

CONFLICT:

DESERT STORM





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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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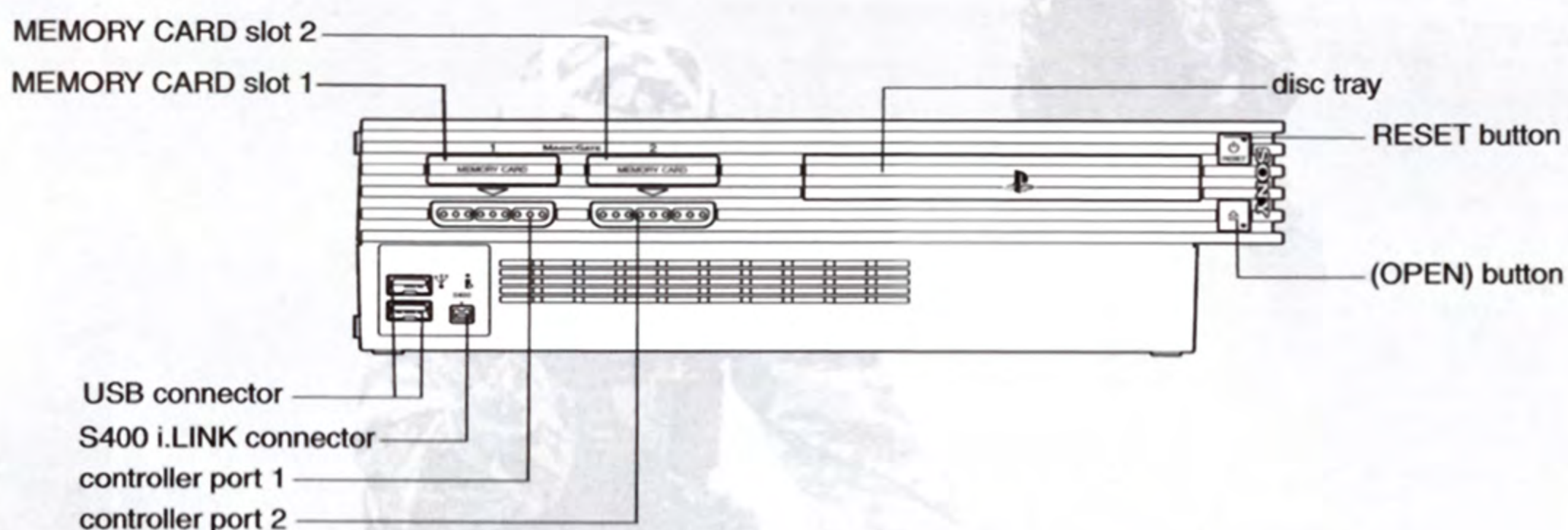
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Getting Started

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Conflict: Desert Storm disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



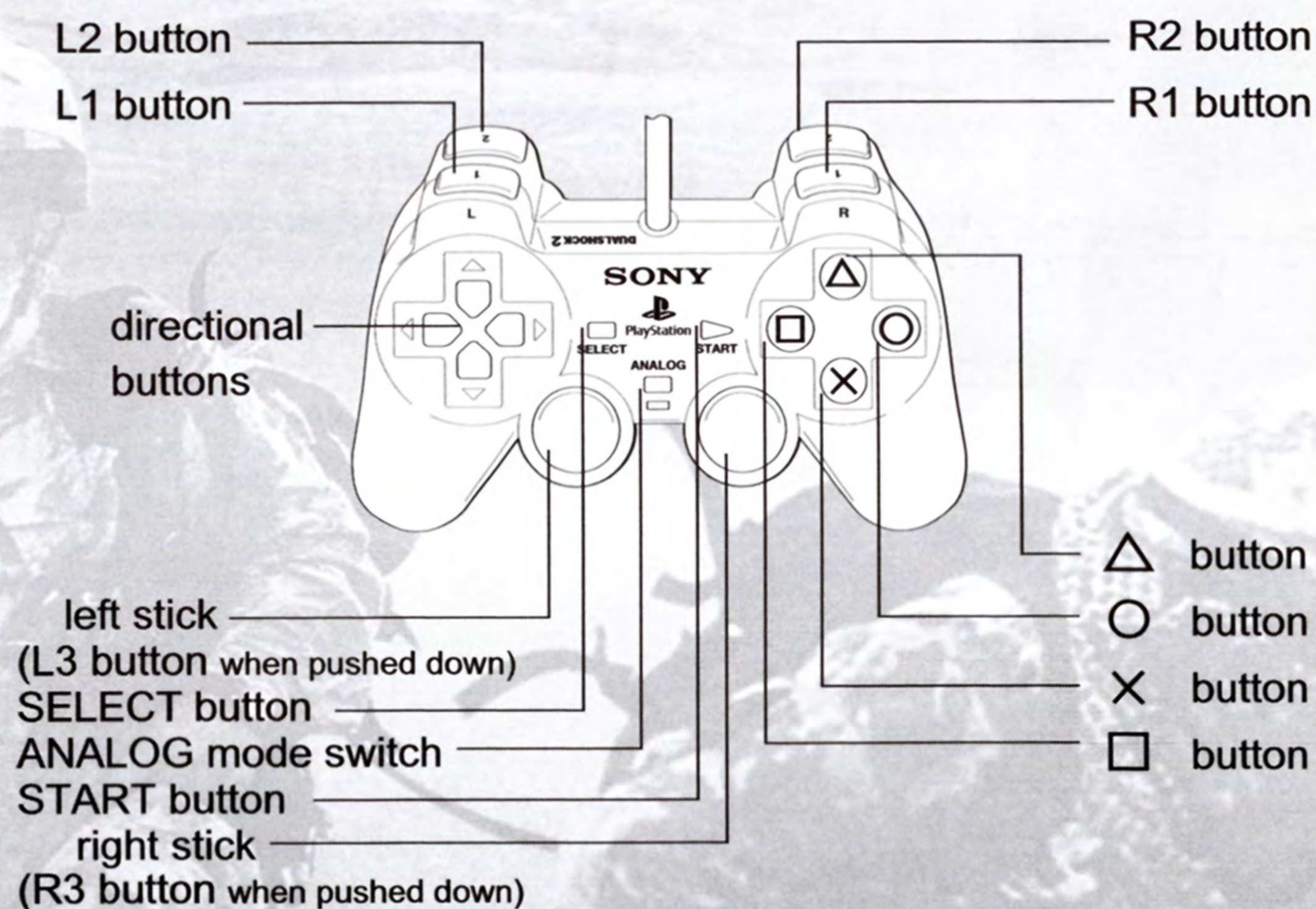
Note: Insert a memory card (8MB) (for PlayStation® 2) in either MEMORY CARD slot 1 or MEMORY CARD slot 2 before turning the power on. Game saves require 225KB of free space. Additional saves require additional free space.



