



XBOX

<http://www.replacementdocs.com>



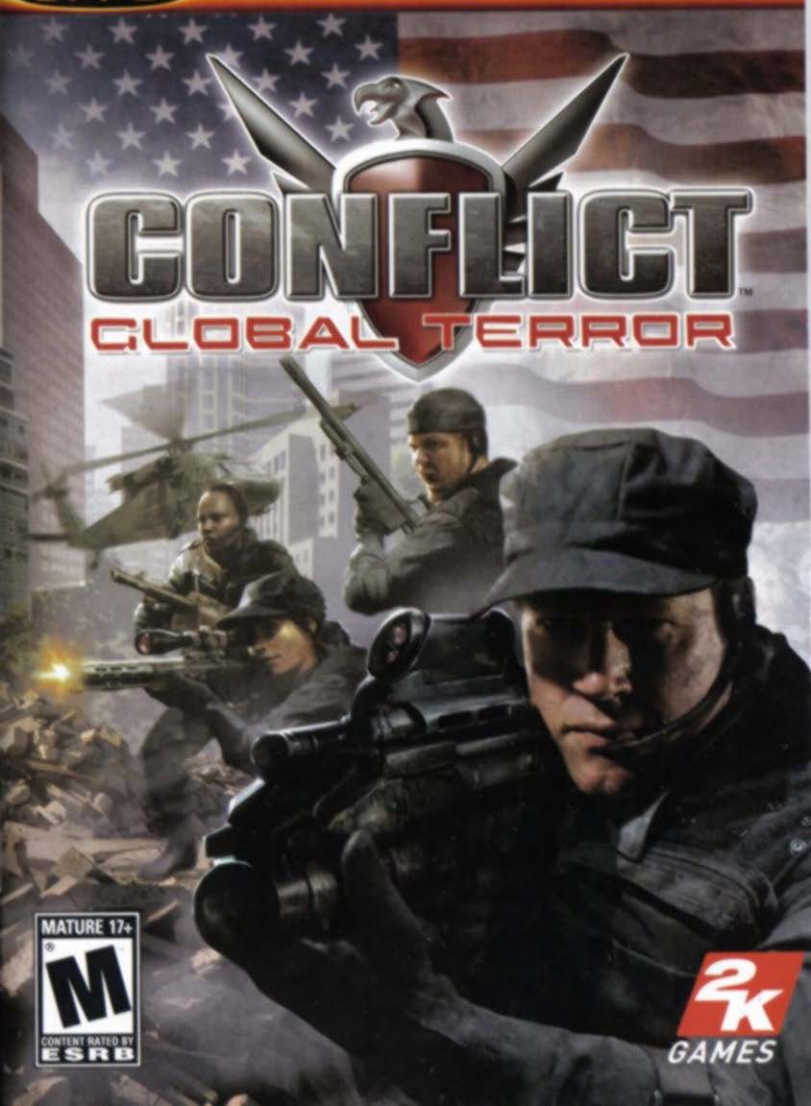
LIVE

ONLINE ENABLED



CONFLICT

GLOBAL TERROR

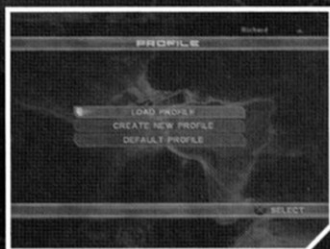


2K
GAMES



If you're a Conflict veteran chances are a lot of Conflict: Global Terror™ will be familiar to you. But a lot won't be. Here's a list of improvements made since Conflict: Vietnam™ (if you're a Conflict rookie, welcome aboard – you've picked a mighty fine time to join up):

- The artificial intelligence of the enemy has been significantly improved for the toughest video game opponents you'll face (e.g. enemies seek and hold cover more aggressively, they can lean and fire, retreat when injured, use grenades in combat).
 - Your squad are smarter, too, and will now strafe during combat, not waste unnecessary ammo on well-protected terrorist scum, and make full use of their surroundings.
 - The revised and enhanced squad control system features a more intuitive structure which promotes better flow during play (e.g. by default orders are issued as a group, healing the wounded is now a one-button solution).
 - Increased actions for more realistic navigation of environment (e.g. climb up onto ledges, vault over railings, climb ladders, use zipwires).
 - The aiming system has been reworked to give better and more authentic control over the action.
- New character animation has been implemented – go from crawling through to running in a silky smooth and more realistic-looking transition.
 - Full online co-operative support, allowing four players to team up for some unforgettable moments on any of the game's levels.
 - A new convenient 'quick grenade' system lets you deploy explosive fun at the touch of a button.
 - And last but by no means least, the audio/visual department has been working double time, resulting in the finest looking and best sounding Conflict experience to date.



