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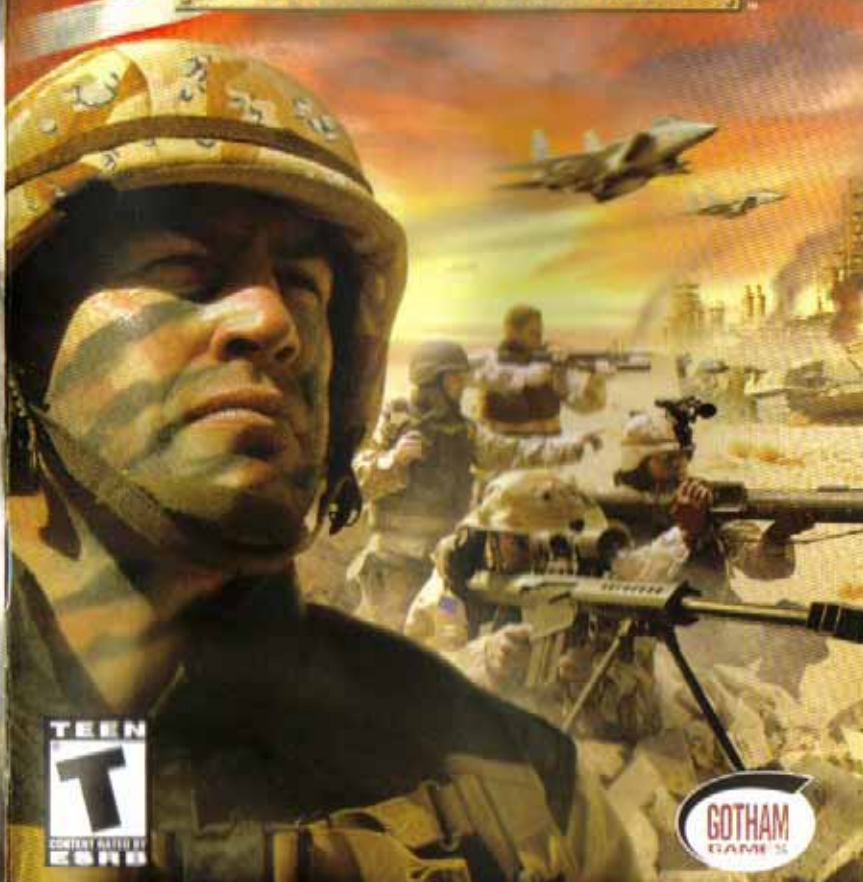
Gotham Games, 525 Broadway, New York, NY 10012

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# CONFLICT: DESERT STORM II

BACK TO BAGHDAD



TEEN  
**T**  
CONTENT RATED BY  
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GOTHAM  
GAME



**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 FORMAT 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.

**CONFLICT:**

**DESERT  
STORM II**

**BACK TO BAGHDAD**

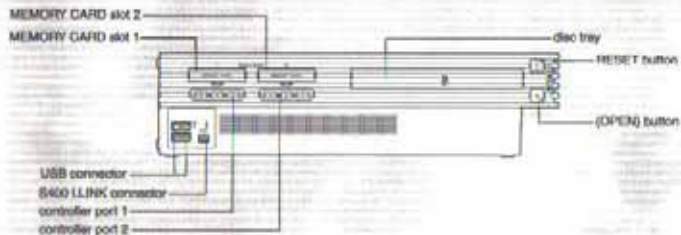
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## 2 Getting Started



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 II™ 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 MEMORY CARD slot 1 before turning the power on. Game saves require 65KB of free space. Additional saves require additional free space.*

## 3 The Game Controls

### DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



*Note: Conflict: Desert Storm II does not support a digital controller.*



### 3.1.1 Navigating the Menus

The menu screens in Conflict: Desert Storm II 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

*Note: Options data autoloads on boot up. As this is the only place options data can be loaded, please ensure that your memory card (8MB) (for PlayStation®2) is inserted before turning the power on. If memory cards (8MB) (for PlayStation®2) are inserted in both MEMORY CARD slot 1 and MEMORY CARD slot 2, both containing options data, then the data in MEMORY CARD slot 1 will be autoloaded.*

