

By: Filip Bruma Games Editor

SOCOM: U.S. Navy SEALs Fireteam Bravo 2 Hints (PSP)

Just like with every game with a money system, there's some cash to be gained easily

Defend America and its allies through broad combat experiences -including dynamic non-linear missions, 40 deadly and authentic real world [weapons](#), multiple terrain types, weather conditions, enemy types, and encounter possibilities. [Command](#) Equity system provides rewards for how well core aspects of a mission are completed, while Local Influence rewards those who help local causes and limit civilian casualties. Use them to gain access to new weapons, equipment, intel, air-strikes and local support.

Gameplay Hints

Easy money: To get more money, play your campaign over again. To do this, go to your "Profile Data" screen and look up "Reset Campaign". If you do this, it will not take away from the other things obtained with the last campaign. All you need to do is find new things that you did not find before. Also, all your campaign will be in the 300 to 900 in your money. Keep going back to this every time.

Demo: Easy ambush: On the demo, get close to the end when you ambush the seven or eight Tangos. To immediately kill them all at once without firing a single bullet, call an airstrike directly in front of them. This will drop a cluster bomb on them. Then, turn around and attack the other four or five men that slipped past Fireteam Alpha to complete the level.

Bonus characters for multi-player mode: Complete the indicated task on SOCOM: Combined Assault then link to that game to unlock the corresponding multi-player mode character.

Jester: Complete SOCOM: Combined Assault Campaign mode with an "Admiral" rank.

Killjoy: Complete SOCOM: Combined Assault Campaign mode with a "Commander" or higher rank.

Simple: Complete SOCOM: Combined Assault Campaign mode with an "Ensign" or higher rank.

Bonus multi-player mode items: Earn the indicated amount of Command Equity points to unlock the corresponding items.

Backpack Black torso: 1,000 Command Equity points

Backpack Desert torso: 1,000 Command Equity points

Biohazard Bag: 5,000 Command Equity points

Black Baseball Back headgear: 1,000 Command Equity points

Black Baseball headgear: 1,000 Command Equity points

Boonie Black Side headgear: 500 Command Equity points

Boonie Black Up headgear: 500 Command Equity points

Boonie Desert Side headgear: 500 Command Equity points

Boonie Desert Up headgear: 500 Command Equity points

Boonie Green headgear: 1,000 Command Equity points

Boonie Jungle Side headgear: 500 Command Equity points

Boonie Jungle Up headgear: 500 Command Equity points

Camera: 100 Command Equity points

Desert Tiger pants: 10,000 Command Equity points

Desert Tiger torso: 8,000 Command Equity points

Digital Desert pants: 4,000 Command Equity points

Digital Desert torso: 4,000 Command Equity points

Fate face: 15,000 Command Equity points

Flak Helmet Black headgear: 1,000 Command Equity points

Gloom face: 15,000 Command Equity points

Hawaiian torso: 2,000 Command Equity points

Hazmat torso: 100 Command Equity points

Helmet Black headgear: 1,000 Command Equity points

Helmet Black Small headgear: 1,000 Command Equity points

Helmet Desert headgear: 1,000 Command Equity points

Helmet Desert Small headgear: 1,000 Command Equity points

Helmet Green headgear: 1,000 Command Equity points

Helmet Green Small headgear: 1,000 Command Equity points

Helo Black Dark headgear: 6,000 Command Equity points

Helo Black headgear: 5,000 Command Equity points

Helo Black Shade headgear: 6,000 Command Equity points

Lensflare face: 1,000 Command Equity points

Nemesis face: 15,000 Command Equity points

Ninja pants: 30,000 Command Equity points

Ninja torso: 3,000 Command Equity points

Pack Desert: 500 Command Equity points

Pack Green: 500 Command Equity points

Shades Gold: 5,000 Command Equity points

Shades Orange: 1,000 Command Equity points

Shades Red: 1,000 Command Equity points

Shades Small: 1,000 Command Equity points

Ski Goggles Black: 100 Command Equity points

Ski Goggles Orange: 1,000 Command Equity points

Ski Goggles Red: 1,000 Command Equity points

Tiger Stripe pants: 1,000 Command Equity points

Tiger stripe torso: 1,000 Command Equity points

Undercover pants: 1,000 Command Equity points

Undercover torso: 1,000 Command Equity points

Urban pants: 10,000 Command Equity points

Urban torso: 8,000 Command Equity points

Winter pants: 1,000 Command Equity points

Winter torso: 1,000 Command Equity points

Yellow Baseball Back headgear: 1,000 Command Equity points

Yellow Baseball headgear: 1,000 Command Equity points

Bonus weapons: Use the indicated amount of Command Equity points to unlock the corresponding weapon in single player mode.

AT-4 rocket launcher: 500 Command Equity points

Body Armor: 100 Command Equity points

GMP submachine gun: 300 Command

Equity points Heavy Suppressor rifle attachment: 200 Command Equity points HK7 submachine gun: 600 Command Equity points L96AW rifle: 800 Command Equity points Laser Sight rifle attachment: 100 Command Equity points M8 rifle: 1500 Command Equity points M8-62 Shotgun rifle attachment: 100 Command Equity points M87ELR rifle: 1500 Command Equity points MM-1 Multi Launcher grenade launcher: 2800 Command Equity points R 303 rifle: 500 Command Equity points Red Dot Scope rifle attachment: 200 Command Equity points SCFR-HW rifle: 2000 Command Equity points SCFR-LW rifle: 1200 Command Equity points SPZ-15 shotgun: 200 Command Equity points Thermal Scope rifle attachment: 600 Command Equity points Variable Scope rifle attachment: 800 Command Equity points

Increase your Local Influence rating from Low to the indicated rank to unlock the corresponding weapon in single player mode.

9mm sub submachine gun: Average AK-47 rifle: Average ATS-86G rifle: Good Crossbow: Average F90 submachine gun: Superb GS-1 Frag rifle attachment: Good M1 rifle: Average M1918 machine gun: Average M1928 submachine gun: Average PMN mines: Average Repeating Crossbow: Superb RPG-7 rocket launcher: Average RTK-74 machine gun: Good SAS-R rifle: Average SG-7 shotgun: Good SK.61 submachine gun: Good SR-22 rifle: Superb STG-77 rifle: Good VSV-39 rifle: Good

Bonus jukebox song: Link to SOCOM - U.S. Navy SEALs: Combined Assault to unlock the SOCOM: Combined Assault Theme in the jukebox. **Bonus movies:** Complete the indicated missions in SOCOM U.S. Navy SEALs: Fireteam Bravo 2 or SOCOM U.S. Navy SEALs: Combined Assault and link to the game. Credits: Dark Heart mission Endgame: Dark Heart mission Envoy: Link with SOCOM U.S. Navy SEALs: Combined Assault after completing the Kingfisher mission Fallen Hawk: Link with SOCOM U.S. Navy SEALs: Combined Assault Fireteam Bravo 2: Available at start of game Karim's Orders: Steel Trap mission Polaris: Unacceptable Losses mission Shadow Element: Available at start of game Stormsurge: Sync with SOCOM U.S. Navy SEALs: Combined Assault after completing the Highwire mission Turning Point: Traffic Control mission

Saving Command Equity points: Do not waste CE points on buying weapons in Campaign mode. Use the items given. **Level 1: Bonus objective:** When you get to the village, the rooms with the rocket launchers in it has a map on the wall. Take out your photo binoculars and take a picture of it. This will complete the bonus objective. Here's the game's official trailer below: