XBOX

CONFLICT:
DESERT STORM

NO DIPLOMATS. NO NEGOTIATION. NO SURRENDER.

TEEN
T
CONTENT RATED BY
ESRB

GOTHAM
GAMES

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.
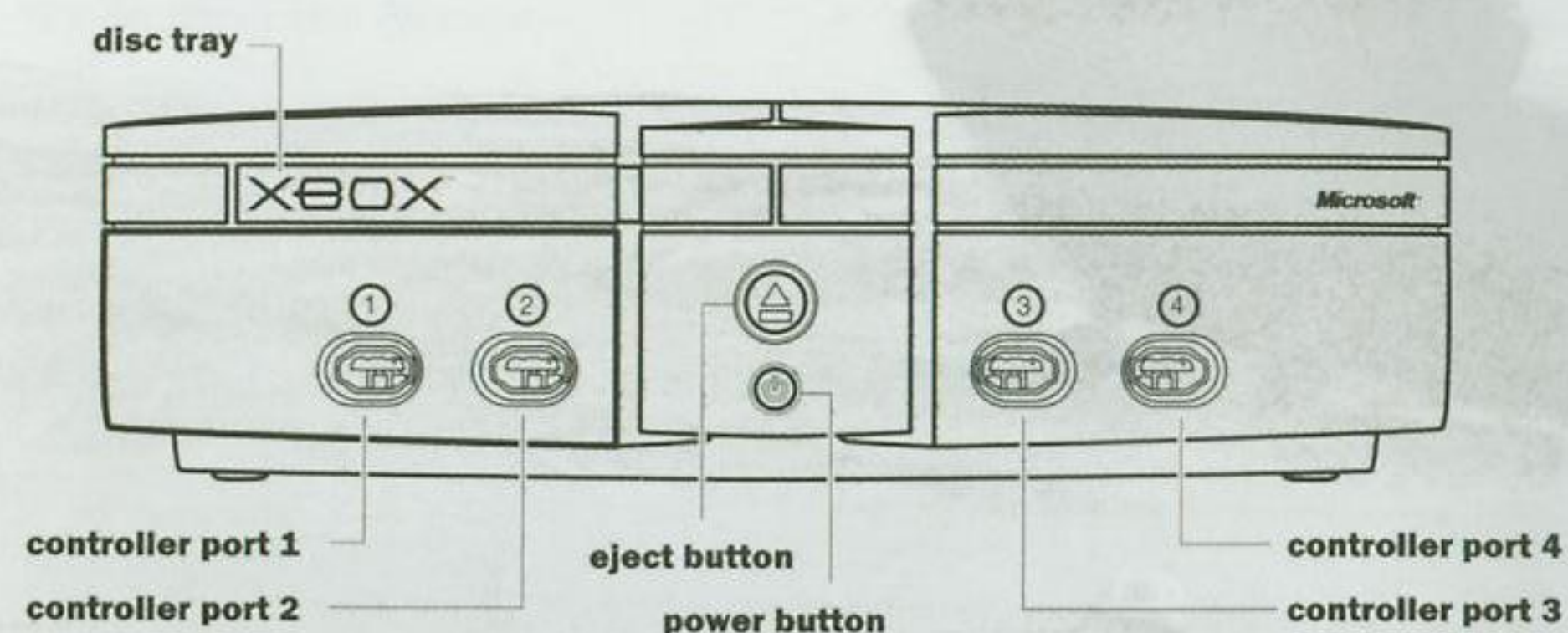
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USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox video game system from Microsoft by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Conflict: Desert Storm disc on the disc tray with the label facing up and close the disc tray.
5. Follow all on-screen instructions and refer to this manual for more information about playing Conflict: Desert Storm.

Avoiding damage to game disc or the disc drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

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USING THE XBOX CONTROLLER
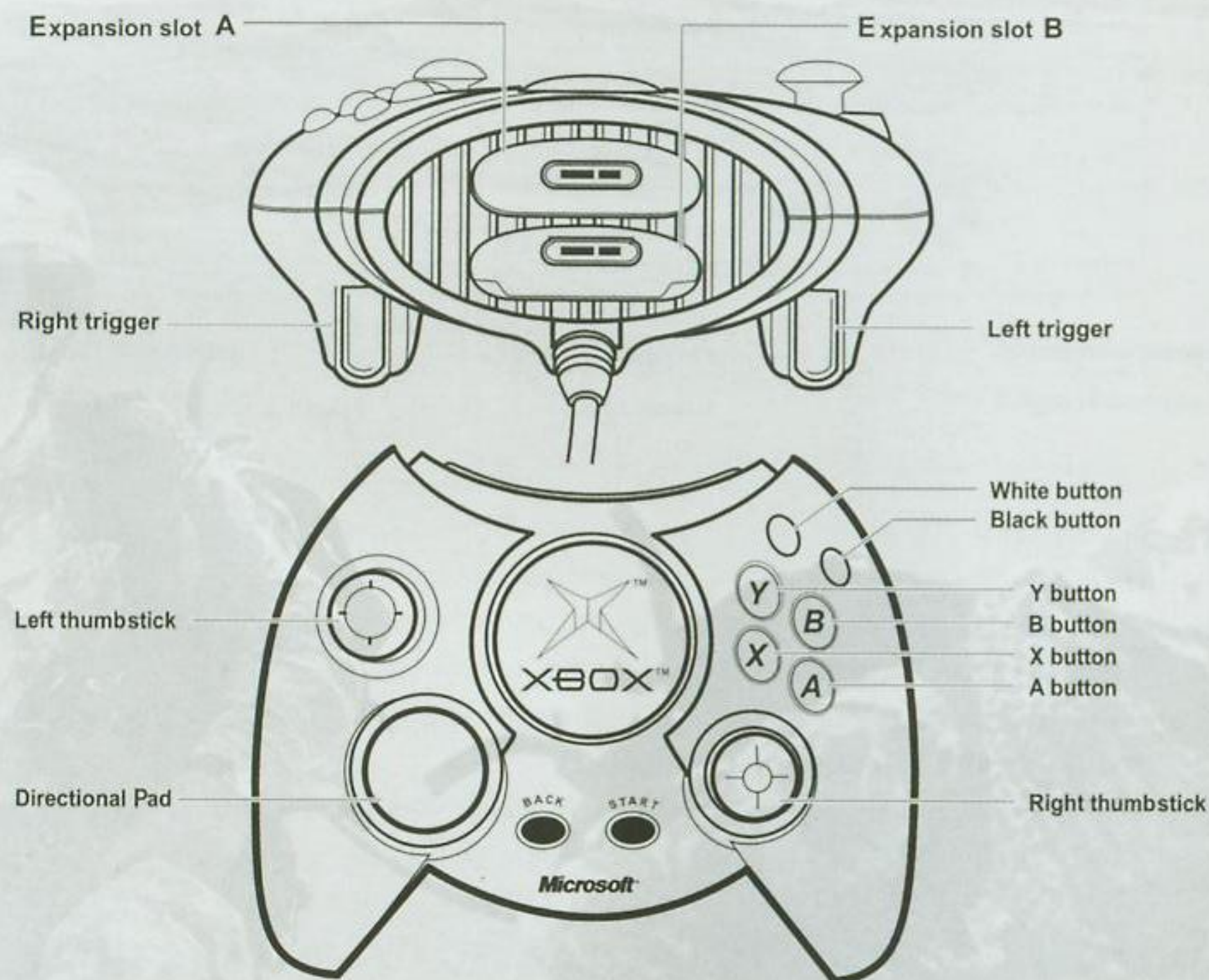
1. Insert the Xbox Controller into any controller port on the Xbox console. For multiple players, insert any additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into the Controller expansion slots as appropriate.
3. Follow all on-screen instructions and refer to this instruction booklet for more information about using the Xbox Controller to play Conflict: Desert Storm.