### 3.1.2 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) .....	ⓧ button
Lie Down Prone .....	Hold ⓧ button
Roll left/right (When Prone) .....	left analog stick LEFT/RIGHT

#### Weapon Controls

Fire Selected Weapon .....	R1 button
Cycle weapon fire mode .....	R1 button When weapon is highlighted in Inventory
Switch Target Left .....	L2 button
Switch Target Right .....	R2 button

Move Weapon Crosshair .....	right analog stick UP/DOWN/LEFT/RIGHT
All Soldiers Fire at Will / Stand Down (toggle) .....	ⓧ button

#### Soldier Selection

Jump to Next Soldier .....	directional button UP
Jump to Previous Soldier .....	directional button DOWN

#### Orders Menu (Hold Down L1)

Open Orders Menu. Hold L1 button then:

Highlight individual soldier for ordering .....	directional button UP / DOWN
Individual Soldier Fire at Will/ Stand Down (toggle) .....	ⓧ 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.

All Soldiers Prone/Stand (toggle) .....	R1 button
All Soldiers Follow/ Hold Position (toggle) .....	R2 button

#### 1st Person and Zoom modes

First Person/ Third Person View (toggle) .....	R3 button
Zoom in (in First Person View) .....	L3 button
View Mission Objectives/ Map .....	SELECT button
Peek left/right .....	directional button LEFT/RIGHT

#### Inventory Menu (Hold Down ⓧ)

Open Inventory. Hold ⓧ button then:

Move Selection Up .....	directional button UP
Move Selection Down .....	directional button DOWN
Change Weapon Fire Mode: .....	R1 button
Jump to bottom of Inventory: .....	L2 button
Night Vision Goggles (toggle): .....	L1 button
Jump to main weapon: .....	R2 button
Jump to Smoke Grenades .....	ⓧ button
Jump to Frag Grenades .....	ⓧ button





## Give/Take Menu

Open Give/Take Menu ..... Hold **X** button when 'Give' or 'Take' flashes  
 Move Selection Up ..... directional button UP  
 Move Selection Down ..... directional button DOWN  
 Transfer Item ..... **R1** button  
*Note that the inventory colors change to orange if you are giving items.*

## Vehicle Controls

Accelerate/Brake ..... left analog stick UP/DOWN  
 Turn left/right ..... right analog stick LEFT/RIGHT  
 Change position in vehicle ..... Hold **A** and directional button UP/DOWN  
 Enter/Exit vehicle ..... **X** button

## 4 Story

Bradley, Foley, Connors, Jones. The 1991 Gulf War's most highly-decorated Special Forces soldiers. The fighting man's fighting men. As Patrol Alpha-Two, they took part in some of the most notorious engagements of the Desert Storm campaign.

It was they who spirited the Emir of Kuwait to safety, right from under the noses of the Iraqi soldiers invading the capital.

It was they who took out the vital Early Warning Radar at An-Nagaf, paving the way for the Air War that would cripple the enemy defenses.

It was they who single-handedly fought back the Republican Guard division invading the Saudi Arabian town of Al-Khafji, they who decimated the SCUD threat in the merciless deserts of North-West Iraq, they who penetrated into the heart of Baghdad itself to liberate Allied airmen taken prisoner, and they who brought a swift end to the war by confronting the rogue General Aziz.

That was only half the story.

What about the burning oil fields of Kuwait?

What about Saddam's Chemical Weapons program? What about the Superguns?

What happened to those Allied soldiers taken prisoner, and those who didn't come back at all?

Listen up, soldier. You're about to find out.

## 5 Menu Options

### 5.1 A word on Profiles



Conflict: Desert Storm II uses a Profile system, to make it easy for multiple users to use the same game system. In your Profile, you can define your user name and your controller options.

For more information on how to create a Profile, please see the Creating Profiles section on page 10.

### 5.2 Main Menu



The following options are available from the Main Menu:

#### 5.2.1 Single Player

Training, Single Player Campaign and Single Player Load Game are available from this option.