Create new profile

Select this option if you're new to Conflict: Global Terror™ or wish to start a new game.

Load profile

Select this option if you're returning to Conflict: Global Terror™ and wish to continue a previously saved game.



Training

Select from Basic or Advanced training.

Single player

Select from New game or Load game.

Multiplayer

Select from Split screen, System Link or Xbox Live.

Edit profile

Select from Controller vibration on/off, Invert y-axis on/off or Controller layout (three options).

Options

Select between Gamma correction or Audio (Music volume, FX volume, Headset volume, Music play mode, Music soundtrack)

Xbox Live Sign-in

Select this option in order to sign-in or out of the Xbox Live service as needed.

Tip: If you're new to the Conflict series, we strongly recommend you go through the Training missions before engaging the world's terrorists. We can't obviously force you to do so but we can guarantee you'll be glad you did – trust us, you won't survive for very long otherwise.

Tip: Use your game saves carefully. Each mission offers a limited number of saves depending on the difficulty level selected (five for Easy, four for Normal, three for Hard) which you can use whenever you see fit.

BASIC CONTROLS



Tip: Why use a door when you can easily sneak in through an open window? Remember you can vault over objects, allowing you increased options when formulating your strategy.

Tip: It's perfectly possible to play through the game using the aim mode (first-person) view, of course. The most obvious advantage is the way it allows targeting enemies in a more direct manner. However, bear in mind the resulting reduction in peripheral vision when compared with the standard third-person mode.

WEAPON CONTROL



The inventory is your gateway to weapon and item heaven. Simply press and hold **Y** to open it, use the directional pad to select the item you desire and release **Y**. Remember to keep an eye out for the ammo/stock level which is helpfully displayed.

Tip: Grenade aiming. There is no need to compensate for gravity - when instructed your character will automatically throw a grenade to the spot the cursor is over.

Tip: By pressing and holding **O** you can 'cook off' grenades - clutching a grenade while the timer runs down and timing the throw so that it explodes almost as soon as it lands by your target. Remember to keep an eye on the counter so you don't blow yourself up though...

Alternate firing mode

Pull the right trigger and you fire. Simple. But hang on, there's more. Many of the weapons have alternate firing modes such as semi- and full automatic characteristics or even grenade launching abilities. To activate these press and hold **Y** to open your inventory, then pull the right trigger to cycle through the available modes of the selected weapon and release **Y** when ready.

Tip: Keep an eye on your ammunition and reload frequently. The last thing you want is to launch a frontal assault on an enemy only to find you have to two rounds left in the magazine. You'll look silly. And get shot.

Swapping weapons

One of the keys to Conflict success is opting for the right gun in the right place. To make swapping between weapons in the inventory more intuitive, items are grouped by category (e.g. you won't find a pistol snuggling in between a submachine gun and a sniper rifle) and the quicker you learn their position, the longer you'll survive.

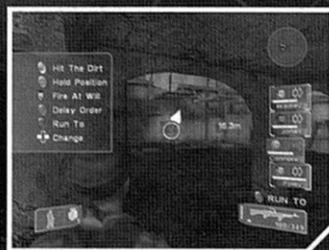
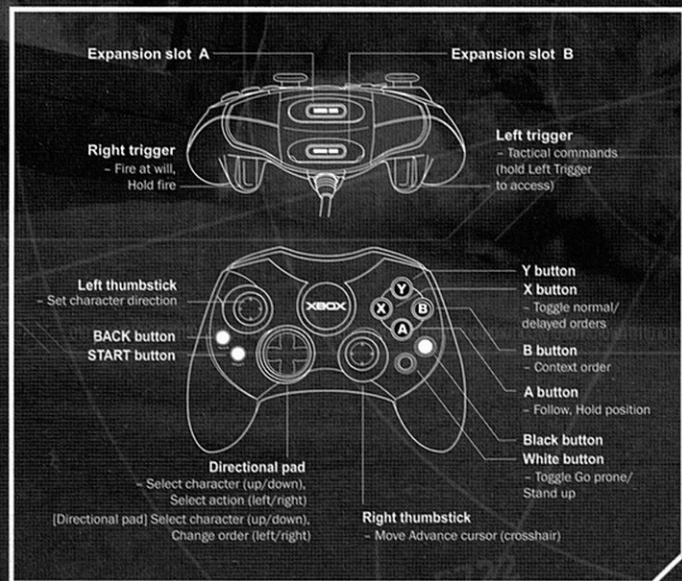
Tip: Remember you can quickly swap the weapon you're holding with any you come across in levels simply by standing next to the weapon you want and pressing and holding **A**, provided you're exchanging weapons from simi-

lar categories (e.g. a pistol for another pistol). Each character can carry two large weapons plus a side arm, along with other items such as grenades and health packs.