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GAME CONTROLS

DUALSHOCK® 2 analog controller



(Note: Conflict: Desert Storm does not support a standard digital controller.)

Navigating the Menus

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

Highlight Menu Options.left analog stick / directional button UP/DOWN	
Confirm a Selection	ⓧ button
Alter Menu Values.....left analog stick / directional button LEFT/RIGHT	
Return to the Previous Menu.....	ⓐ button

In-Game Controls

Game Controls

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

Move Soldier Controls

Move Forward	left analog stick UP
Move Backwards	left analog stick DOWN
Strafe (sidestep) Left	left analog stick LEFT
Strafe (sidestep) Right	left analog stick RIGHT
Rotate Left	right analog stick LEFT
Rotate Right	right analog stick RIGHT
Change Stance (Stand/Crouch/Prone)	Ⓞ button
Lie Down (Prone)	Hold Ⓞ button

Weapon Controls

Fire Selected Weapon.....	R1 button
Switch Target Left.....	L2 button
Switch Target Right.....	R2 button
Move Weapon Crosshair....right analog stick UP/DOWN/LEFT/RIGHT	

Squad Controls

Jump to Next Soldier.....	directional button UP
Jump to Previous Soldier	directional button DOWN
All Soldiers Fire at Will/ Stand Down (toggle).....	Ⓜ button



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Orders Menu	(Hold Down L1 button)
Open Orders Menu	Hold Down L1 button then:
Move Soldier Control Panel Cursor Up	directional button UP
Move Soldier Control Panel Cursor Down.....	directional button DOWN
All Soldiers Prone/Stand (toggle)	R1 button
All Soldiers Follow/ Hold Position (toggle).....	R2 button
Order Highlighted Soldier to Follow	⊗ button
Order Highlighted Soldier to Halt	△ button
Order Highlighted Soldier to Advance to a Position.....	⊙ button

Use the right analog stick to aim at a position and the left analog stick to set the direction in which you would like the soldier to face. Press the ⊙ button again to give the order.

View/Map Controls

First-Person/ Third-Person View (toggle)	R3 button
Zoom in (in First-Person View)	L3 button
View Mission Objectives/ Map	SELECT button

Inventory Menu

Open Inventory	Hold down △ button then:
Move Selection Up.....	directional button UP
Move Selection Down	directional button DOWN
Change Weapon Fire Mode/ Night Vision Goggles (toggle)	R1 button
Open Give/Take Menu	⊗ button when prompted

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.

INTRODUCTION

The Single Player Game

After the opening movie you'll be taken to 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 button UP/DOWN (or left analog stick UP/DOWN) and press the  button to confirm and you will be taken to the Single Player Menu.

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.
- Choose Basic Training.

You will now enter Basic Training.

SPECIAL FORCES BASIC TRAINING AREA

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 the 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.



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Check all the controls listed at the beginning of this instruction guide and try to complete each exercise as quickly and accurately as you can. 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.

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 controls will be useful to you:

Move Forward.....	left analog stick UP
Move Backwards	left analog stick DOWN
Strafe Left	left analog stick LEFT
Strafe Right	left analog stick RIGHT
Rotate Left.....	right analog stick LEFT
Rotate Right.....	right analog stick RIGHT
Stand/Crouch/Prone	○ Button
Action Button (Flashing Text).....	× 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 an action, press the × button. For example, to climb a ladder: stand in front of the ladder and you will see the flashing text 'Mount Ladder,' press the × button and then climb using the normal control for Move Forward (left analog stick UP).