## 5.2.2 Multiplayer

Play the Campaign game with the assistance of a friend, or load a previously-saved Multiplayer game. You will need a second controller to play Multiplayer.

## 5.2.3 Options

Set up various game options, and also customize your own personal profile.

## 5.3 Single Player Menu



### 5.3.1 Training

Four training missions are available, each teaching you different aspects of playing the game. Before beginning Training, you will need to select a Profile to use. See page 11, section 5.7 for more details.

### 5.3.2 New Game

This option starts the Campaign game from the beginning. Before beginning the game, you will need to select a Profile to use. See page 11, section 5.7 for more details.

### 5.3.3 Load Game

This option allows you to load a previously-saved Single Player game. You will need to select a Profile to use. See page 11, section 5.7 for more details.

## 5.4 Multiplayer Menu



### 5.4.1 New Game

Begin a Multiplayer Campaign from the beginning. Before starting the game, you will need to select a Profile for each Player. See page 11, section 5.7 for more details.

### 5.4.2 Load Game

Load a previously-saved Multiplayer game. You will need to select a Profile before you can select a save game to load.

## 5.5 Options Menu



### 5.5.1 Edit Profile

Takes you to the Edit Profile screen, allowing you to edit or create a profile. Note that you will need to have a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 or MEMORY CARD slot 2 to use this function. Details on how to use this option are provided below.

### 5.5.2 FX Volume

Press LEFT and RIGHT on the directional buttons to change the relative volume that sound effects are played in-game. The longer the yellow bar is, the louder the sound will be.






### 5.5.3 Music Volume

Press LEFT and RIGHT on the directional buttons to change the relative volume that music is played in-game. The longer the yellow bar is, the louder the sound will be.

### 5.5.4 Sound

Mono, Stereo and Dolby Surround Pro Logic II™ sound are all supported. Press LEFT and RIGHT on the directional buttons to choose between the options.

### 5.5.5 Center Screen

This option allows you to reposition the game display to best suit your television. Once selected, use the directional buttons or left analog stick to position the display, and then press the  button to accept the changes.

### 5.5.6 Widescreen



If you have a Widescreen television, turn this option on to benefit from Widescreen mode. Press LEFT and RIGHT on the directional buttons to turn this option on or off.

## 5.6 Creating Profiles

To create a profile, select the Edit Profile option from the Options Menu. You will first need to select the MEMORY CARD slot that the data is to be loaded from and/or saved to. Note that a memory card (8MB) (for PlayStation®2) must be present in a relevant MEMORY CARD slot for it to be used. Up to 8 Profiles can be present on a single memory card (8MB) (for PlayStation®2).

Note that you do not have to create a Profile, and are free to use the Default Profile instead. However, this way you will not have your personal user options saved.

### 5.6.1 Naming your Profile

Using UP/DOWN/LEFT/RIGHT on the directional buttons, move the Highlight around the virtual keypad. Press the  button to accept a character, and when you are happy with your profile name, move the Highlight to DONE and press the  button. Highlight and select DEL to remove unwanted characters.

Note that you can use the SHIFT option to switch between lower and upper case.

### 5.6.2 Editing your Profile



You can now customize your Profile. The following options are available. You may switch between them using LEFT and RIGHT on the directional buttons.

#### Auto Aim

Turning this OFF means that your controlled soldier will not automatically aim at enemies, requiring you to aim manually.

#### Invert Axis

Turning this option ON means that your Look Up and Look Down controls (usually on the right analog stick) will be reversed, giving you "Pilot" controls.

#### Vibration

Turning this option ON means that the controller will vibrate when you are hit by a bullet, explosion, etc.


#### Controller

Selecting this option allows you to choose between two control options.


#### Rename Profile

This option allows you to change the name of the profile.

#### Save Profile

Save any changes you have made to your profile by pressing the  button. It is now ready for use.

## 5.7 Selecting a Profile to use

When you Start or Load a Single or Multiplayer game, you will be asked which Profile you wish to use. Select from the available Profiles using UP/DOWN on the directional buttons, then press the  button once you have selected the Profile you wish to use.

If you do not wish to use any of the Profiles present on the memory card (8MB) (for PlayStation®2), you may use the Default Profile.