THE GAME CONTROLS

Navigating the Menus

The menu screens in Conflict: Desert Storm can be accessed using the following controls:

Highlight Menu Options	Directional Pad UP/DOWN
Confirm a Selection	A button
Alter Menu Values	Directional Pad LEFT/RIGHT
Return to the Previous Menu	B button

IN GAME CONTROLS

Game Controls

Pause/Open Pause Menu	START
Action Button (Flashing Text)	A button

Move Soldier Controls

Move Forward	Left thumbstick UP
Move Backwards	Left thumbstick DOWN
Strafe (sidestep) Left	Left thumbstick LEFT
Strafe (sidestep) Right	Left thumbstick RIGHT
Rotate Left	Right thumbstick LEFT
Rotate Right	Right thumbstick RIGHT
Stand/Crouch/Prone	B button

Weapon Controls

Fire Selected Weapon	Right trigger
Switch Target	Left thumbstick button
Move Weapon Crosshair Up/Down/Left/Right	Right thumbstick UP/DOWN/LEFT/RIGHT

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Squad Controls

Jump to Next Soldier	Directional Pad UP
Jump to Previous Soldier	Directional Pad DOWN
All Soldiers Fire at Will/Stand Down (toggle)	X button

Orders Menu (hold Left trigger)

Open Orders Menu	Hold down Left trigger then:
Move Soldier Control Panel Cursor Up	Directional Pad UP
Move Soldier Control Panel Cursor Down	Directional Pad DOWN
All Soldiers Prone/Stand (toggle)	White button
All Soldiers Follow/Hold Position (toggle)	Black button
Order Highlighted Soldier to Follow	A button
Order Highlighted Soldier to Halt	Y button
Order Highlighted Soldier to Fire at Will/Stand Down	X button
Ordering a Highlighted Soldier to Advance to a Position	B button
	Directional Pad UP/DOWN to select the soldier.
	Use the Right thumbstick to aim at a position.
	Use the Left thumbstick to set a facing for the soldier.
	Press the B button again to give the order.

View/Map Controls

First-Person/Third-Person View (toggle)	Right thumbstick button
Zoom in (in First-Person View)	Left thumbstick button
View Mission Objectives/Map	BACK

Inventory Menu

Open Inventory	Hold down Y button then:
Move Selection Up	Directional Pad UP
Move Selection Down	Directional Pad DOWN
Change Fire Mode/Night Vision Goggles On/Off	Right trigger
	Release Y button to close Inventory.

Give/Take Menu

Open Give/Take Menu	Hold down the A button when 'Give Inventory' flashes.
Scroll through Inventory	Directional Pad UP/DOWN
Transfer Weapon/Ammo/Equipment	Left Trigger

Note that the inventory colors change to orange if you are giving items.

THE GAME MANUAL

This game manual will take you through the basics of the game. It will guide you through the on-screen training section where you can get acquainted with the key game controls, then it will introduce you to on-screen information, controlling a squad, co-operative games and essential game tactics.

THE SINGLE PLAYER GAME

After the opening movie you'll be shown the Main Menu screen. This is where you can decide between Single Player or Co-operative Play, and check the Game Options.

• Select Single Player (highlight Single Player using the Directional Pad UP/DOWN and press the A button to select).

The Single Player menu gives you access to the Conflict: Desert Storm Training Camp, the full Desert Storm Campaign, and allows you to load a saved game.

You might already be familiar with military action games and all types of weapons but you'd be wise to spend some useful time in Training. This is the best way to get used to the controls and squad commands.

• Select Training.

TRAINING

Training helps you with the basics of the game. It's here that skilled one-on-one instructors take you through all aspects of game controls: soldier movement, weapons handling, driving, targeting, giving orders, squad movement, and calling in artillery and air strikes. Spend some time here and you'll thank these hard working guys when you're out there under fire, crawling around on your stomach in the sand. If it's going to sink in, you're going to have to go over it again and again until everything becomes second nature to you.

Check all the controls listed at the beginning of this instruction booklet and try to complete each exercise as quickly and accurately as you can. Training is divided into three sections: Basic, Advanced Weapons and Squad.

Your instructors will offer good advice and guidance. You will not be hurried but if you are too slow they might suggest you go around again. Note that there are arrows to guide you around the different parts of the course.

• Select Basic Training.

SPECIAL FORCES BASIC TRAINING AREA

The Assault Course

This Assault Course will teach you how to control a single soldier: how to move him quickly under obstacles, climb ladders, jump down off structures, crouch, lie down prone and crawl forward. In this Training section you won't have to worry about your inventory or carrying weapons; just take the time to get used to all the controls. The following will be useful to you:

Move Forward	Left thumbstick UP
Move Backwards	Left thumbstick DOWN
Strafe Left	Left thumbstick LEFT
Strafe Right	Left thumbstick RIGHT
Rotate Left	Right thumbstick LEFT
Rotate Right	Right thumbstick RIGHT
Stand/Crouch/Prone	B button
Action Button (Flashing Text)	A button

Be aware that whenever an 'action' needs to be performed, flashing text will appear on the lower right of the in-game screen. To perform the action, press the A button - the action button. This applies to a large number of events. For example, to climb a ladder: stand in front of the ladder and you will see flashing text 'Mount Ladder,' press the A button and then you will be able to climb using the normal control for Move Forward (Left thumbstick UP).

The Weapons Evaluation Course

The Weapons Evaluation Course is your guide to handling your first weapons in Basic Training. You will be given a Pistol, a Sniper Rifle and an Assault Rifle. Conflict: Desert Storm features a large number of different weapons that are suited for particular missions and different soldier skills. You will be able to simultaneously carry quite a few weapons in your pack/inventory. You will also be able to pick up (or use) some weapons and find additional ammunition over the course of the missions.

To pick up a weapon, stand next to it and press Action Ⓐ

Pick-up item

To pick up a weapon: stand in front of the weapon until you see the 'pick-up' icon appear on the screen. The flashing text 'Pick Up Object' appears on the lower right. As always, any flashing text means that you can press the action button for that action to be completed.

• Press the A button to pick up the weapon and place it in your hand.
• Pick up all three weapons.
• Any newly selected weapon will be in your hand and the previously picked up weapon will be transferred to your pack/inventory.
• Hold down the Y button to open your inventory menu (it will appear on the lower right of the screen).
• Use the Directional Pad UP/DOWN to select a weapon (a picture of it will appear on screen with text details across the top of the screen).

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Selected M1 Assault Rifle
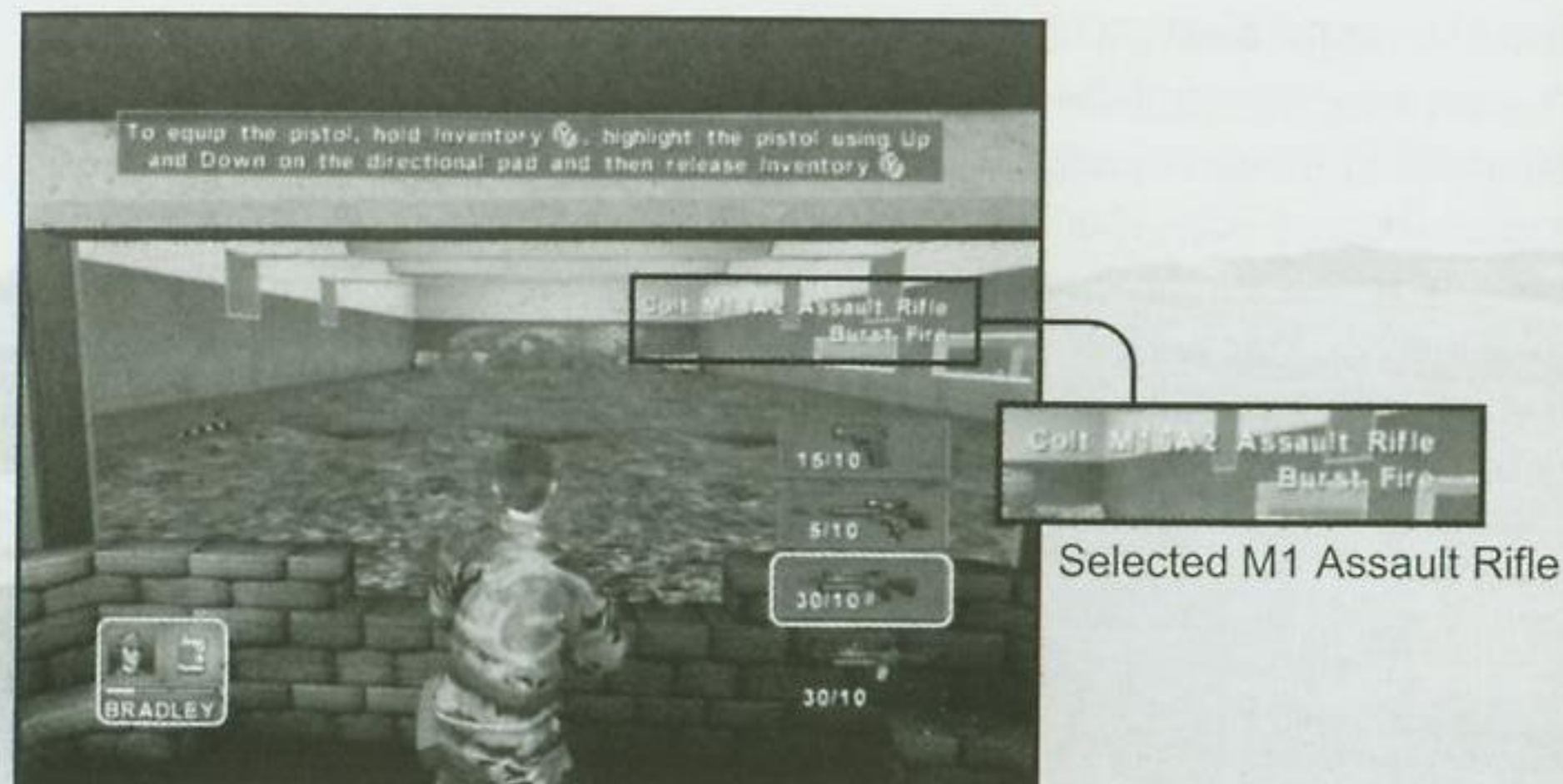
Some weapons, such as the Assault Rifle, have different 'fire modes' (Burst, Single Shot or Grenade Launcher)