SQUAD CONTROL

Share the responsibility. You can of course play through *Conflict: Global Terror™* by taking direct control of each character (switching between them using the directional pad). Alternatively, you can remain faithful

to a single character while controlling the others via the command controls. It's entirely up to you but delegating duties is a straightforward, painless and intuitive process.



Navigation

Place the Advance cursor in required spot, select character stance direction and press **B** (directional pad left/right options – Run to, Walk to, Stealth to, Plant C4 and Claymore Mines, Mount).



Heal/Shield

Pull and hold the left trigger, select character to heal/shield (directional pad), place Advance cursor on character to be healed/shielded and press directional pad left/right until Heal/Shield command, press **B**. (Note only characters with full health can be shielded – otherwise Heal is the default action.)

Tip: When one of your crew is down his health bar will change to a MIA status (red). You'll then have three minutes to heal and get them back in the action. If you wait too long and the red bar becomes fully depleted, your mission is over. Rescuing MIA team members should therefore always be a priority.

Tip: Remember that if you're in control of a MIA character you can order another squad member to come and heal you by pressing and holding **L1** then pressing **X**.



Further commands

Following the procedure above, you can apply the same principle for additional orders such as Pick up item, Open/Close door, Mount vehicle, Kill enemy. In each case the Advance cursor will automatically change to indicate possible actions (which you can still override by pressing the directional pad left/right).

Tip: While you can easily use your squad members as cannon fodder during the first missions, this is a use-

useless strategy for later levels where you'll have to rely entirely on teamwork in order to successfully complete your objectives. Therefore the sooner you get used to issuing commands in the thick of battle, the sooner they'll become instinctive. Trust your squad – they're more intelligent and resourceful than they've ever been.

Tip: Pay particular attention to single player context-sensitive command situations that appear on screen (e.g. place C4). Apart from making life easier by offering you a quick one-button solution, they can also serve as the perfect indication of where to go next.



Context-sensitive commands (when near squad member)

Give item – press and hold **A**, select item, pull right trigger (note in cases where multiple instances of an item are available from the inventory, each pull of the right trigger corresponds to a single duplicate of the item)

Heal – press **A** (health pack is automatically selected near wounded)


Take – press and hold **A**, select item using directional pad up/down, pull right trigger (only available when you've run out of health packs and are trying to heal a MIA character)

VEHICLE CONTROL

Why walk when you can drive? Should you find an armoured off-road vehicle sitting around invitingly don't wait to be asked – not when there's room for four. Jump in a jeep and let your squad take advantage of the .50 calibre heavy machine gun and the Mk19 grenade launcher available while you speed to your next objective.



VISION CONTROL

It may be little, but you'll want to pay particular attention to the  on your Xbox Controller as it activates the Night and Thermal vision modes – you're unlikely to survive the *Conflict: Global Terror™* experience without getting to know them intimately.


Night vision (available from 'Betrayal' mission onwards)

An indispensable tool when you find yourself in nocturnal missions or areas which suffer from poor lighting conditions. Your night vision goggles massively amplify any available light source to provide you with the see-in-the-dark ability of a cat but the trade-off is a grainy image and a loss in finer detail – in particularly complex environments (such as a jungle) successfully picking out the enemy quickly can be an issue.


Thermal vision (available from 'Escort Duty' mission onwards)

Thermal imaging concentrates solely on highlighting sources of heat (displayed as multicoloured entities) at the expense of providing a detailed outline of your surroundings (usually hues of blue). The range is shorter than night vision but it remains a far clearer and more immediate solution for spotting the opposition – even in the thickest of smoke, you simply won't miss them.



Had enough of fighting world terrorism on your own? Don't despair, you can always join forces with friends...

SPLIT SCREEN


Two, three or four players can play through the single player *Conflict: Global Terror™* campaign cooperatively on a single Xbox console. (With two players, each player controls a two-member squad.)