The Weapons Evaluation Course

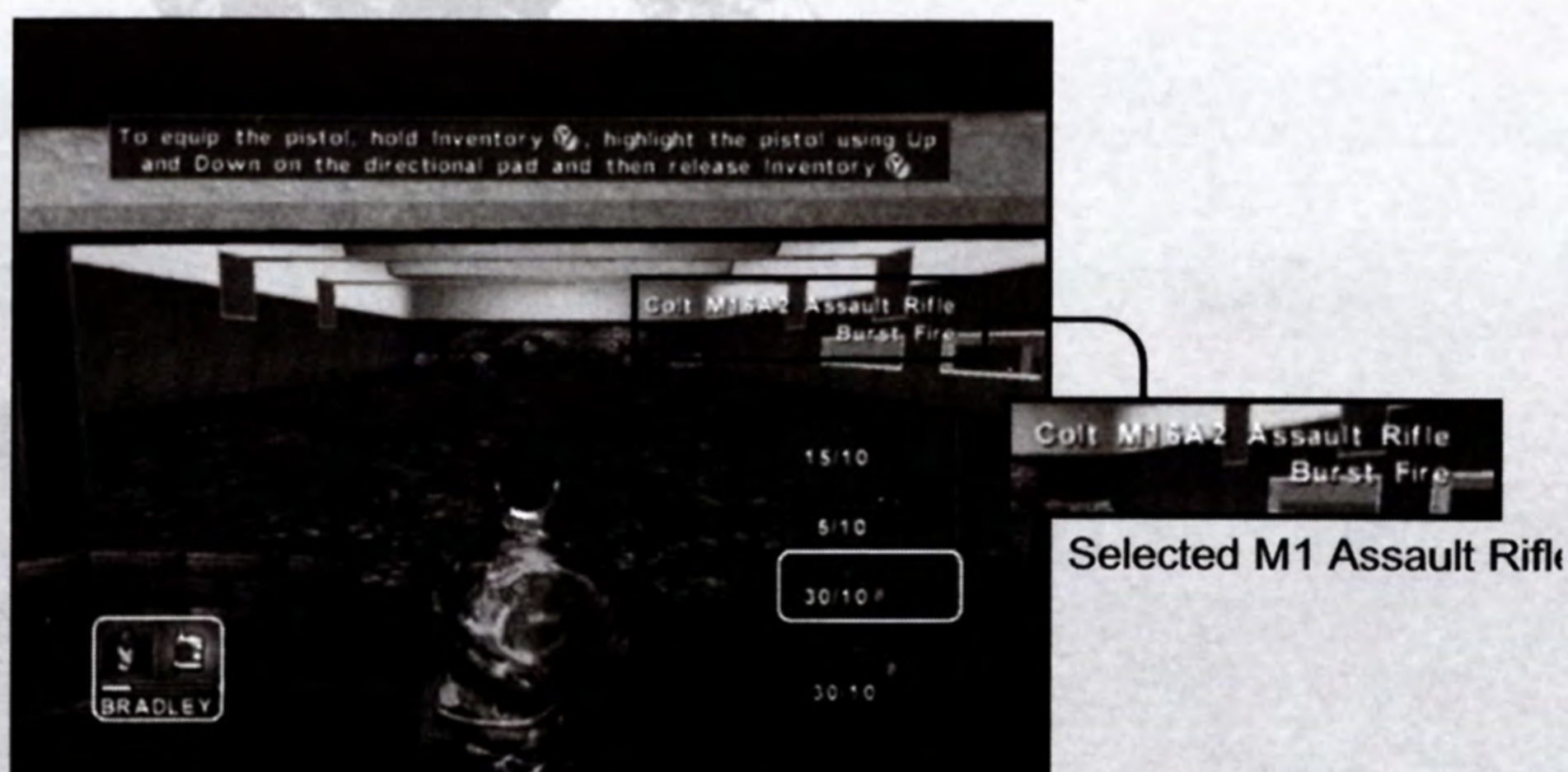
The Weapons Evaluation Course is your guide to handling your first weapons in Basic Training. You will be given a Pistol, a Sniper Rifle and an Assault Rifle. Conflict: Desert Storm features a large number of different weapons that are suited for particular missions and different soldier skills. You 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 in front of the weapon until you see the 'pick-up' icon appear. The flashing text 'Pick Up Object' appears on the lower right of the screen. As always, any flashing text means that you can press the action button for that action to be completed.

- Press the  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 selected weapon will be transferred to your pack/ inventory.





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- Hold down the  button to open your inventory menu (shown on the lower right of the screen).
- Use the directional button UP/DOWN to select a weapon. A picture of the weapon will appear on screen with text details across the top of the screen.

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  button and press the R1 button to cycle through the different modes.

In First-person view most weapons show you a detailed targeting view that allows a better shot, but you can zoom in further using the L3 button. When you try the Sniper Rifle you will see that it has a very close Zoom mode. Press the R3 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 you are holding. The crosshair sights can be adjusted in First-person view by using the left analog stick UP/DOWN/LEFT/RIGHT. 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 R1 button to fire your weapon.

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  button to mount the gun; the soldier will take hold of the machine gun.

- Move the gun using the normal movement controls: right analog stick UP/DOWN/LEFT/RIGHT.
- Press the R3 button to change to First-person view.
- Press the R1 button to fire.

The Rocket Launcher must be picked up, aimed and fired in the same 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 of Training requires that you drive a truck to a new location.

- To get into the truck, stand close to it, look for the flashing text and press the  button.
- Use the standard 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  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 tough targets. The next phase of training 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 R3 button).
- Position the crosshair over the target (using the right analog stick UP/DOWN/LEFT/RIGHT).
- Order the artillery to fire (press  button).

Calling in Air Strikes

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

- Pick up the Laser Designator.
- Go into First-person view (R3 button).
- Move the crosshairs over the target (using the right analog stick UP/DOWN/LEFT/RIGHT).
- Wait to acquire a 'lock' (the aiming sight will turn to red).
- Call in the air strikes (press **X** button).

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 the L1 button). All the soldiers' control panels are shown (lower left) along with small icons representing their move status.
- Press the Group Follow command button toggle (R2 button) and the icons will change to the 'follow' icon

Group command - hold position:

- Open the Orders Menu (hold down L1 button).
- Press the R2 button toggle again to order the squad to 'hold' position

Selected soldier - follow me:

- Open the Orders Menu (hold down the L1 button).
- Select a soldier (directional button UP/DOWN).
- Press the  button and that soldier will follow you or come to your position.
- Press the  button to make the selected soldier hold his position.

Order a selected soldier to move to a different position:

- Go into Orders Menu (hold down L1 button).
- Select a soldier (directional button UP/DOWN).
- Press  button to order a soldier to advance to a position and use the right analog stick to fix the marker cone in the required position, then press the  button to confirm the order. Use the left analog stick to set a facing direction for the soldier to adopt.

Medikit

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

Using the Medikit on yourself:

- Open your pack/inventory (hold down  button).
- Locate the Medikit using directional button UP/DOWN.
- Press R1 button when you are holding the Medikit to heal yourself.



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Using the Medikit on other squad members:

- Locate the Medikit and make sure you are holding it.
- Approach the wounded soldier.
- When the message 'Heal' flashes, press the **X** button to heal the soldier.

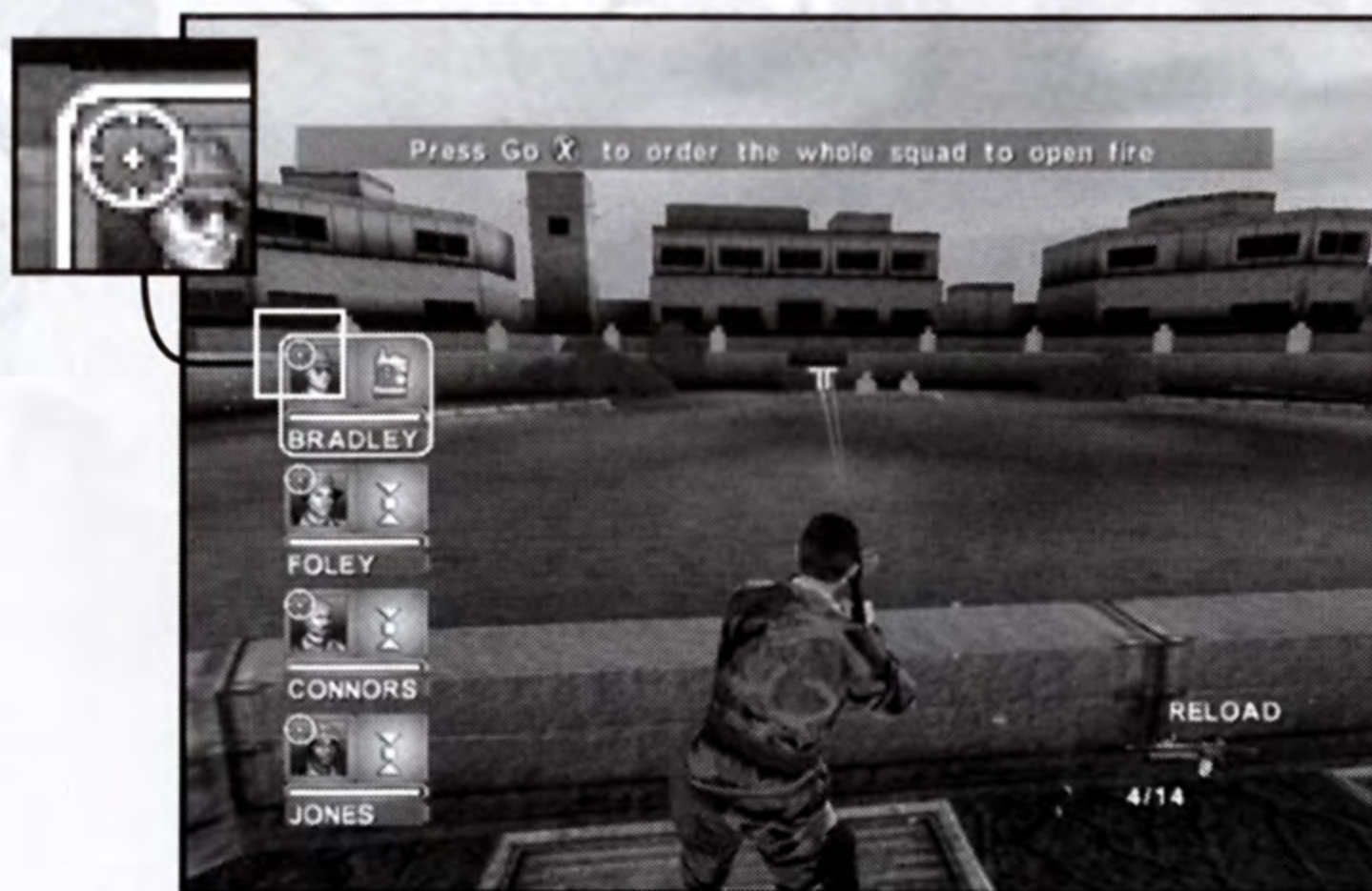
Note that it is also possible to heal soldiers when in First-person view. This works in the same way but use the right analog stick to 'look' at the wounded soldier you wish to heal. If you are holding the Medikit and you are close enough to the soldier, a Medikit icon will flash onscreen and you can heal the soldier by pressing the R1 button.

Fire At Will/Stand Down Orders

Some orders can be issued to all soldiers immediately.

- Press **Go** button to toggle on/off all soldiers fire at will/stand down commands. When soldiers have a fire at will order issued to them a small target icon appears on one side of their control panel.

Fire at Will



Switching between Characters in Action

Finally, the Advanced Training section will show you how to switch between different soldiers during an action. It's important to note that each squad member has different skills and carries different weapons/inventory which can be used to your advantage on a mission objective.

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

That's all the on-screen training you're going to be given 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 Training, 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 the campaign will be in your hands. This section of the game manual will explain all aspects of control/weapons and the mission structure of the Conflict: Desert Storm Campaign.

- Go to the Main Menu screen.
- Select the Single Player option.
- 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.

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

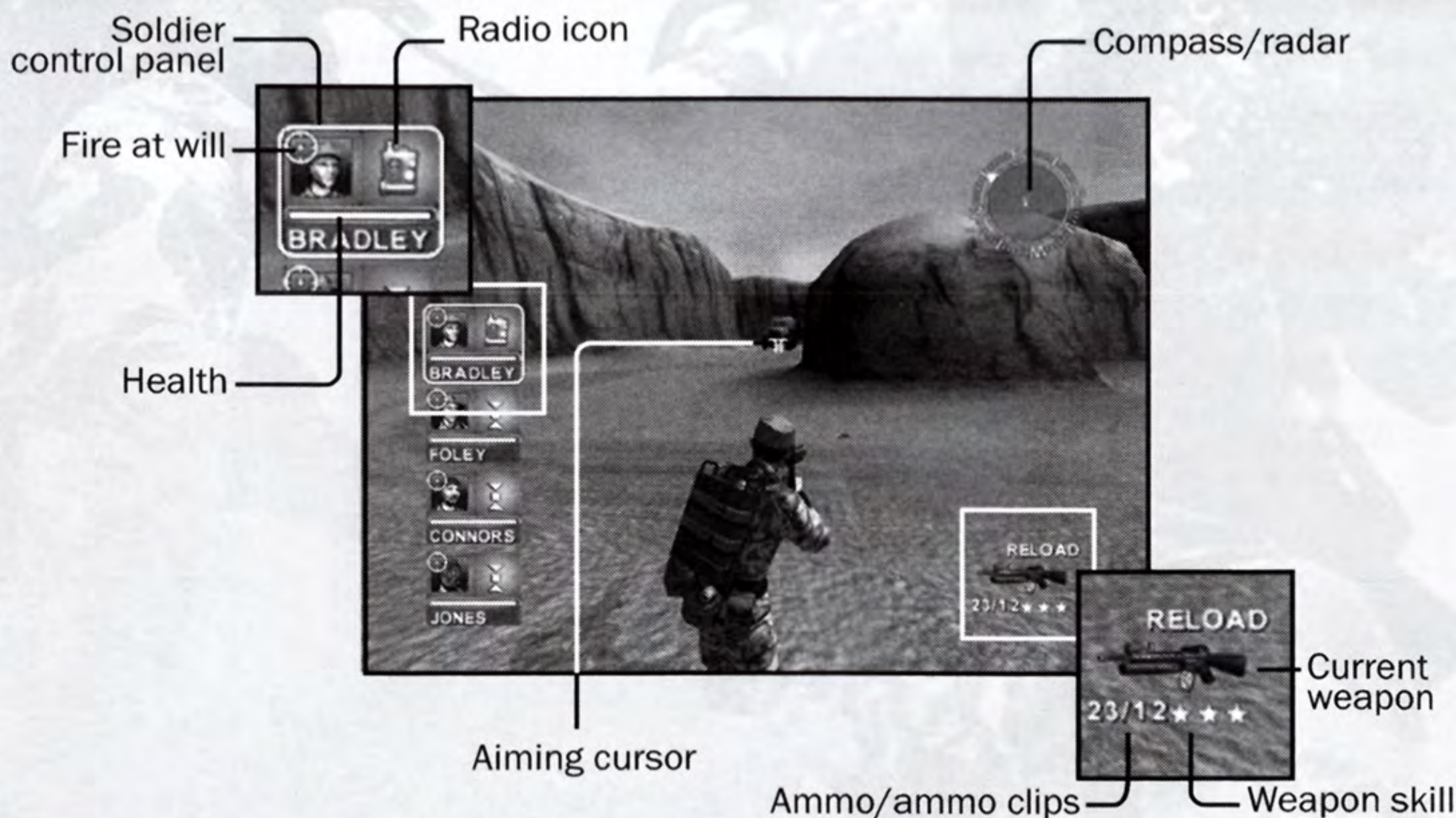
- An introductory movie will provide you with Desert Storm Campaign background.
- You will be shown a text description of your mission along with a detailed map.
- You will be shown a very detailed mission objectives briefing, including any reconnaissance information already gathered, that will detail 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 throughout the mission by pressing the SELECT button. 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 from the Mission Objectives list.

In-Game Screen

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



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 (R3 button) you will see the action through his eyes. The soldier's control panel is highlighted 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, his health status, and a photograph. A radio icon indicates who is the currently selected soldier in a squad. The control panel flashes/fades 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).



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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 (R3 button) will show a more detailed sight. Pressing L3 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 example, 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.

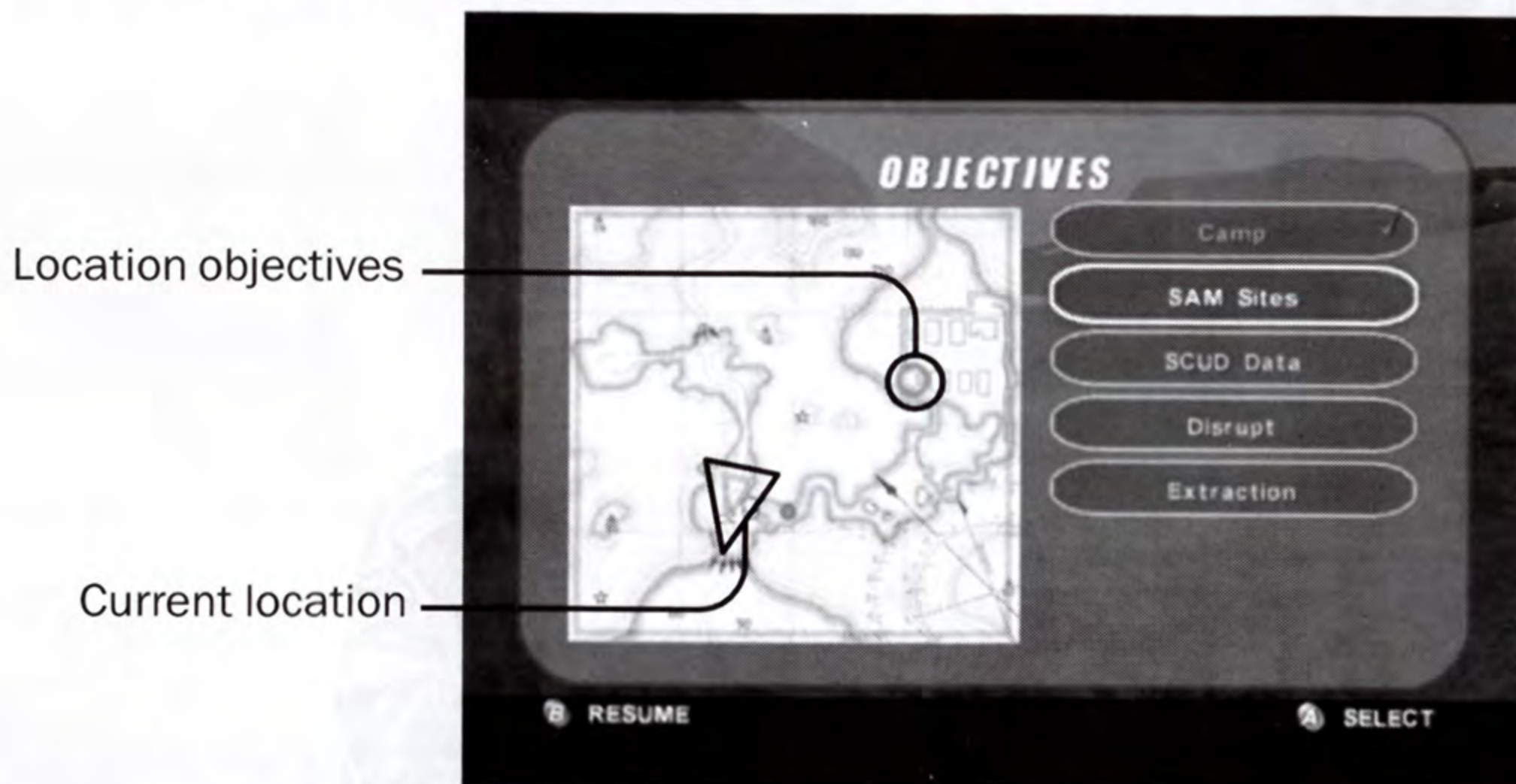
A yellow arrow marker shows the direction to take in order to locate the next objective for completing the mission.

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 that named action. You can press the **X** button to carry it out. For example, once you have fired a few rounds from your Assault Rifle you will see the text 'Reload' flashing, this means that you can reload your weapon by pressing the **X** button, as long as you have enough ammo for that weapon. Note that, a soldier will automatically reload any weapon when reaching the end of an ammo clip.

Mission Objectives Map



Press the SELECT button 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 **△** button and use the directional button 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 game controls. Don't worry about taking a breather in the heat of battle, you can always Pause the game by pressing the START button, and you won't be penalized for it.

Pressing the START button will not only 'freeze' the action, but will also open the Pause Menu. The Pause Menu allows you the following options:

Continue Game

Resume the game you are playing.

Save the Game

You can save the game at any point in a mission. Try to save at suitable points when you have successfully progressed through a particularly difficult section of action. The number of times you can save is limited to TWO per level. You can choose to save to a new save slot or overwrite an existing save (you will be warned if you choose to do this and have to confirm your actions).

You will be given the option of selecting MEMORY CARD slot 1 or MEMORY CARD slot 2 if more than one memory card (8MB) (for PlayStation® 2) is inserted.

The save game name will be automatically generated to represent the mission you are playing.

You are advised not to insert or remove accessories or memory cards (8MB) (for PlayStation® 2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation® 2) before commencing play.

Load a Game

If you want to load a previously saved game, select the MEMORY CARD slot 1 or MEMORY CARD slot 2, highlight the game name you want to load and press the **X** button.

Options

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

Adjust FX Volume(+/-)
Adjust Music Volume(+/-)
Sound Mode(Mono / Stereo)
Center Screen.....(Adjust Left/Right/Up/Down)
Vibration(On/Off)
Refresh Rate(50 Hz / 60 Hz/ Test)
Controller(4 default configurations to suit your style of play)
Quit.....

Exit the mission

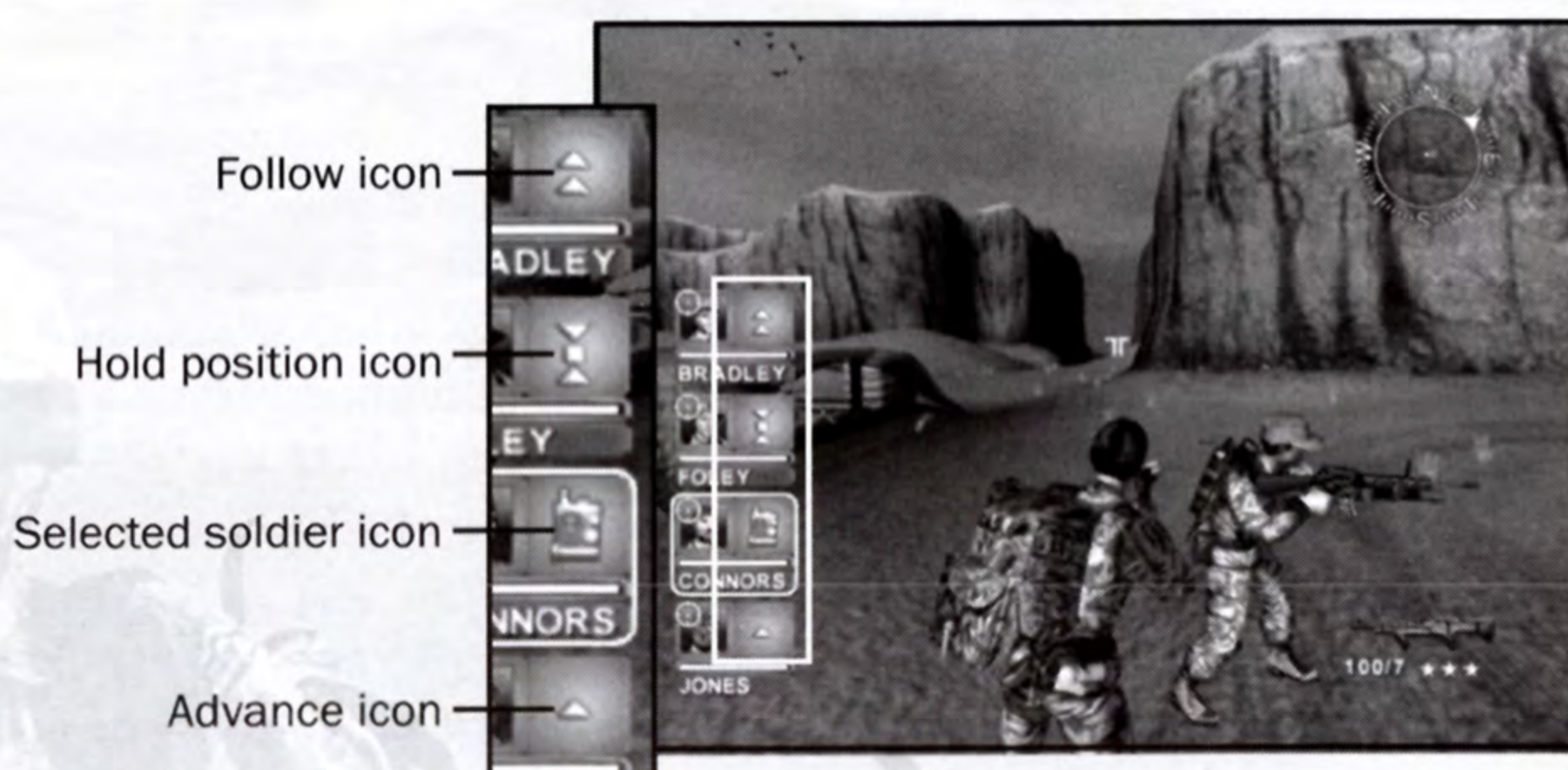
- Press the START button again to exit the Pause Menu and unfreeze the game.

Quit

This will end the mission and return you to the main menu. There will be a confirmation prompt when you select this option.

Controlling More Than One Soldier

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



You can 'jump' to the next or previous soldier using the directional button UP/DOWN and you will see the game action from their perspective in Third-person view.

Note that, if you have given a soldier an order and you select him by pressing the directional button 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. Orders command is accessed by holding down the L1 button.

Open Orders Menu.....Hold Down L1 button then:
Move Soldier Control Panel Cursor Updirectional button UP
Move Soldier Control Panel Cursor Down.....directional button DOWN
Command ALL Soldiers to lie prone/stand (toggle)R1 button
Command ALL Soldiers to follow/ hold a position (toggle) ...R2 button
Command a selected Soldier to follow..... X button
Command selected Soldier to halt/hold position Δ button
Command selected Soldier
to advance to a position..... ● button plus positional procedure (below):

- Use the right analog stick to aim at a position
- Press the ● button to give the order.
- Use the left analog stick to set a soldier facing and then press the ● button to confirm 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.

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 using the L2 button (from left to right) or the R2 button (from right to left). Automatic targeting will target the enemy that is of the greatest threat to you by moving the weapon aiming sights over that target.



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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 Fire (R1 button) to throw the object. Grenades are timed and will explode shortly after impact.

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 be 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 Fire (R1 button).

You are quite vulnerable while setting the charge as 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  button. Note that other close explosions from grenades and tank mines can also cause planted C4 charges to explode prematurely.

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 vehicles without armor. 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 that can destroy a heavily armored tank. To use the mines:

- Select the mine from your inventory.
- Press the Fire button to plant the mine.

It is possible to cancel planting tank mines by pressing the **ⓧ** button. 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 or a person can also set them off.

Completing Objectives

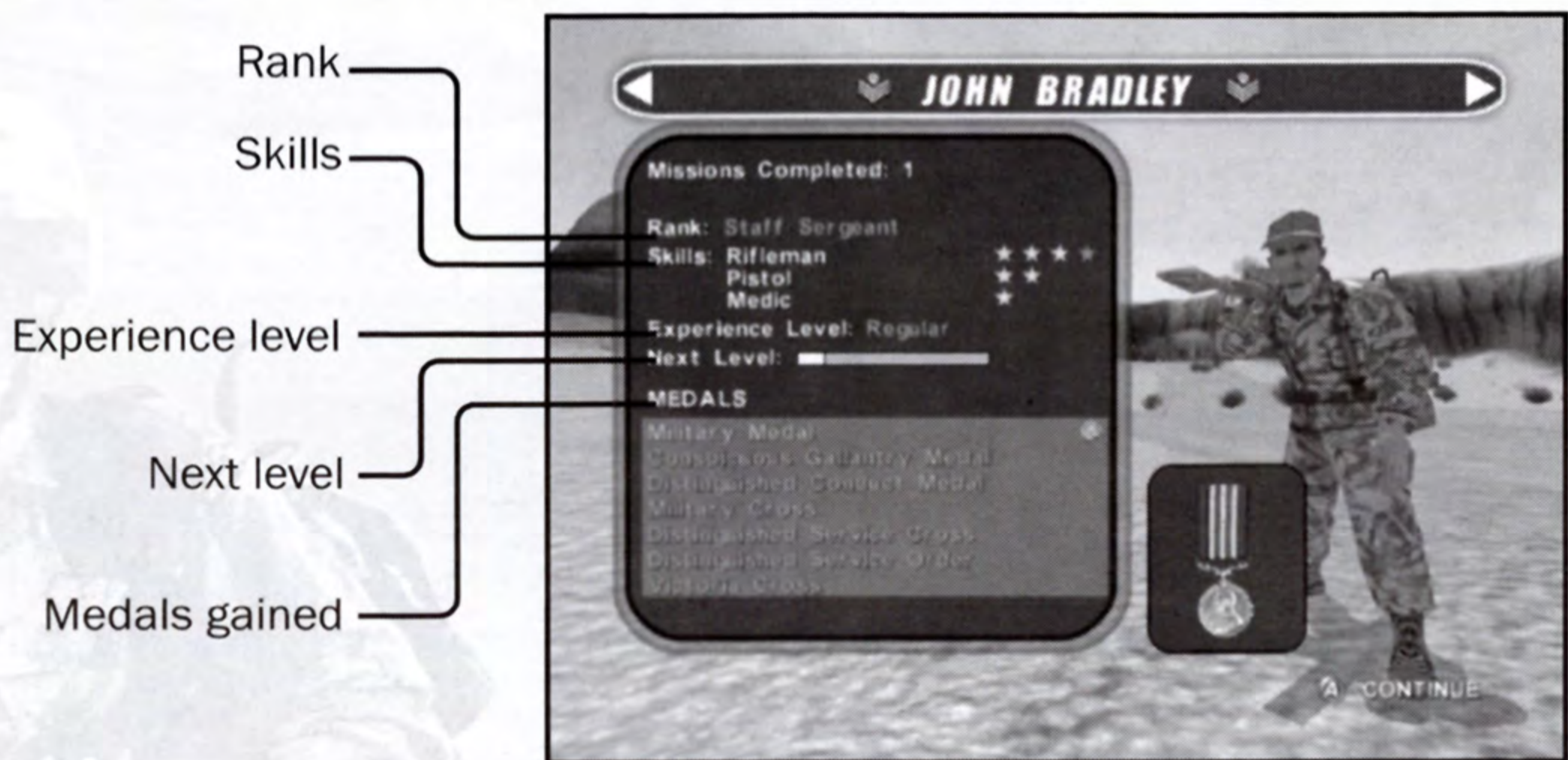
As you complete an objective in a mission, a confirmation message will be shown on the screen and the objectives will be ticked off on the map/objectives screen.

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.