- To change a selected fire mode hold down the Y button and press the Right trigger to cycle through the different modes (indicated at the top of the screen).

In First-person view, most weapons have a detailed targeting crosshair that allows a more precise shot, but you can also zoom in further using the Left thumbstick button. When you try the Sniper Rifle you will see that it has a very close Zoom mode.

- Press the Right thumbstick button to change from Third-person to First-person view (the mode that gives you a more detailed weapon sight).

The sighting crosshairs will vary in design depending on the weapon. Crosshair sights can be adjusted in First-person view by using the Right thumbstick UP/DOWN/LEFT/RIGHT controls. All sights are initially white in color but aiming at a legitimate target will turn the sights RED – this means you are on target.

- Press the Right trigger to fire.
- Select Advanced Weapons Training.

SPECIAL FORCES ADVANCED TRAINING AREA

Advanced Weapons

In the Advanced Weapons Training section you will have to fire a mounted heavy machine gun at a number of targets and then fire a Law 80 Anti-Tank Rocket Launcher at a 'dummy' tank.

- Mount your machine gun position by standing next to it until you see the flashing text 'Mount Gun.'
- Press the A button to mount the gun (the soldier will take hold of the machine gun).
- Move the gun using the normal movement controls: Right thumbstick UP/DOWN/LEFT/RIGHT.
- Press the Right thumbstick button to change to First-person view.
- Press the Right trigger to fire.

The Rocket Launcher must then be picked up, aimed and fired in a similar way as above.

Driving Vehicles

In Conflict: Desert Storm you may sometimes have to get into a vehicle and drive it across the battlefield. The next phase requires that you drive a truck to a new Training location.

- To get into the truck, stand close to it and press the A button.
- Use the normal soldier movement controls to steer the vehicle along the road.
- At the end of the road you will have to get out of the truck. Press the A button when prompted by the flashing text.

Off-Map Support

Calling in Artillery Strikes

Sometimes you may find that there is no option left for you but to call in an artillery strike on a set of targets. The next training section teaches you how to do this.

- Pick up the PRC 319 communications set.
- Look at the targets and change to First-person view (press the Right thumbstick button).
- Move the sight crosshair over the target (using the Right thumbstick UP/DOWN/LEFT/RIGHT).
- Order the artillery to fire by pressing the A button.

Calling in Air Strikes

Sometimes you might have to take advantage of any available air support and call in air strikes using a Laser Designator.

- Pick up the Laser Designator.
- Go into First-person view (Right thumbstick button).
- Move the crosshairs over the target (using the Right thumbstick UP/DOWN/LEFT/RIGHT).
- Wait to acquire a 'lock' (the aiming sight will turn red).
- Call in the air strike by pressing the A button.
- Select Squad Training.

Commanding a Squad

Most of the missions in Conflict: Desert Storm require you to give specific orders to a group of soldiers. The Group Command phase of Training shows you how to issue these orders.

Group command - join on my position:

- Open the Orders Menu (hold down Left trigger). All the soldiers' control panels are shown (lower left) along with small icons representing their 'movement' status.
- Press the Group Follow command button toggle (the Black button) and the icons will all change to 'follow' icons.

Group command - hold position:

- Open the Orders Menu (hold down the Left trigger).
- Press the Black button toggle again to order a group to 'hold' position. The icons will all change to 'hold' icons.

Group follow command
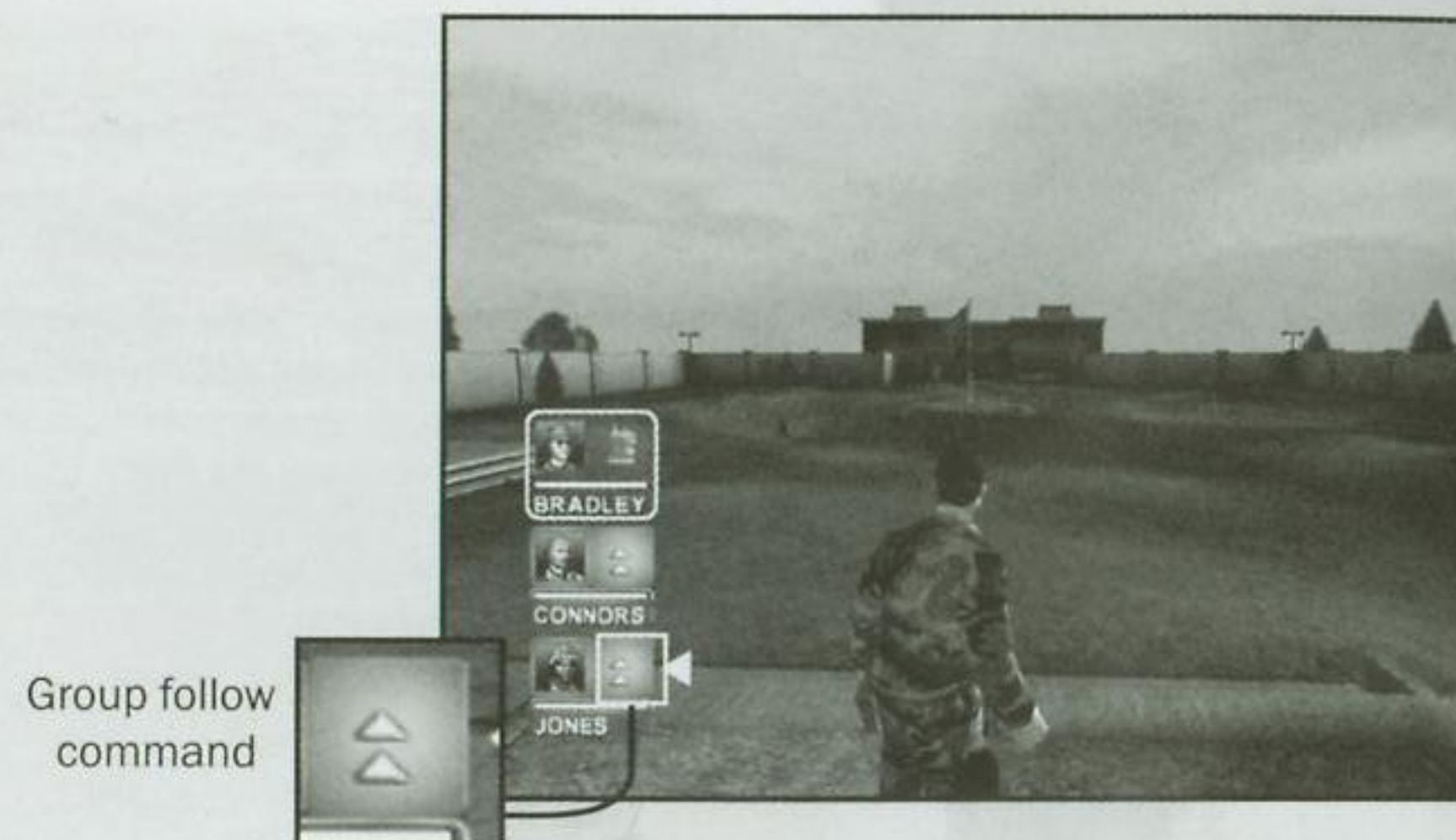
Selected soldier - follow me:

- Open the Orders Menu (hold down Left trigger).
- Select a soldier (Directional Pad UP/DOWN).
- Press the A button and that soldier will follow you (or come to your position).
- Press the Y button to make the selected soldier hold his position.

