

Dreamcast™



CONFLICT ZONE™

MODERN WAR STRATEGY


Ubi Soft
ENTERTAINMENT
www.ubisoft.com®



T-17721N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

CONFLICT ZONE

MODERN WAR STRATEGY

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I. GETTING STARTED

1. Using the Sega Dreamcast Hardware Unit

SEGA DREAMCAST HARDWARE UNIT

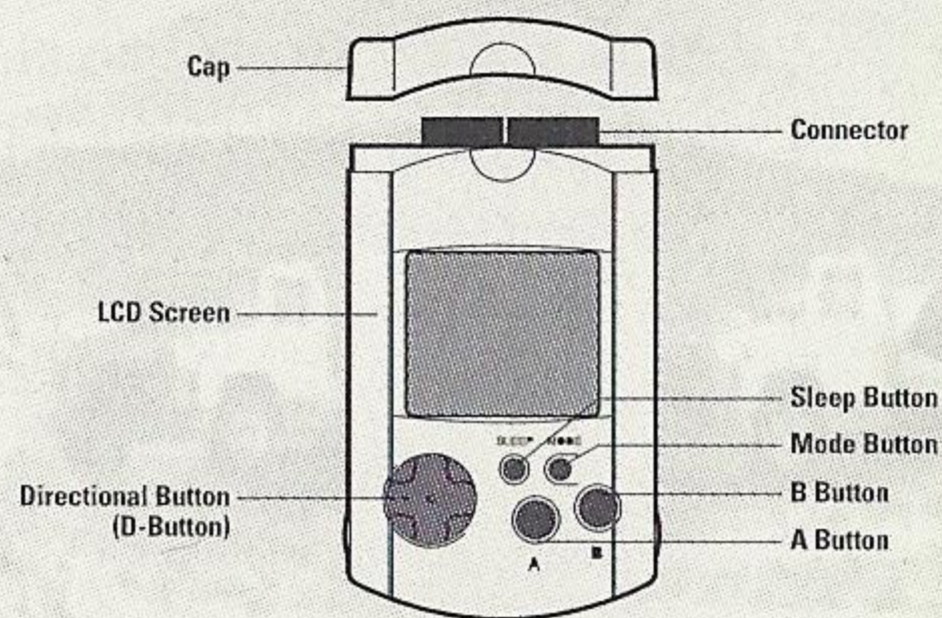


Conflict Zone™ is a 1-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

To return to the title screen at any point during game play, simultaneously press and hold A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.

If you wish to use a Visual Memory Unit (sold separately) for saving games, insert the VMU into Expansion Slot 1 of the controller connected to Port A. Conflict Zone requires 6 to 200 blocks of free memory to save game data.

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



While saving a game file, never turn off the Sega Dreamcast power, remove the memory card or disconnect the controller

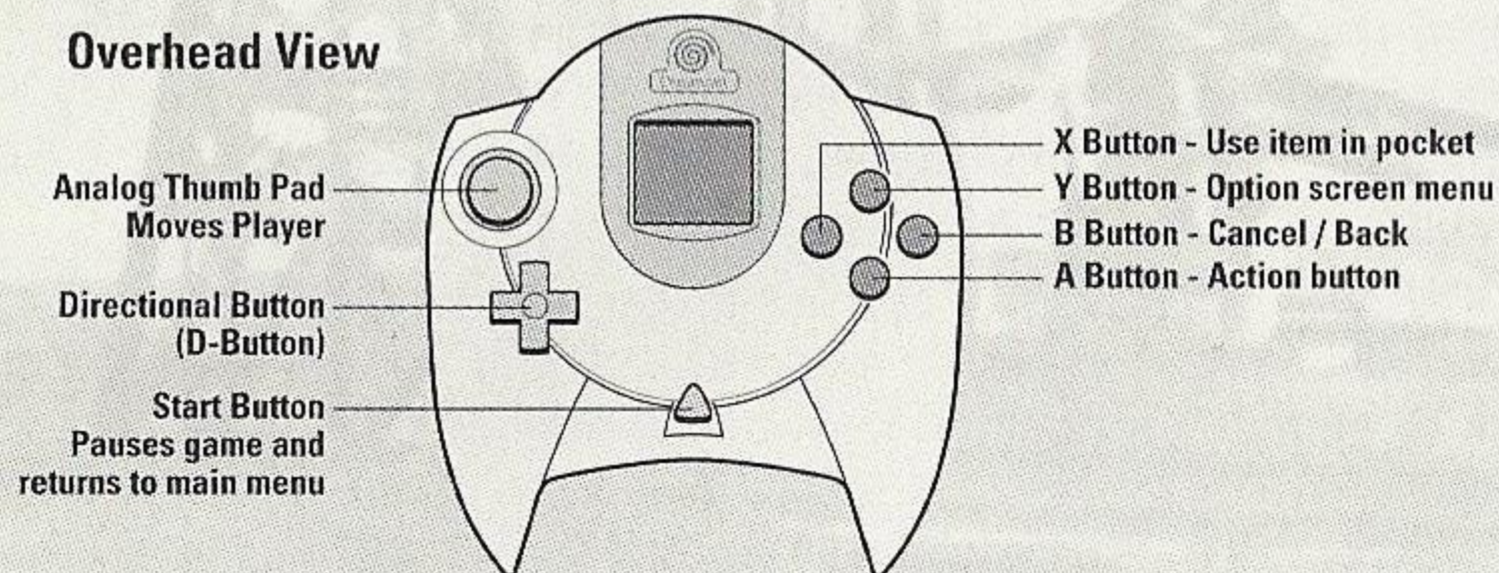
- To save a game or resume a saved game, insert a memory card (VMU) into the expansion slot.
- Choose the desired expansion slot location with the Analog Thumb Pad. Press the A Button to select, then follow the instructions on the screen to enter your initials.
- It is only possible to load a saved game if the VMU is correctly inserted into the console before the power button is put into the on position.
- The number of memory blocks required to save game files varies according to the type of software and content of files to be saved. In Conflict Zone, 12 blocks are required to save each game (including its options settings).

2. Controls

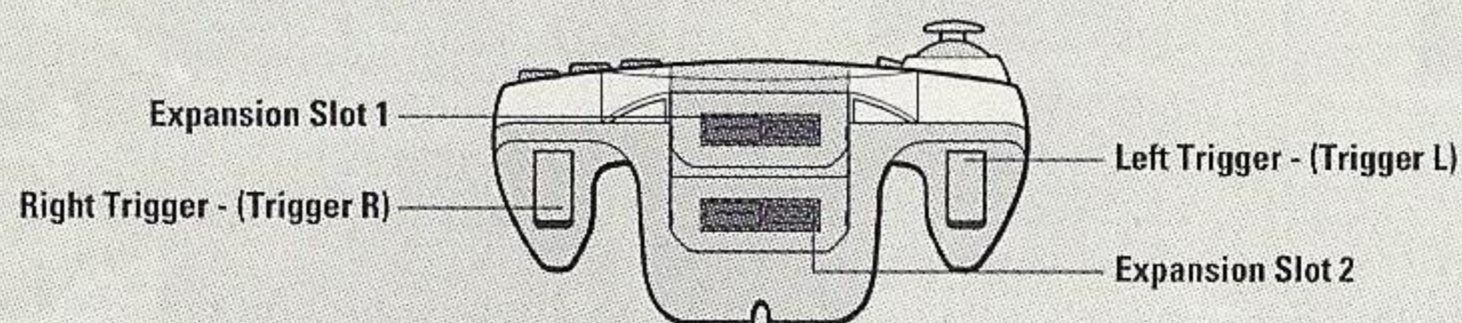
The following list shows all initial or default button assignments.

SEGA DREAMCAST CONTROLLER

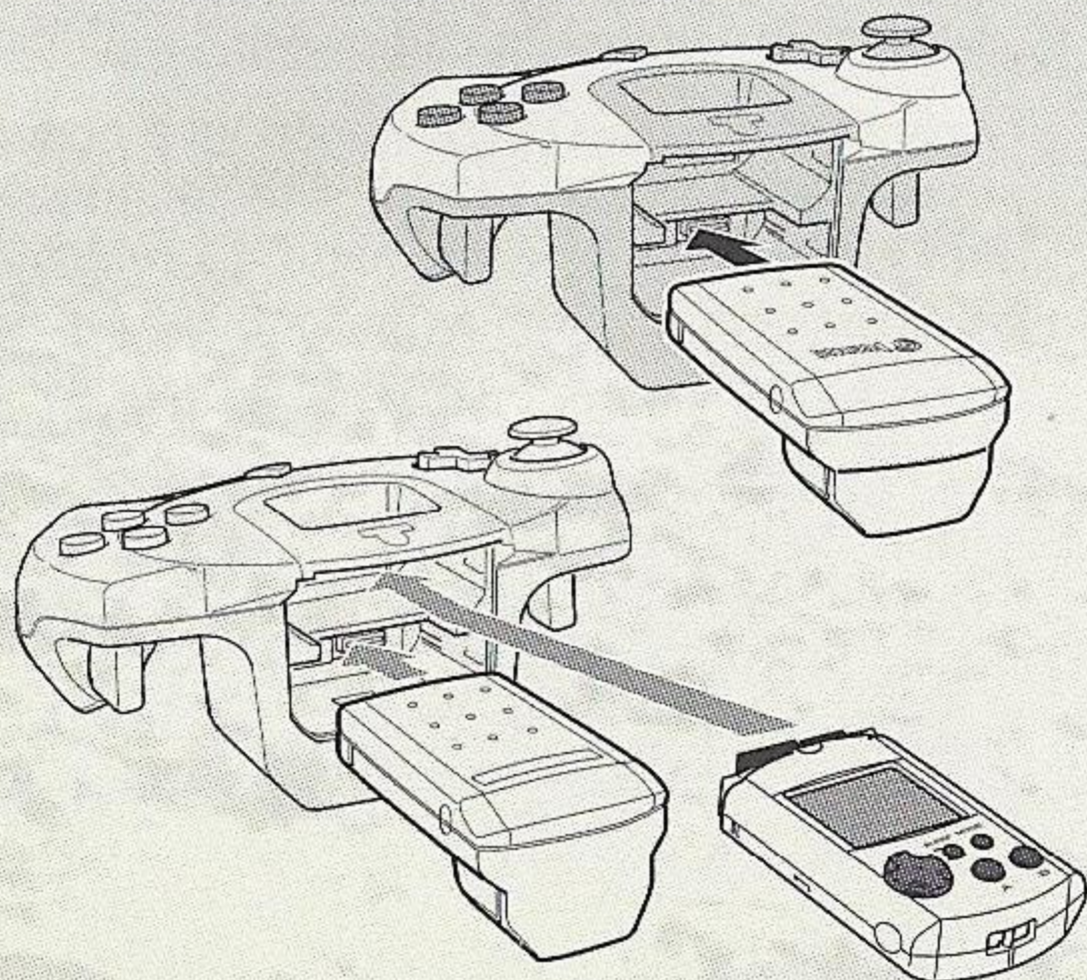
Overhead View



Forward View



SEGA DREAMCAST JUMP PACK™



Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power on. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power on, immediately turn power off and then on again making sure not to touch the controller.

To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software.

When the Jump Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.

II. GEOPOLITICAL CONTEXT

It is 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 ...

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 are comprised of troops and materials allocated by each member block.

