

XBOX

LIVE™ ONLINE ENABLED

CONFLICT:

DESERT STORM II

BACK TO BAGHDAD

TEEN



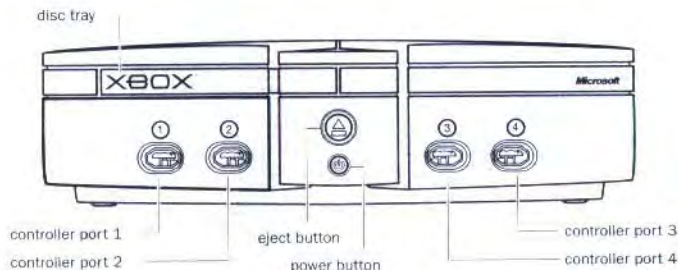
CONTENT RATED BY ESRB

<http://www.replacementdocs.com>

GOTHAM
GAMES



2 Getting Started



Using The Xbox™ Video Game System

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

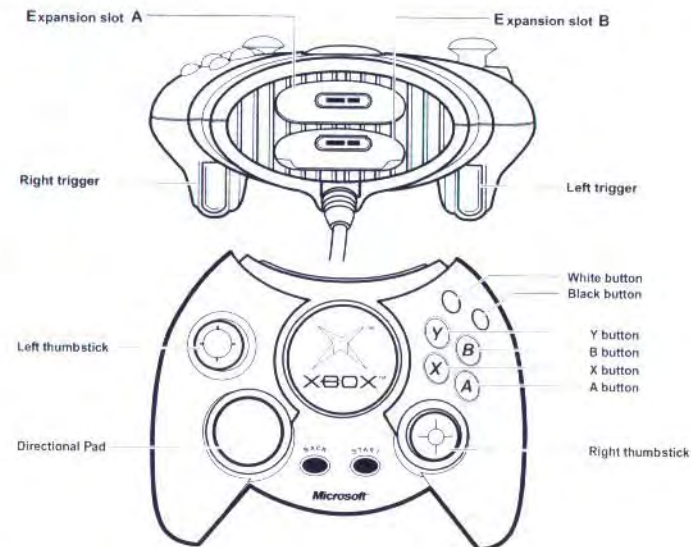
Avoiding damage to game disk or the disk drive

To avoid damage to discs or the disc drive:

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

3 The Game Controls

Using The Xbox™ Controller



3.1 Navigating the Menus

Highlight Menu Options.....	directional Pad UP/DOWN
Confirm a Selection.....	A button
Alter Menu Values.....	directional Pad LEFT/RIGHT
Return to the Previous Menu.....	B button
Pause/Open Pause Menu.....	START
Action Button (Flashing Text).....	A button



3.3 Move Soldier Controls

Move Forward.....	left thumbstick UP
Move Backwards.....	left thumbstick DOWN
Strafe (sidestep).....	left thumbstick LEFT/RIGHT
Rotate.....	right thumbstick LEFT/RIGHT
Roll (When Prone).....	left thumbstick LEFT/RIGHT
Stand/Crouch/Prone.....	B button

3.4 Weapon Controls

Fire Selected Weapon.....	right trigger
Switch Target.....	Click left thumbstick
Move Weapon Crosshair.....	right thumbstick
Team Fire at Will/Stand down.....	X button

3.5 Soldier Selection

Jump to Next Soldier Up.....	directional pad UP
Jump to Previous Soldier Down.....	directional pad DOWN

3.6 Orders Menu (Pull and hold left trigger)

Open Orders Menu.....	Pull and hold left trigger then:
Highlight individual soldier.....	Directional pad UP / DOWN
Highlighted Soldier to Fire at	
Will/ Stand down (toggle).....	X button
Highlighted Soldier to Follow.....	A button
Highlighted Soldier to Halt.....	Y button
Highlighted Soldier to Advance to a Position.....	B button
<i>Use the right thumbstick to aim at a position and the left thumbstick to set the direction in which you would like the soldier to face. Press the B button again to give the order.</i>	
All Soldiers Prone/Stand (toggle).....	White button
All Soldiers Follow/ Hold Position (toggle).....	Black button