*Note that if you have not created any Profiles on your memory card (8MB) (for PlayStation®2), you will automatically use the Default Profile.*



## 6 In-Game Screen



### 6.1.1 The Soldier

When you are in third person view, your selected soldier is always centered in the lower half of the in-game screen. If you switch to first person view (R3 button) you will see the action through the soldier's eyes. The highlighted soldier's control panel indicates which soldier you are using.

To switch your control to a new soldier, press UP/DOWN on the directional buttons.

### 6.1.2 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 portrait. An 'animated aerial' icon indicates who is the currently selected soldier in the squad. The control panel flashes/fades slightly to indicate who is calling in a message on the radio.

### 6.1.3 Health

The soldier's health is shown by a yellow bar inside the control panel, this will gradually change to red as the soldier gets injured. When the bar is completely red that soldier is badly wounded and unable to do anything for himself. In this state, he is known as MIA (Missing In Action).

It is possible to heal soldiers that are MIA by using your Medikit. To do this, approach the wounded soldier with the Medikit equipped, then once "HEAL" appears on screen press the **R1** button and the soldier will begin to heal. You must be quick because the red health bar will start to "drain" and the character's picture will fade out – once this happens that soldier will become KIA (killed in action). If one of your soldiers becomes KIA, you will have failed the mission; none of your squad members are expendable.

### 6.1.4 Current Weapon

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

### 6.1.5 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 the L3 button will, in addition, zoom in that sight (if the weapon has a secondary zoom).

### 6.1.6 Ammo Clip/Ammo/Number of Items

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

### 6.1.7 Weapon Skill Level

Each soldier has varying levels of skills with different types of weapons and items, indicated by 'stars' displayed alongside the weapon or item. These skills will improve over time as the soldier completes more and more missions.

Note that soldiers can also have skill with items as well, such as Medikits, C4 Plastic Explosives, and Mines.

### 6.1.8 Compass/Radar

The compass in the top right of the screen shows the direction 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 centre of the compass is the selected soldier, other white blips are friendly soldiers, red blips are enemy soldiers, objects or vehicles/defensive installations.

### 6.1.9 Flashing Text

Any flashing text appearing on the lower right of the game screen indicates that you can perform the action described. You can press the Action button **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. Among the other actions you can perform using the Action button are: Open door, Pick up item, Heal friendly soldier (if you have a Medikit in your hand), Give items to a friendly soldier, Take items from a downed soldier, and Use inventory items such as the Laser Designator.

## 7 Vehicle Control

### 7.1 Entering and Exiting a vehicle

When a Squad Member is standing near a vehicle, the Action button text in the bottom right of the screen display 'Embark'. When you see this message, press the **X** button to make your Squad Member get into the vehicle. If a Squad Member is in a vehicle, pressing the **X** button will make him disembark the vehicle.

### 7.2 Choosing vehicle position

Vehicles can have up to four positions for Squad Members to occupy. An icon in the bottom-right of the screen shows which position the active Squad Member is in.



Grenade  
Rocket Launcher  
Machine gun  
Driver  
Passenger

To change the position a Squad Member is in, hold down the **△** button and press the directional button UP/DOWN until the desired position is selected, and then release the **△** button. The position functions are as follows:

#### Driver (all vehicles)

This Squad Member is responsible for driving the vehicle. Driving controls are described below.

#### Machine gun (all vehicles)

This Squad Member is firing the vehicle's machine gun. He can aim it using the left analog stick, and fire it by pressing the **R1** button. It is also possible to control the vehicle as the gunner if another soldier is in the drivers seat.

#### Grenade Launcher (110 Jeep only)

This Squad Member is controlling the Mk19 automatic Grenade Launcher. It is aimed and fired in the same way as the machine gun.

#### Rocket Launcher (Bradley M2 APC only)

This Squad Member is controlling the TOW rocket launcher. Again, it is aimed and fired in the same way as the machine gun.

It is also possible to control the vehicle when situated in this position if another soldier is in the drivers seat.