Order a selected soldier to move to different position:

- Go into Orders Menu (hold down Left trigger).
- Select a soldier (Directional Pad UP/DOWN).
- Press the B button to order the soldier to advance to a position. Use the Right thumbstick to fix the marker cone in the required position, use the Left thumbstick to set a facing direction for the soldier and then press the B button again to confirm the order.

Medikit

There will be times when your squad of soldiers will get injured. Even the toughest soldier will at some point need immediate medical attention, so use the Medikits in the game to heal yourself, or any other wounded or unconscious soldiers. Usually you will have Medikits in your inventory, but sometimes you may be able to pick up additional units during a mission.

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Using the Medikit on yourself:
- Open your pack/inventory (hold down the Y button).
- Locate the Medikit using the Directional Pad UP/DOWN.
- Press the Right Trigger, when you are holding the Medikit, to heal yourself.

Using the Medikit on other squad members:

- Locate the Medikit and make sure you are holding it.
- Approach the wounded or unconscious soldier.
- When the message 'Heal' flashes, press the A button.

Note that it is also possible to heal soldiers when in First-person view. This works in the same way as above but you will have to 'look' at the wounded soldier you wish to heal. If you are holding the Medikit and you are close enough to the soldier, a Medikit icon will flash onscreen and you can heal the soldier by pressing the Right trigger.

*Giving Inventory items to other squad members:*

- Locate the Medikit and make sure you are holding it.
- Approach one of your squad members.
- When the message 'Give' flashes, press and hold the A button.
- Use the Directional Pad UP/DOWN to select the item to give.
- Press the Left trigger to give the selected item.

Fire At Will/Stand Down Orders

Some orders can be issued to all soldiers immediately.

- Press the X button to toggle on/off the all soldiers Fire at Will/ Stand Down command.

Fire at Will
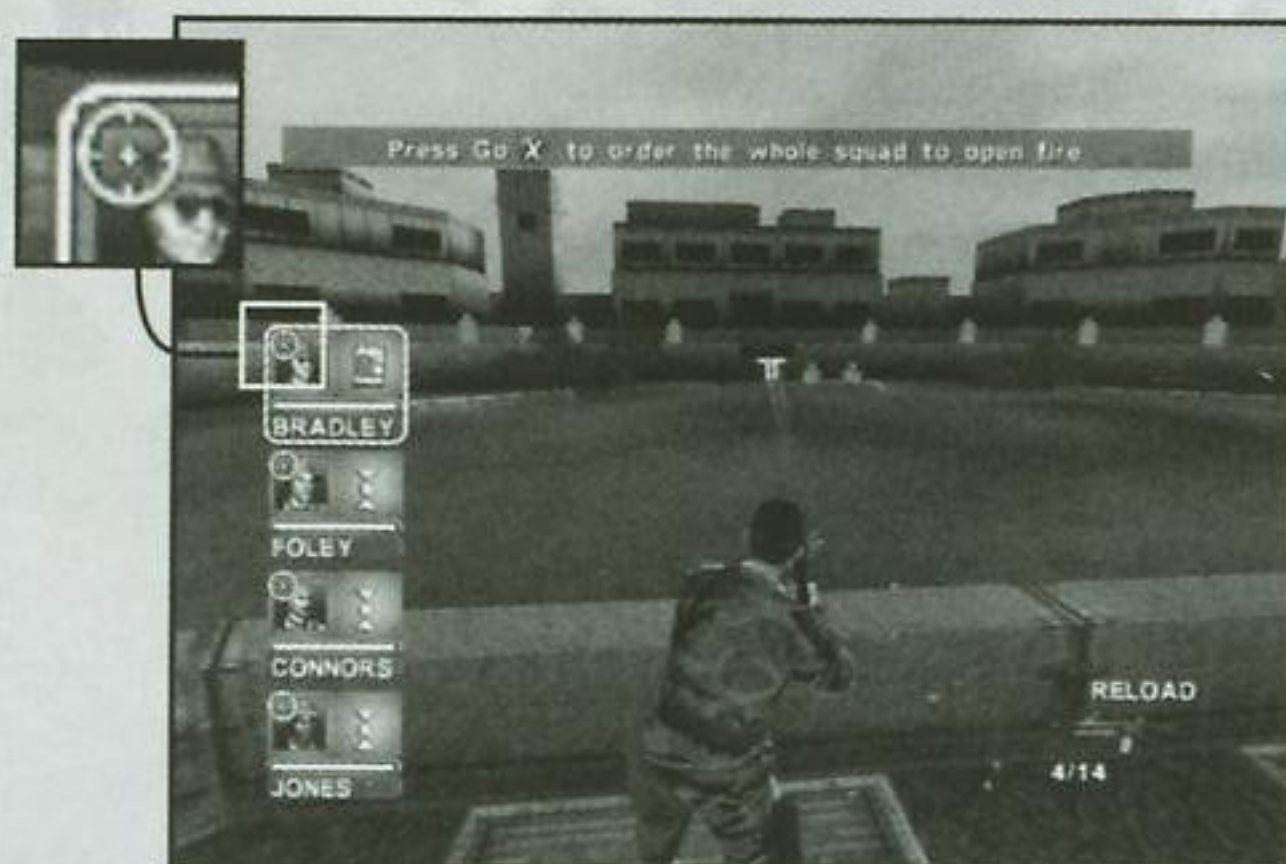
When soldiers have 'Fire at Will' orders in place a small 'target' icon appears on their individual control panel.

Switching between Characters in Action

Finally, the Advanced Training section will show you how to switch between different soldiers in action. It's important to be aware that each squad member is carrying different weapons/inventory that can be used to your advantage.

- Press Directional Pad UP/DOWN to take control of the different soldiers in the squad as they are firing at the targets.

That's all the training you're going to receive in this special section. You've now been taught the basics. The rest is up to you.

THE DESERT STORM CAMPAIGN

Starting Off

When you feel confident about the game controls and all aspects covered in the training section, you're ready to jump into the action. This is it! Now all that training is going to have to pay off – you'll be out there in hostile territory making split second decisions. The success of the missions and, in the long run, the campaign will be in your hands. This section of the game manual will explain all aspects of controls, weapons and the mission structure of the Conflict: Desert Storm Campaign.

- Go to the Main Menu screen.
- Select Single Player.
- Select the Desert Storm Campaign.
- Select a Difficulty Level from Easy, Medium or Hard.
- Select your choice of unit from US Delta Force or British SAS.
- Press START to begin the campaign.

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You will not be sent off on any mission without a full briefing:

