



Dreamcast™

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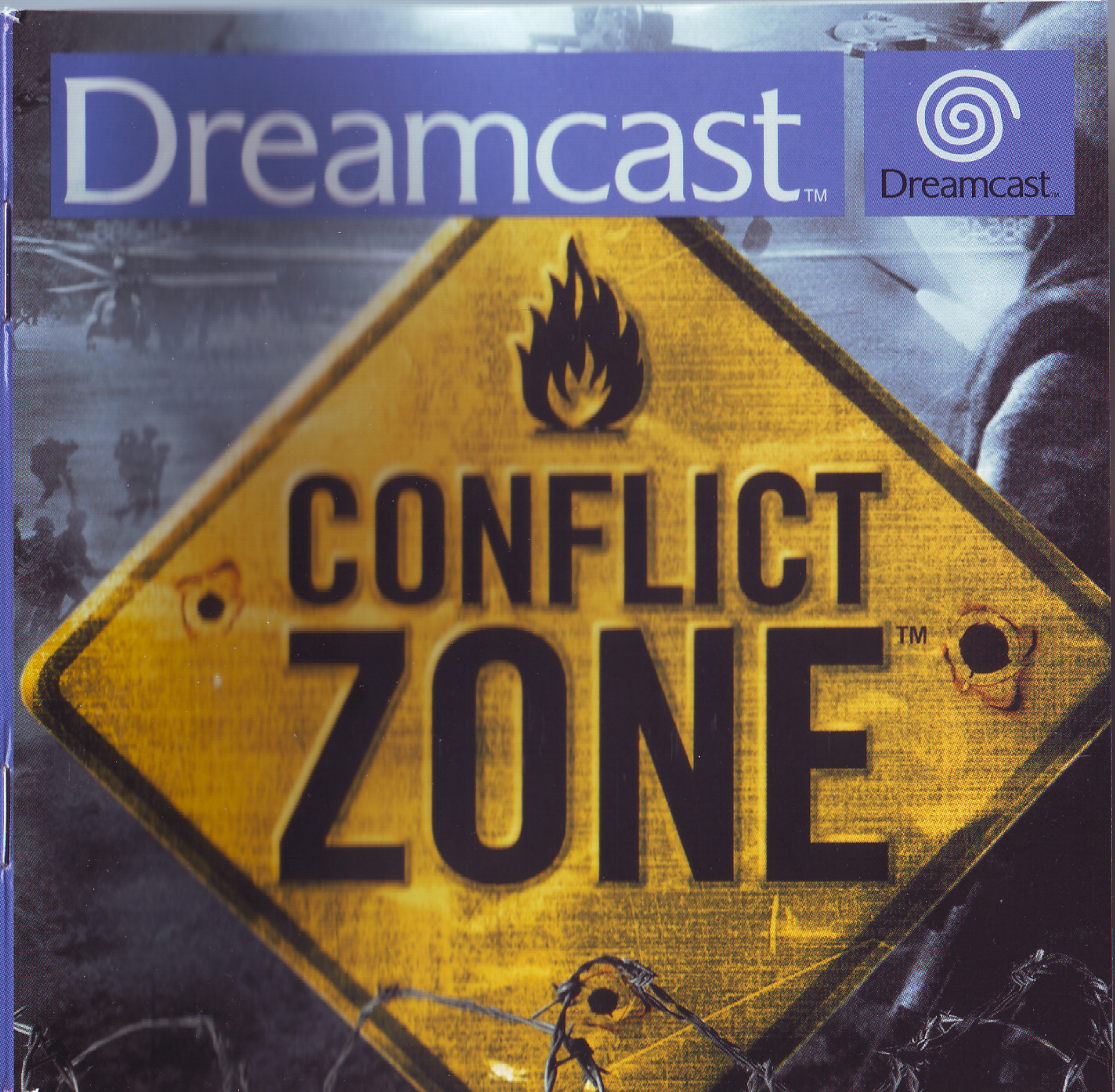
Product covered under one or more of U.S. Patents 5,460,374; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; and Re. 35,839 and Japanese Patent 2870538

(Patents pending in U.S. and other countries) and Canada Patent 1,183,276 and European Patents 0682341, 80244; Publication 0671730, 0553545; Application 98938918.4, 98919599.5

Dreamcast™



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EPILEPSY WARNING

Please read the manual and particularly this paragraph before using this video game system or allowing your children to use it. An adult must go through the Dreamcast operating manual before allowing minors to operate it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or surrounding patterns in everyday life. Such people may have a seizure while playing certain video games. This may happen even if the person has no medical history of epilepsy, or has never had an epileptic seizure. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of seizures or epilepsy. If you or anyone in your family have ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We recommend that parents monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

Precaution of use

- Sit away from the television screen, as far as the length of the Controller cable allows. We advise that you sit a minimum of 6.5 feet (about two meters) away from the television screen.
- Preferably, the game should be played on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 minutes per hour while playing any video game.

GETTING STARTED

This GD-ROM can only be used with the Dreamcast System. Do not attempt to play this GD-Rom on any other CD player - doing so may damage the headphones and speakers.

1. Set up your Dreamcast system by following the instructions in your Dreamcast System Instruction manual. Plug in Control pad 1.
2. Place the Dreamcast GD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Dreamcast logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press A, B, X, Y and Start simultaneously to return to the game title screen. Press A, B, X, Y and Start simultaneously again to return to the Dreamcast control panel.
5. If you turn on the power without inserting a GD, the Dreamcast control panel appears. If you wish to play a game, place the Dreamcast GD-ROM in the unit and the game will automatically boot up.

Important: Your Dreamcast GD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Dreamcast System has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out towards the edge.

HANDLING YOUR DREAMCAST GD-ROM

- The Dreamcast GD-ROM is intended for use exclusively with the Dreamcast System.
- Be sure to keep the surface of the GD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.

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I. GEOPOLITICAL CONTEXT

It is the year 2010 and the geopolitical situation has noticeably changed. Large economic and political blocks are forming, based on the model of the European Community. These blocks group together a large majority of the world's countries. The other countries, for the time being, remain independent. The large blocks are democracies and adopt a moderate attitude. Even though the risk of global conflict appears to have been permanently eliminated, civil wars or wars between different countries sometimes erupt.

In order to solve these kinds of problems, the large blocks have banded together to form a mediation and intervention organization: the ICP (International Corps for Peace). The United Nations and NATO have been dissolved and the ICP, whose headquarters have been established in Geneva, has replaced them. The ICP is both powerful and autonomous, employing its hugely significant persuasive powers to try to find peaceful compromises to crises. Unfortunately, this alone is not always enough...

Therefore the ICP has created a multinational military intervention force to solve the crises that have no possible amicable solution. Its goal is to re-establish peace and to protect the civilian populations. The ICP forces comprise troops and materials allocated by each member block.

However, the use of force is not enough to reach a solution, as the media is present in every crisis.

Their influence on public opinion is obvious, and belligerent forces have to make allowances for this fact if they want to remain politically strong. The ICP, as well as the countries it is called to fight against, must strive to give the best possible public image of themselves and to avoid blunders wherever possible. The media aspect is therefore just as important as the military aspect. Any camp that neglects this fact will be severely handicapped and will find itself heading straight for a stinging political defeat.

The GHOST is a secret group of large multinational corporations and independent countries. Its objective is to protect the interests of its members. To do this, the GHOST is willing to stir up the international scene and provoke crisis situations to de-credit the ICP and prevent the ratification of agreements that would prove too constrictive for the interests of its members. Nothing will stop the GHOST...

In Conflict Zone, you can take on two opposing roles:

- General of the ICP. Your goal is to try to bring about the capitulation of the aggressor, while preserving as much as possible the civilian populations for which you are responsible.
- General of the GHOST, engaged by a country at war with the ICP (aggressing country). Your goal is to push the ICP forces into retreat from the conflict.

II. PLAYING CONFLICT ZONE: THE MENUS

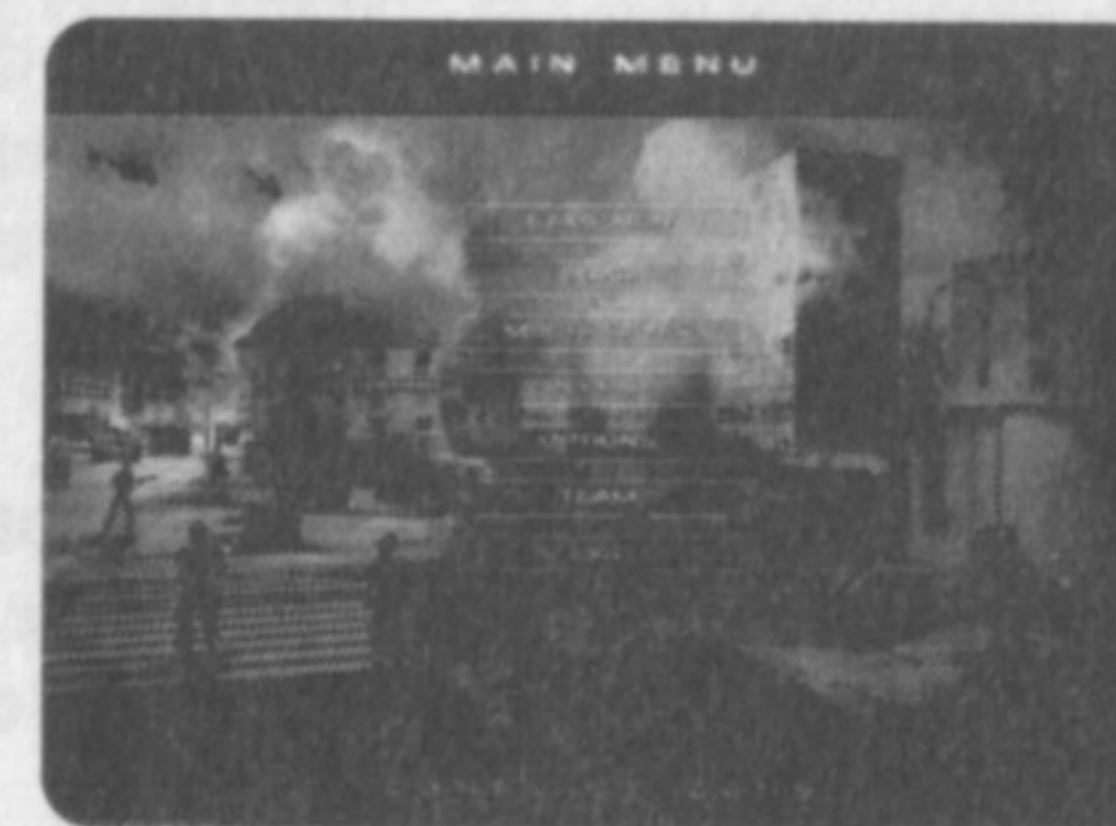
The game begins with introductory video scenes. You can stop any video by pressing the Start Button. After the introductory video scenes, you will reach the VM (Visual Memory Card) selection screen on which you'll be able to register your game options and your player profile.



Choose a site where you have previously inserted a VM and press Button A to validate, or press Button B if you do not have a VM or do not wish to save. If there is not enough free space on the chosen VM, the game will ask you to choose another location. Press Button A or the Start Button to return to the previous screen. You can also continue without saving by pressing Button B.

You will then get to the game screen title. Press the Start Button to go to the Main Menu. If you wait a while, after a minute a demo mode will be activated which you can interrupt at any time by pressing the Start Button.

Use the Directional Pad up/down to navigate in the main menu. Use the Start Button or Button A to validate a choice. Press Button B to return to the title screen.



1. New campaign (Campaign)



Enables you to begin one of the 2 campaigns in Conflict Zone. Each of the 2 campaigns is made up of 16 successive missions of increasing complexity plus a bonus mission. The 2 campaigns are progressive, and as the player's task gets more and more complex, commanders will be allocated in a supporting role (maximum 4).

Each campaign is independent of the others and can be played in any order. However, the order in which the missions arise within each individual campaign is linear. For as long as it takes to win a mission, it can be started over as many times as necessary. When a mission has been won for the first time, the player can move on to the following mission and his progress is registered in his player's profile.

- **" ICP campaign: Guardians of the Peace".** The ICP campaign places you at the head of the ICP's army. As a general, your task will be to command the ICP troops to intervene in different conflicts and to cease the aggressive whims of the attacking country.

- **" GHOST campaign: The Power of Darkness".** The GHOST campaign places you in the role of military head of the secret organization that works to destabilize the ICP and increase its own profits. How does it operate? It manipulates the small countries and forces them into attacking their neighbours.

Use the Directional Pad left/right to choose the campaign.

Three levels of difficulty are available ("Easy", "Medium" and "Hard"). Depending on the level of difficulty, your adversaries will vary in number, aggression and deviousness. The higher the level, the more complex and cunning the strategies they will develop, forcing you to really give the best of yourself.

Some mission goals will also vary in how hard they are to attain. Press the Directional Pad down, then press left/right to select the difficulty level.

If you have already started a campaign, and you wish to continue, press the Start Button. This allows you to continue with a campaign wherever you stopped it, at the beginning of the first mission you have yet to win. However, this does not allow you to change the difficulty level selected for the campaign.

To begin a new campaign, press the Directional Pad down to activate the New campaign button and validate it with Button A. If you have already started the campaign, a screen will ask you if you wish to restart from the beginning.

2. Continuing a game (Loading)



Enables you to return to a previously saved game.

The list of all the saved games on the current VM appears on the screen.

Press the Directional Pad up/down to choose the saved games you wish to load, and start the game by pressing Button A or the Start Button.

You can also change the current VM by pressing VM Selection with Button A.

