

**PC** CD-ROM



**CONFLICT**

# DESERT STORM



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# DESERT STORM™

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## LOADING THE GAME

- Place the Conflict: Desert Storm CD into your computer's CD-ROM drive. The disk should autorun and load the launcher screen. Click the 'Play' option at the top of the screen to launch Conflict: Desert Storm.

After installation a shortcut will be placed on your desktop. 'DOUBLE CLICKING' this will launch the game.

If autorun is disabled on your machine:

- Click the Windows 'START' button, under Programs you should find a heading called 'Conflict', click on the 'Desert Storm' icon to start the game.

When you run Conflict: Desert Storm you will be able to choose various different settings which effect the performance and visual appearance of the game.

When the launcher window appears click the SETTINGS button to open the settings options. The various options are explained below.

**3D Device:** If you have more than one 3D device in your PC this pull down list will allow you to select which device you would like to use with Conflict: Desert Storm.

**Resolution:** This pull down list allows you to set the screen resolution, lower resolutions will run the game faster than higher resolutions.

**Color Depth:** This allows you to select either 16 or 32 bit color.

Several check boxes allow you to adjust the detail settings, turning these off will make Conflict: Desert Storm run faster.

**Texture Resolution:** Choose between high and low – users with fast machines should choose high and users with minimum specification machines should choose low.

When you are happy with your choice of settings click the OK button to return to the launcher; clicking OK on the launcher will start Conflict: Desert Storm. If the game runs too slowly quit the game and try running the demo in a lower resolution with some of the details turned off.



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## THE GAME CONTROLS

### PC KEYBOARD/MOUSE

#### Navigating the Menus

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

Highlight Menu Options	Cursor Keys Up/ Down or Mouse
Confirm a Selection	Enter Key / Left Mouse Button
Alter Menu Values	Cursor Keys Left/Right or Left Mouse Button
Return to the Previous Menu	ESC

#### In-Game Controls

The default game controls are listed below.

##### Game Controls

Pause/ Open Game Options Menu	ESC
Action Button (Flashing Text)	R

##### Move Soldier Controls

Move Forward	W
Walk Forward	CTRL + W
Move Backwards	S
Walk Backwards	CTRL + S
Strafe (sidestep) Left	A
Strafe (sidestep) Right	D
Rotate Left/Right	Mouse Look
Stand/Crouch	Space
Lie Down Prone	Space (hold down)

##### Weapon Controls

Fire Selected Weapon	Left Mouse Button/ Num 0
Move Weapon Crosshair	Mouse
Zoom in on target	Mouse Wheel Up/ Down or Num -/ Num +

## Selecting Soldiers

Soldier 1	1
Soldier 2	2
Soldier 3	3
Soldier 4	4

## Squad Controls

Jump to Next Soldier	Page Up
Jump to Previous Soldier	Page Down
All Soldiers Go Order (toggle)	G

## Orders Menu (hold down left ALT)

Open Orders Menu	Hold down left ALT then:
Move Soldier Control Panel Cursor Up (highlight soldier)	W
Move Soldier Control Panel Cursor Down	S
All Soldiers Prone/Stand (toggle)	C
All Soldiers Join on me/ Hold Position (toggle)	D
Order Highlighted Soldier to Follow	F
Order Highlighted Soldier to Hold position	H
Order Highlighted Soldier to Fire at Will/ Stand Down	G
Ordering a Highlighted Soldier to Advance to a Position	A
- Use the Mouse to fix a position.	
- Use the Q or E keys to set a facing for the soldier.	
- Press the A key again to give the order.	
Order Soldier 1 to Halt/Follow (toggle)	1
Order Soldier 2 to Halt/Follow (toggle)	2
Order Soldier 3 to Halt/Follow (toggle)	3
Order Soldier 4 to Halt/Follow (toggle)	4

## View/Map Controls

First Person/ Third Person View (toggle)	Right Mouse Button
Zoom in/out (in First Person View)	Mouse Wheel Up/ Down or Num -/ Num +
View Mission Objectives/Map (toggle)	F1



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## Inventory Menu

Open Inventory - Hold down left SHIFT then:

Move Selection Up

W Mouse Wheel Up/ Down

Move Selection Down

S Mouse Wheel Up/ Down

Change Weapon Fire Mode Left/Right

A/D

Use Inventory Item

L / Left Mouse Button

Close Inventory

Release left SHIFT

## Give Inventory Items

Open the Give inventory

Stand next to the soldier you wish to give inventory items to then,

Hold down the **[G]** key when 'Give' flashes on screen.