- An introductory movie will provide you with Desert Storm Campaign background.
- You will be shown a text description of your mission along with a detailed map.
- You will be shown a very detailed Mission Objectives briefing, including any reconnaissance information already gathered, that details what you must do from Landing Zone to Extraction.
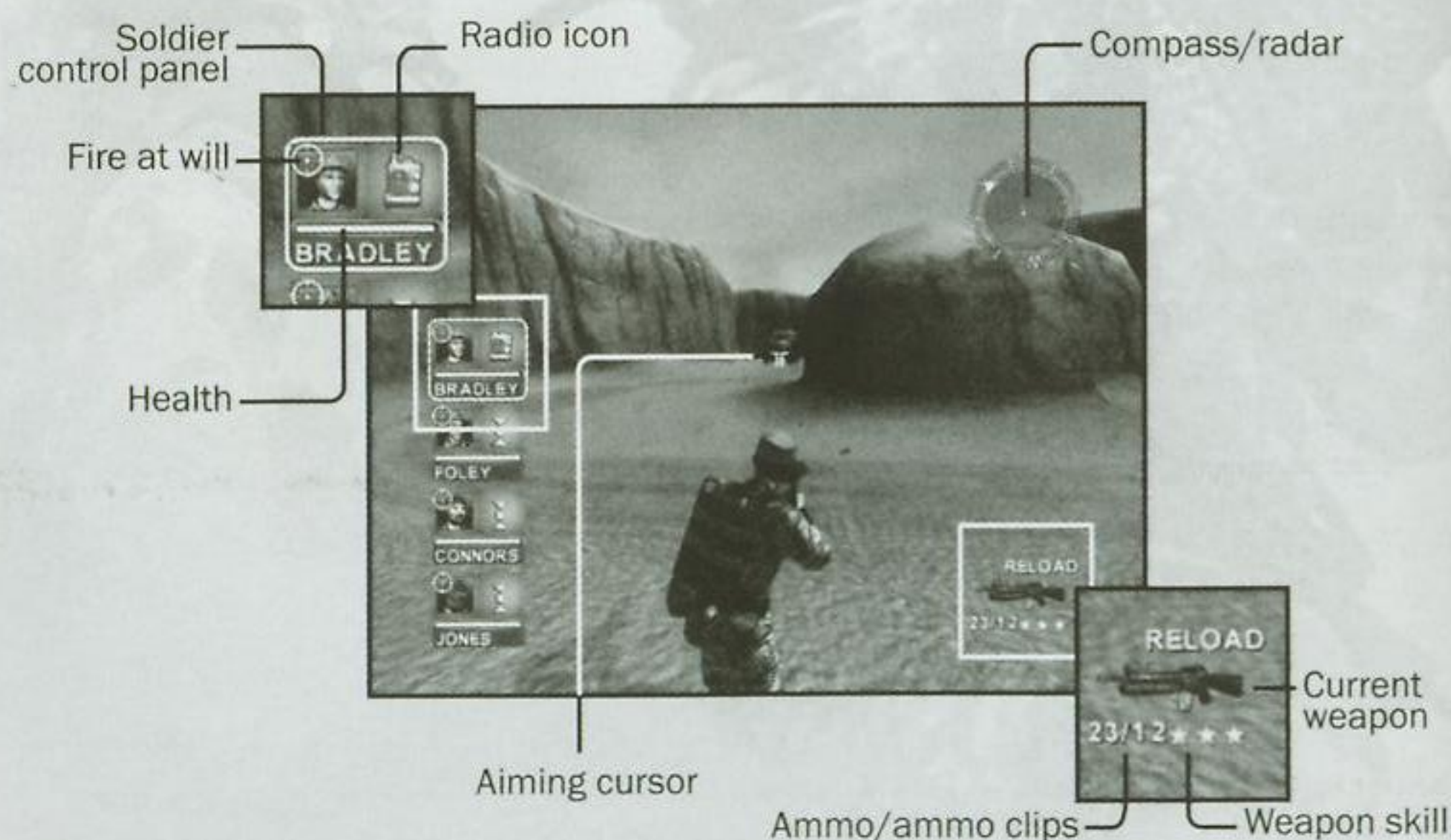- You will then be dropped at the Landing Zone.

Mission Objectives

All detailed mission objectives and a local map will always be accessible to you by pressing BACK. Press the A button to select a mission objective or the B button to resume the game.

As you complete a specific mission objective, you will see a confirmation message at the top of the screen and that objective will be checked off against the full Mission Objectives list.

In-Game Screen

This is where you will get all your information during any mission.

Soldier control panel — Radio icon — Compass/radar
Fire at will — BRADLEY
Health — BRADLEY, FOLEY, CONNORS, JONES
Aiming cursor — Ammo/ammo clips — Current weapon — Weapon skill — RELOAD 23/12

The Soldier

When you are in Third-person view, your selected soldier is always centered in the lower half of the game screen. If you switch to First-person view (press the Right thumbstick button) you will see the action through that soldier's eyes. A soldier's control panel is always highlighted with a white box when he is selected.

The Control Panel

Each soldier has an individual control panel that is highlighted with a white border when he is selected. This panel shows the soldier's name, health status, and a photograph.

A radio icon indicates who is the currently selected soldier in a squad.

The control panel will flash/fade slightly to indicate who is calling in a message on the radio.

Health

Soldier health is shown by a yellow bar inside the control panel.

When a soldier takes damage (from being shot, a fall or an explosion) his health bar will gradually reduce to reveal a red bar. When this bar is fully red that character becomes Missing in Action (MIA), meaning that the character has taken too much damage and can no longer heal himself. The red health bar will then begin to reduce slowly, during this time any of your other active soldiers can heal this character with a Medikit. However, if this character isn't healed before the red bar disappears completely he will become Killed in Action (KIA) and it will not be possible to heal him. If you complete all mission objectives during a mission, it will not end until all MIA characters are either healed or they become KIA. When characters become MIA you will have about two minutes before the red energy bar depletes and they become KIA.

All KIA soldiers are replaced with 'rookies' in the following mission, so it's wise to try and keep your initial squad alive because new soldiers will not be as skilled as battle-hardened troops.

Current Weapon

An image of the selected weapon or object in hand is shown on-screen (lower right).

Aiming Cursor

An aiming cursor is always shown for the currently selected weapon. The type of sight will change depending on the weapon chosen. Changing to First-person view (press the Right thumbstick button) will show the weapon sight from the soldier's point of view. Pressing the Left thumbstick button will, in addition, zoom in that sight (if the weapon has a secondary zoom).

Ammo/Ammo Clip/Number of Items

These numbers indicate either the number of rounds left in a clip (on the left) and the number of clips held in your pack/inventory (on the right), or the number of items and objects in the inventory/pack (for instance, 3 grenades).

Weapon Skill Level

Each soldier has individual skills with various weapons and the 'stars' below the weapon image show that soldier's skill level with that specific weapon. These skills will improve over time as the soldier completes more and more missions.

Compass/Radar

The compass in the top right of the screen shows the compass heading that your selected soldier is looking in (or walking towards). Use the compass in conjunction with the map and the visible terrain to navigate through the landscape.

A yellow arrow marker shows the direction to take in order to locate the next objective for completing the mission.

The white radar blip at the center of the compass is the selected soldier, other white blips are friendly soldiers, red blips are enemy soldiers, objects or vehicles/defensive installations.

Flashing Text

Any flashing text appearing on the lower right of the game screen indicates that you can perform an action. You can press the A button to carry out this action.

For example, once you have fired your Assault Rifle you will see the 'Reload' flashing text, this means that you can reload your weapon at any time by pressing the 'action button' (the A button). Note that the soldier will automatically reload any weapon when reaching the end of an ammo clip.

Mission Objectives Map
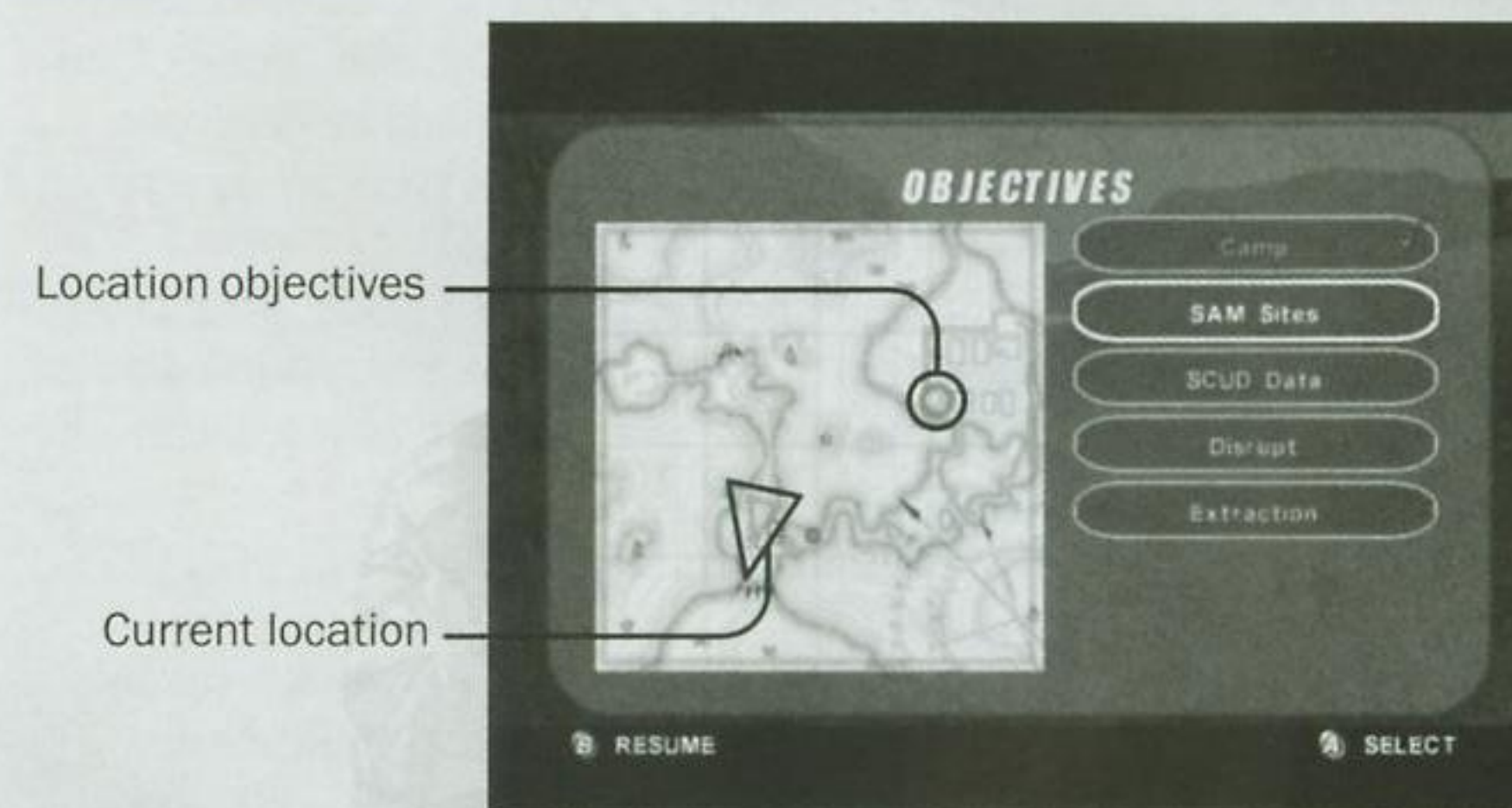
Press BACK to check out the local map and mission briefing. A marker shows your current position on the map and the list of mission objectives are listed in a 'preferred' order of completion on the right of the screen.