3. Replaying a mission (Replay)



Enables you to play again any campaign mission already accomplished with the present player's profile. The list of all the accessible missions appears on the screen. The missions are filed in the order in which they would be played in campaign mode. It is possible to replay these missions at any level of difficulty.

Press the Directional Pad up/down to choose the missions you wish to play again, and left/right to select the difficulty level. Finally start the game by pressing Button A or the Start Button.

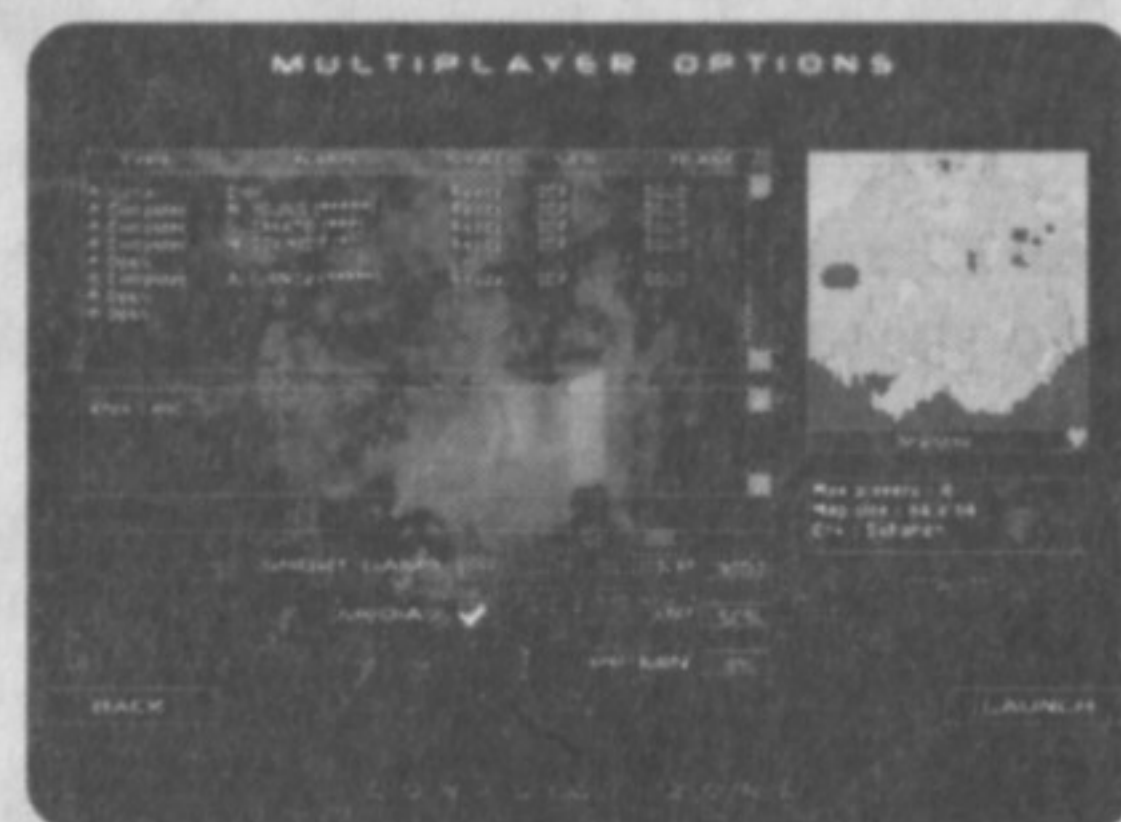
4. Skirmish

SKIRMISH GAME MODE:

This game mode allows you to play against a virtual adversary controlled by the computer. Several virtual adversaries can be chosen. In Skirmish game mode, the objective is to eliminate your opponent. You have reached your aim if:

- He has no more units left (troops nor buildings)
- His popularity is below minimum (if the option Minimum popularity has been checked)
- He has no more buildings left (if the option Quick game has been checked)

TO CONFIGURE A SKIRMISH GAME

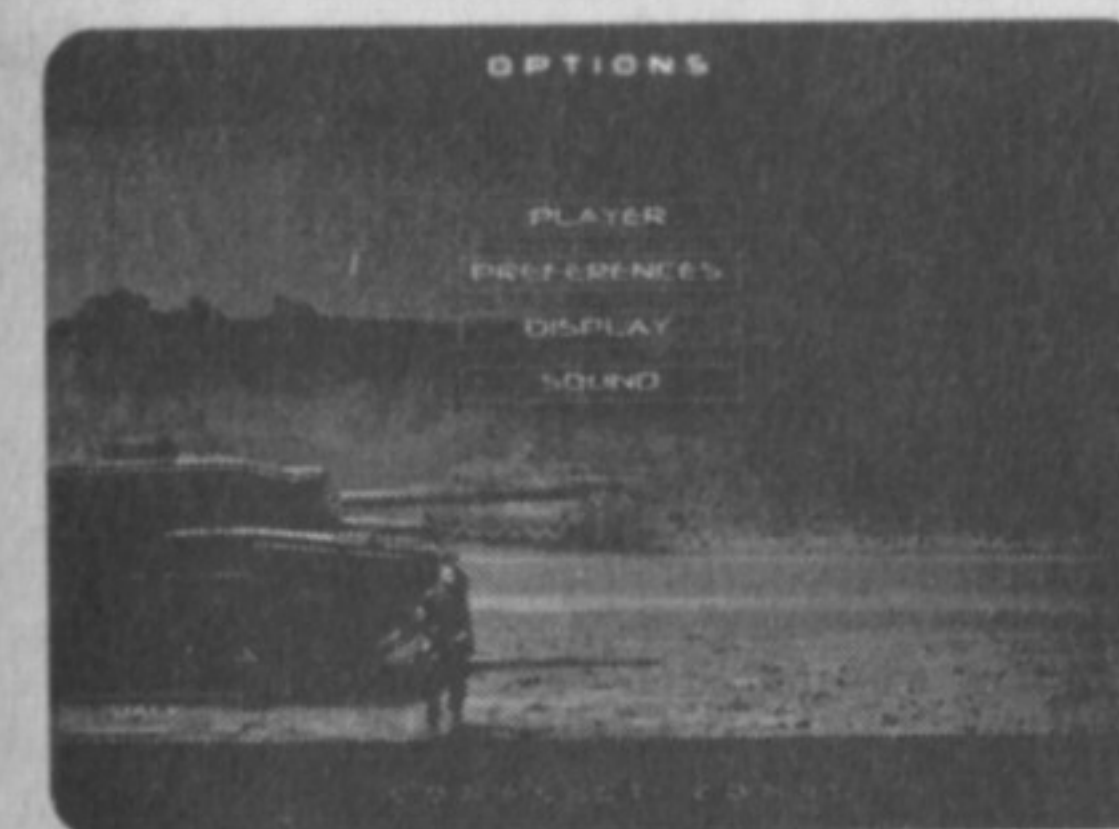


Navigate between options with the Directional Pad left/right. Button A activates/deactivates the options.

- **Adversary selection:** In the column Name, click on the default adversary name to open the list of names and press the Directional Pad up/down to choose the name you wish. Validate your choice with Button A.

- **Player's side selection:** Click on the Side column for each of the 2 adversaries to switch between ICP or GHOST.
- **Map selection:** Press Button A to open the map list available, press the Directional Pad up/down to choose a map from the list and validate your choice with Button A.
- **Initial resources:** Click on the right over CP and PP to determine the command points and the popularity score of all the players at the beginning of a game. Button A increases the current option value, Button X decreases it.
- **Using the media:** Check the option Media if you want popularity to have an effect. If the option is unchecked, the players' popularity score (and the technological tree) will remain at their initial level: 100%.
- **Popularity:** PP determines the popularity at the beginning. Button A increases the value, Button X decreases it.
- **Minimum popularity:** PP Min. determines the popularity score below which a player is declared defeated. Button A increases the value, Button X decreases it. If the option Media is unchecked, PPMin. is not accessible.
- **Quick game:** Check the option Quick game to activate the defeat of a player when he has no buildings left.
- **Launching a game:** Press the Start Button.

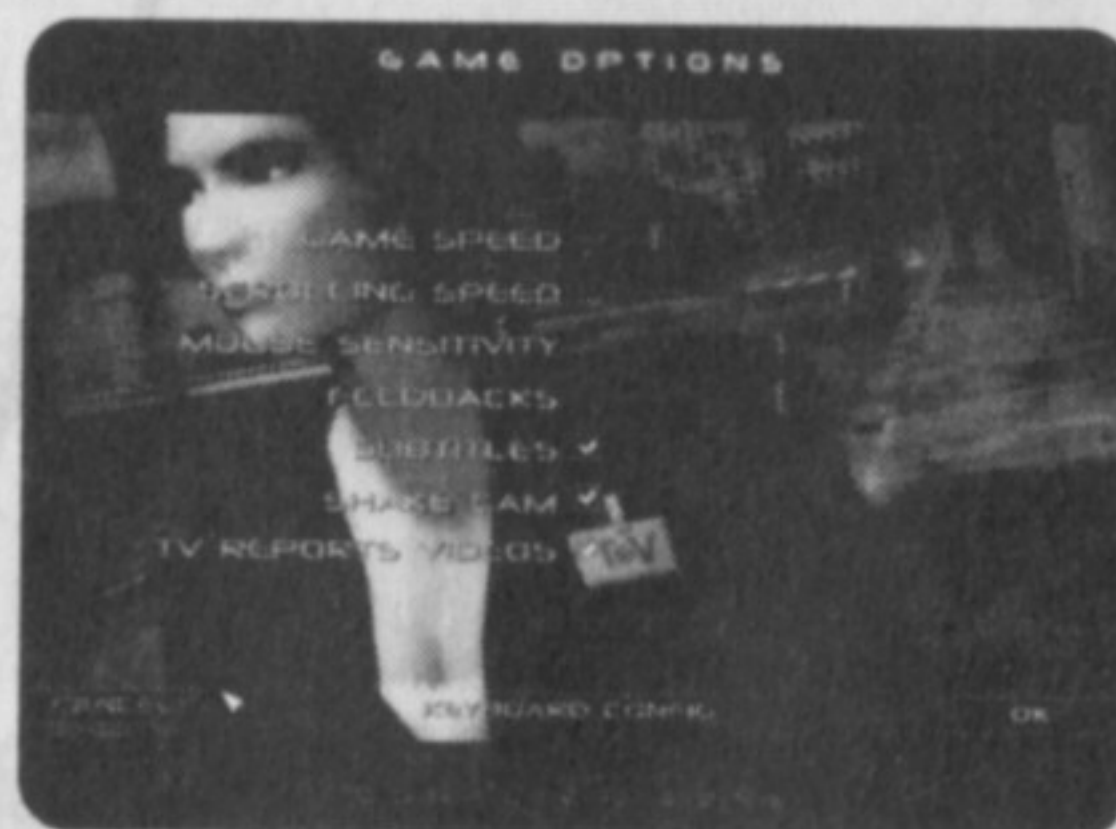
5. Options



The Options entry gives you the choice between:

- **Preferences:** to define your game preferences.
- **Sound:** to adjust the volume.

GAME PREFERENCES (PREFERENCES)

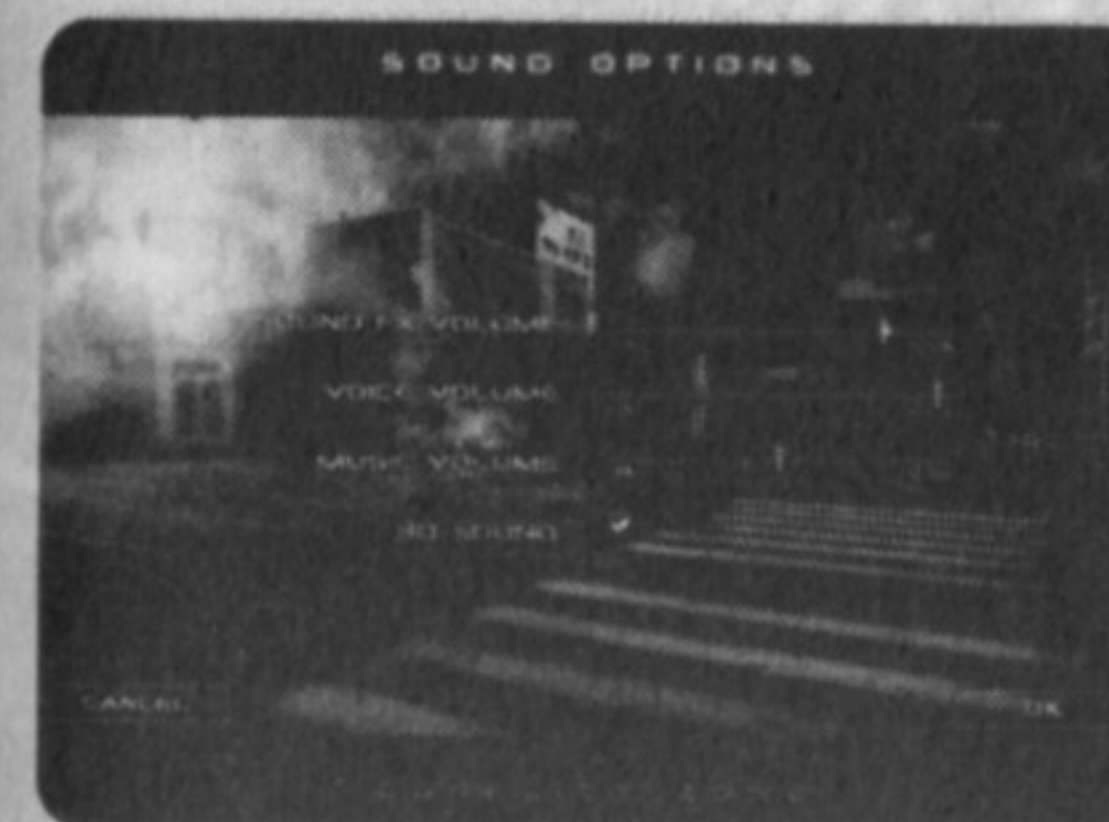


Press the Directional Pad up/down to navigate within the options.

