposing cartel. The deal can be sweetened by offering money along with the proposition. Alliances are a strategic feature that allows players to help ensure they will not be attacked by a cartel for a determined amount of rounds. This is not guaranteed, however, as an alliance can be broken.

When an Alliance is broken, the computer will react by attacking the player repeatedly and aggressively. Also, word will get out and other Cartel leaders will be less likely to offer or accept an Alliance.

DRUG DEALING: The dealing phase begins after the cartels have bought all their needs for the round. The phase starts with an overlay that informs the player how many drugs they have to sell.

These drugs can then be sold to any of the controlled turfs. Selling a lot of one drug type in a turf will eventually drive demand down and will cause the price for the narcotic to drop significantly. However, if a small amount of a drug is sold, then the opposite effect will occur – the price will rise with the demand. People will become addicted and be willing to pay more for the drug.

PRE-COMBAT PHASE: The combat phase starts by giving the player two options. The player can choose to Attack another cartel or to Defend and move his thugs into a better strategic position. Only one option can be chosen before the next round begins. If the player chooses to move his thugs, they will get a defense bonus but then the round will end.

ATTACK: Select an opposing cartel to attack. A player can only attack a turf that borders a turf that he occupies.

DEFEND: This option allows the player to decide where he would like to move his thugs. Thugs can only be moved between bordering turfs that the player occupies.

COMBAT PHASE: Once combat is initiated, the map will zoom into a turf and the fighting will begin. During combat, the player will have access to several options.

COMBAT MENU



ATTACK: All fire is focused on opposing thugs.

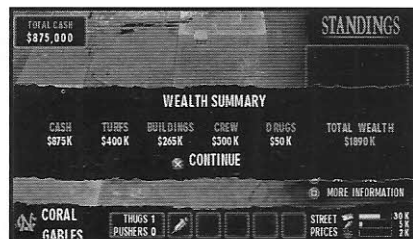
TARGET: All fire is focused on one thug.

HEALTH: Health meters are indicated by the circle at the base of each Thug. Each circle is broken into four sections and represents 25% of the Thug's overall health. The Power move "Heal Thugs" can be used to replenish the health of the Thugs.

POWER MOVE: Use combat Power Moves that have been purchased during the Buying phase. The player can also choose to buy power moves, but they will be more expensive than usual.

HIRE THUGS: Purchase more thugs to bring in during the fight sequence. Thugs purchased at this point will cost more than those bought in the Buying phase.

FLEE: When attacking another turf and losing, Flee allows the player to keep his remaining thugs by running away. This cannot be used when the player is defending his own turf.



WEALTH SUMMARY: At the end of each round, a standings screen and supporting summary screens are displayed to indicate the total wealth and performance of each cartel. After the final round, this screen will announce the winner.

PAUSE MENU

Resume: Continue the game from where it was paused.

Goal: Get a recap of the current objectives (appears in Movie Scenario only).

Quit: Quit out of the current game and return to the Main Menu.

Autosave: Turn Auto-saving on or off.

Sound: Change Sound and Music volumes independently (Single Player mode only).

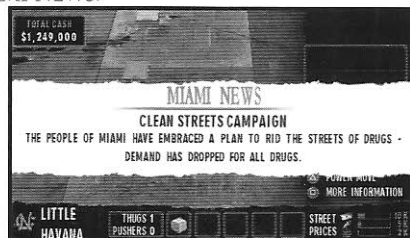
IN-GAME EVENTS

GETTING BUSTED: Each drug deal has a chance of getting busted. The chances of getting busted increase with the amount of drugs that are sold within a single turf. When a deal is busted, all of the pushers are sent to jail and all the drugs and cash involved in the transaction are confiscated.

When a bust has been made, all players are notified of this before the Drug Sales Results appears. This notification includes the Cartel, Turf, the number of Pushers busted and Drugs Seized.

DRUG IMPORT BIDDING: The Drug Dealing Phase will sometimes begin with a Drug Import Auction. Here players have the opportunity to buy a quantity of drugs made available by an importer. When this event occurs, the type of drug and the number of units for sale are announced. The drug units for sale begin at the highest price for that drug and slowly count down until they reach the lowest price. At any point in the count down, the first player that chooses to buy may purchase up to the maximum number of available drug units. If they choose not to purchase all of the available drug units, then the price continues to drop until a second player chooses to buy. This process continues until all available drug units are sold or the price reaches zero.

MIAMI NEWS:



Occasionally, random events will occur which affect the economy of the game for one round. These events are displayed on screen in the form of a headline from the Miami News. An example of this is the announcement of a "Clean Streets Campaign" which lowers the value of all drugs for one round. This feature ensures that each game is different from the last.

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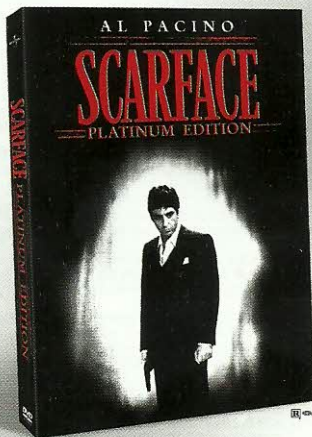
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