Inventory

Once you know what you've got to do, you should always check to see what you've got in your inventory/pack to do it with.

- Hold down the Y button and use the Directional Pad UP/DOWN to check through the weapons/objects/items you are carrying for a mission.

The highlighted object at the bottom of the list will always be the one you have in your hand.

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Pausing the Game (Pause Menu)

Remember that, in any mission, you can always take time out to check the game controls. Don't worry about taking a breather in the heat of battle, you can always pause the game by pressing START, and you won't be penalized for it.

Pressing START will not only 'freeze' the action, but will also open the Pause Menu that will let you:

Save the Game

You can save the game at any point in a mission. Try to save at suitable points when you have progressed through a particularly difficult part of the action. The number of save slots available to you is limited to TWO per mission but you will be able to overwrite existing saves (you will be warned if you choose to do this and have to confirm your actions).

You will be asked to select a Storage Device: the Xbox hard disk or the Xbox Memory Unit (if connected). Select which storage device you want the game to save to.
The B button will take you back to the previous menu.
The Y button will delete a save.
The A button will select or confirm. (Pressing the A button on this screen will save your game and return you to the Pause menu)

The Save Game name will be automatically generated and represents the mission you are playing. When there are two saved games on the same mission a number will be added on the end of the saved game name (e.g., Special Delivery 1, Special Delivery 2, etc).

Load a Game

If you want to load a previously saved game, you will be asked to select a Storage Device: the Xbox hard disk or the Xbox Memory Unit (if connected). Select which storage device you want the game to load from and you will be shown details of the Save Name Date and Time. Highlight the game you want to load and press the A button to confirm.

Options

Game Options (also accessible from the Main Menu screen) allow you to adjust the following features:

Adjust FX Volume ....(-/+)
Adjust Music Volume ....(-/+)
Controller Vibration ....ON/OFF
Controller ....Choose from six different controller layouts
Music Soundtrack...(Conflict: Desert Storm
            or choose from any soundtracks you have stored to your Xbox.)
Music Play Mode.......................................(Normal/Random Shuffle)
            This option is only available when you have selected one of your own
                                                                soundtracks to play.

• Press the B button to exit the Pause Menu and unfreeze the game.

Controlling More Than One Soldier

Conflict: Desert Storm allows you to control up to four different individuals with their own inventory and skills.

Follow icon
Hold position icon
Selected soldier icon
Advance icon
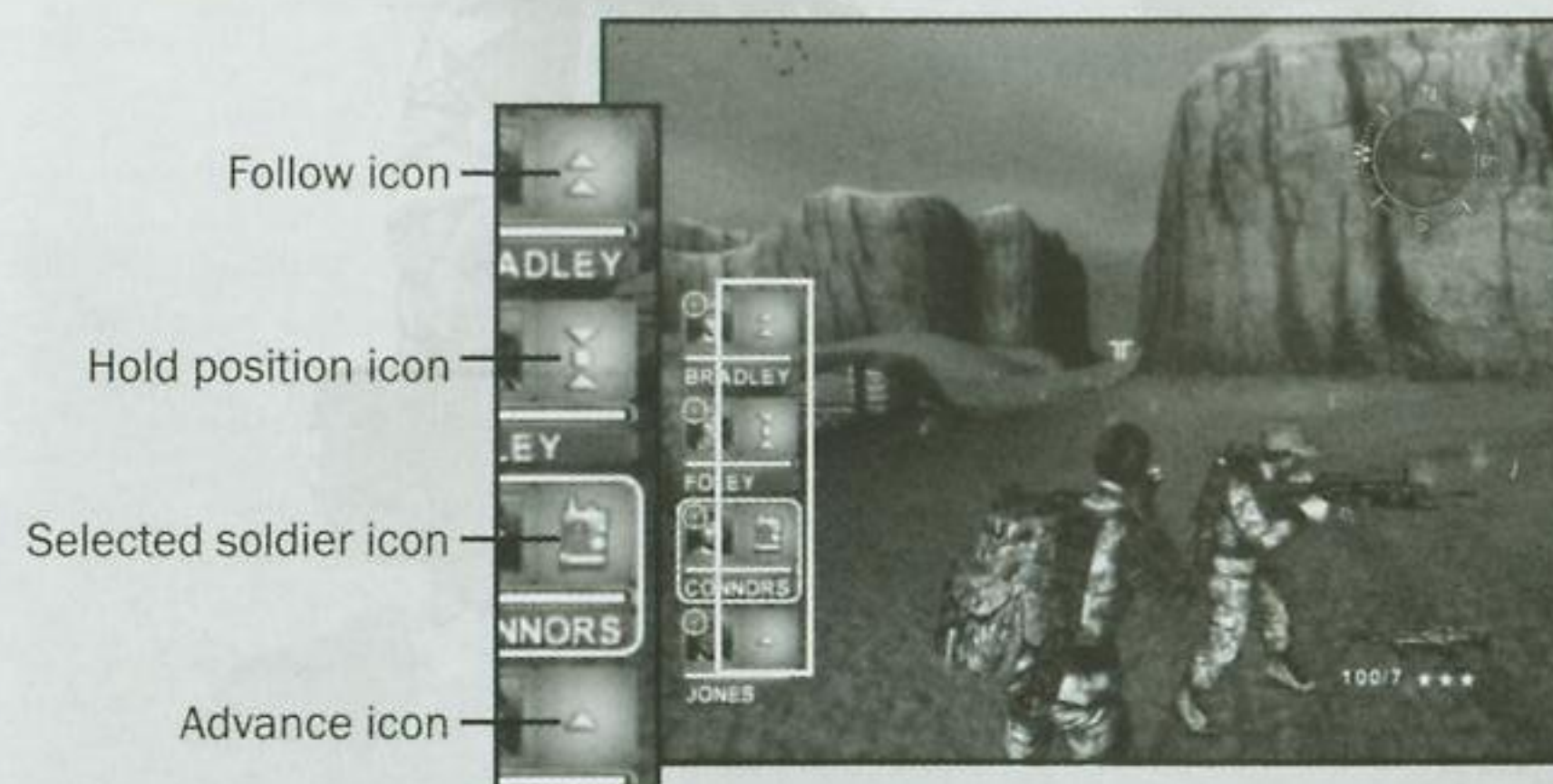
You can 'jump' to the next or previous soldier using the Directional Pad UP/DOWN. You will see the game action from the selected soldier's perspective in Third-person view.

Note that, if you have given a soldier an order and you select him by pressing the Directional Pad he will continue with his orders until you intervene – sometimes it's wise to cycle through your soldiers to see what they are doing without actually taking control of them.

You can issue soldiers with individual or collective orders using the Orders Menu that is opened by holding down the Left trigger.

Open Orders Menu ....Hold down Left trigger then:

Move Soldier Control Panel Cursor Up..................Directional Pad UP
Move Soldier Control Panel Cursor Down......Directional Pad DOWN

All Soldiers Prone/Crouch (toggle) ....White button
All Soldiers Follow/Hold Position (toggle) ....Black button

Order Highlighted Soldier to Follow..A button
Order Highlighted Soldier to Halt...Y button
Order Highlighted Soldier to Fire at Will/Stand Down ....X button

Ordering a Highlighted Soldier to Advance to a Position B Button
- Directional Pad UP/DOWN to select the soldier.
- Use the Right thumbstick to aim at a position.
- Use the Left thumbstick to set a facing for the soldier.
- Press the B button again to give the order.

