

The background of the cover is a stylized, comic-book-inspired illustration. On the left, a man with a mustache and a military-style uniform with medals is shown in profile. In the center, a man with long dark hair and a beard holds a double-barreled shotgun. On the right, a green-skinned zombie with a screaming mouth is visible. The overall color palette is dominated by reds, yellows, and dark tones.

ROCKSTAR GAMES PRESENTS
**RED DEAD
REDEMPTION**TM
GAME OF THE YEAR EDITION



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.

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:



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.pegonline.eu



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-01294

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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: Game of the Year Edition 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.

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

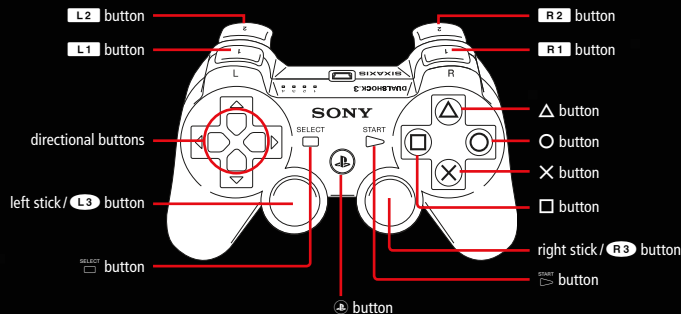
Left Stick Movement
 Right Stick Rotate Camera / Change Targets (Casual Mode)
 L3 button Crouch
 R3 button Look Behind / (While Aiming with L2) Trigger Dead Eye

 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 Button) Roll / (With L2 Button, 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

DUALSHOCK®3 WIRELESS CONTROLLER



ON HORSE / VEHICLE

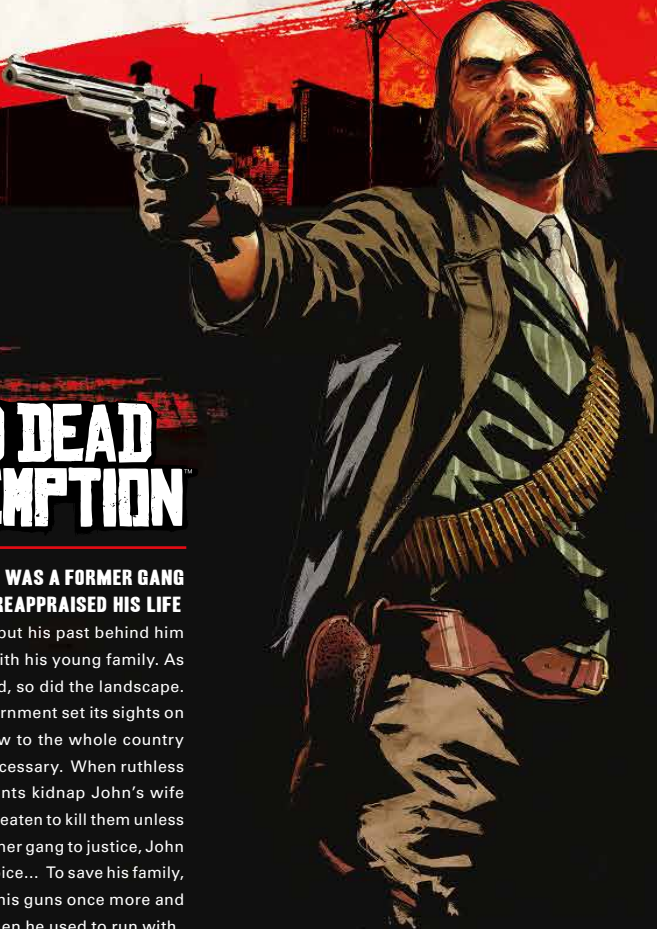
L2 button Draw Wapon / Target
 L1 button (TAP) Draw / Holster / (HOLD) Weapon Wheel
 R2 button (While aiming with L2) Fire Weapon
 R1 button (TAP) Slow / (HOLD) Stop

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

A large illustration of John Marston, the protagonist of Red Dead Redemption. He is a man with long dark hair and a beard, wearing a dark suit and a wide-brimmed hat. He is holding a silver revolver in his right hand, pointing it towards the left. The background is a dark, moody landscape with a red sky and a small building in the distance.

RED DEAD REDEMPTION™

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.

The title card for the Red Dead Redemption: Undead Nightmare expansion. It features the words "RED DEAD REDEMPTION" in a small, white, sans-serif font, followed by "UNDEAD NIGHTMARE" in a large, bold, yellow, distressed font with black outlines. The background is a dark, moody landscape with a red sky and a small building in the distance.

RED DEAD REDEMPTION UNDEAD NIGHTMARE

The world of Red Dead Redemption has been beset by an apocalyptic plague. The dead have arisen and wander the Earth in search of fresh life to infect as great storms sweep across the land under a veil of darkness. Plants rot where they stand and packs of undead animals roam amongst the undead. Fearful stories are told of mysterious, almost mythical beasts at large in the wilderness.

Experience a supernatural twist to the narrative arc of the original story from Red Dead Redemption. John Marston is alone in the world, to save his family this time he must find an antidote to the horrors that threaten the existence of humanity. Towns and settlements are under attack from hordes of undead, with small, isolated pockets of human survivors huddling together for protection. John must rescue survivors and try to turn the tide against the onslaught from beyond the grave if there is to be any hope. Ammunition is at an absolute premium. As the undead plague takes over the land, there is no more game to shoot and besides, every last bullet needs to be saved to fight the undead encroaching on the last bastions of human sanctuary.