#### Passenger

This Squad Member occupies the Passenger position. While here, he can access his inventory. On the 110 Jeep, the Passenger can also fire his side arm out the back of the Jeep.

### 7.3 Driving the Vehicle

The Squad member in the Driver position controls the movement of the vehicle. To make the vehicle accelerate and brake, use UP/DOWN on the left analog stick. To turn the vehicle left and right, use LEFT/RIGHT on the right analog stick.

### 7.4 Vehicle Damage

Vehicles can take only so much damage until they are destroyed. However, Jones has the ability to repair a damaged vehicle using the Wrench he carries. To repair a vehicle, have Jones equip the Wrench, and then walk up to the vehicle. The Action Button text will change to 'Repair'. Now press the **X** button to fully repair the vehicle. Note that Jones cannot repair a destroyed vehicle.

## 8 Mission Map and Objectives

All detailed mission objectives and a local map will always be accessible to you throughout the mission by pressing SELECT button.

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

To read your Mission Objectives, use UP/DOWN on the directional buttons to select it, and press the **X** button to display more detail on the right hand portion of the screen.



## 9 Pause Menu

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:

### 9.1.1 Continue Game

Resume the game you are playing.

### 9.1.2 Mission Stats

View the current stats of each soldier, use left and right on the directional buttons to scroll between soldiers and up and down to select the different types of stats.

Also viewable here are the various skill levels, rank and experience of your squad members. Each squad member has three main skill areas, which are ranked from one to four stars in ability, with four stars being the highest level of skill. Skills a squad member may have are as follows:

#### Rifleman

This soldier is adept at using all forms of assault rifle and submachine gun, and has increased accuracy with these types of weapon.

#### Pistol

This soldier has very good accuracy when using any pistol.

#### Sniper

This soldier is very skilled with all sniping rifles, and will be able to hold the rifle much steadier and aim quicker than other soldiers.

#### Machine Gun

This soldier is very good at handling all forms of light and heavy machine gun, be they hand-held or mounted on a vehicle.

#### Combat Engineer

This soldier is very experienced at using all forms of explosives, and can set or disarm explosive charges much faster than other soldiers.

#### Anti-Tank

This soldier is an expert at using anti-tank rockets, and can pinpoint weak points on enemy tanks, meaning he is able to destroy them far more easily than other soldiers.

#### Medic

This soldier has had medical training, and can heal more damage with a medikit than an untrained soldier.

Your soldiers will increase in skill level and experience level as they complete missions. Increasing in experience level will improve their general skills, such as their accuracy and ability to take damage.

### 9.1.3 Load Game

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

### 9.1.4 Save Game

Save the game at any point in the mission. The number of save slots available is limited to TWO per level 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 given the option of MEMORY CARD slot 1 or MEMORY CARD slot 2 if more than one memory card (8MB) (for PlayStation®2) is in place.

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.

### 9.1.5 Restart Mission

This will allow you to restart the level you are currently playing from the beginning.

### 9.1.6 Options

Adjust various game options. See 5.5 for more details.

Edit Profile .....(Edit the Profile you are currently using)  
 FX Volume .....(+/-)  
 Music Volume.....(+/-)  
 Sound .....(Mono/Stereo/Pro Logic II™)  
 Center Screen .....(Adjust Left/Right/Up/Down)  
 Widescreen.....(Yes/No)

### 9.1.7 Quit To Main Menu

Quit the game, and return to the Main Menu.

To exit the Pause Menu, press the START button again to return to the main game and unfreeze the action.





## 10 Squad Control



Fire at will / Stand down (toggle)

Follow me / Halt

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 initially in third person view.

Note that, if you have given a soldier an order and you select him by pressing the directional button UP/DOWN he will continue with his orders until you intervene – it's wise to sometimes 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 **L1** button.

Open Orders Menu. Hold **L1** button then:

- Move Soldier Control Panel Cursor Up.....directional 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.....**A** button
- Command selected Soldier to advance to a position.....**O** button + positional procedure (below):
  - Use the right analog stick to aim at a position
  - Press the **O** button to give the order.
  - Use the left analog stick to set a soldier facing and then press the **O** button to confirm the order.