Press the Directional Pad left/right to modify the values, and click on Button A to activate or deactivate an option.

- **Game speed:** modifies the speed of time flow in the game.
- **Scrolling speed:** modifies the speed of camera movement.
- **Feedbacks:** modifies the quantity of written and spoken messages given to the player by the interface and the units.
- **Subtitles:** determines if subtitles should be displayed each time that a character communicates with the player.
- **Shake Cam:** determines whether jolts should be felt when the camera is near explosions on the field.
- **TV Reports Videos:** determines whether videos should be played to complement Media messages.
- **Vibration pack:** determines whether the vibrating functions of the Vibration Pack will be used at the time of explosions. This option won't function if you do not have a Vibration Pack.

SOUND OPTIONS (SOUND)



Press the Directional Pad up/down to choose the option you wish to modify.

Move cursors with the Directional Pad left/right to adjust the volume of sound effects of voices and music.

Click on the Sound and stereo box to activate or deactivate the stereo effects.

Press the Start Button to save your adjustments, or Button B to cancel them.

6. Credits

Click on Credits to see the Conflict Zone development team. Press the Start Button to return to the Main Menu.

7. Pause menu

While you are playing, press the Start Button to pause the game and display the menu below. To return to the game press the Start Button again.



- **Save game:** to save a game. A save screen indicates the name of the saved game, the number of necessary blocks and the space available on the selected VM.

If you do have enough space on your VM, click on the mission with Button A or press the Start Button to save.

If you do not have enough space, you must first eliminate a previously saved game.

You can also choose another VM by clicking on VM Selection with Button A. Then press the Directional Pad left/right to choose the VM on another controller, and up/down to choose the VM on the other connector of the same controller.

You can also choose to clear up some space on the VM by erasing previously saved games (with Erase). In order to do so, select the saved game you wish to erase and press Button A or the Start Button.

If you do not have a VM, or not enough free blocks on any of your VM's, you will not be able to save your game. In that case, press Button B to return to the game.

- **Load game:** to load a game.
- **Options:** to modify the game options (preferences and sound options).
- **Quit game:** to quit the ongoing game. The end of game screen is displayed and tells you that you gave up. You have then the choice to restart with the same mission or to return to the Main Menu.
- **Resume game:** to return to the ongoing game.

III. GAME INTERFACE

The screenshot shows a top-down view of a game world with various structures and units. Several UI panels are overlaid on the screen, each with a label pointing to it:

- Resources:** - Command points
- Command points/sec.
- Popularity Points
- Construction speed
- Energy ratio
- Interactive list of selected units:**
- Video information area:** - Media videos
- Commander videos
- Text information area:** - Unit messages
- Commander messages
- Media messages
- Interface messages
- Radar mini map:**
- Construction panel:**
- Orders to Commanders panel:**
- Orders to Units panel:**

1. Camera controls and orientation

Camera Commands

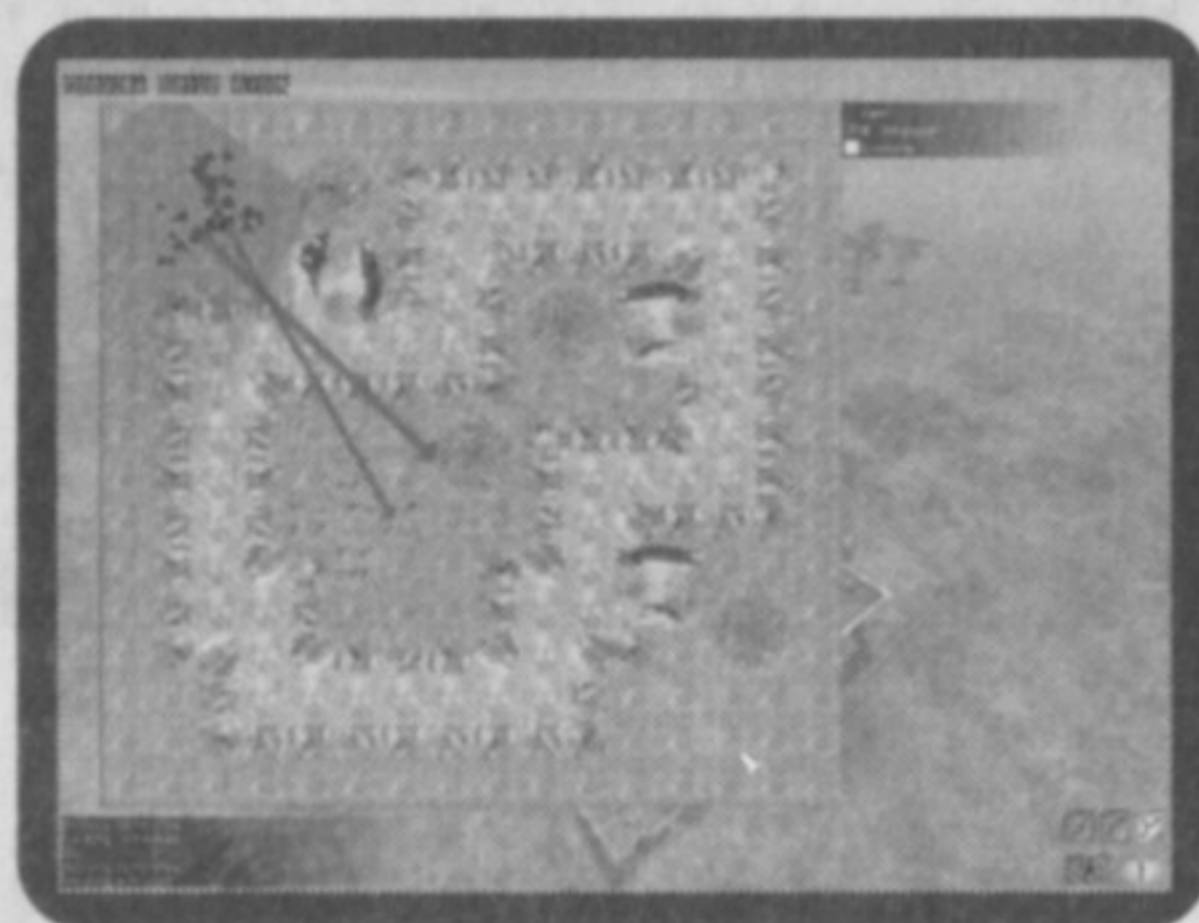
- Analog Thumb Pad: to move the camera
- Trigger R + Analog Thumb Pad: to turn the camera
- Trigger R + Button A: forward zoom
- Trigger R + Button B: backward zoom
- Trigger L + Trigger R + Start Button + Directional Pad (up/down, left/right): to save the position of the camera
- Trigger L + Trigger R + Directional Pad (up/down, left/right): to memorise the saved camera position corresponding to the Directional Pad button pressed
- Button Y: to restart the camera

The radar mini map

At the top right hand of the screen the radar mini map can be found which represents the entire terrain. A blue trapezoid represents your current field of vision. Use the radar mini map to move instantly to any point on the ground. Click inside the radar mini map and you will be teleported to the designated place. You can also keep Button X pressed and use the Analog Thumb Pad to move around quickly. Press Button B to return to normal mode.

THE STRATEGIC MAP

It's an enlarged and more detailed version of the radar mini map which you can access by pressing Trigger R and simultaneously pressing the Directional Pad up twice. It functions in a similar way to the radar mini map.



Symbols and arrows point out the positions and moves of your troops and the positions of the other protagonists of the conflict, when those are in the field of vision of your units. On the right hand side, a key indicates who the units and buildings belong to. Mobile units are represented by oriented triangles and the buildings by squares. Your selected or attacked units flash on and off to be easily spotted. Press Button B to return to normal mode.


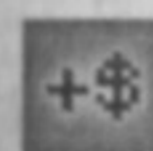
Note: When a spy enables you to infiltrate a radar or an enemy command centre, the strategic map gives you the enemy troops positions and movements.

Text information area and camera movement


On the bottom left hand side of the screen you will receive the messages sent to you by your units, commanders, and the media. The last 3 messages received remain visible in the text information area. When you click on one of these messages, the camera moves and automatically points towards the place it was sent from.

2. Resources

Money is the sinew of war, but in Conflict Zone money is not enough. To succeed in your task you'll have to keep control of 3 different resources: your command points, your popularity score and the energy ratios of your bases. The resources line at the top left-hand side of the screen keeps you informed on your command points and popularity score. When one of your buildings is selected, the energy ratio for the base it belongs to appears.

-  **Command points**
Command points are used to construct buildings, equip troops and assemble combat vehicles. They are constantly attributed to you by your high command at the speed indicated on the side, representing the number of command points obtained per second. If you are playing for the ICP, you will receive bonuses if you save civilians, but you will first have to create a refugee camp and use a transport helicopter to pick up the civilians in the villages.
-  **Popularity score**
The popularity score (a percentage) reflects the trust level that the high command puts on you. You must have a minimum popularity score to be able to buy a building or a unit, specific to each building or unit. The popularity score is directly linked to the way you carry out your operations and determines your technological tree. If you respect your camp's doctrine, your popularity

score increases and your technological tree develops. If, on the other hand, you do not respect the doctrine, your popularity falls and access to certain buildings and units will not be permitted until you gain sufficient popularity.
Note: For more information on the popularity score with regard to the sides played, please refer to the ICP camp and Ghost camp chapters of this manual.

-  **Energy ratio**
The percentage displayed corresponds to the energy produced/energy consumed ratio at the base the selected building belongs to. This ratio can be higher than 100%. Most of the buildings you construct consume energy. You should therefore build enough generators to correctly supply each of your bases and maintain the energy ratio above 100%.

If the ratio goes below 100%, a beep will warn you that your automatic defences are no longer functioning and that possible construction speed bonuses have been deactivated. You will need to build extra generators to bring the energy ratio back to 100% and cancel out the effects of under-supplying. Once you are back over the 100% limit, your base will instantly become operational.



Construction speed

The number displayed informs you of the speed of construction of your buildings. If you build a logistics centre, your buildings are constructed twice as fast. If two logistics centres are built, your buildings are constructed three times as fast. You won't be able to build more than two logistics centres per base.

3. Establishing a base

To establish a base, you must move one of your units to an area of terrain that is made up of dark rectangles. These rectangles indicate locations where a base can be built. "Colonize" is one of the orders available for troops posted on the site of your future base. Click on the icon to start the construction of a command centre. An orange progress bar confirms that construction has started. When this bar is full, a helicopter will arrive to deliver the necessary materials for the final assembly of the building. It should be noted that placing a building incurs in costs in terms of command points. These are deducted as soon as you request the construction of the building.

Constructing buildings

Click on your command centre with Button A to display the icons of buildings you can construct. You can also press Trigger R and the Directional Pad right simultaneously. At the beginning only the generator is available. Click on the generator icon, then designate an available site on your base (with the Directional Pad) to start the construction.

When the generator is finished, you'll have access to new buildings. The buildings technological tree (i.e. the group of buildings you have access to) is very limited at the beginning of a campaign and broadens as you continue with the missions.

Assembling vehicles and equipping soldiers

Click on one of your production buildings (army camps, vehicles factory, etc.) with Button A. A list of icons appears; these are all the units accessible from this production building:



Click on the icon of a type of unit with Button A to order one of them. Press again to order more of the same units. The number of units ordered appears on the icon and an order progress bar appears next to the production building. When the progress bar is full the unit will come out of the building.

You can also assemble vehicles or equip soldiers by clicking on the command centre or by pressing Trigger R and the Directional Pad right simultaneously.

If you pass through the command centre you will be able to automatically dispatch your orders between all the available production buildings.

The shaded icons correspond to the units that are temporarily inaccessible due to an insufficient popularity score or insufficient command points.

The units technological tree (i.e. the units you have access to) is very limited at the beginning of the campaigns and broadens as you continue with your missions.

4. Controlling your units

SELECTION

- Button A on a non-selected unit: to add the unit to your selection (additive mode).
- Button A on a selected unit: to withdraw the unit from your selection.
- Button B: to deselect all selected units.
- Button X: to select all of the units on the screen.
- Trigger L + Directional Pad right: to change the order of the selected units (cycle between aggressive, strict and defensive modes).
- Trigger L + Button X: to select the last group the unit belonged to.
- Trigger R + Button X: "pursuit" mode on the selected units.

Ongoing selection list

When you select a group of units, the list on the left-hand corner of the screen specifies the amount and type of units. This list is interactive.

- Click with Button A on a type of unit to limit the selection to this type.
- Click with Button X on a type of unit to erase this type from the selection.



Memorising a current selection

- Trigger L + Trigger R + Start Button + Buttons A, B, X or Y: the selected units take the group number pressed among Buttons A, B, X or Y.
- Trigger L + Trigger R + Buttons A, B, X or Y: the memorized units in the corresponding group (A, B, X or Y) are re-selected. Press again on Button A, B, X or Y to centre the camera on the re-selected group.

ORDERS TO UNITS

Automatic orders

- Button A on a unit: the selected units carry out the most logical order on the target.
- Button A on the terrain: the selected units move, if possible, to the specified point.

Note: You can also use the radar mini map or the strategic map to choose a destination.