Tip: You can continue a single player campaign in split screen mode by loading the single player mission rather than starting a new game.

SYSTEM LINK

With system link play, you connect two Xbox consoles with an Xbox System Link Cable (or up to four consoles via a network hub/switch - separate purchase required). For more information on how to do this see your Xbox Instruction Manual. Please note that vehicle control is not included in system link gameplay.

XBOX™ LIVE™

With Xbox Live you can enlist in multiplayer *Conflict: Global Terror™* sessions with players from far and wide. Please note that vehicle control is not included in Xbox Live gameplay.


Take Conflict: Global Terror™ Beyond the Box

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a friends list with other players, see when they're online, and receive invitations to play games. For games with multiplayer mode, invite your friends to play and talk to them in real-time while you play.



Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, go to www.xbox.com/connect.



Quick match

Join one of the available online games at random.

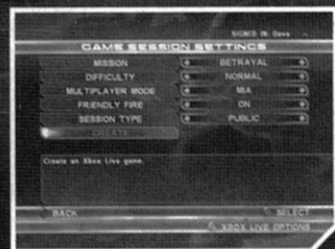
OptiMatch

Search for a particular online game according to your specifications (game type, role, mission).

Create match

Start your own Xbox Live Conflict: Global Terror™ session.

Note: you cannot save the game while playing online.



Select the mission, level of difficulty, mode of play (MIA – players shot down can be healed by team members; Survival – no mercy mode, where anyone shot down is out of the

Select the character you wish to play as, check you're happy with the session settings (you can change these as many times as you wish before starting a game) and you're good to go. Note: the session cannot begin until all players have selected their role and clicked Ready.

SCOREBOARDS

STATISTICS RESULTS				
RANK	NAME	ROLE	SCORE	KILLS
17	Ninjab	C	27241	2
18	Rockstar Steve	C	26840	1
19	Falkram	C	33121	1
20	Major Gusty	C	31441	1
21	Ninja Dom 2008	C	20784	1
22	riper100	C	28442	1
23	Mr. 2434	C	27888	1
24	RYOTAL MARCUS	C	27192	1

86 PLAYERS ON THIS SCOREBOARD
 1/P PAGE UP/DOWN
 BACK SELECT
 2/P TOP/BOTTOM 3/P MY POSITION

So you're good. But how good? Once on Xbox Live you'll find out. In addition to seeing your overall standing amongst the Conflict: Global Terror™ elite, you can look up any statistic relating to your performance as you'd like. Whether it's the result of your latest multi-player session or how the individual missions of your single-player campaign compare to that of others, you'll soon know whether you cut it as one of the world's best Conflict: Global Terror™ players. Certain stats increase your chances of being awarded multiplayer medals, which are proudly displayed on your own medals screen. Check out the other players on the scoreboards: the more stars they've have got on the medals, the better they are at playing the game.

Tip: Leave the heroics to Hollywood – the key to success in multiplayer is to work as a team, with squad members supporting each other's actions.

**SERGEANT JOHN BRADLEY**

Role: Team Leader,
Rifleman

Height: 6'0"

Build: Muscular, Slim

Ethnicity: Caucasian

Age: 39

DOB: May 15, 1967

POB: Chicago,
Illinois

Military Record

101st Airborne Division
 U.S. Army Rangers
 1st Special Forces Operational
 Detachment - Delta Force
 CODEX Red Team

Profile

Natural leader and all-round action hero, Bradley is one of the most respected Special Forces operative in current active service. Implicitly familiar with any form of assault rifle or pistol, Bradley's cool composure under fire inspires confidence in all who serve with him.

Preferred weapons

M4A1 assault rifle with M203
 grenade launcher attachment
 Mk23 silenced pistol
 Claymore mines

**CORPORAL DAVID JONES**

Role: Demolitions

Height: 5'11"

Build: Muscular, Slim

Ethnicity: African American

Age: 36

DOB: March 2, 1970

POB: Detroit,
Michigan

Military Record

U.S. Army 3rd Infantry Division
 U.S. Army Rangers
 1st Special Forces Operational
 Detachment - Delta Force
 CODEX Red Team

Profile

Ignoring his parents' advice to not play with fireworks, Jones has grown up to become the Special Forces' explosives expert. A demolition genius - be it destroying fuel and ammo dumps or clearing barriers - Jones also doubles as a dependable SMG/shotgun-toting combat operative.