Finding/Picking Up Objects

Sometimes you will need to look for and pick up other objects (such as explosives) in order to complete a mission, so you must look around the mission landscape very carefully to locate what you might require. When you do locate something you need to:

- Stand close to the object and check the flashing text on the screen. The object will appear between the two 'pick up' icons.
- Press the Action (A button) to pick it up.

Multiple Targets/Automatic Targeting

When there are multiple targets on screen (for instance, three enemy soldiers are running towards you), you can cycle automatic targeting by using the Left thumbstick button. Automatic targeting will target the enemy that is of the greatest threat to you by moving the weapon aiming sights over that target – this is not always the closest enemy!

Throwing Objects

Some items, such as grenades or smoke bombs, will have to be thrown in order to be effective.

- Make sure you have selected the object from your inventory list (say a grenade) and that it is in your hand.
- Press the fire button (Right trigger) to throw the object. Grenades are timed and will explode shortly after release.

To throw an item further you must 'lob' the object by aiming upwards.

Equipment Use

There are various types of equipment that you can use in Conflict: Desert Storm, some examples of these are shown below:

C4 Charges

These are extremely powerful explosives and are useful for blowing up stopped tanks, or any fixed installation that's destructible. It's possible to plant multiple C4 charges in different locations and then set them off one at a time using the detonator. The C4 charges will detonate in the order they were set. This can be especially useful when you want to be 'stealthy' and away from the explosions when they go off. The range of the detonator is long enough to work anywhere in the game world.

To set a C4 charge:
- Select it from your character's inventory and press the Right trigger to set the charge.

Note that you are quite vulnerable while setting the charge because this takes a little time. Make sure the rest of your team is covering you before doing this. It's possible to cancel planting C4 explosives by pressing the A button (Action). Note that other close explosions from grenades and tank mines can also cause planted C4 charges to explode prematurely.

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Grenades

Grenades can be thrown in First- or Third-person view. Grenades are set on a short timer and can be quite effective on an enemy – they are especially useful on groups and any non-armored vehicles.

Smoke grenades do not cause damage but they are useful to give you cover, or if you wish to obscure the enemy's vision range.

Tank Mines

These are extremely powerful mines which can destroy a heavily armored tank. To use the mines:

• Select the mine from your inventory.
• Press the Right trigger to plant the mine.

It is possible to cancel planting tank mines by pressing the A button (Action). The tank mines will detonate automatically when a tank or a vehicle drives over it. Note that tank mines are very volatile and other nearby explosions can also set them off.

Completing Objectives

As you complete an objective in a mission, a confirmation message will be shown on the screen and the objective will be ticked off on the map/objectives screen.

When all the mission objectives have been completed you must make your way to the Extraction Point – this may be the same location as the Landing Zone but sometimes it will be somewhere completely different. Extraction Points will be marked with a colored flare to locate your position for the rescue helicopter.

MEDALS AND PROMOTIONS

A successful mission will lead to the award of Medals and Promotions for the participating soldiers and an increase in weapon skills and experience.
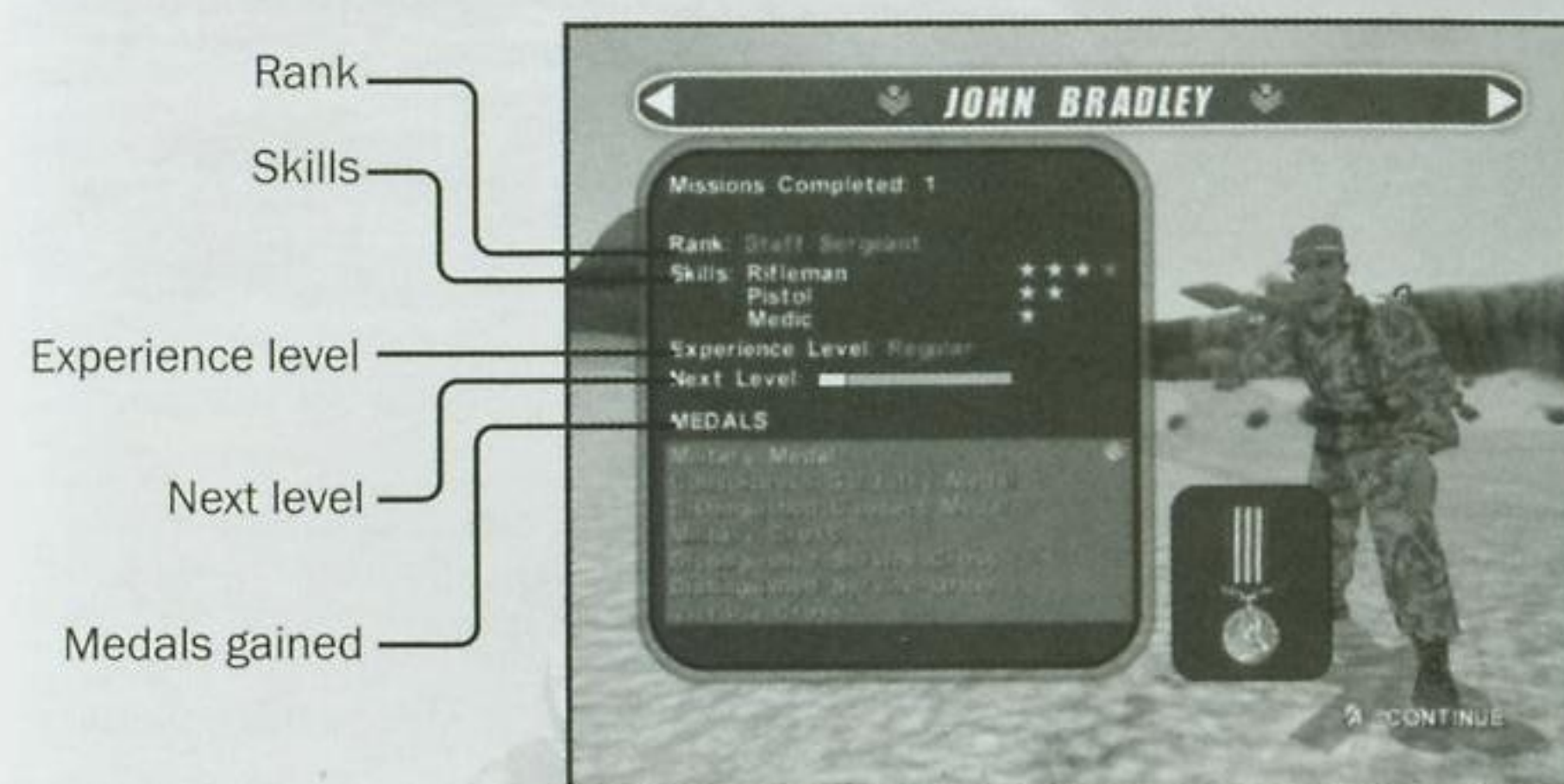
Press the Directional Pad DOWN/UP to switch between the soldiers' Statistics Screens, press the Directional Pad RIGHT/LEFT to cycle between soldiers.
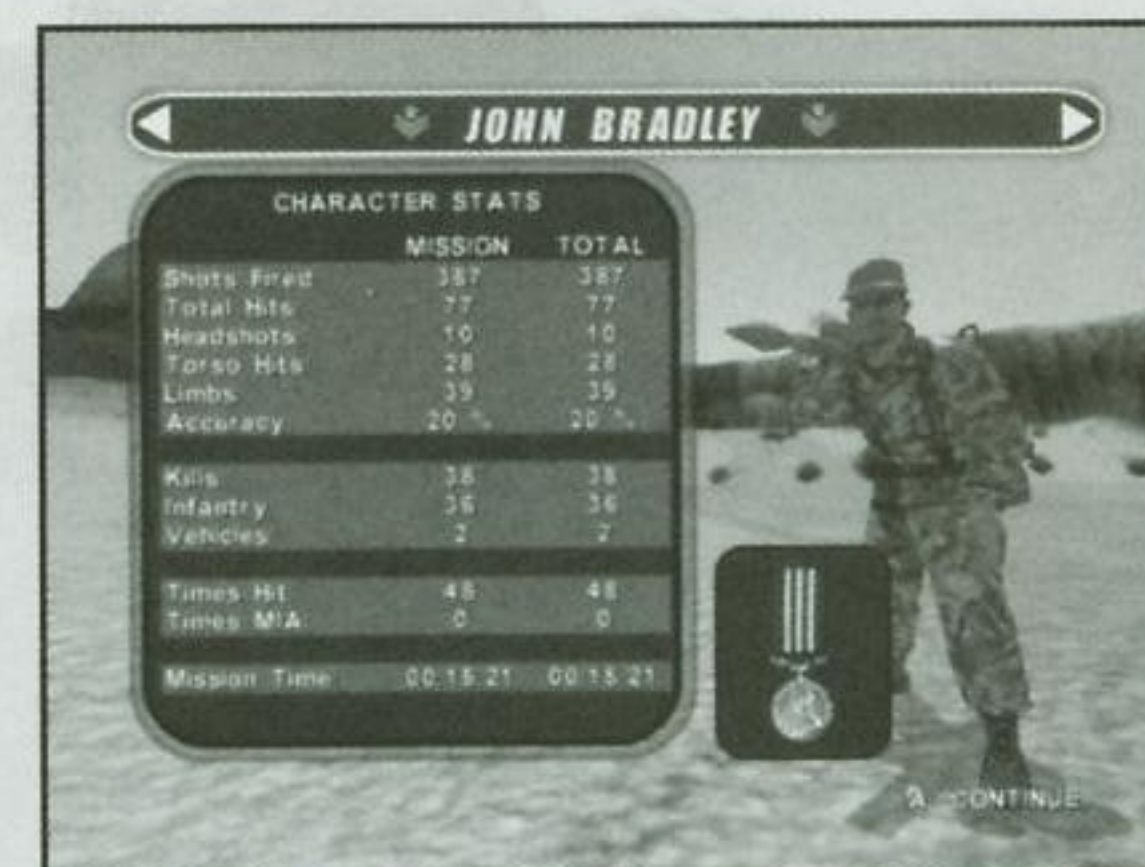
This shows a breakdown of how each soldier performed in the mission and the running total for the campaign to date.