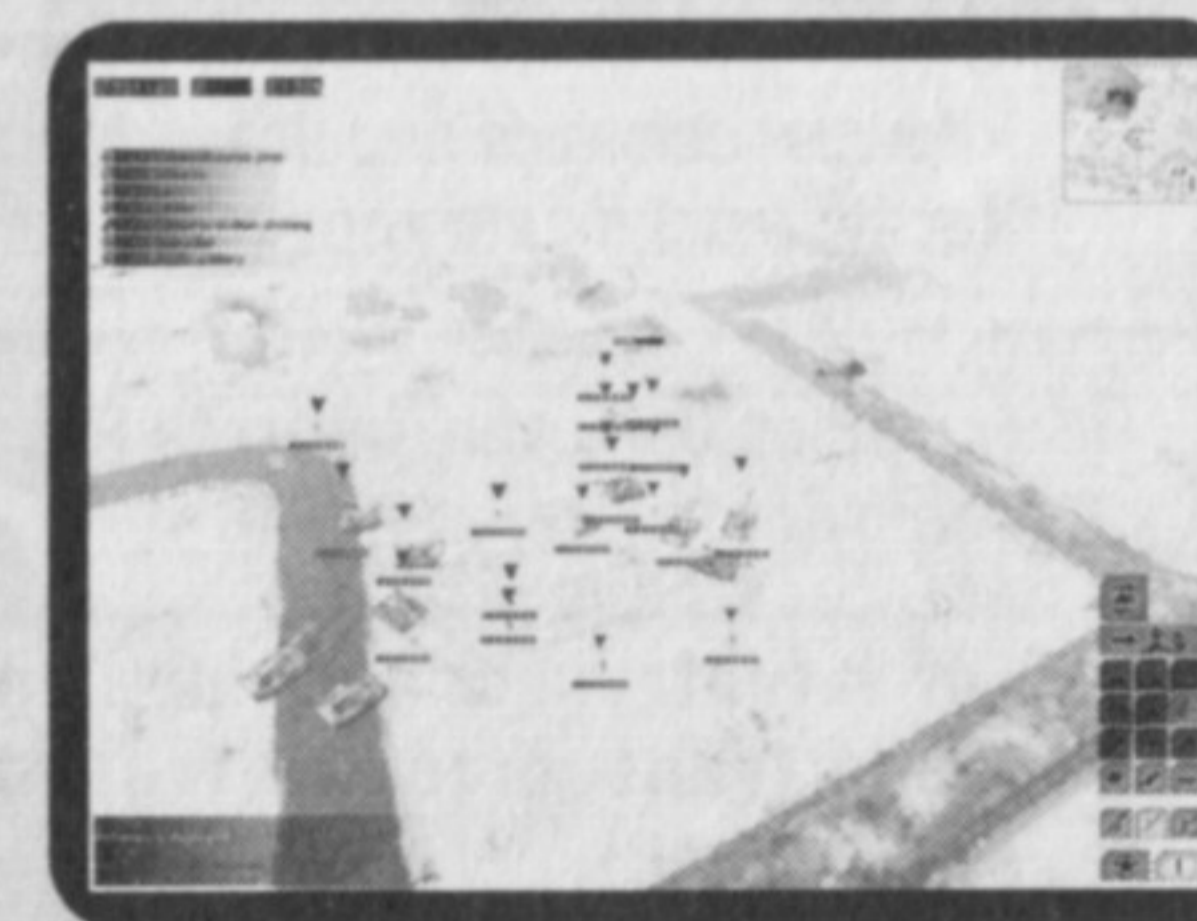
- Attack: press Button A on an enemy unit and your units will attack it.
- Group attack: press Button A on an enemy unit belonging to an enemy group and your units will share the targets independently.

Forced Fire

If the choice of your units does not suit you during a group attack, or if you wish to concentrate fire on a unique target, press Button A and keep it pressed during one second over the target unit. This will provoke a forced fire, regardless of the orders of the shooter, and also on an ally or a civilian.









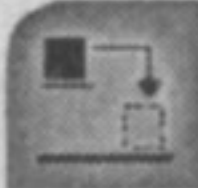
Manual Orders

You can also use order icons. To display order icons, select the units and press Trigger R and simultaneously 3 times on the Directional Pad right.



The number and nature of the icons displayed depend on the type of units selected. When units with different skills are selected, only the orders common to your group are accessible.

The following table lists all the orders accessible in Conflict Zone.

Icon	Order	Comments
	MOVE	Makes units move to the indicated spot if it is accessible.
	STOP	Makes selected units stop immediately.
	ATTACK	Attacks the target or destination.
	DEFEND	To take up position on a spot and protect it.
	CURE	Allows doctors to cure wounded infantrymen.
	REPAIR	Allows mechanics and breakdown trucks to repair damaged units. Repair trucks only repair armoured vehicles.
	INFILTRATE	For spies only: can infiltrate fixed radars, command centres or enemy outposts.
	LOAD	For infantrymen only: designates the vehicle (armoured troop transporter or transport helicopter) to load the selected units.
	UNLOAD	For armoured troop transporter and transport helicopters only. Indicates place of unloading.



SABOTAGE

For commandos only (saboteurs and snipers). Indicates building to be sabotaged.



MINE

For minelayers only. Click on the place to be mined



SELF-DESTRUCT

Kills the selected unit. Valid for all troops and buildings.



SHELTER

In case of an aerial attack, click on this icon to order selected units to go to a shelter. The units given safety orders on a base automatically shelter in case of attack.

IV. THE COMMANDERS

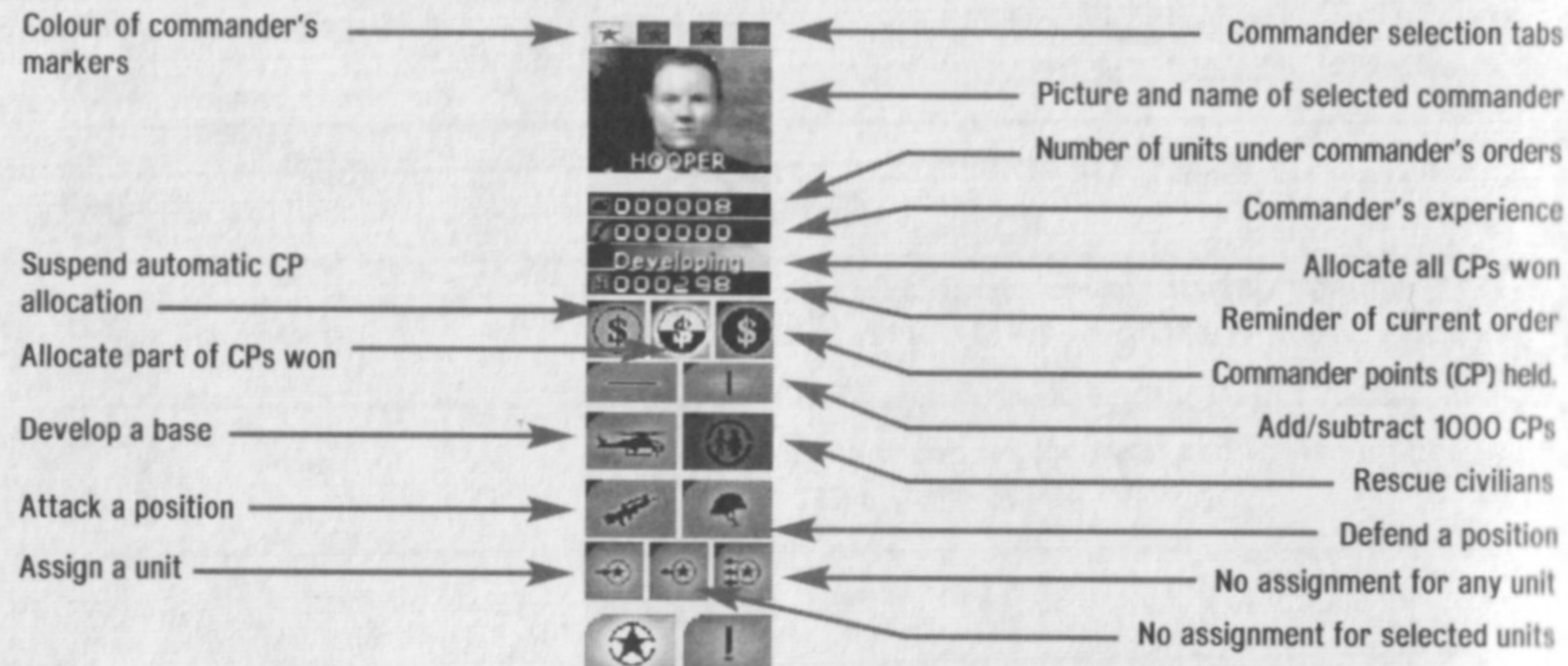
As you advance in your campaign, commanders are designated to reward and assist you in your operations. You can have up to four commanders with you. You can delegate missions to them and put them in charge of bases and men. This enables you to concentrate on the jobs you are particularly interested in and to cope with more complex situations without letting things get out of hand.

All commanders are capable of handling any type of mission: attack, defence, base development, and, as an option, looking after civilians. All commanders have personalities and strategic preferences that will exert a strong influence over the way they carry out the tasks given to them. Moreover, depending on the trust you put on them, they will gradually confirm, or on the contrary, modify their style.

Press Trigger R and twice on the Directional Pad to open the commander's orders panel. This panel is made up of 4 tabs maximum, one per commander. Use the Directional Pad to move the cursor and click on one of the tabs to select another commander.

1. Delegating a base

You can give money to a commander so that he can develop, maintain, and defend one of your bases. Here is the commander menu:



If you wish a commander to develop a base, click on the development icon and designate the base. On the contrary, the already created buildings will be topped with a coloured triangle, indicating that the base will be henceforth under the charge of a commander.



Note: the colour of each triangle corresponds to a commander. The commander's colour is shown on the tabs of the commander menu.

When a camp and a vehicle factory have been built, your commander will most certainly begin equipping the soldiers and assembling the combat vehicles. All the units created by a commander are under his orders by default. He will distribute them to defend his base. According to the commander chosen, the types of buildings and units created will be noticeably different. Moreover, depending on the context and the commander's experience, the base will be developed. The evolution of your commanders is saved in your player profile.

2. Retaking and attributing units

You can at any time take back control of the units created by your commander. The characteristic triangle disappears when you give orders to units commanded by your commander. Additionally, the attribution icons in the commander menu (see previous diagram) enable you to exchange units with your commanders.

3. Giving orders to a commander

Select one of your commanders. Choose a group of units and assign them to him. Click on his attack icon and designate an objective (an enemy base for instance). As soon as the order is valid, the commander will rally his men towards the objective. If the commander was in charge of developing a base, he will abandon it immediately.

Warning: a single commander cannot carry out two simultaneous orders. If you do not want your base to be abandoned, you will either have to give it to another commander, or take over its development and protection yourself.

4. The different commanders

ICP COMMANDERS



COMMANDER HOOPER

Age: 45.

Specialization: attack operations.

Profile: aggressive and sure of himself. A go-getter who doesn't mess around. Give him plenty of armoured vehicles and he'll be delighted.



COMMANDER SHARMAN

Age: 60.

Specialization: defence operations.

Profile: calm and collected. His combat experience has taught him wisdom and patience. You can be sure that an opponent won't be able to pull the same stunt on him twice.



COMMANDER EVANS

Age: 35.

Specialization: versatile.

Profile: dynamic and proud. Received major awards at the military academy and fully masters the entire arsenal the ICP has put at her disposal.



COMMANDER DENNIS

Age: 40.

Specialization: commando operations.

Profile: cunning and perseverant. Second-to-none tactician who always makes a point of sparing the largest possible number of human lives.

GHOST COMMANDERS



COMMANDER WALKER

Age: 50.

Specialization: attack operations.

Profile: dry and pretentious. Pitiless on the battlefield, he is only satisfied when the opponent capitulates or is decimated.



COMMANDER CLAYFIELD

Age: 60.

Specialization: defence operations.

Profile: cruel and scheming. He has no qualms about sending his men to certain death. Final victory is all he cares about.



COMMANDER SPARROW

Age: 45.

Specialization: widely skilled and very versatile.

Profile: hard and cold, does not tolerate any form of indiscipline. Highly rigorous, she has no qualms about placing her troops on the field like pawns on a chessboard.



COMMANDER HOLLOWAY

Age: 55.

Specialization: commando operations.

Profile: cynical and very condescending. A veteran of many conflicts who has been through it all. Not even the most desperate of situations fazes him.

V. TACTICAL GUIDE

1. Behavioural orders

The control of units requires orders and instructions. Your units will not follow your orders in the same way depending on the instructions given. For maximum efficiency you must learn how to use the 3 instructions.

Pressing simultaneously Trigger R and the Directional Pad right can change the instructions. A marker that indicates the assignment it is going to carry out tops each unit.

NAME OF INSTRUCTION	MARKER	DESCRIPTION
Defensive	Green triangle	The units attack only in counter-attack and try to avoid combat if they can.
Strict	Yellow triangle	Default order. The units obey orders in the most rigorous way with no regard for danger. This does not mean that your units will not take any personal initiative. They will systematically fire on sight at all enemies within range.
Aggressive	Red triangle	The units systematically look for combat situations when they can cause damage to the enemy. If they can't counter-attack, their survival instinct will tell them to take refuge.

The units in Conflict Zone also have several other faculties at their disposal to make them more flexible, natural and powerful:

- The units try to shoot at groups rather than isolated units.
- All the units have a list of priority targets they are especially efficient against. The units shoot their priority targets of their own accord when possible.
- The units in danger can tell a more powerful allied force that they need help so it can come to support them if possible.
- The armoured units can order the infantry to distance themselves from a target so that they can fire at it. This avoids involuntary damage to allies.
- Repair units (doctors, mechanics and breakdown trucks) repair wounded or damaged units in an independent way.
- Emerging formations. Depending on the behavioural instructions given to a group of units, the units instinctively place themselves around each other for maximum group efficiency and to be most likely able to carry out the requested order. Emerging formations appear in the group.

2. Field of vision and height

When a unit is selected, a green circle around it represents its field of vision and enables you to control what the unit sees. The field of vision varies dynamically depending on the altitude the unit is at (the higher a unit, the farther it sees), but it also depends on the environment around the unit: the field of vision takes account of physical limits like cliffs or surrounding walls, which alters the range and the shape of the field of vision.

3. Armour and life points

Certain units are armoured to be able to take part of the damage they undergo. The front and the back of this armour is different, and, generally speaking, the front is thicker than the back. A good strategy is to contour the enemy forces to shoot at them where they are least resistant.

The armour points are constant and deducted from all damage undergone. The difference between the damage points and the armour points is deducted from the life points of the affected unit. When a unit's life points reach zero, the unit is destroyed.

4. Neutralization

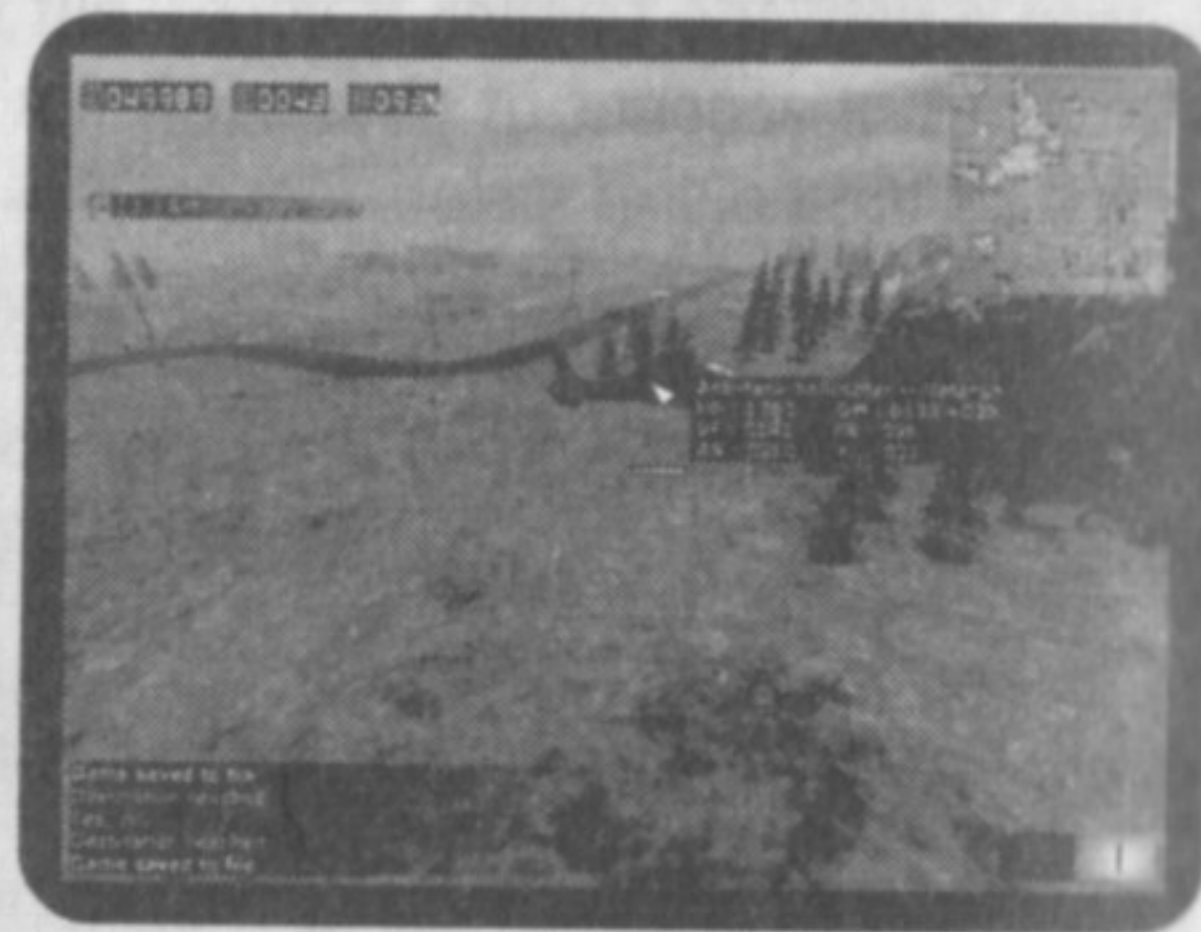
Infantry units with less than 10% of their life points remaining (life bar red) are neutralized. They can no longer move or enter into combat until they have been cured. The ICP can repatriate its neutralized soldiers with its helicopter ambulance. As for the GHOST, it can make prisoners neutralized soldiers. After a few minutes, the neutralized units that haven't been cured will die.

5. Unit experience

The units gain experience by accumulating adversary destruction. Certain units, such as doctors, mechanics, or repair trucks, gain experience by accumulating the moments they heal or repair. The more grades a unit clears, the more difficult it becomes for it to move to the next grade. There are 6 experience levels in all, each more and more spaced out. Experience modifies the characteristics of the units: life points, damage, vision range, and firing range. These characteristics are important, and consequently the experienced units are a precious asset for the player. When the cursor is left on a unit for more than a second, the panel showing the unit's main characteristics appears.

The characteristics referred to are:

- **"LP"**: current life points
- **"VD"**: current visual distance (dynamically calculated according to the altitude)
- **"AR"**: armour points (deducted from damage points)
- **"DG"**: damage points
- **"FR"**: firing range (dynamically calculated according to the altitude)
- **"KL"**: number of units killed



VI. ICP CAMP

1. Presentation

The ICP's actions are public. This organization must re-establish peace under the critical eye of independent media. Through them, the entire world can judge the efficiency of its peacekeeping forces. In order to triumph over its enemy, the ICP's actions should be precise, fair and fast. In order to do so, this multinational force has the latest technologies available. The ICP units are therefore faster, more powerful and more resistant, but their acquisition price is higher. Finally, the high ICP command do not entrust to a general more than 140 units at the same time.

2. ICP popularity points

The ICP gains or loses popularity points according to the actions of the media. Twenty or so actions are given to the player to show his good faith to the world. Particularly notable are strong actions such as creating a refugee camp, saving civilians, de-mining a zone or rescuing soldiers taken prisoner by the enemy. Certain ICP actions nevertheless call for discretion. Means such as sabotage or sniper fire (very useful for routing out soldiers disguised as civilians) are accessible to the ICP camp via the commando units.

3. ICP command points

On the ICP side, command points are strongly linked to popularity. Popular actions give rise to various immediate bonuses. The ICP player who looks after his public image quickly wins more money, but his action time is limited. Public opinion is highly volatile. A long war brings down the number of popularity points and the gain of command points becomes weaker and weaker.

4. ICP strategies

Management of villages, where civilians are grouped, is highly strategic. The control of a village (and the prolonged safety of civilians in it) ensures an abundance of popularity and money to the player. Such position enables the player to gain the confidence of his superiors and rapidly develop his technological tree. This situation can rapidly deteriorate, however, if a conflict erupts within a village. Dead civilians and burned houses will deprive the ICP player of all or part of his resources. Rather than risking the lives of civilians, an ICP player in a delicate position will have to withdraw to protect his hard-earned popularity.

5. ICP units

INFANTRY UNITS

**Marine:**

Basic unit of the ICP forces. Inexpensive, quick to put together and armed with just an assault rifle. Especially useful in fighting infantry troops.

**Bazooka:**

Equipped with powerful bazookas that shoot search-tipped missiles capable of attacking both air and ground units. This is a dangerous infantry unit.

**Grenadier:**

Unit with a very short firing range; must be able to approach target to shoot. When within range, its grenades are highly efficient.

**Commando:**

Has 2 functions. Can sabotage buildings and destroy them instantly. Also equipped with a long-distance sniper rifle that can kill an enemy instantly, or seriously damage an armoured vehicle. Totally invisible to enemy eyes, the saboteur can operate in total discretion, unless he shows himself when shooting or is spotted by an enemy spy. He becomes easier to spot when sabotaging buildings and should lay low for a while to become invisible again.

**Doctor:**

Unarmed. His only job is to treat wounded infantry units on his side.

**Mechanic:**

Like the doctor, he is unarmed. His job is to repair all damaged vehicles and buildings on his side.

**Mine-clearing expert:**

His job is to look for enemy mines and neutralize them. A mine-clearing expert is constantly at risk. False moves and accidents can happen.

**Parachutist:**

An elite troupe, supplied only in 6 units for airlifted raids. The parachutist is a super bazooka with lethal fire range.

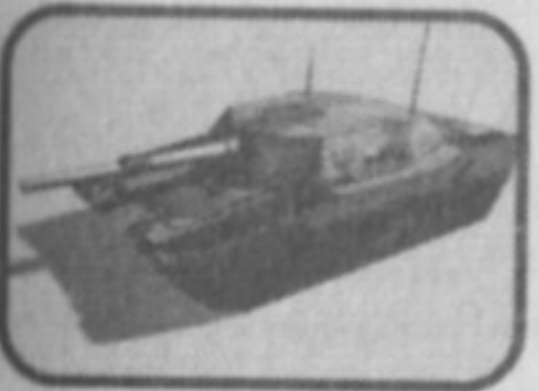
**Spy:**

Invisible to the enemy eye, except for other spies, his job is to observe enemy movements. In aggressive mode, he can direct the fire of missile launchers to a target in sight. The spy can also infiltrate enemy communication and command centres. In the first case, the enemy position will be given on the map. In the second case, enemy commanders' orders are indicated for a brief period of time.

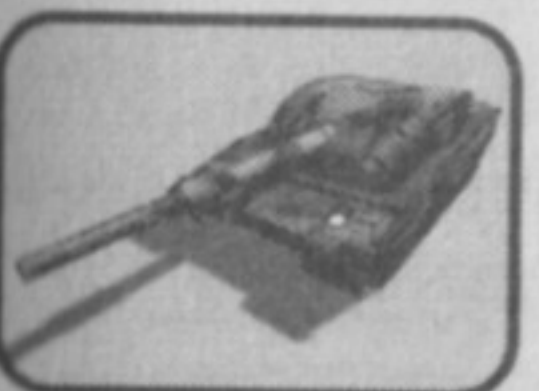
LAND VEHICLES

**Reconnaissance Jeep:**

Fast, mobile reconnaissance unit equipped with a powerful and dangerous machine gun that is the fear of all infantrymen. It also has a good field of vision that is ideal for exploring the ground.

**Tank:**

The standard tank is the central unit in all military organisations and boasts a powerful cannon to blast enemy armoured vehicles and buildings.

**Advanced tank:**

A greatly improved version of the standard tank; powerful and more resistant - a remarkable unit.

**Mobile artillery:**

Armoured unit with a very long range inflicting high levels of destruction. Extremely useful backup unit placed just behind the main forces. Note: its own field of vision is limited and it should be combined with other front-line units in order to shoot within its range.

**Mobile anti-aircraft defence:**

Shoots only at air units. Equipped with search-tipped missiles and able to fire at an incredible rate to terrorise enemy helicopters. It is however highly vulnerable to ground units.

**Mobile radar:**

A non-fighting unit with a very long-range field of vision. Vital for anticipating enemy movements, when away from the base.

**Radar jammer:**

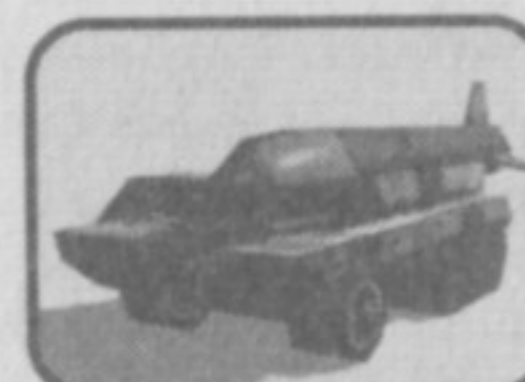
Its role is exactly the opposite of the mobile radar. Can conceal from the enemy the presence of units within its scrambling perimeter.

**Repair truck:**

Mechanic's armoured version, used for repairing vehicles but not buildings.

**Troop transporter:**

Can hold up to 12 infantrymen and take them just about anywhere thanks to its highly resistant armour.

**Missile launcher:**

Ultimate ground unit with, as its name suggests, a terrifying, very long-range missile. Needs to be guided to reach targets outside its direct field of vision. Spies in aggressive mode take on this role excellently.

**FAKE****Fake tank:**

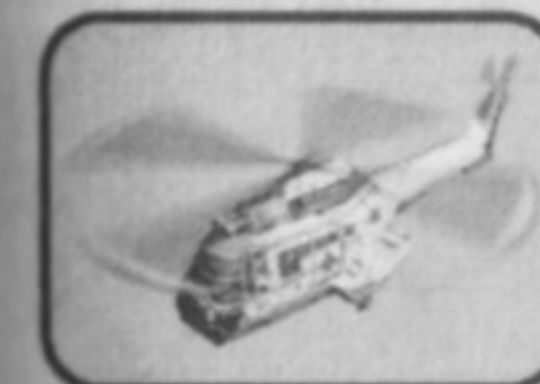
A decoy. Does not shoot. Other fake vehicles are available to deceive the enemy: fake advanced tanks, fake mobile anti-aircraft defence, and fake missile launchers.

AIR UNITS**Anti-tank helicopter:**

Equipped with search missiles, can attack ground or air targets. Fatal for groups not protected by bazookas or anti-aircraft defence.

**Transport helicopter:**

This unarmed transport unit can embark 12 infantrymen.

**Civilian helicopter:**

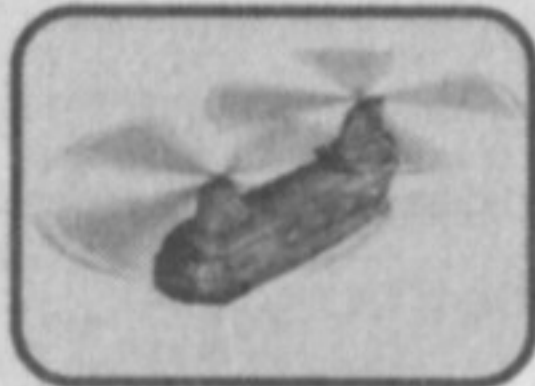
Used to take civilians from villages to refugee camps. Holds up to 12 civilians.

**Utility helicopter:**

This non-controllable unit arrives automatically at the conflict zone upon completion of the construction of a building. It transports the building and then leaves.

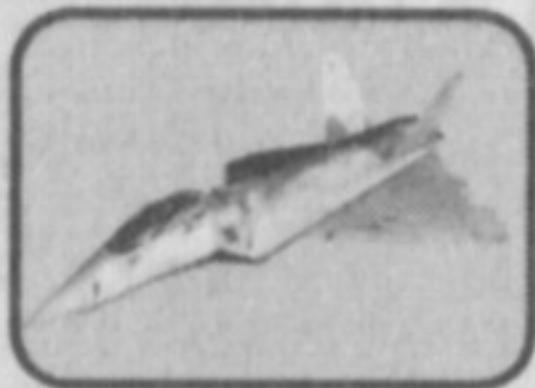
**Ambulance helicopter:**

Looks out for neutralized infantrymen who can't move, and takes them to hospital for treatment.



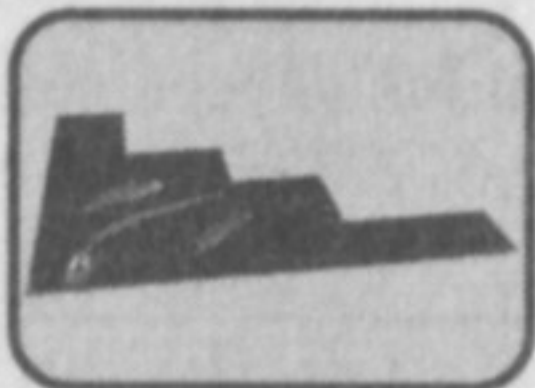
Paratroop helicopter:

A non-controllable, massive unit. It drops groups of paratroopers onto their objective and then departs again.



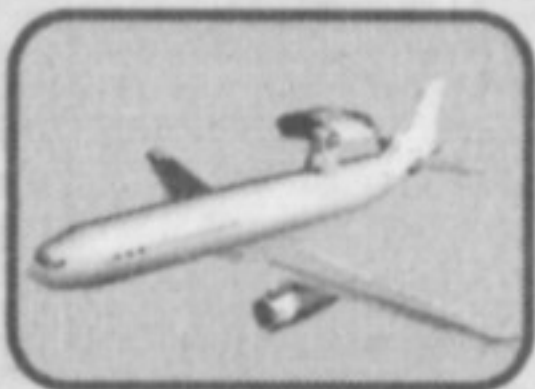
Tactical fighter:

Has powerful, precise missiles. Mainly used for surgical striking on specific buildings, e.g. generators or defences of a base to be attacked.



Strategic bomber:

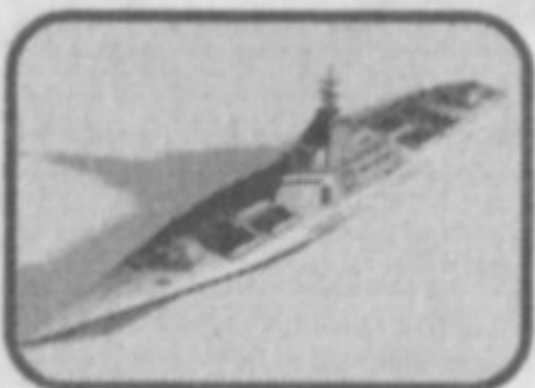
Contains devastating cluster bombs. Can annihilate half of a base badly defended by anti-aircraft devices. Perfect for a final assault along with ground troops.



Radar aircraft:

Fast air ICP reconnaissance unit whose goal is to fly over a part of the map to pinpoint enemy positions.

MARINE



Missile-launching cruiser:

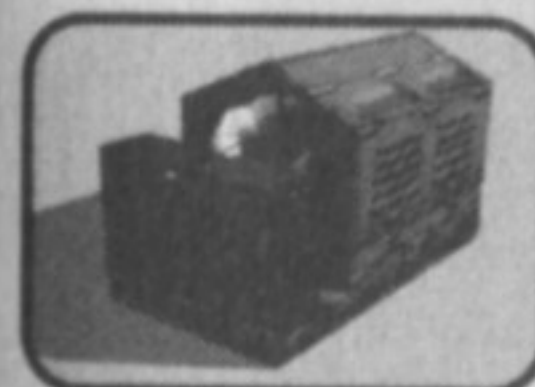
Ultimate ICP unit equipped with tactical nuclear missiles. Its use is often decisive.

THE BUILDINGS



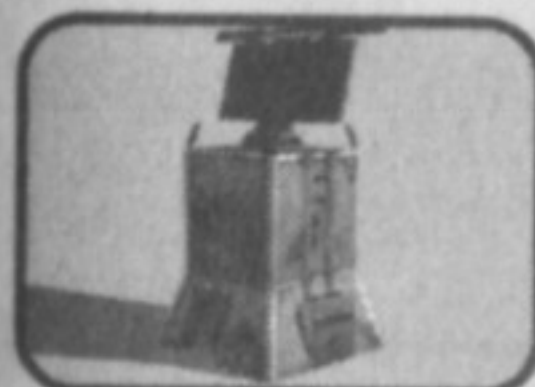
Command centre:

Basic building for strategic and technological deployment. You gain credits when you construct a base. You may only possess one command centre per map. If you want to own other bases, you should build outposts.



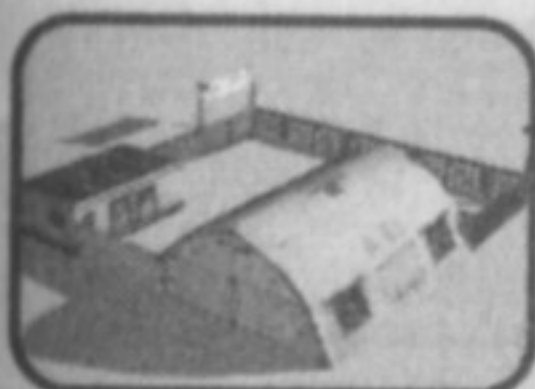
Generator:

Vital to your base, this building supplies energy to all other buildings. Only the command centre is self-supplied. You may build other generators as the need arises. When your base is insufficiently supplied, your defences are neutralized and production considerably slowed down.



Radar:

With its long-range vision, it enables you to detect enemy movement around your base. Enables units to colonize other bases they are on. Also enables you to colonise other bases and to command raids (paratroopers, cruisers, fighters, bombers).



Refugee camp:

Highly strategic building, automatically supplied with a refugee helicopter. Used to shelter civilians picked up in villages.



Barracks:

The production centre for your infantrymen.



Vehicle factory:

Production centre for basic ground vehicles.



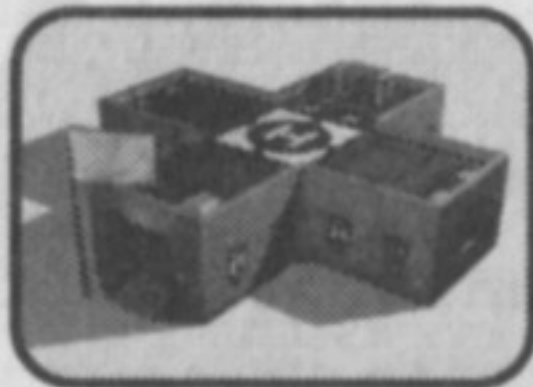
Advanced vehicle factory:

Production centre for advanced ground vehicles.



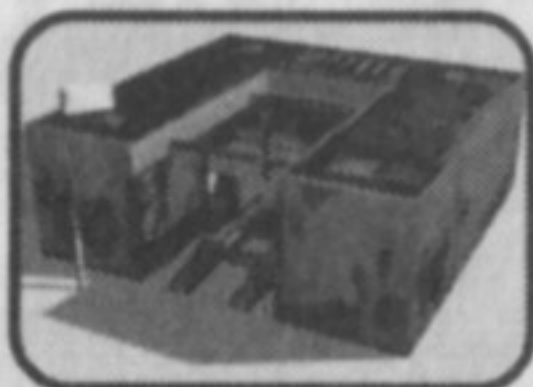
Heliport:

Air control centre, gives access to all helicopter-based technologies.



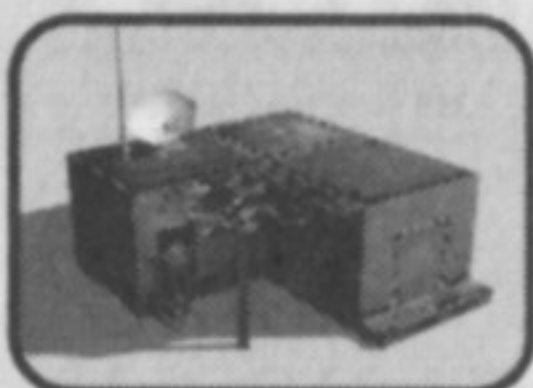
Hospital:

Treatment centre for infantrymen. Delivered with an automated helicopter that is able to go and find neutralized soldiers in the field.



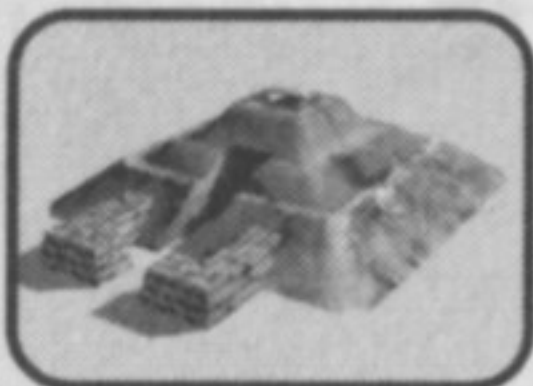
Repair centre:

Building used for repairing vehicles and air units.



Logistics centre:

Improves production speed. You can build up to 3 logistics centres, and each time you do so, your speed increases.



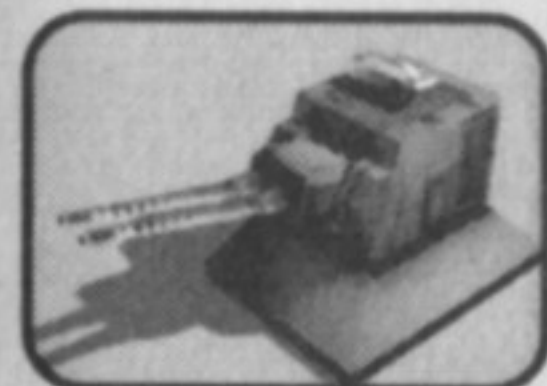
Outpost:

Similar to a command centre, this is the starting point for all extra bases.



Nuclear/Chemical shelter:

A siren blasts during air attack. At that point all infantrymen on your base under caution orders take to the shelter until the end of the alert. All other infantrymen can go to the shelter but they must be ordered to do so.



Anti-aircraft defence:

Immobile version. Main anti-aircraft defence unit for a base.



Machine-gun bunker:

Possesses a powerful ultra-fast gun and mows down infantrymen at high speed.



Anti-missile:

Specialises in detecting and destroying enemy missiles such as fighters, missile launchers or cruisers. Allows desperate situations to be saved.



Artillery:

Possesses a highly powerful gun that efficiently repels enemy armoured vehicle attacks.



Fake command centre:

A decoy. Other decoy buildings are also available: fake outposts, fake barracks, fake vehicle factories.

6. ICP technological tree

Command centre/outpost

Fake command centre/fake outpost

Refugee camp

Generator

Camp

Machine-gun bunker

Fake camp

Hospital

Vehicle factory

Artillery

Anti-aircraft defence

Fake vehicle factory

Logistics centre

Repairs centre

Advanced vehicle factory

Radar

Heliport

Nuclear/Chemical fallout shelter

Anti-missiles

Outpost

7. ICP units production centres

Camp	Vehicle Factory
Marine	Reconnaissance jeep
Bazooka	Tank
Grenadier	Mobile artillery
Saboteur	Troop transporter
Mechanic	Fake tank
Mine-clearing expert	
Doctor	
Spy	

Refugee camp
Civilian helicopter

Radar	Advanced vehicle factory	Heliport
Tactical fighter	Advanced tank	Assault helicopter
Strategic bomber	Mobile anti-aircraft defence	Transport helicopter
Missile-launching cruiser	Radar jammer	Prisoner helicopter
Reconnaissance drone	Mobile radar	Paratroop helicopter
	Missile launcher	
	Fake mobile anti-aircraft defence	
	Fake advanced tank	
	Fake missile launcher	

Hospital
Ambulance helicopter

VII. GHOST CAMP

GHOST CAMP

1. Presentation

The player takes the place of a general paid by the GHOST, a secret organization that looks after the interests of corporations and countries. For every conflict the player is placed at the head of the army of one of the GHOST member countries. He is hired for secret economic reasons in a war against a neighbouring country that will be defended by the ICP. World public opinion is not a problem. He must above all convince his superiors of his efficiency, and then convince the local population that his cause is fair and that the real aggressor is the ICP. The player can use military propaganda media for that purpose. His army won't be able to rival the ICP army in terms of power and modernity, but on the other hand it will be easy for him to accumulate bigger armies of up to 180 units. It is in the Ghost's interest to block the situation and to place the ICP in a situation of failure in the eyes of the international media.

2. GHOST popularity points

Not being required to answer to the media of his acts towards civilians, the GHOST player manages his popularity points with more ease than an ICP player. To begin with, he must recruit civilians in villages and then take them back to his enlistment camp to turn them into good soldiers. Recruiting from the local population makes his popularity soar to 50%. Over 50%, management becomes harder: once he has obtained popular support, he has to earn the support of the high command. This is necessary to acquire the more advanced units. The player uses a propaganda cameraman for this purpose. In order to gain popularity and develop his technological tree, he should place his cameraman where victory has been won and remove him immediately when defeated. A badly organized propaganda campaign will lead surely to failure. It all depends on his promptness and ability to use his cameramen at the right time.

3. GHOST command points

The player must convert civilians to his cause by enlisting them. He just has to take civilians from villages to enlistment centres. Unlike the ICP, this conversion does not earn the immediate bonus of command points, but each civilian enlisted brings in a substantial increase in the number of command points permanently allocated by the high command. Besides that, each civilian enlisted means one civilian less to be saved by the ICP!

4. GHOST strategies

The GHOST player does not earn money in the form of bonuses but instead in a progressive increase in income, so it is in his interest to make the conflict last. He must work on a long-term basis without forgetting to deprive his enemy of its main resource: civilians from the villages. He must constantly direct the conflicts in the villages rather than on his base. Efficient exploitation of converted civilians gives him the advantage of deceiving the ICP and the media.

5. GHOST units

INFANTRY UNITS



Soldier:

Basic unit for GHOST forces. Inexpensive, quickly put together and armed with an assault rifle. Especially useful against the infantry.



Bazooka:

Uses a powerful bazooka that shoots search missiles. Attacks both air and ground units.



Grenadier:

Unit with a very short firing range. Must be able to approach its goal to be able to fire. The grenades, once within range, are highly efficient arms.



Commando:

Has 2 functions. Can sabotage buildings and destroy them instantly. Also equipped with a long distance sniper rifle that can kill an enemy immediately, or seriously damage an armoured vehicle. Totally invisible to enemy eyes, the saboteur can operate in total discretion, unless he shows himself when shooting or is spotted by an enemy spy. He becomes easier to spot when sabotaging buildings and should lay low for a while to become invisible again.

**Doctor:**

Unarmed. His only job is to treat wounded infantry units on his side.

**Mechanic:**

Like the doctor, unarmed. His job is to repair all damaged vehicles and buildings on his side.

**Parachutist:**

Crack troupe, supplied only in 6 units for airlifted raids. A super bazooka with a renowned fire range.

**Spy:**

Invisible to the enemy eye, except to other spies, his job is to observe enemy movements. In aggressive mode, he can direct the fire of missile launchers to a target within sight. The spy can also infiltrate enemy communication and command centres. In the first case, the enemy position will be given on the map. In the second case, enemy commanders' orders are indicated for a brief period of time.

**Cameraman:**

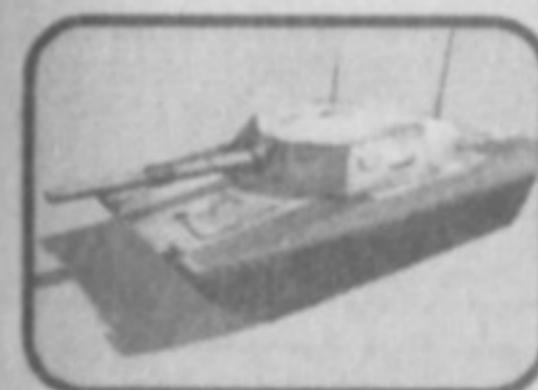
Used for his own side's propaganda, the cameraman films what he sees. If he films his side's victories, its popularity increases, whereas if he films its defeats, its popularity will decrease.

**Soldier in civilian clothing:**

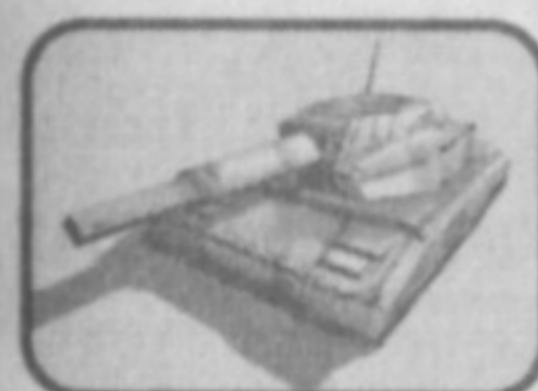
Units created using enlisted and trained civilians. These disguised civilians are soldiers equipped with rifles but who appear to the enemy as ordinary civilians. The ICP refuse to shoot them unless specifically ordered to do so. Shooting fake civilians is considered by the Media as an act of horror; if the ICP do it, their popularity dips. When a civilian shoots an enemy, he loses his camouflage and becomes a regular soldier.

LAND VEHICLES**Reconnaissance jeep:**

A fast, mobile reconnaissance unit, the Jeep is equipped with a powerful and dangerous machine gun that is the fear of all infantrymen.

**Tank:**

The standard tank is the central unit in all military organisations and boasts a powerful cannon to blast enemy armoured vehicles and buildings.

**Advanced tank:**

A greatly improved version of the standard tank; powerful and more resistant.

**Mobile artillery:**

Armoured unit with a very long range. Highly destructive, extremely useful backup unit placed just behind the main forces. Warning: its own field of vision is limited and it should be combined with other front-line units to ensure it shoots within its range.

**Mobile anti-aircraft defence:**

Shoots only at air units. Equipped with search-tipped missiles, its incredible firing rate terrorises enemy helicopters. It is however highly vulnerable to ground units.

**Mobile radar:**

A non-fighting unit with a long-range field of vision. Vital for anticipating enemy movements when away from the base.



Radar jammer:

Its role exactly opposes the mobile radar. Can conceal from the enemy the presence of units within its scrambling perimeter.



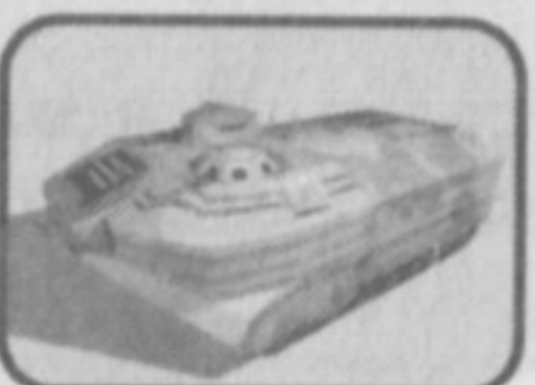
Repair truck:

Mechanic's armoured version, used for repairing vehicles but not buildings.



Troop transporter:

Can hold up to 12 infantrymen and take them just about anywhere thanks to its highly resistant armour.



Minelayer:

His job is to mine the land. In addition to the damage caused by mines, it should be noted that when units, notably comprised of civilians, step on mines, popularity is lost in respect to the ICP.



Missile launcher:

Ultimate ground unit with, as its name suggests, a terrifying, very long-range missile. Needs to be guided to reach targets outside of its direct field of vision. Spies in aggressive mode play this role excellently.

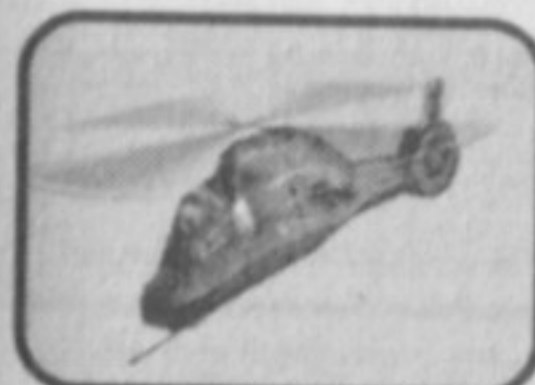


FAKE

Fake tank:

A decoy. Does not shoot. Other fake vehicles are available to deceive the enemy: fake advanced tanks, fake mobile anti-aircraft defence, and fake missile launchers.

AIR UNITS



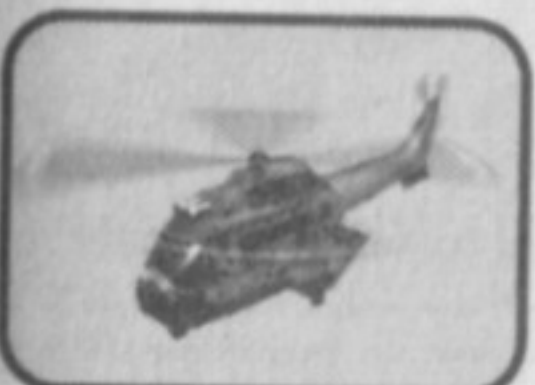
Antitank helicopter:

Has search-tipped missiles, can attack both ground and air targets. Fatal for groups unprotected by bazookas or, even better, anti-aircraft defence.



Transport helicopter:

Unarmed transport unit, can embark 12 infantrymen.



Civilian helicopter:

Used to take civilians from villages to enlistment camps. Holds up to 12 civilians.



Utility helicopter:

Non-controllable unit, arrives automatically at a conflict zone upon the completion of the construction of a building to transport it, and then departs.



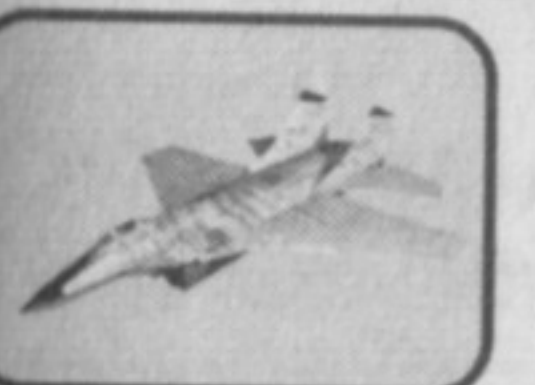
Prisoner helicopter:

The GHOST equivalent of the ICP ambulance helicopter looks for neutralized enemy infantrymen and takes them back to prison behind GHOST lines, where they are taken prisoner. The capture of soldiers makes their side lose popularity.



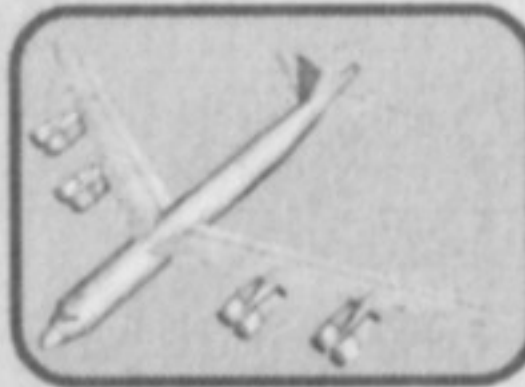
Paratroop helicopter:

Non-controllable, massive unit. Drops groups of paratroopers onto their objective and then departs.

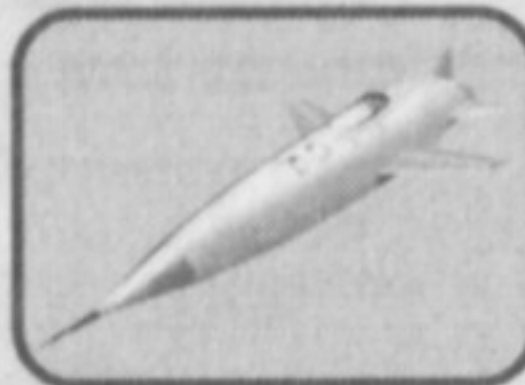


Tactical fighter:

Has powerful, precise missiles. Mainly used for surgical striking on specific buildings, e.g. generators or the defences of a base to be attacked.

**Strategic bomber:**

Contains devastating cluster bombs. Can annihilate half a base badly defended by anti-aircraft. Perfect for a final assault along with ground troops.

**Reconnaissance drone:**

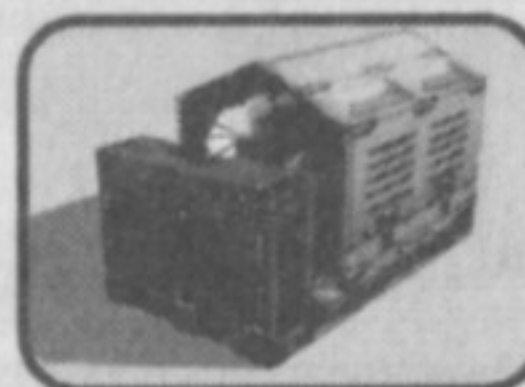
Rapid reconnaissance unit without a pilot. Its goal is to fly over a part of the map to spot enemy positions.