Transfer Weapon/Ammo



Transfer Item



Note that the Inventory colours change from green to orange if you are giving items.

## THE INSTRUCTION BOOKLET

This instruction booklet will take you through the basics of the game. It will guide you through the on-screen training section where you can become acquainted with the main game controls, then it will introduce you to on-screen information, controlling a squad, multiplayer games and essential tactical tips.

### The Single Player Game

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

- Select Single Player.

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

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

- Select Training.

### Training

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

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





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



- Select Basic Training

## SPECIAL FORCES BASIC TRAINING AREA

### The Assault Course

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

Move Forward	W
Walk Forward	CTRL + W
Move Backwards	S
Walk Backwards	CTRL + S
Strafe (sidestep) Left	A
Strafe (sidestep) Right	D
Rotate Left/Right	Mouse Look
Stand/Crouch	Space
Prone	Space (hold down)
Action Button (Flashing Text)	R

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

## The Weapons Evaluation Course

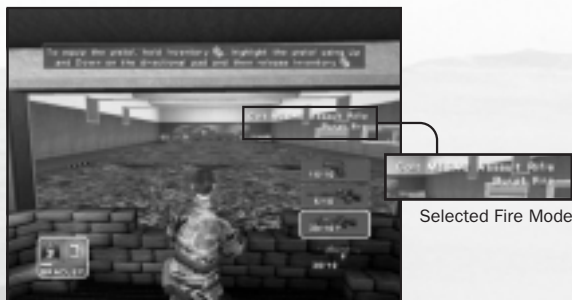
The Weapons Evaluation Course is your guide to handling your first weapons in Basic Training. You will be given a Pistol, a Sniper Rifle and an Assault Rifle. Conflict: Desert Storm features a large number of different weapons; weapons suited for particular missions and different soldier skills, and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



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

- Press the **[A]** button to pick up the weapon and place it in your hand
- Pick up all three weapons
- Any newly selected weapon will be in your hand and the previously picked up weapon will be transferred to your pack/inventory
- Hold down the left SHIFT key to open your inventory menu (it will appear on the lower right of the screen)
- Use the **[W]** or **[S]** keys to select a weapon (a picture of it will appear on screen with text details across the top of the game screen)

Some weapons, such as the Assault Rifle have different 'fire modes' (burst, single-shot or grenade launcher)



- To change a selected fire mode hold down the left SHIFT key and press A or D to cycle through the different modes left or right (indicated at the top of the screen). Alternatively, press the Left mouse button to cycle through the different fire modes while the weapon is high-lighted in the inventory.

In First person view, most weapons have a detailed targeting crosshair view that allows a more precise shot, but you can also zoom in further using the Mouse Wheel up/down or Num Minus - / Num Plus +. When you try the Sniper rifle you will see that it has a more powerful zoom than other weapons, ideal for distant targets.

- Change from Third person to First person view (the mode that gives you a more detailed weapon sight)

The sighting crosshairs will vary in design depending on the weapon you are holding. Crosshair sights can be moved in First person view by moving the mouse. All sights are initially white in colour but aiming at a legitimate target will turn the sights RED – this means you are on target.

- Press the Left Mouse Button to fire
- Proceed to follow the instructors commands until you finish basic training. Concluding the exercise will return you to the training menu, where you can select Advanced Weapons Training.
- Select Advanced Weapons Training

## SPECIAL FORCES BASIC TRAINING AREA

### Advanced Weapons

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

- 'Mount' your machine gun position by standing next to it until you see the flashing text 'Mount Gun.'
- Press the **[R]** button to 'mount' the gun (the soldier will take hold of the machine gun)
- Move the gun using the mouse
- Press the Right Mouse Button to change to First person view and use the mouse wheel to zoom in the view
- Press the Left Mouse Button to fire

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

### Driving Vehicles

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

- To get into the truck, stand close to it and press the **[R]** button
- To steer the vehicle along the rough and twisty road use **[W]** to accelerate and **[S]** to brake, the **[Left Arrow]** and **[Right Arrow]** keys or the mouse will steer the vehicle
- At the end of the road you will have to get out of the truck, press the **[R]** button when prompted by the flashing text