**Fire at Will/Stand Down**.....**O** button

A soldier ordered to 'Fire at Will' will shoot freely at any enemy soldier he sees. If ordered to stand down, he will only shoot at an enemy if the enemy poses a direct threat to him or another member of the team.

### Finding/Picking Up Objects

As you explore the Mission area, you will occasionally find spare enemy weapons and ammunition, as well as Mission-critical objects such as C4 explosives. These items will flash to show that you can pick them up.

To pick up these items, stand close to the item. You should see a flashing icon appear on the screen to show you what item you are about to pick up. Press the **X** button to pick the item up. It will now be accessible from your inventory.

Note that your soldiers can only carry so much; if you find that you cannot pick up an item with a soldier, it means that he is already at his carrying capacity. Try getting one of his team-mates to pick it up instead.

### 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.

### 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 (**R1** button) to throw the object (grenades are timed and will explode shortly after impact).
  - To throw the item much further away you must 'lob' the object by aiming upwards. Some grenades (like the M67 Fragmentation Grenade) are timed, meaning they will explode 3 seconds after you pull the pin. Others are impact-fused, and will explode when they hit the ground or an object.
- Timed grenades can be 'cooked off', that is, you can pull the pin and hold it in your hand, throwing it at the very last moment. This gives enemy soldiers the minimum amount of time to run away from grenades, and is a very effective way to use these weapons.



To cook off a grenade, press and hold the **R1** button. Your soldier will pull the pin, and hold the grenade in his hand. As soon as you release the **R1** button, he will throw the grenade. A bar at the bottom of the screen will appear, showing how long you have before the grenade explodes.

### Completing Objectives

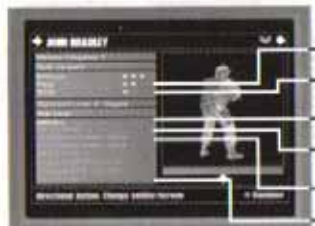
As you complete an objective in a mission, a confirmation message will be shown on the screen and the objectives will be ticked off on the map/objectives screen.

When all the mission objectives have been completed you must make your way to the Extraction Point. Extraction points are normally marked with a colored flare to help you locate them.

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

### 10.1.1 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.



#### Missions Completed

- Rank
- Skills
- Experience Level
- Next Level
- Medals Gained

Use LEFT/RIGHT on the left analog stick or directional buttons to view the stats on your other soldiers.



- Per Mission Stat
- Total Stats
- Shot Accuracy
- Enemy Kills
- Times Hit/Killed
- Mission Time

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

### 10.2 Co-operative Multiplayer Mode

Conflict: Desert Storm II can be played in Multiplayer mode and is only available if two controllers are inserted into the same PlayStation®2 computer entertainment system. The screen is split down the middle and each player can control up to two soldiers in a mission.

#### 10.2.1 Setting up Multiplayer Mode

- Set up the console as described in the Getting Started section.
- Insert two DUALSHOCK®2 analog controllers.
- Select Multiplayer from the Main Menu screen.
- Select to load a previously saved game or start from fresh selecting New Game.
- Select a profile for each player.
- Select a Difficulty Level.
- Select a Team.

The Multiplayer game will load. You must complete the campaign missions in the same way as the Single Player game.





## 11 Your Team Members



**Name:** .....John Bradley  
**Role:** .....Team Leader  
**Speciality:** .....Communications, assault weapons

*Bradley is the lynchpin of the team. A crack shot with all forms of assault rifle and sub-machine gun, his icy calm under fire and brilliant leadership have made him one of the most respected Special Forces soldiers currently in active service. Bradley also carries the team's Communications gear. This includes the Laser Designator, which can be used to call in air strikes on mission-critical targets.*



**Name:** .....Paul Foley  
**Role:** .....Sniper  
**Speciality:** .....All sniper weapons

*Foley has graduated top of his class in every sniper school he's ever attended – which is most of them. He currently holds the record for the longest distance single-shot kill ever recorded, taking down an enemy soldier from nearly two miles away, using the sniper rifle. At close quarters, he favors the Beretta 9mm pistol.*