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

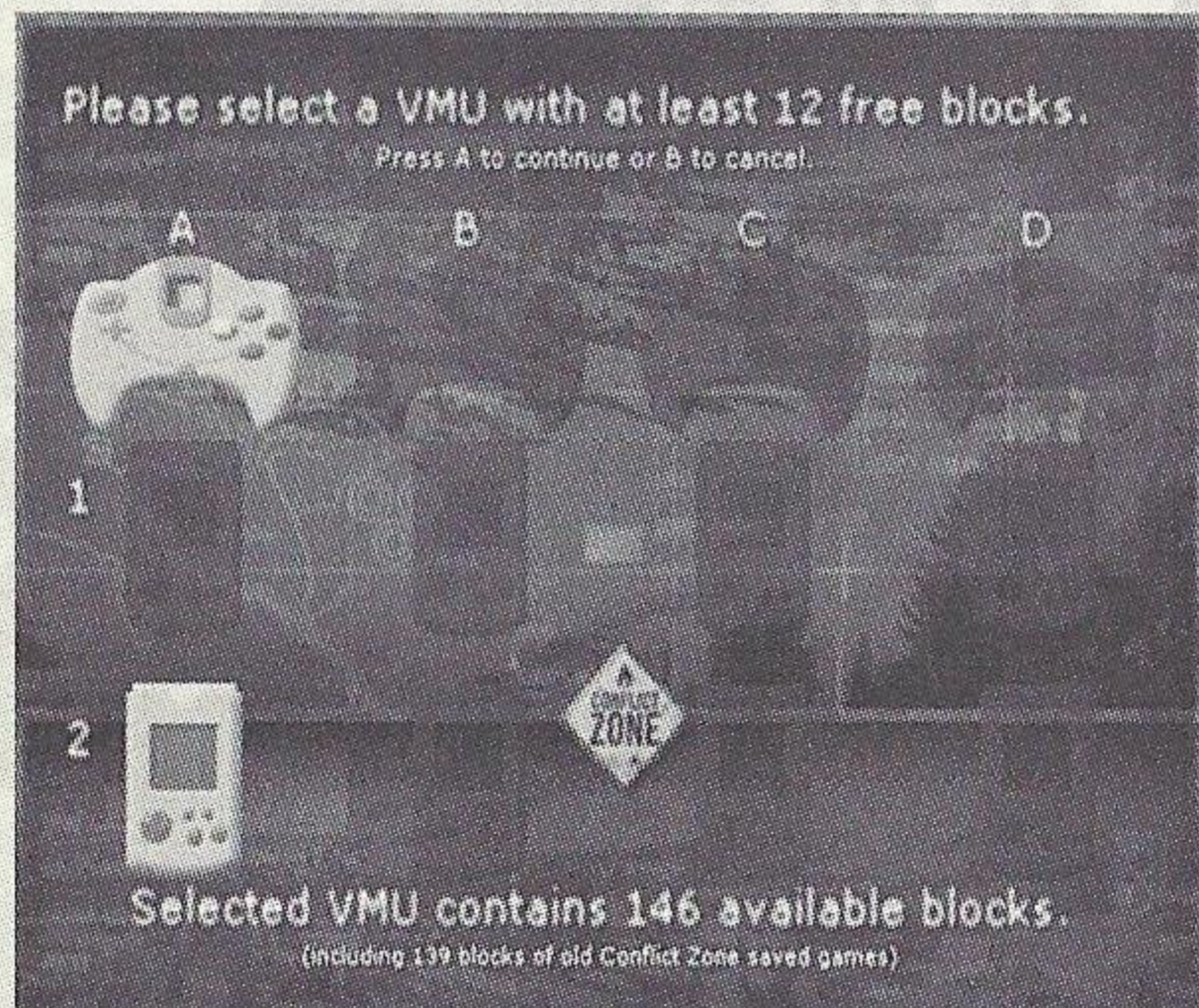
The GHOST is a secret group of large multinational corporations and independent countries. Its objective is to protect the interests of its members. To do this, the GHOST is willing to stir up the international scene and provoke crisis situations to discredit the ICP and prevent the ratification of agreements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

In Conflict Zone, the player can take on two opposing roles:

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

III. PLAYING CONFLICT ZONE

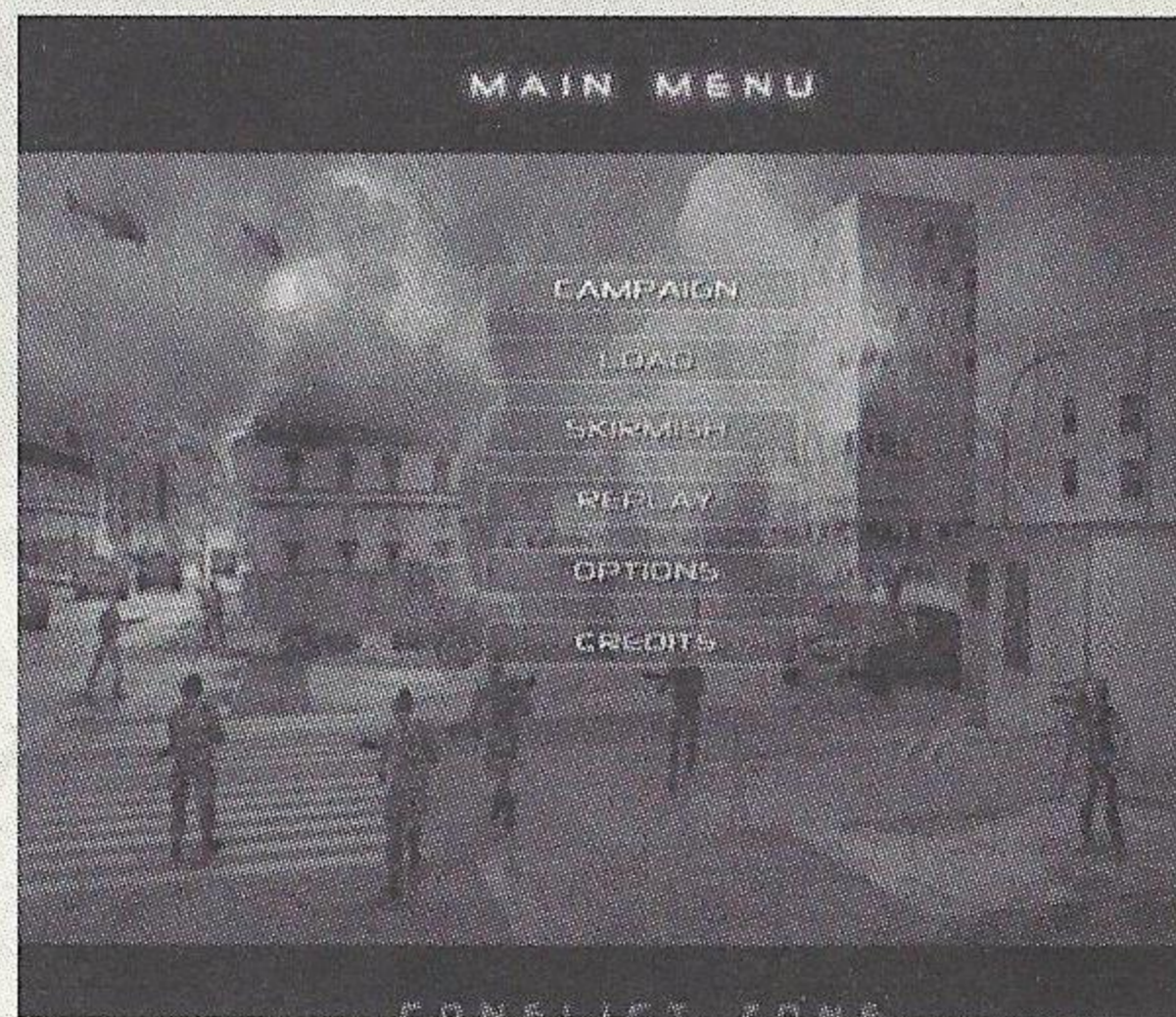
The game begins with introductory videos. You can skip any video by pressing the Start Button. After these videos, you are taken to the VMU (Visual Memory Unit) selection screen where you record your game options and player profile.



Choose the location where you have inserted a VMU, then press the A Button to validate; press the B Button if you have no VMU or if you do not wish to save. If there is not enough free space on the selected VMU, the game will ask you to choose another location: press the A Button or the Start Button to return to the previous screen. You may also choose to continue without saving by pressing the B Button.

You are then taken to the game's title screen. Press the Start Button to go to the Main Menu. If you do nothing, after a minute a 'demo' mode is activated: this can be interrupted at any time by pressing the Start Button.

Use the directional pad up and down to navigate through the Main Menu. The Start Button or the A Button validates your choice; the B Button takes you back to the title screen.



1. New campaign ("Campaign")



This menu enables you to begin one of the 2 campaigns proposed 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 very progressive, and as the player's task gets more and more complex, up to 4 commanders will be allocated in a supporting role. Every campaign is independent of the others, and campaigns 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 go on to the following mission and his progress is registered in his player profile.

- "ICP campaign: Guardians of the Peace." The ICP campaign places you at the head of the ICP's Territorial Army. As a general, your task will be to command the ICP troops to intervene in different conflicts and to put a

stop to 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 neighbors.

Use directional pad left and right to choose a campaign.

Three levels of difficulty are available ("Easy", "Medium", "Hard").

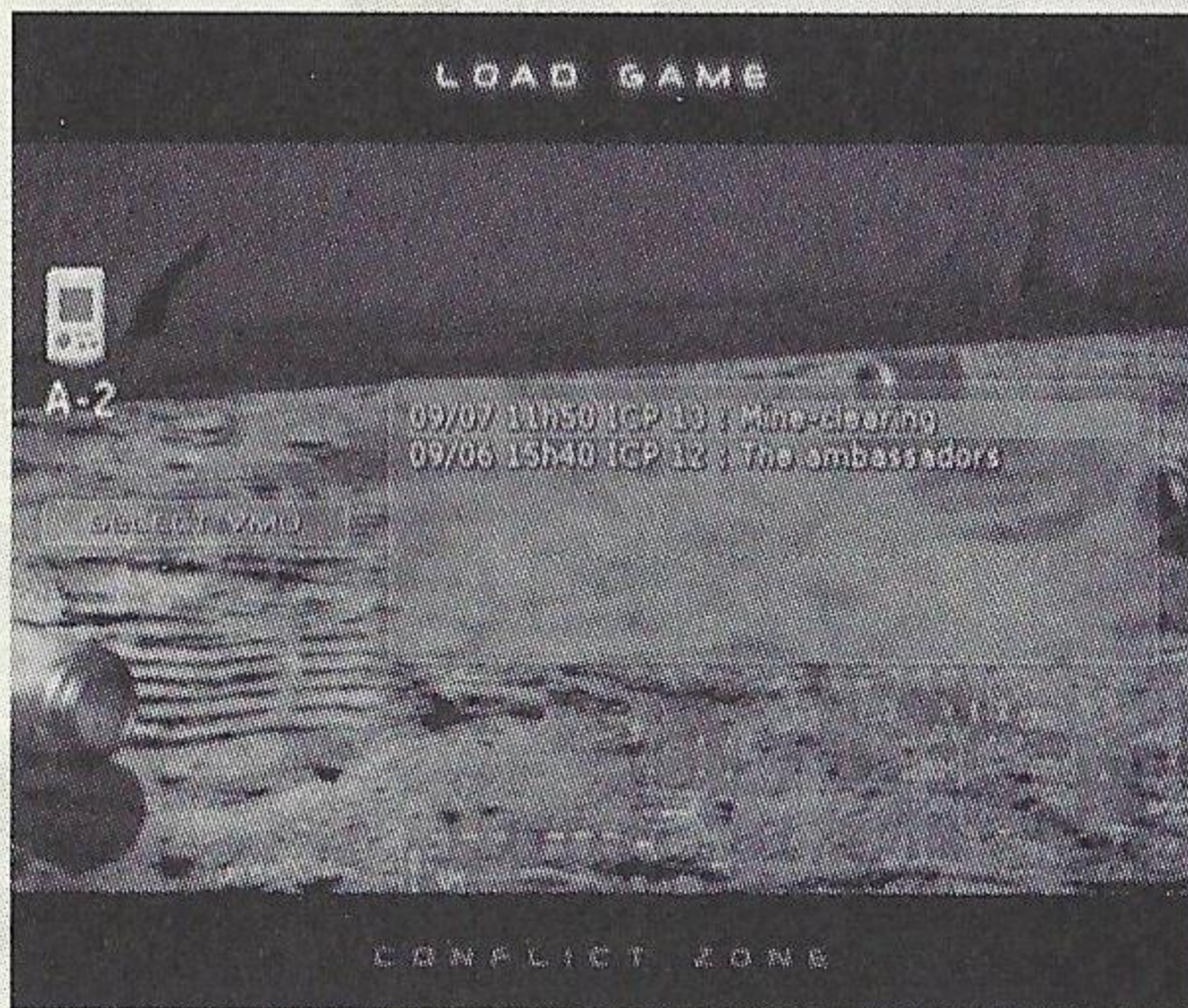
Depending on the level of difficulty, your adversaries will vary in number, aggression and deviousness. The higher the level, the more complex and cunning the strategies they will develop, forcing you to really give your all. Some mission goals will also vary in how hard they are to attain.

Press directional pad down, then use directional pad left and right to choose the level of difficulty.

If you have already begun a campaign and you wish to continue it, all you have to do is press the Start Button. This simply enables you to take up a campaign where you left off—that is, from the start of the first mission you have not already successfully completed. However, you will not be allowed to change the difficulty setting chosen for the campaign.

To start a new campaign from the beginning, press directional pad down to activate the "New Campaign" Button and validate with the A Button. If you have already started the campaign, a confirmation screen asks you if you want to start again from the beginning.

2. Continuing a game ("Load")



Enables you to get back into a previously saved game.

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

Use directional pad up and down to choose the saved game you wish to load, then begin the game by pressing the A Button or the Start Button.

You may also change the current VMU by clicking with the A Button on "Select VMU."

3. Replaying a mission ("Replay")



Enables you to play again any campaign mission already accomplished with the present player profile. The list of all the accessible missions appears on the screen. The available 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.

Use directional pad up and down to choose the mission you want to replay and directional pad Left and Right to select the level of difficulty. Lastly, start the game by pressing the A Button or the Start Button.

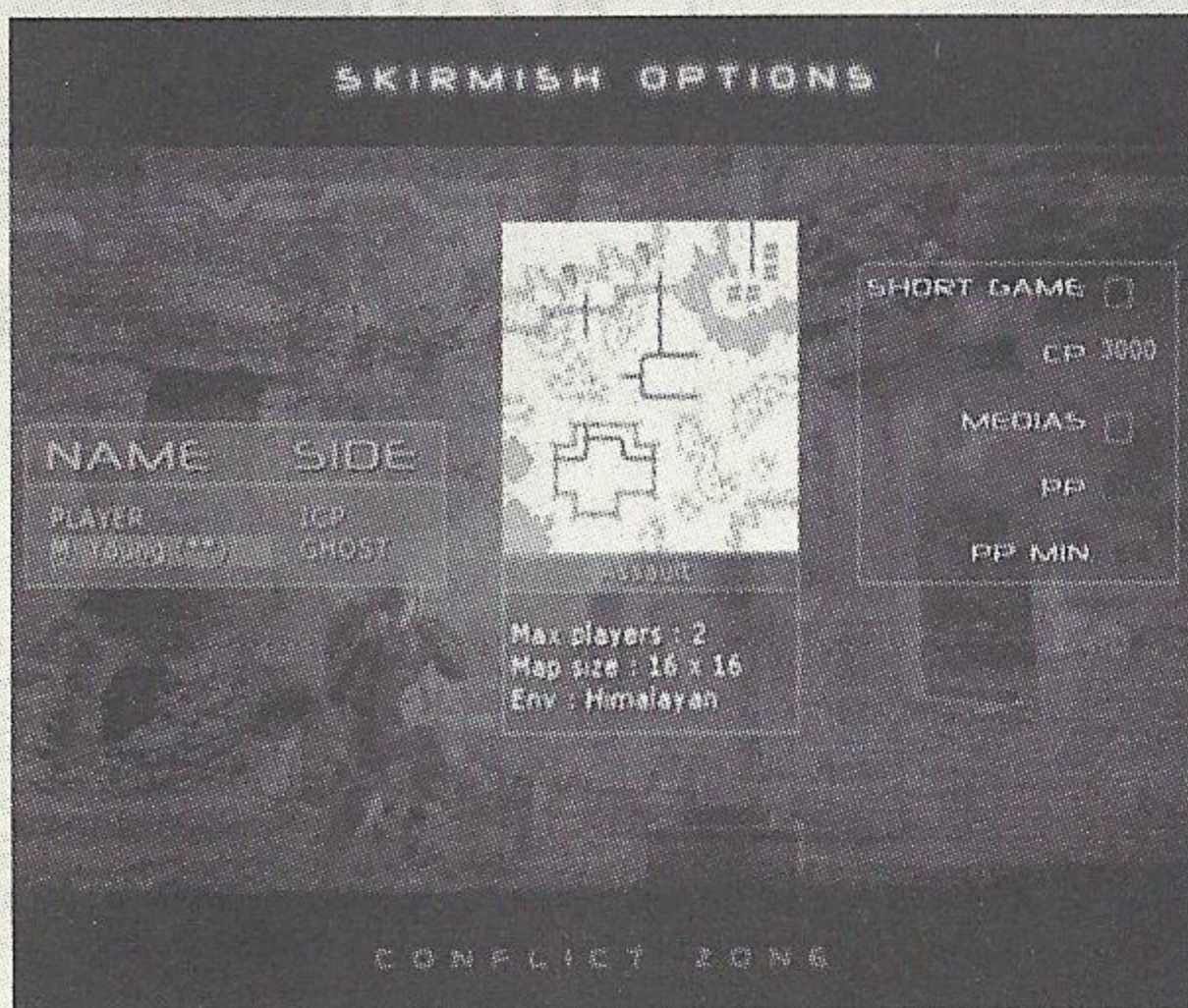
4. Skirmish ("Skirmish")

Skirmish play mode:

This mode enables you to play against a virtual, computer-controlled opponent. In fact, several different virtual opponents can be chosen. In skirmish mode, the aim is to eliminate the opponent. This condition is met if:

- The opponent has no more units (neither troops nor buildings);
- His popularity level is below the minimum threshold (if the "minimum popularity" option has been checked);
- From the moment he possesses no further buildings (if the "short game" option has been checked).

Configuring a skirmish game



Use directional pad left and right to navigate through the option zones. The A Button is used to activate / deactivate options.

- **Choosing the opponent:** In the "Name" column, click on the default opponent name to open the list with all the names, then use directional pad up and down to choose another name—if desired—and, lastly, validate your choice with the A Button.
- **Choosing the players' sides:** Click on each of the 2 opponents in the "Side" column to toggle

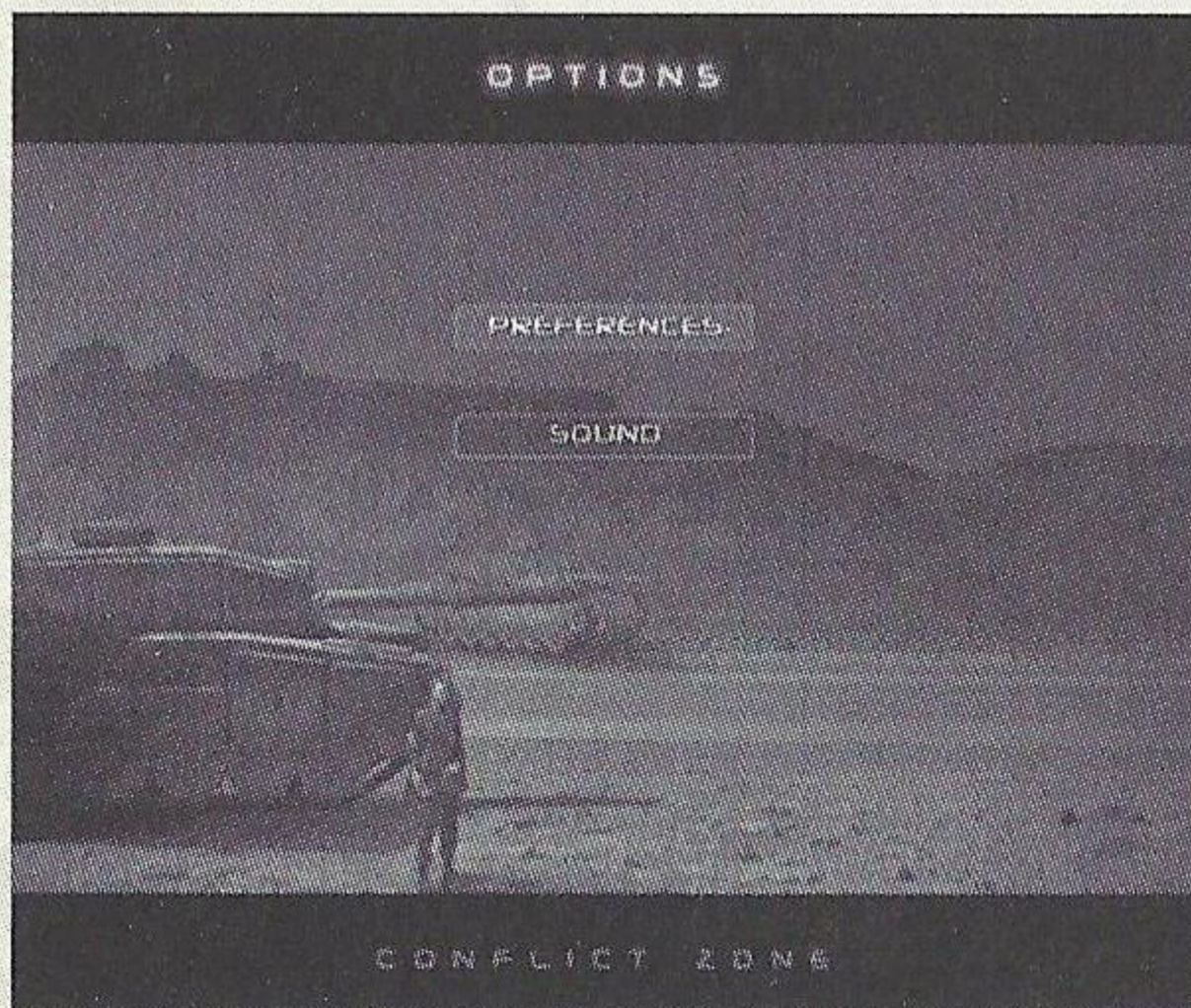
between ICP and GHOST.

- **Type of card:** Press the A Button to open the list of available cards, use directional pad up and down to choose one from the list and validate your choice with the A Button.
- **Initial resources:** Click on "CP" and "PP" in the right-hand zone to determine the command points and the popularity score of all the players at the start of the game. The A Button increases the value of the current option and X Button decreases it.
- **Using the media:** Click on the "Media" option if you want popularity to be taken into account. If the option is unchecked, the players' popularity scores (and the technological tree) will remain at their initial level: 100%.
- **Popularity:** "PP" determines the popularity threshold at the outset. The A Button increases the value and X Button decreases it.
- **Minimum popularity:** "Min PP" determines the popularity score below which a player is declared defeated. The A Button increases the value and X Button diminishes it. If the "Media" option is unchecked, "Min PP" is not accessible.
- **Quick game:** Check the "Quick game" option to activate the defeat of a player when he has no buildings left.
- **Starting the game:** Press the Start Button.

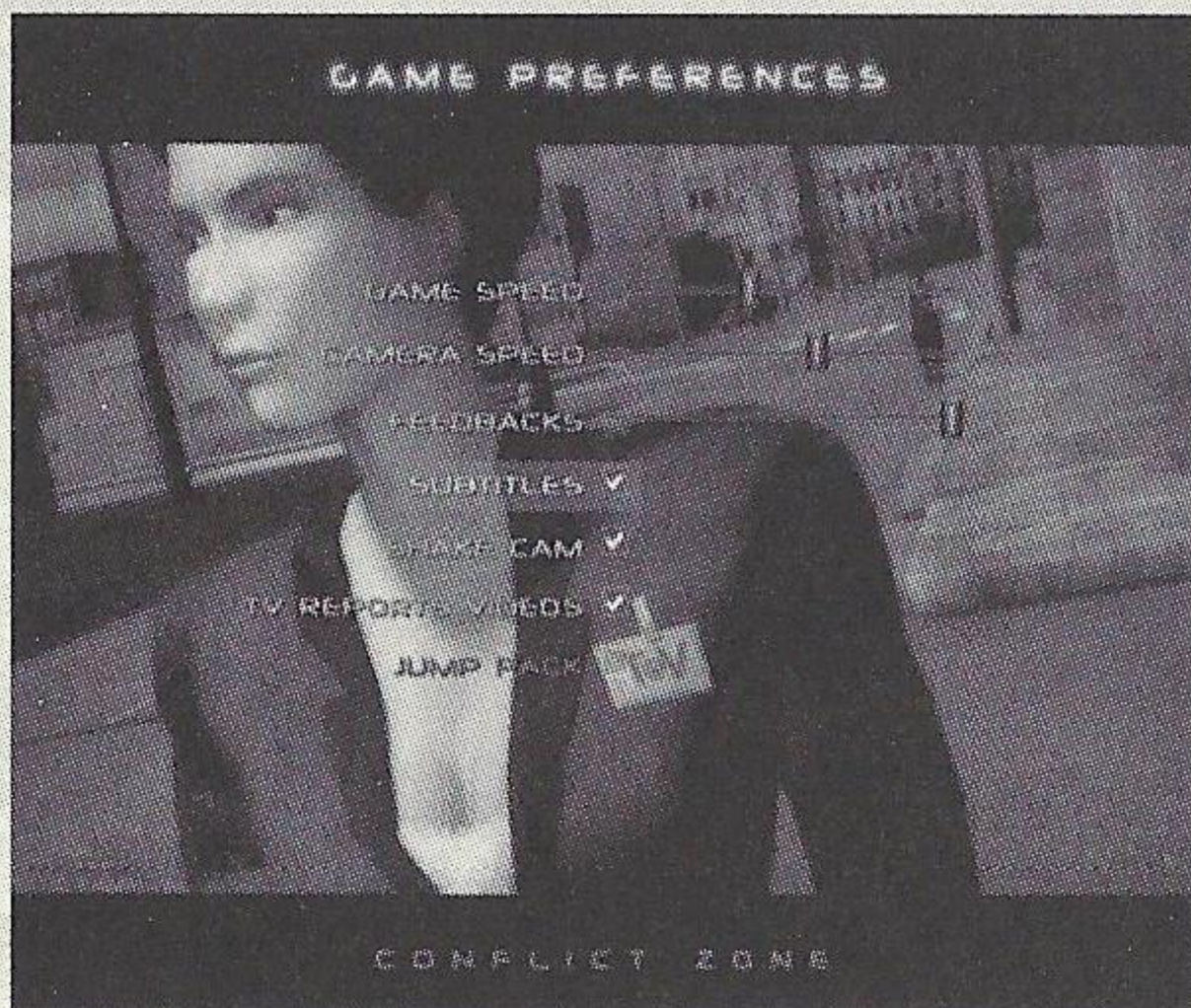
5. Options ("Options")

The "Options" entry gives you the choice between:

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



Game preferences ("Preferences")

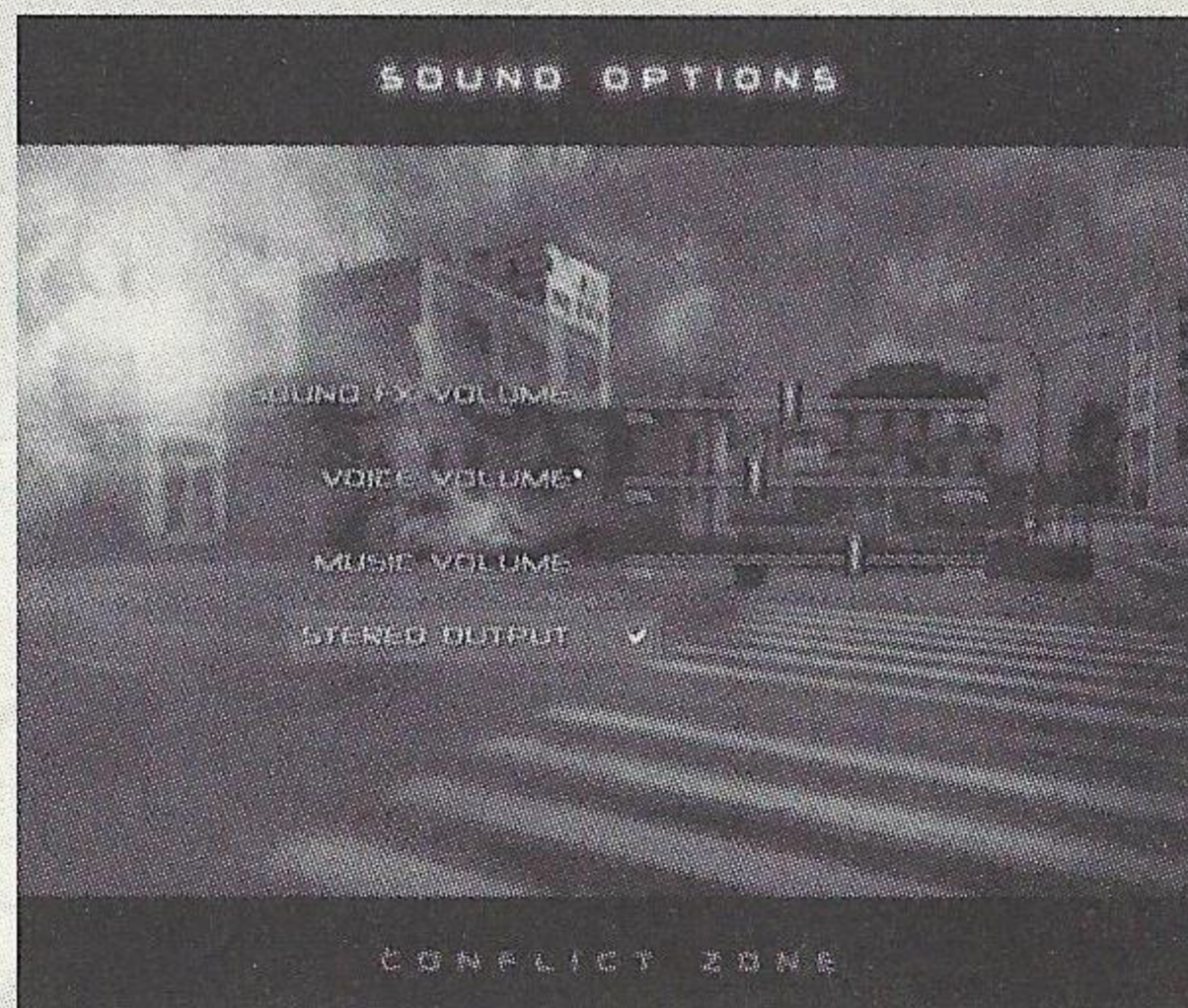


Use directional pad up and down to navigate through the options.

Use directional pad left and right to modify the values and click on the A Button to activate or deactivate an option.

- "Game speed": modifies the speed of the game.
- "Camera 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 a character addresses a 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.
- "Jump Pack": determines if the vibrating functions of the Jump Pack should be used when explosions take place. This option cannot be activated if you do not have a Jump Pack.

Sound options ("Sound")



Use directional pad up and down to choose the option you wish to modify.

Move the cursors with directional pad left and right to adjust the volume for sound effects, voices and music.

Click on the "Stereo sound" box to activate or deactivate stereo effects.

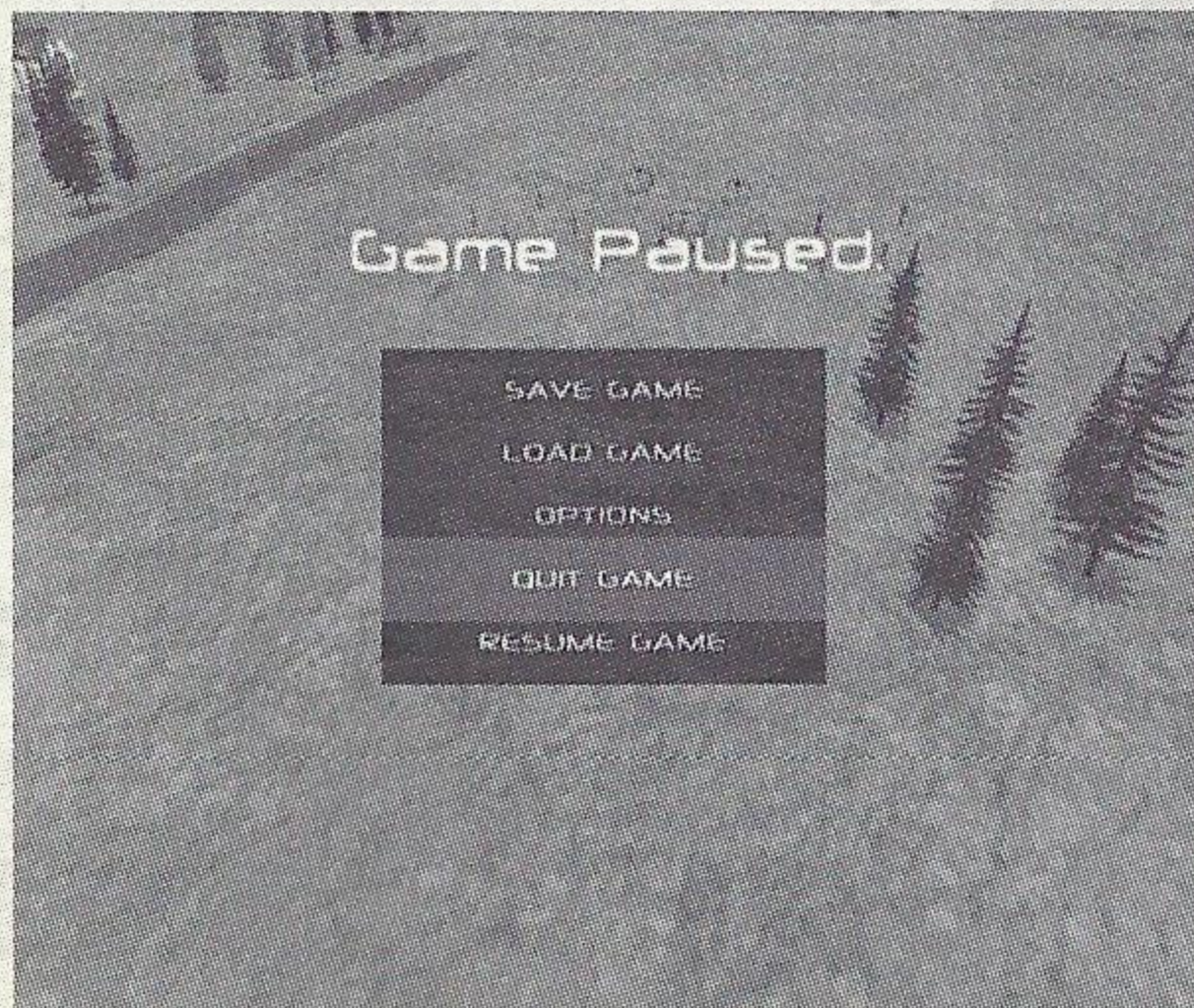
Press the Start Button to save your settings, or the B Button to cancel your modifications.

6. Credits ("Credits")

Click on "Credits" to see the Conflict Zone creation team. Press the Start Button to go back to the main menu.

7. Pause menu

During a game, press the Start Button to pause the game and display the following menu. Press the Start Button again to return to the game.



- "Save Game" to store the game. A save screen indicates the name of the saved game, the number of blocks required and the remaining space on the currently selected VMU.

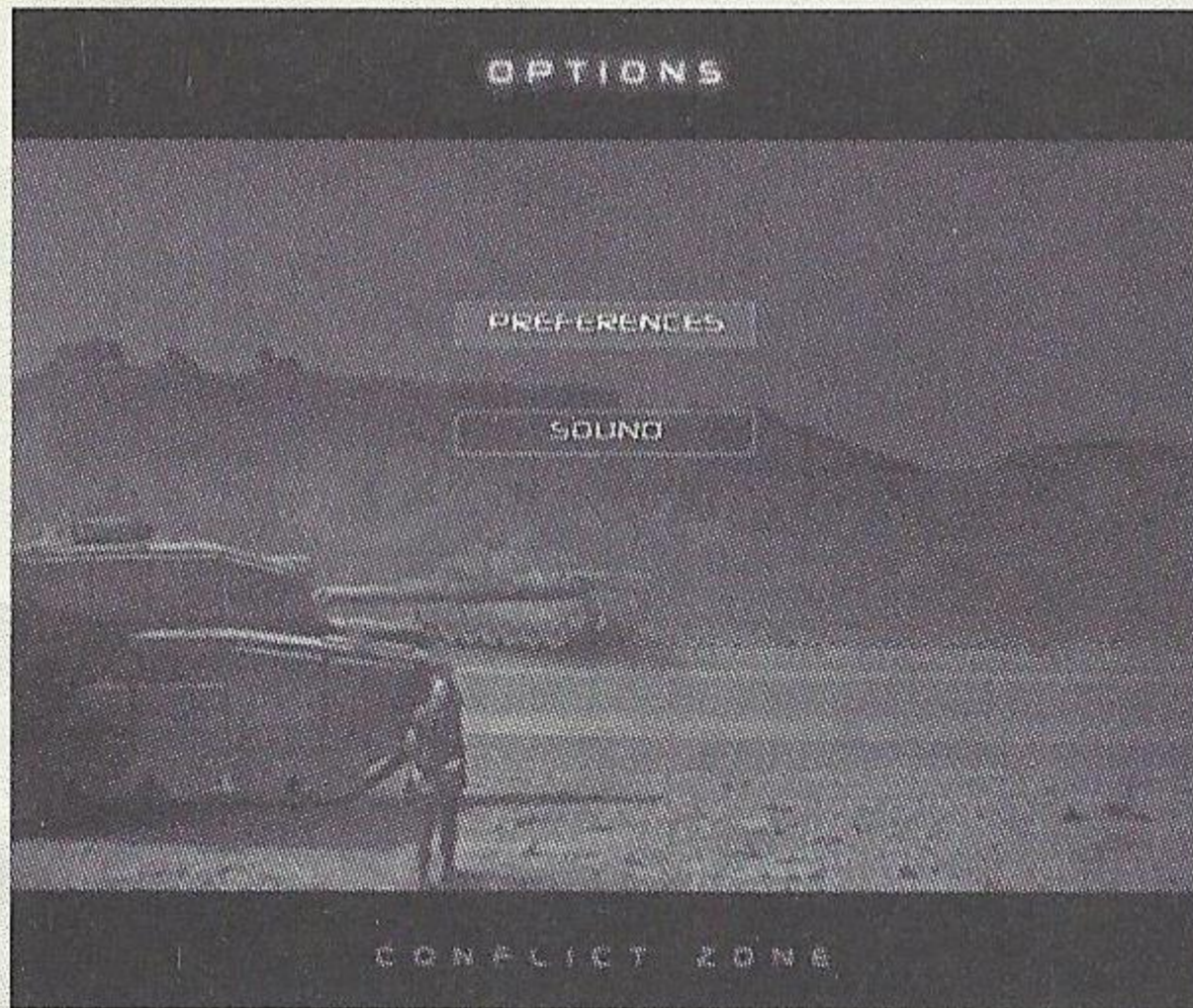


If you have enough space on your VMU, click on the mission with the A Button and press the Start Button to save.

If you do not have enough space, you will be asked whether you wish to overwrite the previously saved game.

You may also choose another VMU by clicking on "Select VMU" with the A Button. You can then use directional pad left and right to choose the VMU on another controller, and up and down to choose the VMU on another location on the same controller.

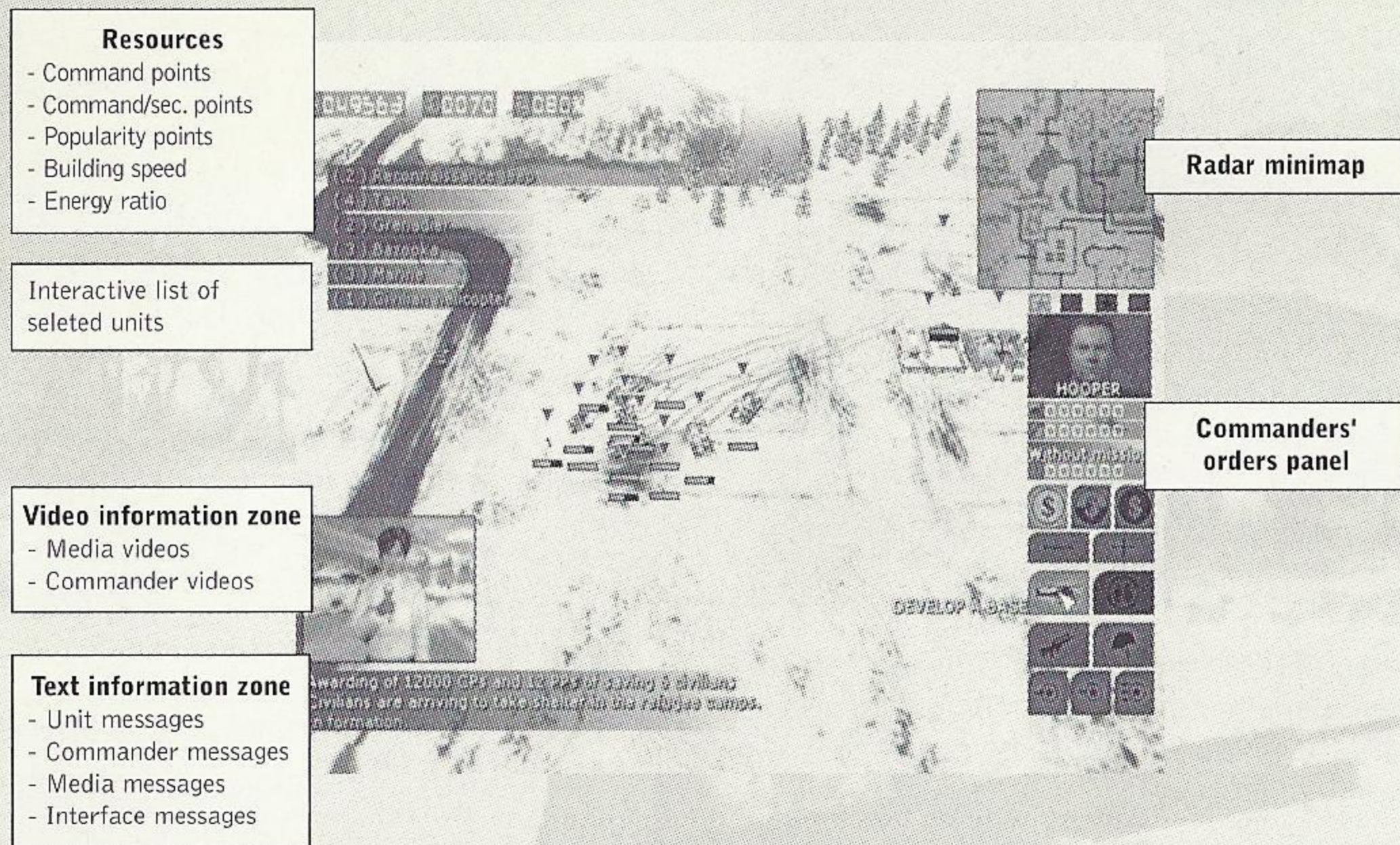
You may also choose to create space on a VMU by deleting previously saved games (using "Delete"). To do this, choose the saved game you wish to delete and press the A Button or the Start Button.



If you have no VMU, or not enough free blocks on one of your VMUs, you cannot save your game. In this case, press the B Button to go back to the game.

- "Load Game": loads a game.
- "Options": modifies the game options (preferences and sound options).
- "Quit Game": exits the ongoing game. The end-of-game screen is displayed, informing you that you have abandoned the game. You may then choose between beginning the same mission again or going back to the Main Menu.
- "Resume Game": returns to the current game.

IV. GAME INTERFACE



1. Camera controls and orientation

Main camera controls

- Analog Directional Pad: to move the camera
- Right Trigger + Analog Directional Pad: to turn the camera
- Right Trigger + A Button: zoom in
- Right Trigger + B Button: zoom out
- Left Trigger + Right Trigger + Start Button + directional pad (Up, Down, Left or Right): to memorize camera positions
- Left Trigger + Right Trigger + Start Button + directional pad (Up, Down, Left or Right): to recall the memorized camera position corresponding to the directional button pressed
- Y Button: to re-initialize the camera

Radar minimap

A radar minimap that represents the entire terrain can be found at the top right-hand side of the screen. A blue trapezoid represents your current field of vision. Use the radar minimap to move instantly to any point on the ground. Click inside the radar minimap and you will be teleported to the designated place. You can also hold down the X Button and use the Analog Directional Pad to move around quickly on the map. Press B Button to go back to normal mode.

Strategic map

This is an enlarged, more detailed version of the radar minimap. It can be accessed by pressing on the Right Trigger and simultaneously pressing twice on Directional pad up. It functions in a similar way to the radar minimap.



Symbols and arrows indicate your troop positions and movements, and the positions of the other protagonists of the conflict when they are in the field of vision of your units. On the right hand side, a key indicates to whom the units and buildings belong. Mobile units are represented by directional triangles, and the buildings by squares. Your selected or attacked units flash so as to be easily spotted. Press B Button to go back to the normal mode.

Note: When a spy enables you to infiltrate a fixed radar or an enemy command center, the strategic map gives you the enemy troop positions and movements!

Text information and camera movement zone

The messages sent to you by your units, commanders, the media, etc. are written on the bottom left-hand side of your screen. The 3 latest messages received remain visible in the text information zone. When you click on one of these messages, the camera moves and automatically points to the place it was sent from.

2. Resources

Money is what it's all about, but money isn't the only important thing in Conflict Zone. To succeed in your task, you need to control the levels of 3 different resources: your command points, your popularity score, and the energy ratios of your bases. The resource line at the top left-hand side of the screen keeps you permanently in touch with 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 the buildings, equip the troops and assemble the combat vehicles. They are continually attributed to you by your high command at the speed indicated on the side. This represents the number of command points won per second.

If you are playing for the ICP, you will also receive bonuses if you save civilians, but you will need to create a refugee camp and go pick up the civilians in the villages with a transport helicopter.

Popularity score

The popularity score (a percentage) reflects the level of trust the high command has in you. You must have a minimum popularity score if you want to buy a building or unit. This should be specific to each building or unit. The popularity score is directly linked to the way you conduct your operations and determines your technological tree. If you respect your side's doctrine, your popularity 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 allowed until you gain sufficient popularity.

Note: For more information on the popularity score with regard to the sides played, please refer

to the chapters 'The ICP side' and 'The GHOST side' elsewhere in 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 more than 100%.

Most of the buildings you construct consume energy. You should therefore build enough generators to supply each of your bases correctly and maintain the energy ratio above 100%. If the ratio goes below 100%, a beep will warn you that your automatic defenses are no longer functioning, and that possible building speed bonuses have been deactivated. You will need to build extra generators to bring the energy ratio back up to 100% and to cancel out the effects of under-supplying. Once you have achieved over the 100% limit, your base will instantly become operational once more.

Building speed

The number displayed informs you of the speed of construction of your buildings. If you build a logistic center, your buildings are constructed twice as fast. If two logistic centers are built, your buildings are constructed three times as fast. It will not prove useful to you to build more than two logistic centers per base.

3. Establishing a base

To establish a base, you must move one of your units to a zone of ground that is made up of dark rectangles. These rectangles indicate locations where a base can be built. One of the orders available for troops posted on the site of your future base is "Colonize". Click on the icon to begin building a command center. An orange progress bar confirms that construction is under

way. When this bar is full, a helicopter will arrive to deliver you the necessary materials for the final assembly of the building. It should be noted that placing a building incurs costs in terms of command points. These are deducted as soon as you take command of the building.

Constructing buildings

Click on your command center with the A Button to display the icons for the buildings you can construct. You can also press simultaneously on the Right Trigger and Directional pad right. At the start, only the generator is available. Click on the generator icon then designate an available site on your base (with the directional pad) to begin construction. When it is ready, you will have access to new buildings.

The technological tree for buildings (that is, for all the buildings to which you have access) is very limited at the beginning of the campaigns: it opens out as the missions proceed.

Assembling vehicles and equipping soldiers

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

WARRANTY REGISTRATION CARD

You can register online at <http://register.ubisoft.com>

1. Mr. Mrs. Ms.

First Name _____ Last Name _____

Address (Number & street, please no PO boxes) _____

Apt./ Unit # _____ City _____ State _____ Zip _____ Country _____

Phone number _____ E-mail _____ Birthdate / / _____

2. **Title of the game you just bought** _____

For which platform?

PlayStation®2

Game Boy® Color

PlayStation®2

PC-CD Rom

Nintendo® 64

Sega Dreamcast™

Store where purchased? _____ City _____ State _____

3. **Who selected this product / who purchased it?**

I Did

I Did

Mom

Mom

Dad

Dad

Brother/Sister

Brother/Sister

Grandparent

Grandparent

Friend

Friend

Other _____

Other _____



Why did you purchase this product: (check all that apply)

Friend's recommendation

Magazine review

TV ad

Radio ad

Packaging

Demo CD

Store display / demo

Price

Read/heard about it on the Internet

Brand name

Rented game first

Promotional offer

Other: _____

What are the 3 last games you purchased?

How many games did you buy in the last 12 months? _____

4. **What systems do you own?** (check all that apply)

PC

Nintendo® 64

Game Boy®

Internet connection: _____

Nintendo Gamecube™

Game Boy® Color

Processor: _____

PlayStation® game console

Game Boy® Advance

3D card: _____

PlayStation®2 computer entertainment system

Sega Dreamcast™

Xbox™ Other Systems: _____

Select your top 3 favorite styles of gaming:

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side' elsew

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functioning
bonuses ha
build extra
back up to
under-supp
100% limi
operationa

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logistic cer
twice as fa
buildings a
will not pr
two logisti

3. Establi

To establis
units to a
rectangles
where a ba
available f
future bas
begin build
progress b

- Adventure
 Role Playing
 Racing
 Strategy
 Puzzle
 Simulation
 Military
 Other _____

How many hours a day do you spend playing games?

- less than 1 hour
 1-3 hours
 4-6 hours
 7-9 hours
 10+ hours

How many hours a day do you spend playing games online?

- less than 1 hour
 1-3 hours
 4-6 hours
 7-9 hours
 10+ hours

Which gaming magazines do you read? _____

Which gaming sites do you visit? _____

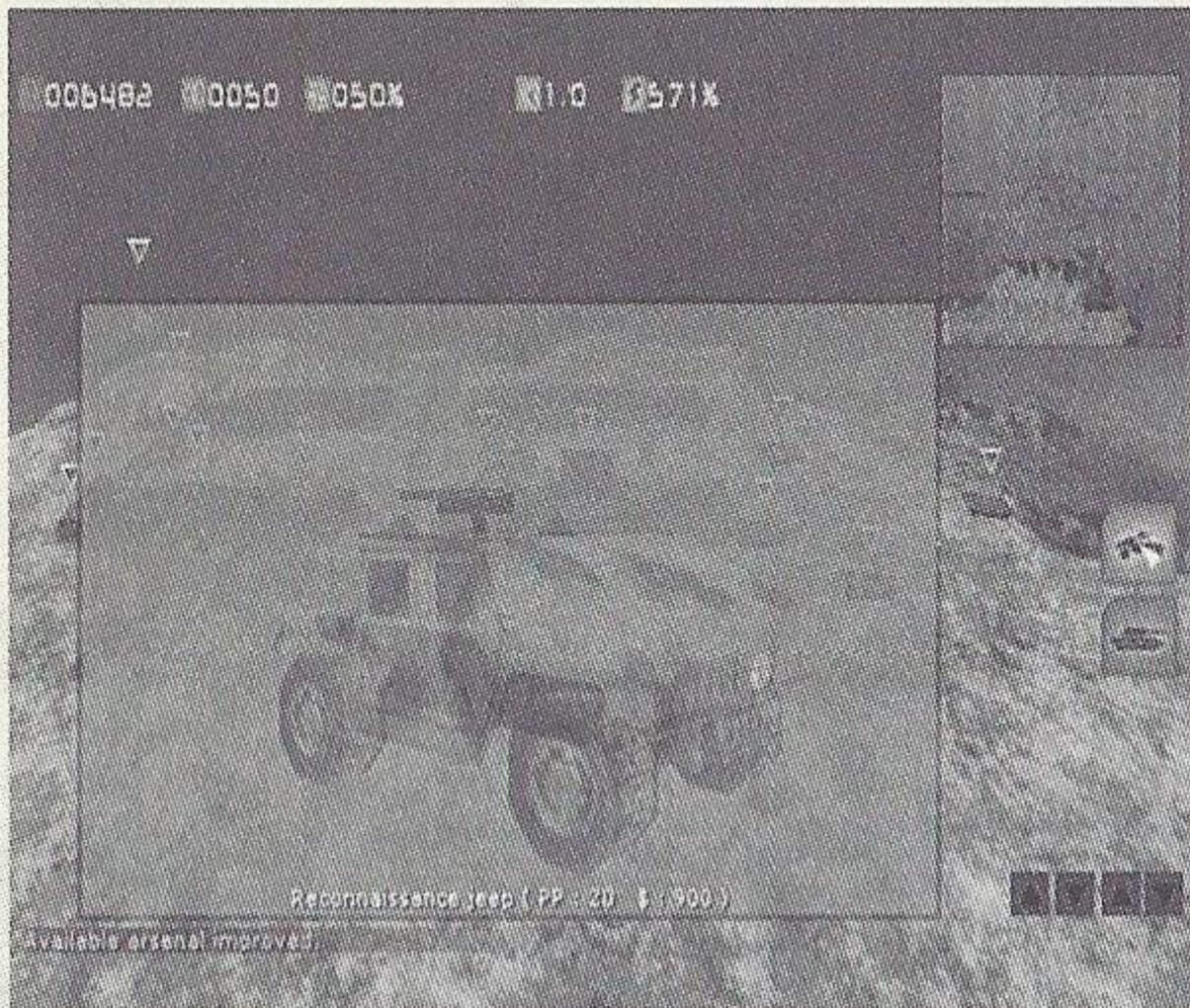
- Yes I would like to receive information on promotional offer and special rebates from Ubi Soft and Red Storm.

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Click with the A Button on the icon of a type of unit to order one of them. Click again to order more. 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 may also assemble vehicles or equip soldiers by clicking on the command center or pressing simultaneously on the Right Trigger and Directional pad right. If you go through the command center you will be able to distribute your orders automatically 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 (that is, for all the units to which you have access) is very limited when you start a campaign but it opens up as the missions progress.

4. Controlling your units

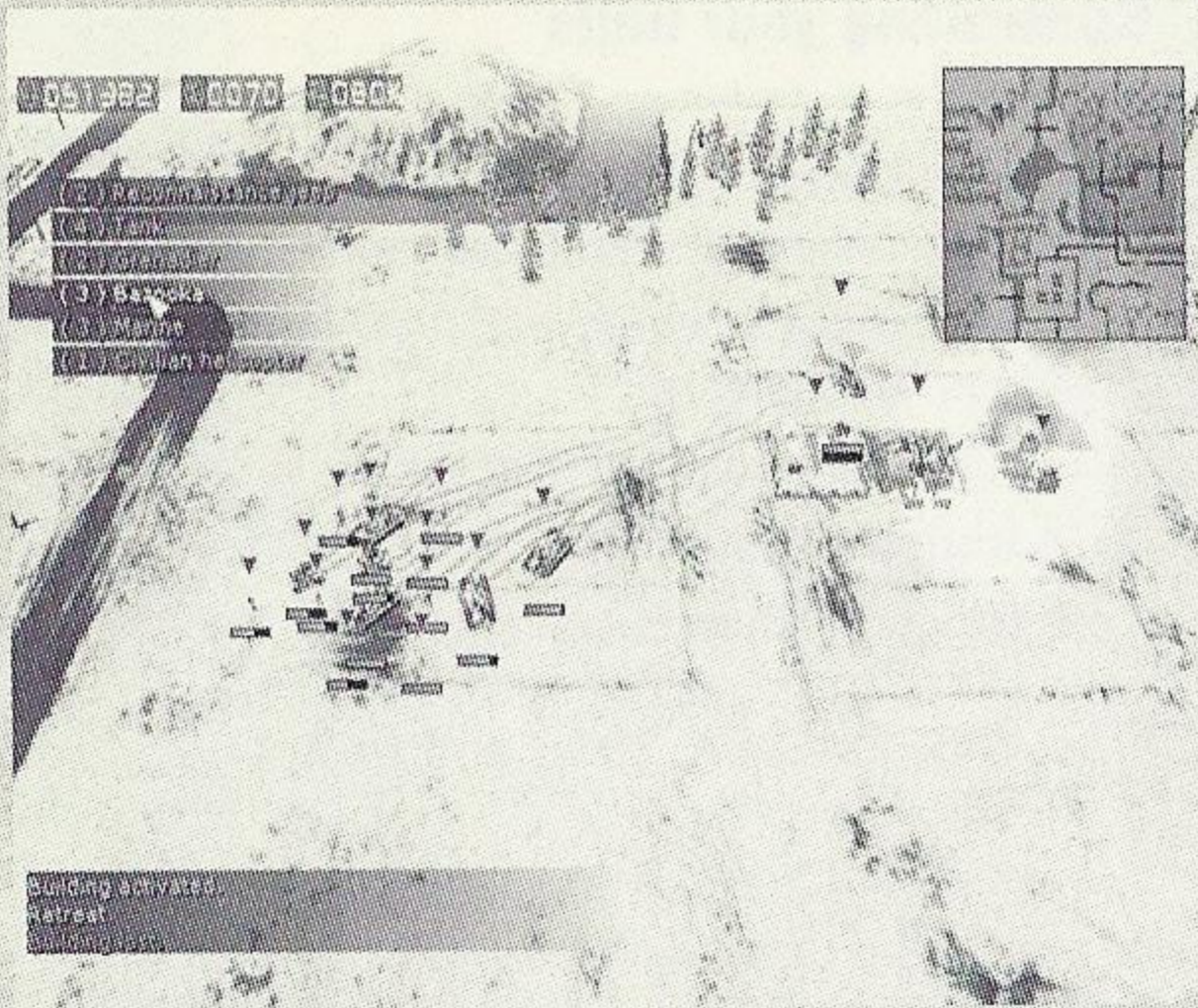
Selection

- A Button (on an unselected unit): adds this unit to the selection (additive mode).
- A Button (on a selected unit): withdraws this unit from the selection.
- B Button: deselects all selected units.
- X Button: selects all units on the screen.
- Left Trigger + Directional pad right: the units selected change behavioral order (loops through Aggressive, Strict and Defensive modes).
- Left Trigger + X Button: selects the last group to which the unit belonged.
- Right Trigger + X Button: 'pursuit' mode for the units selected.

Ongoing selection list

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

- Click with the A Button on a type of unit to restrict your selection to that particular type.
- Click with the X Button on a type of unit to remove that type from the selection.



Memorizing a current selection

- Left Trigger + Right Trigger + Start Button + the A, B, X or Y Button: the selected units take their group number from the button you pressed: A, B, X or Y.
- Left Trigger + Right Trigger + the A, B, X or Y button: the memorized units in the corresponding group (A, B, X or Y) are re-selected. Press on the A, B, X or Y Button again to center the camera on the re-selected group.

Orders to units

Automatic orders

- A Button (on a unit): the selected units carry out the most logical order on their target.
- A Button (on the ground): the selected units move—if possible, to the point indicated.

Note: You may also use the radar minimap or the strategic map to designate a destination.

- Attack: click with the A Button on an enemy unit and your units will attack it.

- Group attack: click with the A Button on an enemy unit belonging to an enemy group and your units will divide out the targets by themselves.

Forced fire

If the choice of your units no longer suits you during a group attack, or if you want to concentrate fire on a unique target, hold the A Button down for 1 second when on the target unit: this forces fire, even against allies and civilians, regardless of the firer's behavioral order.














Manual orders

You may also use order icons. To display order icons, select the units and press simultaneously on the Right Trigger and Directional pad right 3 times in succession.



The number and nature of the icons displayed will 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	The units move to the indicated spot if it is accessible.
	Stop	Immediate stop of selected units.
	Attack	The target or the destination is attacked.
	Defend	Take up position on a spot and protect it.
	Heal	Enables doctors to heal wounded infantrymen.
	Repair	Enables mechanics and breakdown trucks to repair damaged units. Repair trucks only repair armored vehicles.
	Infiltrate	Spies only. They can infiltrate radars (fixed) and command centers or enemy garrisons.
	Load	Infantrymen only. Designates the vehicle (armored troop transporter or transport helicopter) to load the selected units.
	Unload	Armored troop transporter and transport helicopters only. Indicates place of unloading.
	Sabotage	Commandos only (saboteurs and snipers). Indicates building to be sabotaged.
	Mine	Minelayers only. Click on the place to be mined.
	Auto-kill	Destroy the selected unit (valid for all troops and for buildings).
	Shelter	In case of 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.

V. THE COMMANDERS

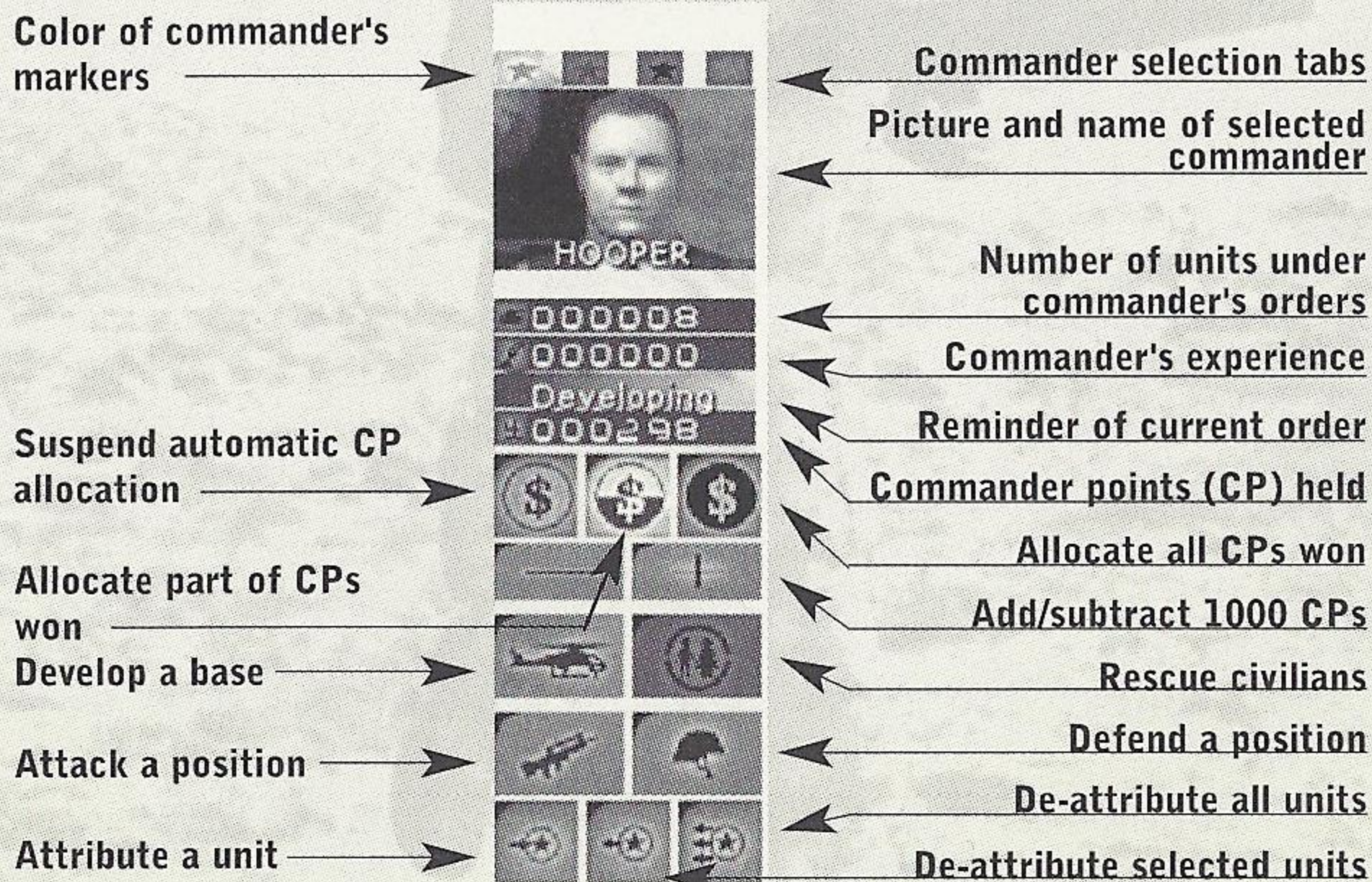
As you progress in your campaign, commanders are designated along the way to reward and assist you in your operations. You can have up to four commanders with you. You may delegate missions to them and put them in charge of bases and men. This enables you to concentrate on the jobs you are particularly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

All commanders are capable of taking charge of any type of mission: attacking, defending, base development, and, as an option, looking after civilians. Commanders all 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 have in them, they will gradually confirm, or on the contrary, modify their style.

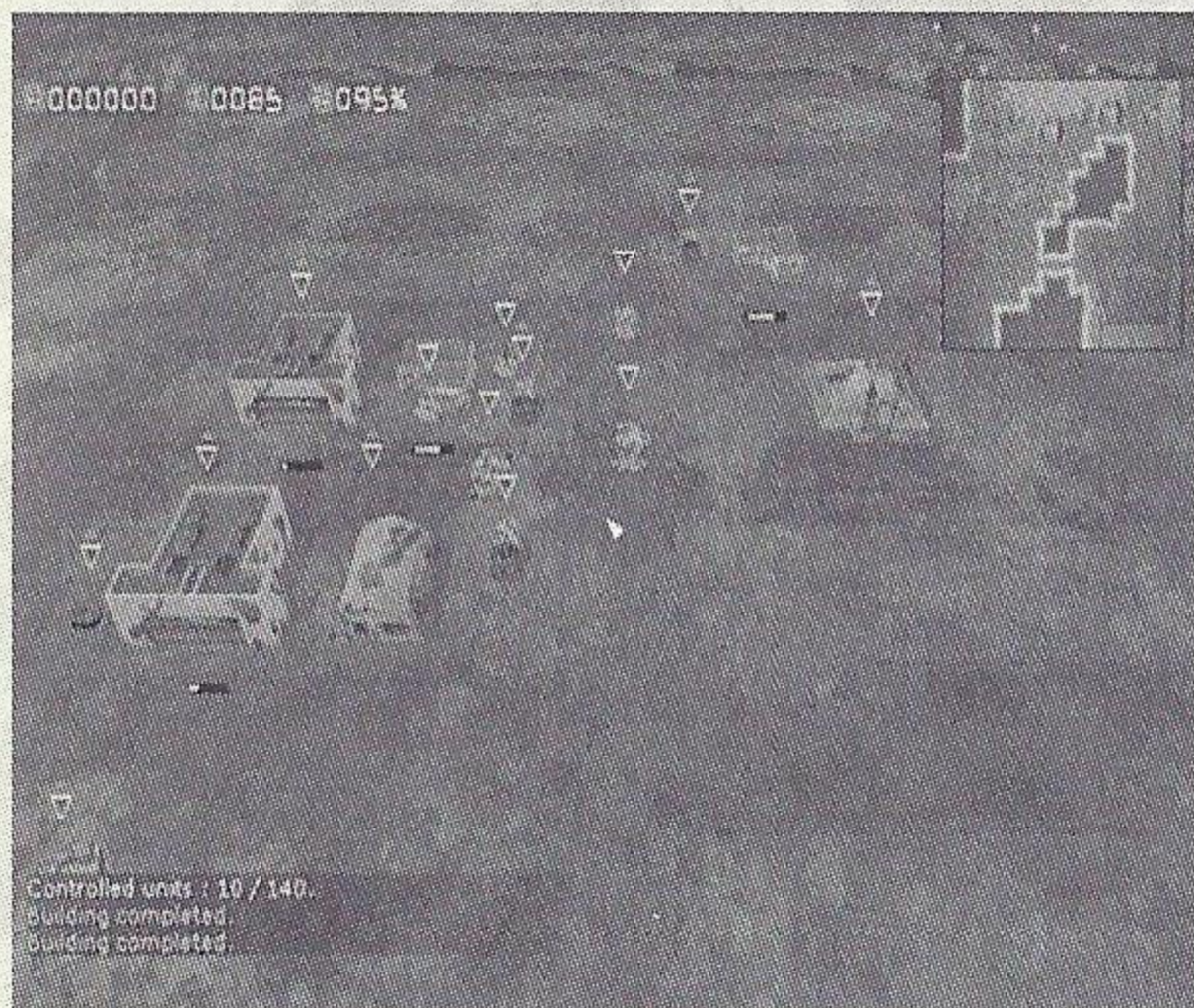
Press the Right Trigger and directional pad right twice to open the panel of commander orders. This panel is made up of 4 tabs maximum, one per commander. Click on one of the tabs to select another commander.

1. Delegating a base

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



To get a commander to develop a base, click on the development icon, then designate the base to be developed. If this need arises, the buildings that have already been created are topped by a colored triangle indicating that the base is henceforth under a commander's control:



Note: On your screen, each triangle's color corresponds to a commander. The commander's color 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 totally different. Moreover, depending on the context and that commander's experience working with you, each commander will adapt the way they develop a base. The evolution of your commanders is saved in your player profile.

2. Retaking and attributing units

You may 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. Select a group of units and assign them to him. Click on his attack icon and designate the objective (an enemy base, for example). 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: One 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.

VI. TACTICAL GUIDE

1. Behavioral orders

The control of units necessitates orders and instructions. Your units will not follow your orders in the same way, whatever the instructions given. You should learn to use the 3 instructions for maximum efficiency.

The instructions can be changed by pressing simultaneously on the Right Trigger and Directional pad Right. Each unit is topped by a marker that indicates the assignment it is going to carry out.

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 instruction. 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 where they can cause damage to the enemy. If they can't counter-attack, their survival instinct will tell them to take refuge.

Moreover, the units in Conflict Zone 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 are endangered so it can come to their aid if possible.
- The armored 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) heal or fix wounded or damaged units of their own accord.
- Emerging formations. Depending on the behavioral instructions given to a group of units, the units instinctively place themselves around each other for maximum group efficiency and to maximize their chances of accomplishing 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 alter the range and the shape of the field of vision.

3. Armor and hit points

Certain units are armored to enable them to absorb part of the damage they undergo. This armor is different at the front from at the back, and, generally speaking, is thicker at the front than at the back. A good strategy is to try and skirt round the enemy forces to shoot at them where they are least resistant.

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

4. Neutralization

Infantry units with less than 10% of their hit points remaining (life bar in the red) are neutralized. They can no longer move or enter into combat until they have been healed. The ICP can repatriate its neutralized soldiers with its helicopter ambulance. As for the GHOST, it can take neutralized soldiers prisoner. After a few minutes, any neutralized units that are not healed 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 their interventions in the fields of healing or making repairs. The more grades a unit clears, the more difficult it becomes for it to move on to the next grade. There are 6 experience levels in all, and these are more and more spaced out. Experience modifies the characteristics of the units: hit points, damage, vision range, and firing range. These characteristics are important, and consequently the experienced units are precious trump cards 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:

- "HP": current hit points
- "VF": current visual distance (dynamically calculated according to the altitude)
- "AR": armor points (deducted from damage undergone)
- "DM": damage points
- "FR": firing range (dynamically calculated according to the altitude)
- "KL": number of units killed

VII. ICP SIDE

1. Presentation

The ICP's actions are public. This organization must re-establish peace under the critical eye of independent media concerns. 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. For this to be possible, this multinational force has the latest technologies at its disposal. The ICP units are therefore faster, more powerful and more resistant, but their acquisition price is higher. Finally, the high ICP command will not have a general in command of more than 140 units at a 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 his own 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 in plain clothes!) are accessible to the ICP camp via the commando units.

3. ICP command point

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 command points gained become 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 a position enables the player to gain the confidence of his superiors and he rapidly develops 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.

VIII. GHOST SIDE

1. Presentation

The player takes the place of a general paid by the GHOST, a secret organization that looks after the interests of member 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 neighboring 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, then convince the local population that the cause is a just one 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 255 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 as regards 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 indispensable for acquiring the more advanced units. The player uses propaganda cameramen 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 point

The player must convert civilians to his cause by enlisting them. It is sufficient for him just to take civilians from villages to enlistment centers. 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 ICP!

4. GHOST strategies

The GHOST player does not earn money in the form of bonuses but 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.

IX. REMINDER OF COMMANDS

A Button (on an unselected unit): adds this unit to the selection (additive mode).

A Button (on a selected unit): removes this unit from the selection.

A Button (on a unit): the selected units carry out the most logical order on the target.

A Button (on the ground): the selected units are moved—if possible, to the point indicated.

A Button (press for 1 second when on unit): forced fire, whatever the order, even on an ally or civilian.

B Button: deselects all selected units / Return to previous menu.

X Button: selects all units on the screen.

Y Button: the camera is re-initialized.

Analog Directional Pad: moves the camera

Directional pad: moves the pointer

START Button: displays menu (and pauses game)/Go to next menu

Left Trigger + Directional pad Right: selected units change behavioral order (loops between aggressive, strict and defensive modes).

Left Trigger + Directional pad Left: modifies game speed

Left Trigger + Directional pad Up: activates/deactivates units' vision

Left Trigger + Directional pad Down: displays/hides visual aid

Left Trigger + Y Button: go to last hot spot

Left Trigger + B Button: go to the next base you possess

Left Trigger + X Button: selects the last group the unit belonged to

Left Trigger + Start Button: displays mission objectives

Right Trigger + Analog Directional Pad: turn the camera

Right Trigger + directional pad: change active zone

Right Trigger + A Button: zoom in

Right Trigger + B Button: zoom out

Right Trigger + X Button: 'pursuit' mode on selected units

Left Trigger + Right Trigger + Start Button + A, B, X or Y Button: the selected units take their group number from the button you pressed: A, B, X or Y.

Left Trigger + Right Trigger + A, B, X or Y Button: the memorized units in the corresponding group (A, B, X or Y) are re-selected. Press on the A, B, X or Y Button again to center the camera on the re-selected group.

Left Trigger + Right Trigger + Start Button + Directional pad (Up, Down, Left or Right): to memorize camera positions

Left Trigger + Right Trigger + Directional pad (Up, Down, Left or Right): to recall the memorized camera position corresponding to the directional button pressed.

Press any button: to skip a briefing or cinematic.

X. CREDITS

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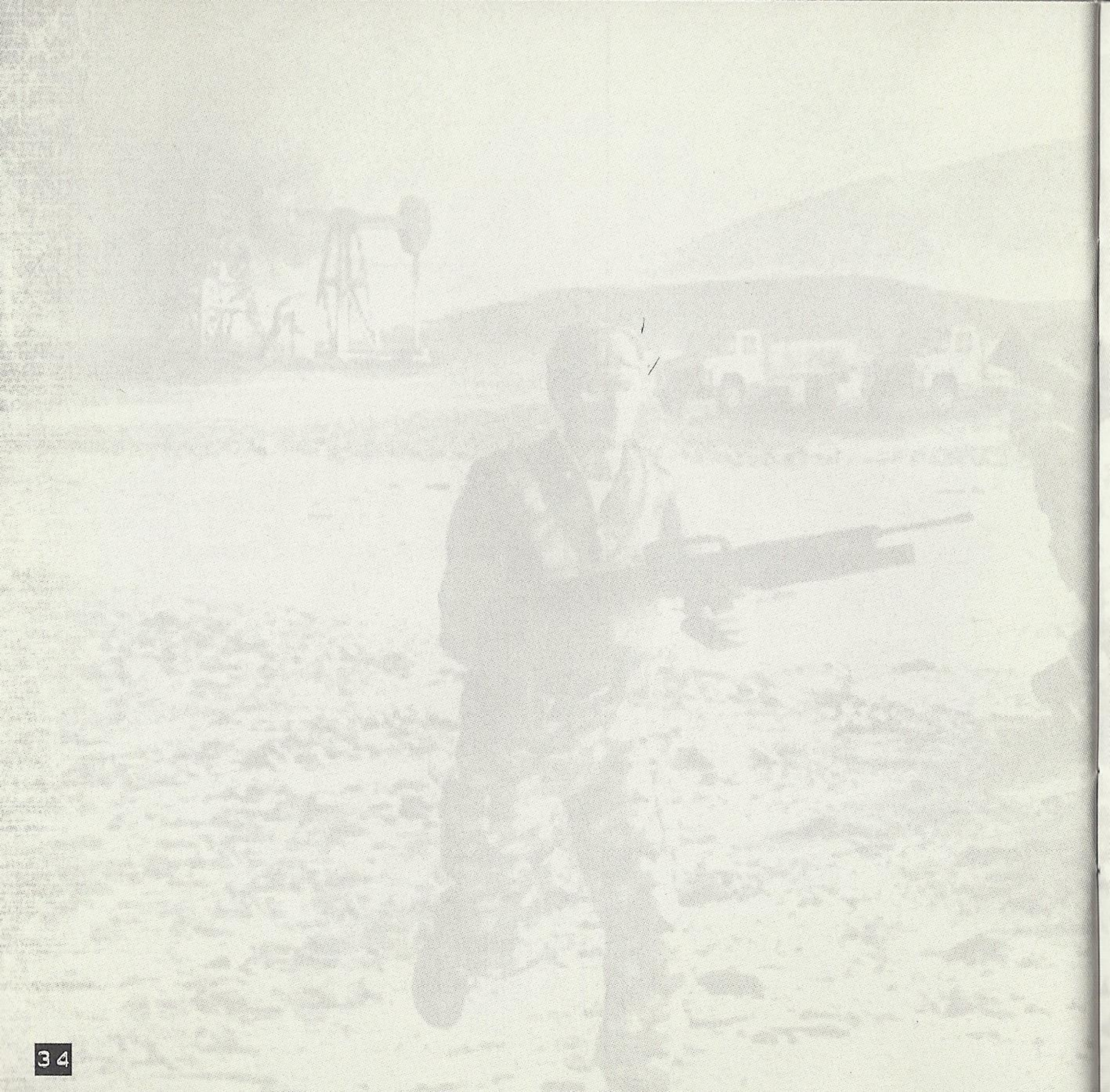
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From this site, you can enter the Ubi Soft Solution Center where you can send in a request for Personal Assistance from a Technical Support Representative. You can also contact our Ubi Soft Support by e-mailing them directly at: support@ubisoft.com.

It may take anywhere from 24-72 hours for us to respond to your e-mail depending upon the volume of messages we receive and the nature of your problem.

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Ubi Soft Entertainment
Attn: Customer Support
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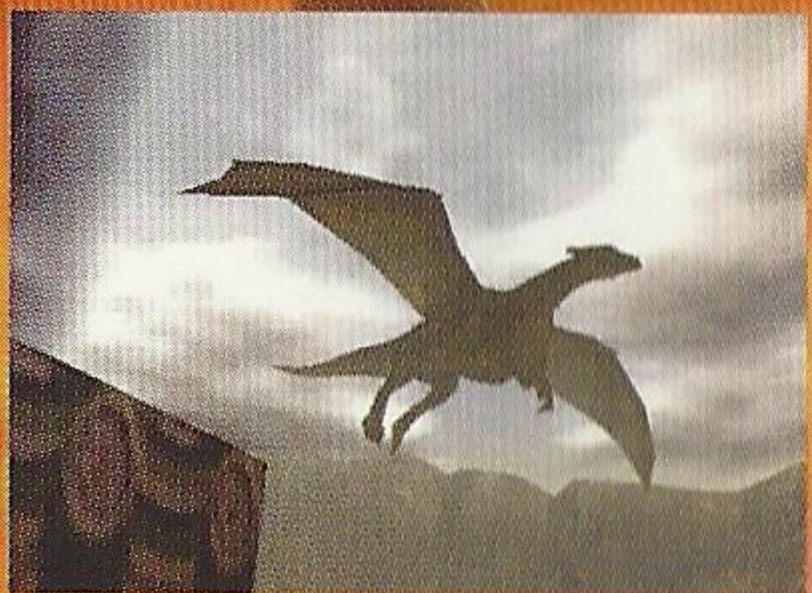
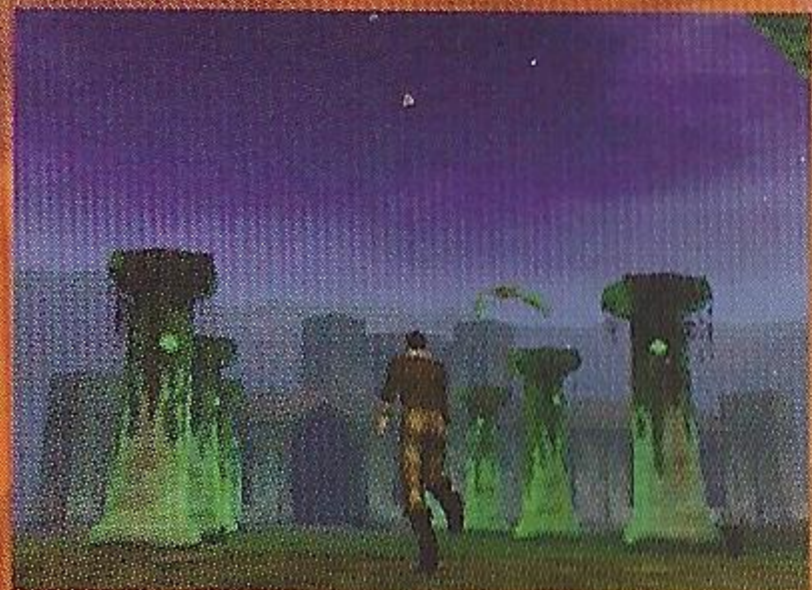
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Chronicles of Pern DRAGON RIDERS



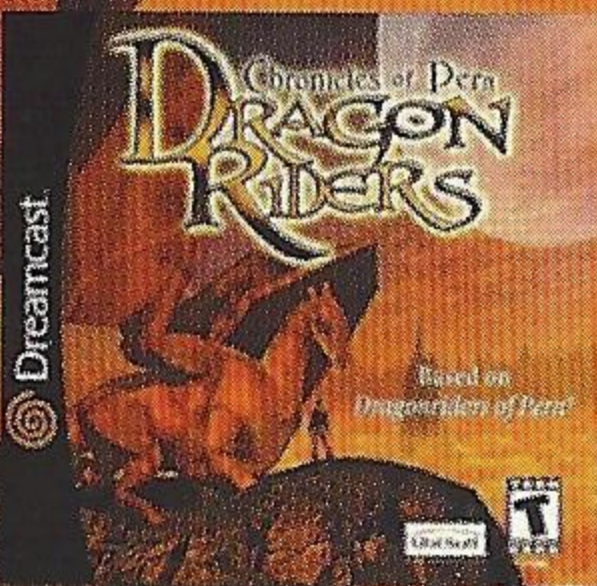
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