### Off-Map Support

#### Calling in Artillery Strikes

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

- Pick up the PRC 319 communications set
- Look at the targets and change to First person view (press the Right Mouse Button)



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- Move the sight crosshair over the target (by moving the mouse)
- Order the artillery to fire by pressing the **[R]** key

## Calling in Air Strikes

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

- Pick up the Laser Designator
- Go into First person view (Right Mouse Button)
- Move the crosshairs over the target (by moving the mouse)
- Wait to acquire a 'lock' (the aiming sight will turn red)
- Call in the air strike by pressing the **[R]** key ((the aiming sight will turn red and the series of beeps will become a continuous tone)

## Select Squad Training

### Commanding a Squad

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

#### Group command - join on my position:

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



**Group command - hold position:**

- Open the Orders Menu (hold down the left ALT key)
- Press D key toggle again to order the group to 'hold' their position and the icons will all change to 'hold' icons

**Selected soldier - follow me:**

- Open the Orders Menu (hold down the left ALT key)
- Select a soldier (Page Up or Page Down)
- Press the F key and that soldier will follow you (or come to your position)
- Press the H key to make the selected soldier hold his position

**Order a selected soldier to move to different position:**

- Open the Orders Menu (hold down the left ALT key)
- Select a soldier (Page Up or Page Down)
- Press the A button to order the soldier to advance to a position. Use the mouse to fix the marker cone in the required position, use the Q or E keys to set a facing direction for the soldier and then press the A button again to confirm the order

**Medikit**

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

Using the Medikit on yourself:

- Open your pack/inventory (hold down the left ALT key)
- Locate the Medikit using the **[W]** and **[S]** keys (this is normally below the item you are carrying – you can also use the mouse wheel to cycle through the inventory items)
- Make sure you are holding the Medikit and press Fire (Left Mouse Button)

Using the Medikit on other squad members:

- Locate the Medikit and make sure you are holding it
- Approach the wounded or unconscious soldier

- Go into Aim mode – press the Right Mouse Button
- Position the Medikit crosshairs over the soldier
- When the message 'Heal' flashes, press Fire (Left Mouse Button or Num 0)

Note that it is also possible to heal soldiers when in Third person view, this works in the same way. 'Look' at the wounded soldier you wish to heal, if you are holding the Medikit and you are close enough to the soldier, a Medikit icon will flash onscreen and you can heal the soldier.

## Giving Items

- Face the soldier you want to give a item to and you will see the word 'Give' flashing
- Press and hold the **R** key
- Select the item from the Give Inventory
- Press **[ ]** to transfer the item

## Fire At Will/ Stand Down Orders

Some orders can be issued to all soldiers immediately.

- Press the G key to toggle on/off the all soldiers Fire at Will/Stand Down command
- When soldiers have 'Fire at Will' orders in place a small 'target' icon appears on their individual control panel.

This puts the soldiers into a state of readiness, and they will be able to repond to threats more quickly than when standing down, but will also be less stealthy.

Fire at Will



### Switching between Characters in Action

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

- Press Page Up / Page Down to take control of the different soldiers in the squad as they are firing at the targets
- You can also use the keyboard 1 – 4 keys to jump to a specific soldier in the squad

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

## THE DESERT STORM CAMPAIGN

### Starting Off

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

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

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

- You will be introduced to the Desert Storm Campaign background (with a movie)
- You will be shown a text description of your mission along with a detailed map which explains the objectives of the mission. This information is available in the game via the F1 key.



- You will be shown a very detailed Mission Objectives briefing, including any reconnaissance information already gathered that details what you must do from Landing Zone to Extraction
- You will then be dropped at the Landing Zone

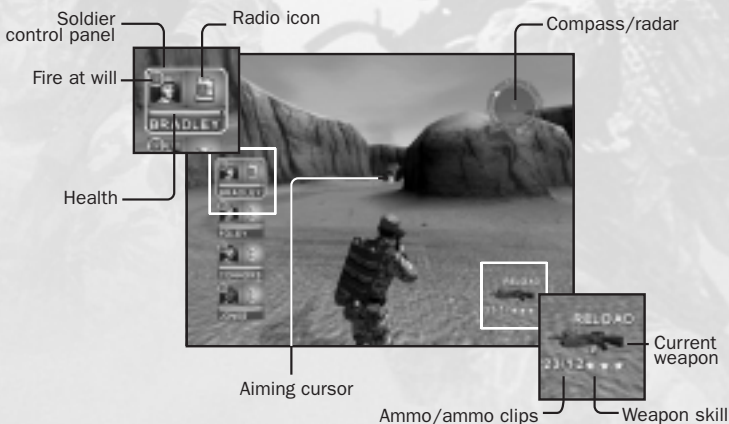
## Mission Objectives

All detailed mission objectives and a local map will always be accessible to you by pressing F1. Press F1 again to resume the game.