**Name:** .....Mick Connors  
**Role:** .....Heavy Weapons Specialist  
**Speciality:** .....Light and heavy machine guns, anti-tank rockets

*If it's maximum firepower you're after, then Mick Connors is your man. His immense strength and sturdy build allow him to carry a huge amount of kit onto the battlefield. He favors the M60E Light Machine Gun or the M249 SAW for his role, which is to put down as much fire on a target as he can for as long as possible. He is also an anti-tank specialist, and usually carries at least one LAW-66 or LAW-80 rocket to deal with any armor the squad comes across, though he is equally at home with the Soviet-made RPG-7. Highly adept with vehicle-mounted machine guns too, he carries a silenced pistol as a side arm.*



**Name:** .....David Jones  
**Role:** .....Infiltration and Demolitions Expert  
**Speciality:** .....Silenced weapons, explosives

*A one-man demolition crew, Jones can always make things go with a bang. A genius with explosives, he has no equal when it comes to placing demolition charges under fire. C4 Plastic Explosive is his favorite tool of the trade, which he uses to destroy barriers and mission-critical targets such as fuel tanks and the like. He is also an expert at bomb defusal, and can quickly make safe any device he comes across. His secondary speciality is infiltration; carrying the MP5-SD silenced sub-machine gun, he is highly adept at slipping past enemy sentries to reach his target. When the action kicks off, though, he will always be in the thick of it, wielding a combat shotgun he lovingly refers to as his "boomstick."*



## 12 Hints and Tips

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

- 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.
- Kneeling and lying prone will also improve your accuracy and make you a smaller target for the enemy.
- 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.
- 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. Smoke grenades are especially effective against tanks!
- 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. However, you should 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.
- Sometimes it's an advantage to use the 1st person mode if you need to be deadly accurate. You will find it easier to perform head shots this way.
- Try to avoid killing civilians.
- Jones can use his spanner (wrench) to repair damaged vehicles that the team are using. Note that he cannot repair a destroyed vehicle.
- If you are set on fire, try rolling around on the ground to put the flames out.
- RPGs and LAWs have a fire delay, so don't move the crosshair until the rocket has been fired.

- Enemy infantry can come from anywhere, so make sure the team's back is covered at all times.
- You can crawl through minefields without setting the mines off.
- Extreme difficulty mode is unlocked when you finish the game.
- To receive the highest decorations for gallantry, you will need to play on Hard or Extreme difficulty.

### 12.1 Technical Support

If you have a technical problem concerning the operation of our software, please contact our technical support representatives for assistance.

Note: This information is for technical support only and representatives are unable to provide game hints or suggestions.

**Phone:** 410-933-9191

**Hours:** Monday - Friday  
9-5 p.m., EST.

**Mail:** Take-Two Interactive  
9900 Franklin Square Drive  
Suite A  
Baltimore, MD 21236

**E-Mail:** support@gothamgames.com





## 12.2 Credits

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Erol Kentli	Lead Artist
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Adrian Shipp	FMV Artist
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Elizabeth Cailles	Character Artist
Mandy Schmidt	Character Artist
Pete Austin	Artist
Dave Cullinane	Artist
Maff Evans	Artist
Eddie Garnier	Artist
Guy Jeffries	Artist
Alan Thomas	Artist
Raisa Tuomisto	Artist
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Tessa Aurnoogum	Associate Artist
Dave Calvin	Associate Artist
Simon Evans	Associate Artist
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Alan Clark	IT Manager
Chris Knaggs	Support Technician
Karl Stubbs	QA Technician

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Axis - Sheffield	Recording Studio
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Jeremy Tallor	Recording Engineer
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US Connors	Oari Marshall
US Jones	Lance Andre Wright
UK Bradley	Chris Lawrence
UK Foley	John Langford
UK Connors	Everaf
UK Jones	Philip Browne
US Briefing Officer	Martin Sherman
UK Briefing Officer	Andrew Wincott
US Sgt. Arnold	Joseph Kerkour
UK Sgt. Arnold	Gerard Fletcher
Iraqis	Omar Mustafa

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John Hancock (Silicon Dreams)

Mark Hyett (Silicon Dreams)



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