Preferred weapons

MP5SD silenced machine gun
 Striker automatic shotgun
 C4 charges

**CORPORAL MICK CONNORS**

Role: Support Gunner,
Anti Tank Specialist

Height: 6'2"

Build: Heavy, Muscular

Ethnicity: Caucasian

Age: 35

DOB: January 28, 1971

POB: Hell's Kitchen,
New York City

Military Record

U.S. Army 1st Infantry Division
 U.S. Army Special Forces Command
 (Green Berets)
 1st Special Forces Operational
 Detachment - Delta Force
 CODEX Red Team

Profile

Connors is a one-man army and heavy weapons fetishist. His superior build allows him to carry the largest arsenal and he's happiest when laying down cover fire for the rest of the squad. Predictably, Connors is also the man best equipped to dispose of tanks or to take over gun turret duties.

Preferred weapons

M60E3 light machine gun
 0.50 cal Desert Eagle pistol
 LAW 66 anti-tank rocket

**CORPORAL PAUL FOLEY**

Role: Sniper

Height: 5'9"

Build: Athletic, Slim

Ethnicity: Caucasian

Age: 36

DOB: April 18, 1970

POB: Jacksonville,
Alabama

Military Record

U.S. Army 3rd Infantry Division
 U.S. Army Rangers
 1st Special Forces Operational
 Detachment - Delta Force
 CODEX Red Team

Profile

A sharp shooting sniper extraordinaire, Foley still holds the record for the longest distance single-shot kill having taken down an enemy positioned nearly two miles away. Exceptionally cool and calm under pressure, you can rely on Foley to cover your back.

Preferred weapons

WA2000 sniper rifle
 Beretta 93R pistol



Corporal Carrie Sherman

Role: Sniper

Height: 5'8"

Build: Athletic, Slim

Ethnicity: Caucasian

Age: 27

DOB: June 8, 1979

POB: Seattle,
Washington

Police/Military Record

Seattle SWAT
CODEX Red Team

Profile

One of the first women to be assigned to an active Special Forces unit, newcomer Sherman is an accomplished counter-terrorist sniper instructor with considerable field experience. Her excellent tactical knowledge and rock-steady aim make her the perfect addition to the team.

Preferred weapons

DSR-1 sniper rifle
MAC10 silenced sub machine gun

Tip: Use a specialist whenever possible. While all members of Red Team are fully weapons trained, it makes sense to exploit each of your squad's individual skills.

So, say, you'd be better off keeping sniper duties assigned to Sherman's precise touch rather than transfer them to Connors and his frenzied, trigger-happy approach.

PLOT OVERVIEW

Bradley, Jones, Connors and Foley are no strangers to conflict, of course. While other Special Forces operatives go on holiday, the Desert Storm veteran quartet passes the time by undergoing extensive counter-terrorism and counter-insurgency training. Unable to stray far from danger for long, they have emerged eager to face a new enemy. Meet Red Team, possibly the world's finest rapid response counter-terrorism unit. And it's about to face history's greatest terrorist threat to date...

MISSION CHARACTERISTICS

Your fight against global terrorism will take you to a variety of world locations and while they'll each have individual characteristics and demand a specific military approach, their settings at least dictate that certain general combat principles apply.

Close-quarter combat

Confined and corridor-based interior environments demand carefully controlled progression and will test your squad control skills as well as teaching you how to use surroundings for cover. Often, the maze-like geography means you'll also need eyes on the back of your head.

Urban warfare

A deserted modern cityscape is a sniper's playground while every round-corner could lead you into perfect ambush territory. Proceed with utmost

caution – you're often exposed and vulnerable to attack. Move quickly and decisively.

Jungle warfare


A treacherous, disorientating environment which provides maximum cover for both defensive and offensive parties. Use the foliage to your advantage to navigate undetected and rely on silenced weapons to refrain from giving your position away.

Open ground

Open areas have a nasty habit of attracting armoured vehicles while providing minimal cover opportunities. You'll need to rely heavily on your stealth skills while you sniper sweep the area, disposing of the enemy's infantry before closing in and tackling the heavier opposition.

Tip: Explore your surroundings. You'll be amazed how often the enemy has left weapons, ammo and other useful items lying around – the right tool for the right job is often not too far away. In addition, you'll often pick up secondary missions en route.

Tip: Exploit your surroundings. Gas bottles, jerry cans and vehicles make excellent grenade replacements if shot.

Tip: Lost? Don't know what to do next? Remember you can press the  at any time for a mission map and details of your objectives.