DESERT STORM

Ranks and Promotions

The soldiers under your command can go up in rank if they perform exceptionally well in a particular mission.

U.K. Special Air Service Ranks

Non-Commissioned Ranks	Commissioned Ranks
Private	2nd Lieutenant
Lance Corporal	1st Lieutenant
Corporal	Captain
Sergeant	Major
Staff Sergeant	Colonel
Sergeant Major	

U.S. Delta Force Ranks

Non-Commissioned Ranks	Commissioned Ranks
Private	2nd Lieutenant
Private 1st class	1st Lieutenant
Corporal	Captain
Sergeant	Major
Master Sergeant	Colonel
Sergeant Major	

All soldiers must survive the mission for a promotion to be considered.

Medals

The soldiers under your command can also be awarded a Medal if they perform well in a mission. This is in recognition of performance above and beyond the call of duty.

SAS Medals	Delta Force Medals
Medal	Medal
Military Medal	Armed Forces Service Medal
Conspicuous Gallantry Medal	Army Distinguished Service Cross
Distinguished Conduct Medal	Army Commendation Medal
Military Cross	Bronze Star
Distinguished Service Cross	Silver Star
Distinguished Service Order	Legion of Merit
Victoria Cross	Medal of Honor

Note that, the Victoria Cross and the Medal of Honor can only be awarded if you choose to play on 'Hard' difficulty.

SOLDIER EXPERIENCE

In Conflict: Desert Storm the soldiers under your command gain experience as they progress through the game. How much experience they gain depends on how much action they see in a particular mission. The more active a soldier is and the more 'kills' he gains, the quicker his experience level will increase.

As a soldier gains experience he will become:

– Generally healthier and less susceptible to wounds.
– More accurate with weaponry.
– Quicker at reacting to enemy fire.

The experience levels are:

– Trained	– Professional
– Regular	– Guard
– Veteran	– Elite
– Expert	– Hero (Medium and Hard difficulty only)

SOLDIER SKILLS

Each soldier under your command has a series of skills that they can draw upon. When a soldier is 'skilled' he is more proficient than the other soldiers around him with that particular weapon or piece of equipment. Every Special Forces soldier can use any piece of equipment in the battlefield, but skilled soldiers are always that much better at using that same equipment.

Skills are gained when a soldier is awarded a Medal. The maximum skill level for any soldier is Level Four. Details of soldier skills are shown as stars located just below the image of the weapon.

Initial SAS Soldier Skills

Rifleman	Rifleman	***
	Pistol	**
	Medic	*
Sniper	Sniper Rifle	***
	Pistol	**
	Medic	*
Heavy Weapons	Machine Gun	***
	Anti-tank	**
	Medic	*
Demolitions Expert	Combat Engineer	***
	Rifleman	**
	Medic	*

Initial Delta Force Soldier Skills

Rifleman	Rifleman	***
	Pistol	**
	Combat Engineer	*
Sniper	Sniper Rifle	***
	Rifleman	**
	Pistol	*
Heavy Weapons	Anti-tank	***
	Machine Gun	**
	Pistol	*
Demolitions Expert	Medic	***
	Combat Engineer	**
	Rifleman	*

THE NEXT MISSION

When you have successfully completed a mission in the Desert Storm Campaign, the game will advance to the next mission in sequence. If you have brought back your men they will now have increased skills and experience. However, if you have a man killed in action (KIA), he will have to be replaced (but only by a 'rookie' soldier). It always pays to look after your men and build up their skills – the better they are the more success you will have in your missions.

CO-OPERATIVE PLAY MODE

Conflict: Desert Storm can be played by two, three or four players in Co-operative mode. The screen is split appropriately (two, three or four way) and each player can control up to one or two soldiers in the mission. Note that Co-operative play is only available to players on the same machine.

Getting Started

- Make sure that power is off.
- Insert the correct number of Controllers.
- Turn on power and load the game as normal.
- Select Multiplayer from the Main Menu screen.
- Each player wishing to play should press the A button.
- When all players have pressed the A button, press START to continue.

You will enter the Co-operative Campaign screen. Here you can select a new Desert Storm campaign or Load a previously saved multiplayer game.

- Select Desert Storm Campaign.
- Select a Difficulty Level.
- Select a Uniform (SAS or Delta Force).

- Press the A button to confirm your selections.
- Press the B button to go back to the previous menu.

The campaign missions in the Co-operative game follow the same structure as the Single Player Game.

DESERT STORM™

HINTS AND TIPS

The following is a brief guide to mission success in Conflict: Desert Storm.

- Use teamwork to defeat the enemy so that you and your soldiers can live to fight another day.
- Your accuracy improves if you fire your weapon from a stationary position. Moving and firing will make you less accurate.
- Crouching and lying prone will also improve your accuracy.
- Use the Medikit to heal unconscious soldiers so they can continue the mission.
- An anti-tank weapon is a precious commodity. Use these weapons wisely.
- Rocket Launchers, Sniper Rifles and Machine Guns cannot be fired on the move.
- Attacking Main Battle Tanks head on is suicide. Always try to outflank armored vehicles and hit their rear where the armor is weaker.
- If you need to take out an enemy sentry quietly, use silenced weapons or the combat knife.
- Smoke grenades can create cover for an advancing squad but remember, they do not last forever.
- Multiple C4 charges can be placed and then detonated in order of placement.
- Most weapons at your disposal have different firing modes, so try to learn each weapon's strengths and weaknesses for maximum effectiveness.
- Fully automatic weapons have high rates of fire and will keep an enemy pinned down, always try to fire in short, controlled bursts; this will help accuracy and conserve ammunition.
- Position your team to give maximum covering fire, this could mean the difference between success and failure.
- If you find yourself running low on ammo, try searching captured enemy positions for replacement weaponry/ammo.
- The advance order is a useful way to get your squad into position quickly.
- Try to avoid killing civilians.

Each soldier in your squad has his own strengths and weaknesses, maximize each specialist's potential by using him in the correct battlefield role, such as:

The Rifleman

The Rifleman is a good all-rounder capable of adapting to most battlefield roles. He is expert in the use of assault rifles and sub-machine guns.

The Heavy Weapons Specialist

The Heavy Weapons Specialist is an expert tank hunter. Use him to take out enemy armor. He is also skilled in the use of all heavy and light machine guns.

The Combat Engineer

The Combat Engineer is expert in the use of military grade explosives. He is also skilled with assault rifles and sub-machine guns.

The Sniper

The Sniper is the expert marksman of the team and is capable of taking down enemy soldiers at long range.

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