But what is the source of this hellish blanket of destruction and how can it be reversed? Rumours abound among the cowering survivors, and John must choose who to believe. Trapped in a living nightmare, John must travel far and wide in search of an answer.



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 $\times$ 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 $\times$ 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.



TOWN SAFETY METER (UNDEAD NIGHTMARE ONLY)

Tracks how many survivors you have saved and how many undead you have killed before an undead infected town can be considered saved.



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.

LAND GRAB

In many towns you will see a Land Grab post. Once you launch it, a countdown appears and a radius shows up on the map showing your territory. If you leave the radius, another player kills you or another player sneaks in and activates the post, then you lose your claim to the land. If the player that killed you was in the radius too, they become the new owner of the claim. If the person that killed you is outside of the defence radius, the claim is "dropped" and up for grabs to anyone. Claim holders who kill others are rewarded an attacker XP bonus. The same bonus will be added to the pot. When time is up the pot is divided between all players based on the amount of time they held the claim.

When posses are involved, they are working together to protect the claim. Each Land Grab has a cool down of 3 minutes before it can be launched again. A minimum of 3 people must be in a session to start Land Grab and it is only available in Normal and Hardcore Free Roam 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 select from a number of different multiplayer playlists. New playlists will unlock as you level up.

STRONGHOLD

Stronghold for up to 16 players in two teams of 8. Each team takes turns to attack or defend strategic points on the map with numerous objectives that must be completed. The team that completes the most objectives at the end of the time limit will be victorious. Please note that there are a limited amount of lives for the attacking team in Stronghold that are shared across team members.

HORSE RACES

Compete in competitive horse races with up to 7 other players. Players are allowed to engage in mounted combat to fight for victory in a number of cup-style tournaments.

GAMBLING

Up to 6 players can compete in multiplayer versions of Poker and Liar's Dice. You will be given a certain daily allowance that you can use as a stake in gambling mini games.



CO-OP MODES

CO-OP

The Co-Op modes allow 2-4 players to battle through unique and multifaceted scenarios and objectives. When you are waiting in the lobby before a Co-Op match begins, you are free to walk up to the numerous dummies and select a weapon load-out. These reflect the range of weaponry you will have at your disposal while playing through the mission and assign you an appropriate title.



UNDEAD OVERRUN

Undead Overrun is a Co-Op Style mode where wave after wave of undead hordes threaten to overwhelm you and your band of survivors. Like the Co-Op mode, 2-4 players can gear up with a variety of different load outs before each Graveyard-focused match. During each wave, a time is allotted and a set number of undead appear. Eliminate all of the undead to move onto the next wave. During each wave a coffin will appear somewhere on the map; opening it will replenish ammo for your team and provide some extra time. Every three waves a weapon crate will appear to provide a new weapon or ammo. When a teammate is downed, you can revive them. All downed teammates will rejoin the fight once the current wave is complete. Fight your way until the undead hordes eventually overtake you and your team.

TRAVEL

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



HORSES

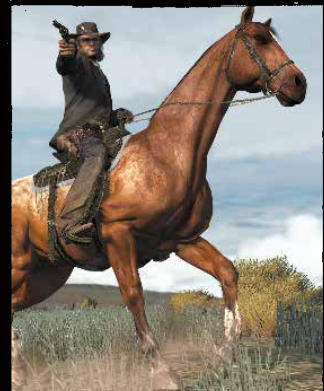
You will encounter many different breeds of horse in the world, each with its own unique look and speed. Spending time with your horse will make him trust you, and increases his stamina bar. You can whistle for your horse at any time. You can also steal them from others or catch and break wild horses.

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.



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.



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	LEGEND
PEACEMAKER	GUNSLINGER
HONEST JOE	MERCENARY
DRIFTER	BUCKAROO
RUSTLER	GREENHORN
ROAD AGENT	NOBODY
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.

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.



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.

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.

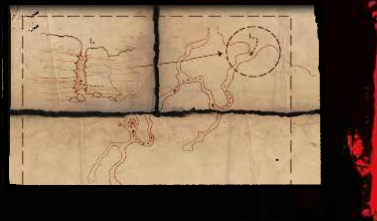
SAVING

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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Česká republika	0225341407	Norge	820 68 322 Pris: 6,50/-/min, support@no.playstation.com Måndag – Torsdag 10.00 – 18.00, Fredag 10.00 – 17.30
Danmark	90 13 70 13 Pris: 6,-/minut, support@dk.playstation.com Måndag – Torsdag 10.00 – 18.00, Fredag 10.00 – 17.30	Österreich	0820 44 45 40 0,116 Euro/Minute
Deutschland	01805 766 977 0,14 Euro/Minute	Portugal	707 23 23 10 Serviço de Atendimento ao Consumidor/Serviço Técnico
España	902 102 102 Tarifa nacional	Россия	+ 7 (495) 981-2372
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France	0820 31 32 33 prix d'un appel local – ouvert du lundi au samedi	Suomi	0600 411 911 0,79 Euro/min + pvm fi-hotline@noridiskfimi.com maanantai – perjantai 12–18
Ireland	0818 365065 All calls charged at national rate	Sverige	0900-20 33 075 Pris 7,50/- min, support@se.playstation.com Måndag – Torsdag 10.00 – 18.00, Fredag 10.00 – 17.30
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	UK	0844 736 0595 National rate
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