MARINE**Nuclear submarine:**

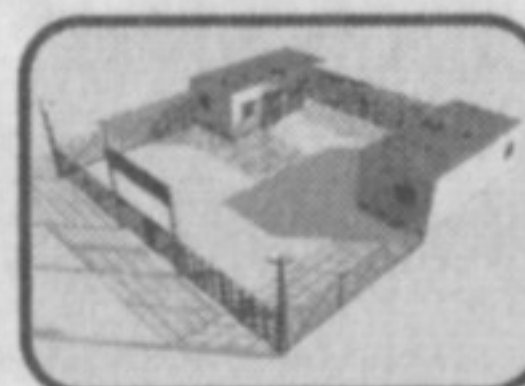
Equipped with tactical nuclear missiles, its use is often decisive.

THE BUILDINGS**Command centre:**

The basic building for strategic and technological deployment, you gain credits when you construct a base. You may only possess one command centre per map. If you want to own other bases, you should build outposts.

**Generator:**

This building is vital to your base, and supplies energy to all other buildings. Only the command centre is self-supplied.

**Enlistment camp:**

Extremely strategic building supplied with a civilian enlistment helicopter. Enlisted civilians turned into infantrymen come from this building (including soldiers in civilian clothing).

**Media centre:**

Enables you to obtain cameramen and at the same time to increase your popularity with the population by filming your military exploits.

**Barracks:**

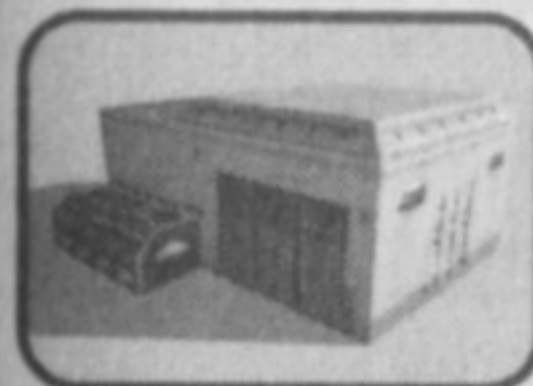
Infantrymen production centre.

**Vehicle factory:**

Production centre for basic ground vehicles.

**Radar:**

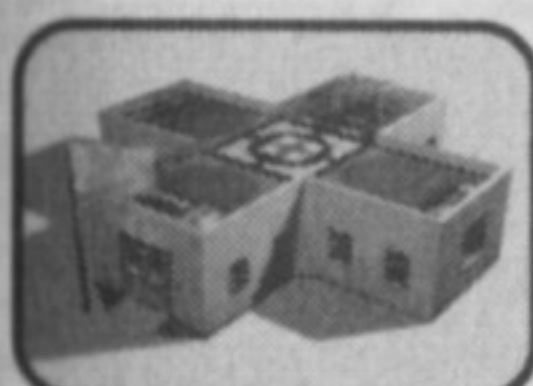
Long-range vision enables you to detect enemy movement around your base. Enables units to colonise other bases and command raids (paratroopers, cruisers, fighters, bombers).

**Advanced vehicle factory:**

Production centre for advanced ground vehicles.

**Heliport:**

Air control centre, gives access to all helicopter-based technologies.

**Hospital:**

Treatment centre for infantrymen. Delivered with an automated helicopter capable of collecting neutralized soldiers in the field.



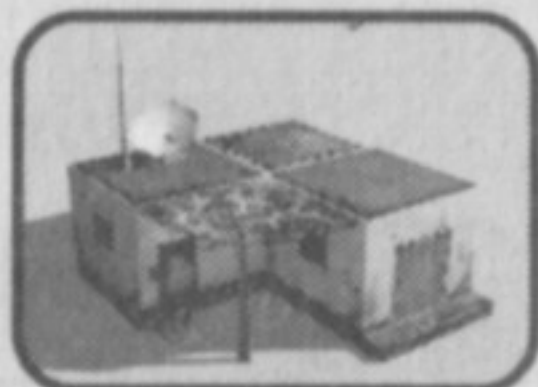
Prison:

Delivered with an automated helicopter for prisoner transport. The prisoners are taken among neutralized enemy infantrymen (wounded and unable to move).



Repair centre:

Building used for repairing vehicles and also air units.



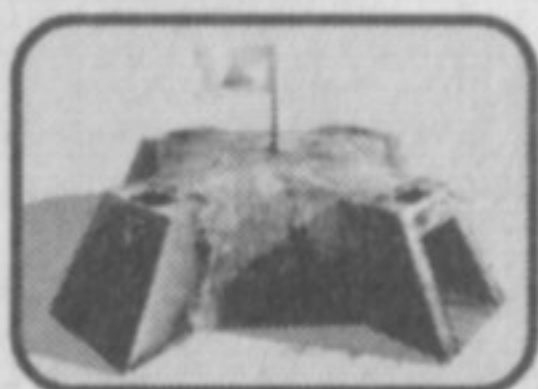
Logistics centre:

Improves production speed. You may build up to 2 logistics centres, and each time you do, your speed increases.



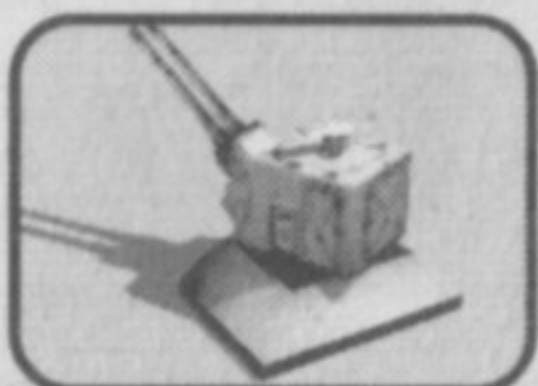
Outpost:

Similar to a command centre, this is the starting point for all extra bases.



Nuclear/Chemical shelter:

A siren blasts during air attack. At that point all infantrymen on your base under caution orders take to the shelter until the end of the alert. All other infantrymen can go to the shelter but they must be ordered to do so.



Anti-aircraft defence:

Immobile version. Main anti-aircraft defence unit for a base.



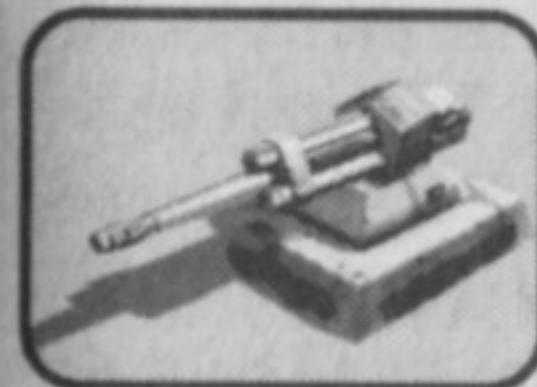
Machine-gun bunker:

Possesses a powerful ultra-fast gun and mows down infantrymen at high speed.



Anti-missile:

Specialises in detecting and destroying enemy missiles such as fighters, missile launchers or cruisers. Allows otherwise desperate situations to be saved.



Artillery:

Possesses a highly powerful gun that efficiently repels enemy armoured vehicle attacks.



FAKE

Fake command centre:

A decoy. Other decoy buildings are also available: fake outposts, fake barracks, fake vehicle factories.

6. GHOST technological tree

Command centre/outpost

Fake command centre/fake outpost

Enlistment camp

Generator

Media centre

Camp

Machine-gun bunker

Fake camp

Prison

Vehicle factory

Artillery

Anti-aircraft defence

Fake vehicle factory

Logistics centre

Repair centre

Advanced vehicle factory

Radar

Heliport

Nuclear/Chemical fallout shelter

Anti-missile

Outpost

7. GHOST units production centre

Camp	Vehicle factory
Soldier	Reconnaissance jeep
Bazooka	Tank
Grenadier	Artillery
Sniper	Troop transporter
Mechanic	Mine-layer
Soldier in civilian clothing	Fake tank
Doctor	
Cameraman	
Spy	

Enlistment camp
Civilian helicopter

Radar	Advanced vehicle factory	Heliport
Tactical bomber	Advanced tank	Assault helicopter
Strategic bomber	Mobile anti-aircraft defence	Transport helicopter
Nuclear submarine	Radar jammer	Prisoner helicopter
Reconnaissance drone	Mobile radar	Paratroop helicopter
	Missile launcher	
	Fake anti-aircraft defence	
	Fake advanced tank	
	Fake missile launcher	

VIII. IA PLAYERS

Conflict Zone offers you the possibility to play in skirmish mode against different computer adversaries. These adversaries do not just differ by their speed and efficiency on the battlefield; they also have a large range of personalities and strategic predispositions, and can adapt their game to yours during a game. They will get to know you and will learn to anticipate your reactions - and you will have to adapt too. That way, whether their basic game is oriented towards brutal attack, defence, expansion or a mixture of all, you will get the impression that you are playing against adversaries who are well and truly alive.

1. M. YOUNG

American. Age: 66

Type: mixed

Profile: Vietnam veteran, officer for 10 years with the green berets on all continents. M. Young has been broken into all kinds of conflict and knows perfectly how to adapt to his environment and adversaries.

2. R. JOHANSSON

Swedish. Age: 36

Type: ultra aggressive

Profile: Unanimously admired for his pacifism, R. Johansson is no less radical in the way he conducts military operations: he is a fervent disciple of blitzkrieg and lightning offensives.

3. U. SAKATO

Japanese. Age: 46

Type: very aggressive

Profile: Very unlikely to let a war get into a rut. U. Sakato prefers attacking to defending. He quickly takes the initiative in operations, and once he gets his hooks on his adversary, only lets go when he's sure of victory.

4. A. IVANOV

Russian. Age: 45

Type: aggressive

Profile: Former member of the KGB, accustomed to operating on enemy ground. A. Ivanov specializes in commando infiltration operations. He is extremely cunning and knows all the diversion techniques there are to be known.

5. M. SCHMIDT

German. Age: 52

Type: defensive

Profile: M. Schmidt applies his plans in a calm, lucid and methodical way and never lets his emotions take over strictness. He is a true goldsmith in military strategy and treats war like a regular game of chess.

6. P. LEBLANC

French. Age: 37

Type: very defensive

Profile: Always bears in mind that a soldier is above all a man. P. Leblanc never blindly sends his troops into battle and carefully prepares all his operations. In this way he is victorious and saves lives.

7. V. SANCHEZ

Spanish. Age: 50

Type: ultra defensive

Profile: Highly fiery and impulsive temperament. V. Sanchez has learned to perfectly master his character to become a patient, calculating and efficient military leader.

8. S. AL GHASSAN

Syrian. Age: 56

Type: expansionist

Profile: Accustomed to savage urban guerrilla warfare. S. Al Ghassan knows better than anybody that outnumbering has no impact without intelligent ground occupation. An audacious military head whose main preoccupation is to deploy his troops to occupy enemy ground.

9. F. BIONDI

Italian. Age: 36

Type: highly expansionist

Profile: Masters to perfection the most expert strategies for attacking and counter-attacking. F. Biondi is a dangerous fighter whose major trump card is ground management. He is highly mobile, a very quick thinker who is aware that a conquest is never permanent and is especially good at taking back from the adversary twice as much as he has lost.

10. A. SONKO

Native of the Ivory Coast. Age: 47

Type: ultra expansionist

Profile: Proud of his African origins - maintains that Africa is a continent whose very history is synonymous with endless wars of conquest. Sonko believes that victory is obtained after a phase of dedicated and total conquest.

11. L. TADIC

Yugoslavian. Age: 51

Type: mixed

Profile: The many Balkan conflicts have taught L. Tadic to use all the facets of modern warfare efficiently and with discrimination. He is able to cover his tracks and lead his adversaries astray by unexpected operations. But when his enemies have spotted him, it is often too late.

IX. COMMANDS REMINDER

Button A on a non-selected unit: to add the unit to your selection (additive mode).

Button A on a selected unit: to withdraw the unit from your selection.

Button A on a unit: to make the selected units work in the most logical order on the target.

Button B: to deselect all selected units and return to previous menu.

Button X: to select all of the units on the screen.

Button Y: to restart the camera.

Analog Thumb Pad: moves the camera.

Directional Pad: moves the gun-layer.

Start Button: menu display (and puts game on hold). Go to next menu.

Trigger L + Directional Pad right: to change the order of the selected units (cycle between aggressive, strict and defensive modes).

Trigger L + Directional Pad left: to modify the speed of the game.

Trigger L + Directional Pad up: to activate/deactivate vision of units.

Trigger L + Directional Pad down: to display/hide the visual help.

Trigger L + Button Y: to go to the last hotspot.

Trigger L + Button B: to go to the next possessed base.

Trigger L + Button X: to select the last group the unit belonged to.

Trigger L + Start Button: to display the mission objectives.

Trigger R + Analog Thumb Pad: to turn the camera.

Trigger R + Directional Pad: to change from an active area to another.

Trigger R + Button A: moves the camera forward.

Trigger R + Button B: moves the camera backward.

Trigger R + Button X: pursuit mode on the selected units.

Trigger L + Trigger R + Start Button + Button A, B, X or Y: the selected units take as a group number the following buttons pressed: A, B, X and Y.

Trigger L + Trigger R + Button A, B, X or Y: the memorised units in the corresponding group (A, B, X or Y) are reselected. Press again Button A, B, X or Y to focus the camera on the reselected group.

Trigger L + Trigger R + Start Button + Directional Pad (up, down, left or right): to memorise the camera positions.

Trigger L + Trigger R + Directional Pad (up, down, left or right): recalls the memorised camera position corresponding to the pressed Directional Pad key.

Press any key: to pass a briefing or a cinematic sequence.

X. CREDITS

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Chloé, Sylvie, Salandre, Géraldine Frelin,
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the 69 Crew and the Kourtragemé, Vanessa,
Benjo, Camille and my mates, and of course mom and
dad!

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