3.7 1st Person and Zoom modes

First Person/ Third Person View (toggle).....	Click in right thumbstick
Zoom in (in First Person View).....	Click in left thumbstick
View Mission Objectives/ Map.....	BACK

3.8 Inventory Menu

<i>Open Inventory Hold Y button then:</i>	
Move Selection Up.....	directional pad UP

Move Selection Down.....	directional pad DOWN
Change Weapon Fire Mode/ Night Vision Goggles (toggle).....	right trigger
Jump to top/bottom/last weapon used in Inventory:.....	left trigger
Jump to weapon previously used:.....	White button
Jump to Smoke Grenades:.....	X button
Jump to Frag Grenades.....	B button

3.9 Give/Take Menu

Give/Take Menu.....	Press and hold A button when 'Give' or 'Take' appears
Move Selection Up.....	directional pad UP
Move Selection Down.....	directional pad DOWN
Transfer Item.....	left trigger

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

3.10 Vehicle Controls

Accelerate/Brake.....	left thumbstick UP/DOWN
Turn left/right.....	right thumbstick LEFT/RIGHT
<i>Change position in vehicle Hold Y and directional pad UP/DOWN</i>	
Enter/Exit vehicle.....	A 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 Editing Profiles section on page 9.

5.2 Main Menu



The following options are available from the Main Menu:

- **Single Player**
Select Training, Single Player Campaign and Single Player Load Game modes.
- **Multplayer**
Play the Campaign game with a friend, or load a previously saved Multiplayer game. You will need a second controller to play Multiplayer.
- **Options**
Set up various game options, and also customize your own personal profile.

• Content Download

If your Xbox console is connected to the Internet, and you have established an Xbox Live Account, you can select Download Content to access new and exciting downloads when they become available.

5.3 Single Player Menu



• 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 the Profile Menu below for more details.

• 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 the Profile Select Menu below for more details.

• Load Game

This option allows you to load a previously saved Single Player game. You will need to select a Profile to use. See the Profile Select Menu below for more details.

• Difficulty

Select your preferred difficulty setting from Easy, Medium and Hard.

• Team Select

This option allows you to choose between playing as the British 22nd SAS or the American 1st SFOD Delta team. Graphically the teams appear different and the characters skills and stats are also different so try playing with both and then choose your preferred team.



5.4 Multiplayer Menu



- **New Game**

Begin a Multiplayer Campaign from the beginning. Before starting the game, you will need to select a Profile for each Player. See the Profile Select Menu on page 10 for more details.

- **Load Game**

Load a previously saved Multiplayer game.

5.5 Options Menu



- **FX Volume**

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

- **Music Volume**

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

- **Music Soundtrack**

Press LEFT and RIGHT on the directional pad to change the music that is played in game.

- **Music Play Mode**

Press LEFT and RIGHT on the directional pad to change the Soundtrack play mode.

- **Edit Profile**

Takes you to the Edit Profile screen. Here you are able to edit existing profiles.

5.6 Editing Profiles

To edit a profile, you will first need to have created a profile in the "Create Profile Menu" 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.

- **Choosing a Profile to edit**

To select a Profile for editing, move the highlighted box UP/DOWN with the directional pad, and then press **A** button to select it.

- **Naming your Profile**

Using UP/DOWN/LEFT/RIGHT on the directional pad, move the Highlight around the virtual keypad. Press **A** button to accept a character, when you are happy with your profile name move the Highlight to DONE and press **A** button.

Note that you can use the SHIFT option to switch between lower and upper case, while the ACCENT option allows you to include accented characters in your Profile name.

- **Editing your Profile**



You can now customize your Profile. The following options are available. You may switch between them using UP and DOWN on the directional pad.