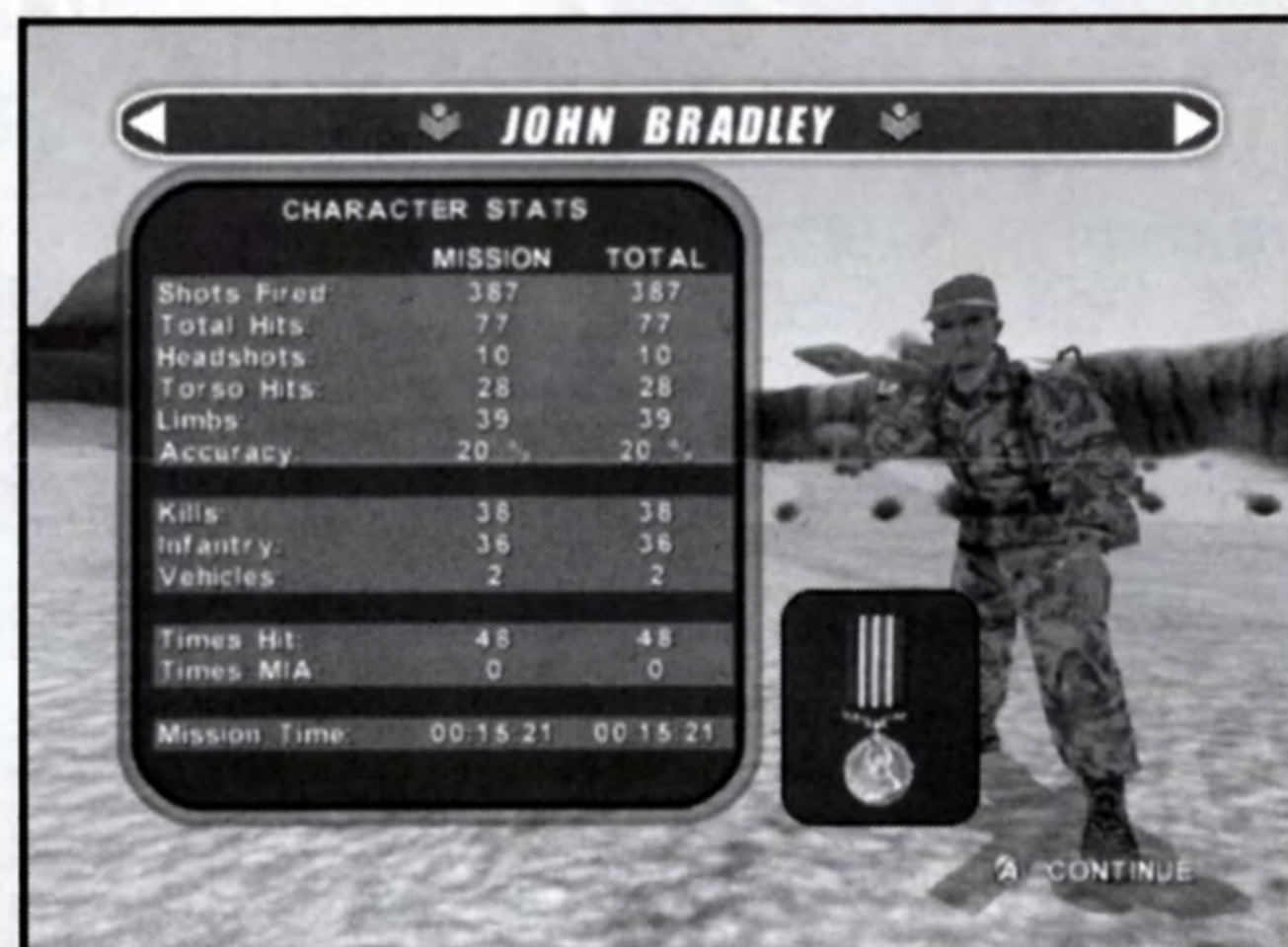
At the end of any mission when all objectives have been completed you can choose to Save the Game and Continue with the campaign.

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.



Select the scroll arrow at the bottom of the screen to access the soldiers' Statistics Screen.



The Statistics screen shows a breakdown of how each individual performed in the mission and the running totals for the campaign to date.

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

Private
Lance Corporal
Corporal
Sergeant
Staff Sergeant
Sergeant Major

Commissioned Ranks

2nd Lieutenant
Lieutenant
Captain
Major
Colonel

U.S. Delta Force Ranks

Non-Commissioned Ranks

Private
Private 1st class
Corporal
Sergeant
Master Sergeant
Sergeant Major

Commissioned Ranks

2nd Lieutenant
1st Lieutenant
Captain
Major
Colonel

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



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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

Medal
Military Medal
Conspicuous Gallantry Medal
Distinguished Conduct Medal
Military Cross
Distinguished Service Cross
Distinguished Service Order
Victoria Cross

Delta Force Medals

Medal
Armed Forces Service Medal
Army Distinguished Service Cross
Army Commendation Medal
Bronze Star
Silver Star
Legion of Merit
Medal of Honor

Note that, the Medal of Honor and the Victoria Cross 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
- Regular
- Veteran
- Expert
- Professional
- Guard
- Elite
- 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 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	*



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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, 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 in Co-operative Play mode and is available to two players on the same console. The screen is split down the middle and each player can control up to two soldiers in a mission.

Getting Started

- Make sure that power is off.
- Insert the two Controllers.
- Turn on power and load the game as normal.
- Select Co-operative Play from the Main Menu screen and you will enter the Cooperative Campaign where you can begin a new campaign or load a saved Co-operative game.
- Select a Difficulty Level.
- Select a Uniform.

The Co-operative Play game will load. You must complete the campaign missions in the same way as the Single Player game.

HINTS AND TIPS

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

- Use teamwork to defeat the enemy. Learn this lesson so that you and your team 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 weak. This is a guaranteed kill.
- 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 down and then detonated in order.
- Most weapons at your disposal have different firing modes. 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. But 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.
- The advance order is a useful way to get your squad into position quickly.
- Try to avoid killing civilians.



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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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Phone: (410) 933-9191

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