**MISSION (COMPLETED) STATISTICS
AND REWARDS**


Every mission completed is followed by a debriefing screen detailing the exploits of your team members, both as individuals and as a unit.



Your final score is based on these parameters, which ultimately determines the overall grade and whether a promotion is due to be awarded. Medals are awarded for scoring a high number of kills.

Your squad members may be the finest in their field, but they're still human. This means each member is limited to two long weapons, one side arm and a healthy menagerie of combat accessories. The choice is considerable – *Conflict: Global Terror™* features a vast array of the very latest arsenal.

Pistols

Only really effective in close range situations, pistols remain a reliable fallback option and can prove the ultimate stealth weapon when equipped with a silencer.

Assault rifles

Great all-rounders, with effective stopping power, decent accuracy and versatile options such as grenade launcher attachments.

Sub machine guns (SMG)

Not always the most accurate option but their rapid fire rate and compact nature make them particularly suited to close-quarter combat. Just make sure you don't run out of ammo.

Light machine guns (LMG)

When sheer power is more important than accuracy you can rely on a light machine gun to get the job done. Huge magazine capacity makes it an excellent weapon for laying down covering fire (and for decimating anyone who steps into its bullet stream).

Sniper rifles

Clearly the only choice when eliminating enemies at long range, sniper rifles can still be remarkably effective in more claustrophobic situations in the hands of an expert marksman. Their magazine capacity tends to be limited, however.

Shotguns

Devastating at close range, shotguns rapidly become useless the moment distance gets between you and your target. An excellent choice for interior/building-based missions.

Explosives

If it's destruction you seek, look no further. Frag grenades will happily deal with infantry while their rocket-propelled cousins can take on tanks and helicopters. Flashbang grenades stun the enemy while WP – white phosphorous – set fire to anything they come in contact with). Claymore mines can deal with vehicles as well as infantry while C4 is usually best suited to clearing obstacles such as barriers or walls.

Tip: Remember your accuracy increases the more stable your character is. Therefore, whenever possible, try shooting from a crouching position. Better still, go prone – you'll be surprised at how dramatically this maintains your firing precision (it also presents a harder target for your enemy to try and hit).

Tip: Short controlled bursts conserve ammo (and improve accuracy). Remember to exploit your weapon's alternate firing characteristics depending on the situation you're facing.

Tip: Pick up ammo regardless of the weapons your character is carrying rather than fiddle around changing character – you can subsequently share with appropriate squad member during a quiet moment.

Tip: Keep your squad strategy options open by sharing weapons (and items) evenly – a sniper rifle specialist could always use a SMG for close combat encounters.

Tip: Why waste your precious ammo when you can use your enemy's? Often, locating and taking over a gun turret turns the tables on the opposition while offering excellent cover fire for your squad.

Tip: Don't forget smoke grenades. If the going gets tough, they provide some excellent 'get-out-of-jail' style breathing room.

Sadly, not everyone is lucky enough to be born with military streak marching through their veins. But that doesn't mean they can't be taught. So listen up, here's a quick blast of warfare welfare to help out those who may be finding the going a little tough.

Control

There's little point in charging into a hotzone guns blazing, Hollywood style. You'll just get mowed down by enemy fire. Controlled, progressive movements will get you a lot farther. Hang back, formulate a plan and then deploy it systematically.

Observe

Always scout the ground ahead (Bradley carries binoculars, remember?), paying particular attention to high-level positions (the perfect spot for snipers) and potential ambush areas.

Cover

Remember you're operating as a team – cover fire is crucial for survival. Avoid grouping your team (it severely limits your vision range while simultaneously representing an easy target for the enemy) and instead position your squad in a manner that offers the widest possible area cover – don't go crazy though. Unless you absolutely have to, try not to move every team member simultaneously. It's far better to make up ground in progressive fashion, moving one or two into position before the remaining squad mem-

bers do the same. It's a tried and tested way of ensuring someone always has a finger on a trigger should the enemy suddenly pop out of nowhere.

Priority

Prioritise your targets. Attempting to eliminate infantry with two gun turrets firing down on you isn't a particularly clever tactic. Generally speaking, you'll improve your chances massively if you take care of the biggest threat first (e.g. dealing with a sniper before you launch an assault on ground troops).

Tip: Remember you don't only have guns at your disposal. Try to think about how to exploit the other items at your disposal (e.g. create diversions with grenades, or use thermal vision to spot the enemy in jungle situations).