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 (default to right thumbstick) will be reversed, giving you "Pilot" controls.

Vibration

Select this option to toggle the Vibration effects ON or OFF.

Controller

Selecting this option allows you to choose between left- and right-handed control options.

Rename Profile

Allows you to change the name of the profile.

Save Profile

Save any changes you have made to your profile. 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 pad, and press **A** button once you have selected the Profile you wish to use.

6 In-Game Screen



6.1 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 you will see the action through his 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 pad.

6.2 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, health, and portrait. An 'animated aerial' icon indicates who is the currently selected soldier. The control panel flashes /fades slightly to indicate when a soldier is calling in a message on the radio.

6.3 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 soldier with the Medikit equipped and press the right trigger, you must be quick because the red health bar will start to 'drain' and the characters 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.

6.4 Current Weapon

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

6.5 Aiming Cursor

An 'aiming cursor' sight is always shown for a currently selected weapon. The type of sight will change depending on the weapon chosen. Changing to first person view (click right thumbstick) will show a more detailed sight. Clicking the left thumbstick button will, in addition, zoom the sight in further (if the weapon has a secondary zoom).

6.6 Ammo Clip/Ammo/Number of items

Indicates either 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, objects in the inventory/pack.

6.7 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 Explosive and Mines.



6.8 Compass/Radar

The compass in the top right of the screen shows the direction that your soldier is facing; 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.

6.9 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 Action button (A 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 'action button' (A 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

In several missions, you will be given a vehicle such as a Jeep or an APC to assist you. These are controlled as follows.

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 will change to 'Embark'. When you see this message, you can press the A button to make your Squad Member get into the vehicle.

If a Squad Member is in a vehicle, pressing the A 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 Y button and press the directional pad UP/DOWN until the desired position is selected, and then release the Y button. The position functions are as follows:

7.3 Driver (all vehicles)

This Squad Member is responsible for driving the vehicle. Driving controls are described on page 14.

7.4 Machine gun (all vehicles)

This Squad Member is firing the vehicle's machine gun. He can aim it using the right thumbstick, and fire it by pulling the right trigger.

7.5 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.

7.6 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.

7.7 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.

7.8 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 thumbstick. To turn the vehicle left and right, use LEFT/RIGHT on the left or right thumbstick.



7.9 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 **A** button to fully repair the vehicle. Note that Jones cannot repair a destroyed vehicle.

8 Mission Map and Objectives

Detailed mission objectives and a local map will always be accessible to you throughout the mission by pressing **BACK**.

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 a Mission Objective, use **UP/DOWN** on the directional pad to select it, and press (**A** button) to display more detail on the right hand portion of the screen.

9 Pause Menu

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

9.1 Mission Stats

View the current stats of each soldier, use left and right on the directional button 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.

9.2 Save Game

Save the game at any point in the mission.

NOTE: It is only possible to save twice per level.

9.3 Load Game

Load a previously saved game. Select the game name you want to load and press **A** button.

9.4 Options

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

9.41 FX Volume

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

9.42 Music Volume

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

9.43 Music Soundtrack

Press **LEFT** and **RIGHT** on the directional pad to change the music that is played in game.



9.44 Music Play Mode

Press LEFT and RIGHT on the directional pad to change the Soundtrack play mode.

9.45 Edit Profile

Takes you to the Edit Profile screen. Here you are able to edit existing profiles.

•Main Menu

Quit the game, and return to the Main Menu.

•Restart Level

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

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

9.5 Quit to Main Menu

9.6 Restart Mission

10 Squad Control



Fire at will / Stand down (toggle)

Follow me / Halt

10.1 Orders Menu (Pull and hold Left Trigger)

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

Open Orders Menu. Pull and hold left trigger then:

Highlighted individual soldierdirectional pad UP / DOWN

Highlighted Soldier to Fire at Will/ Stand Down (toggle)..... X button

Highlighted Soldier to Follow..... A button

Highlighted Soldier to Halt..... Y button

Highlighted Soldier to Advance to a Position..... B button

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

All Soldiers Prone/Stand (toggle)..... White Button

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

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

10.2 Fire at Will/Stand Down

A soldier ordered to 'Fire at Will' (X button) 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.

10.3 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 A 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 teammates to pick it up instead.

10.4 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 clicking the left thumbstick. Automatic targeting will target the enemy that is of the greatest threat to you by moving the weapon aiming sights over that target.



10.5 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.
- Pull and release the right trigger 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, pull the right trigger. Your soldier will pull the pin, and hold the grenade in his hand. As soon as you release the right trigger he will throw the grenade. A bar at the bottom of the screen will appear, showing how long you have before the grenade explodes.

10.6 Completing Objectives

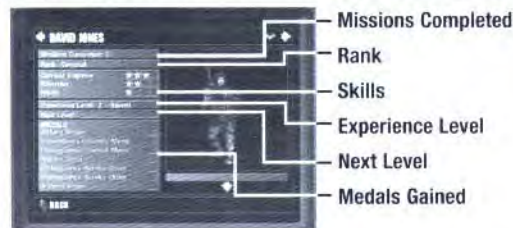
As you complete an objective in a mission, a confirmation message will be shown on the screen and the objectives will be ticked off on the map/objectives screen.

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 are normally marked with a colored flare to help you locate them.

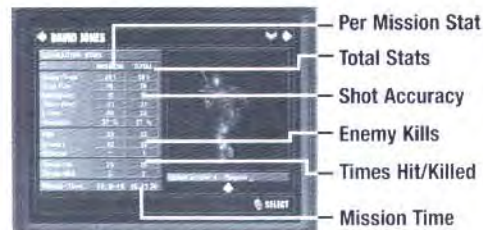
At the end of any mission when all objectives have been completed you can choose to Save the Game and Continue with the campaign.

10.7 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.



Use the directional pad to view the stats on your other soldiers.



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

10.8 Multiplayer Mode

Conflict: Desert Storm II can be played in Multiplayer mode and supports up to four players on the same machine. In Two player mode the screen is split down the middle and each player can control up to two soldiers in a mission.

- To play in Multiplayer mode.
- Make sure that power is off.
- Connect extra controllers.
- Turn on power and load the game as normal.



- Select Multiplayer from the Main Menu screen and you will enter the Multiplayer Campaign where you can begin a new campaign or load a saved Multiplayer game.
- Select a Difficulty Level.
- Select a Uniform.

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 armour 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 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 tying 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 headshots 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.
- You can crawl through minefields without setting the mines off.
- Extreme difficulty mode is unlocked when you finish the game.

12.2 Credits

Gotham Games

Jamie Leece	President
Greg Ryan	General Manager
Brian Christian	Executive Producer
Steve Baldoni	Senior Producer
Peter Banks	Product Manager
Juan Gutierrez	Business Development
Mike Cala	Creative Services
Larry Conti	Creative Services
Dan Lish	Creative Services
David Youn	Web Manager
James Pacquing	Production Services
Marc Nesbitt	Production Services
Gregg Sanderson	Production Services

Special Thanks: Daniel Einzig, Jay Fitzloff, Gary Foreman, Jennifer Kolbe, David Nottingham, Kristine Severson, Peggy Yu

Take-Two QA Europe (Console)

Mark Lloyd	QA Manager
Phil Alexander	Lead Tester
Jonathan Stones	Tester
Dan Goddard	Tester

SCi Games Ltd

Jane Cavanagh	Chief Executive
Bill Ennis	Commercial Director
Rob Murphy	Financial Director
Dave Clarke	Marketing Director
Darren Barnett	Development Director
Patrick O'Luanaigh	Creative Director
Lee Singleton	Producer
Luke Timms	Assistant Producer
Matthew Miles Griffiths	Consultant Designer
Caspar Grey	Development Assistant