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 against the full Mission Objectives list.

## In-Game Screen

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



## **The Soldier**

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

## **The Control Panel**

Each soldier has an individual Control Panel that is highlighted with a white border when he is selected. This panel shows the soldier's name, health status, and a photograph. A radio icon indicates who is the currently selected soldier in a squad. The control panel will flash /fade slightly to indicate who is calling in a message on the radio.

## **Health**

Selected soldier health is shown by a yellow bar inside the control panel. When a soldier takes damage (from being shot, a fall or an explosion) his health bar will gradually reduce to reveal a red bar.

When this bar is fully red that character becomes Missing in Action (MIA), meaning that the character has taken too much damage and can no longer heal himself. The red health bar will then begin to reduce slowly, during this time any of your other active soldiers can heal this character with a medikit.

However, if this character isn't healed before the red bar disappears completely he will become Killed in Action (KIA) and it will not be possible to heal him. If you complete all mission objectives during a mission it will not end until all MIA characters are either healed or they become KIA. When characters become MIA you will have about two minutes before the red energy bar depletes and they become KIA.

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



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## **Current Weapon**

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

## **Aiming Cursor**

An aiming cursor is always shown for a currently selected weapon. The type of sight will change depending on the weapon chosen. Changing to First person view (press the Right Mouse Button) will show the weapon sight from the soldier's head view. Using the Mouse Wheel up/down will, in addition, zoom in that sight (if the weapon has a secondary zoom).

## **Ammo/Ammo Clip/Number of items**

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

## **Weapon Skill Level**

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

## **Compass/Radar**

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

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

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

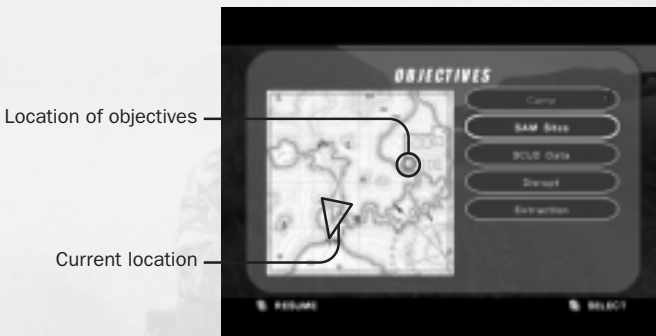
### Flashing Text

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

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

### Mission Objectives Map

Press F1 to check out the local map and mission briefing.



A marker shows your current position on the map and the list of mission objectives are listed in a 'preferred' order of completion on the right of the screen.



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## **Inventory**

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

- Hold down the left SHIFT key and use the **[W]** / **[S]** keys to check through the weapons/objects/items you are carrying for a mission

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

## **Pausing the Game (Pause Menu)**

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

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

## **Save the Game**

Although you can save the game at any point in the mission you are restricted to two saves per mission. Try to save at suitable points when you have got through a particularly difficult part of the action. You will be able to overwrite existing saves (you will be warned if you have to do this).

You will be asked to give the Save Game a name. You can either accept the default name for the save game or type in your own, press the Left Mouse button or press return and you will return to the Pause menu.

If you make a mistake while typing the save name, perhaps by typing over the wrong saved game name, pressing escape will return you to the pause menu, and you can avoid overwriting saved games by mistake.

## **Load a Game**

If you want to load a previously saved game, select a Saved Game name from the list and left click on your mouse.

## Options

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

Adjust FX Volume	(+/-)
Adjust Music Volume	(+/-)
Controller Options	

### Keys Assignment

This option allows you to change the keys assigned for the game and set them to suit your style of play.

### Mouse Options

This allows you to:

- Adjust Mouse Sensitivity (Horizontal and Vertical)
- Invert the Mouse Axis
- Accelerate Mouse Movement
- Enable mouse acceleration to allow compatibility with all types of mouse.

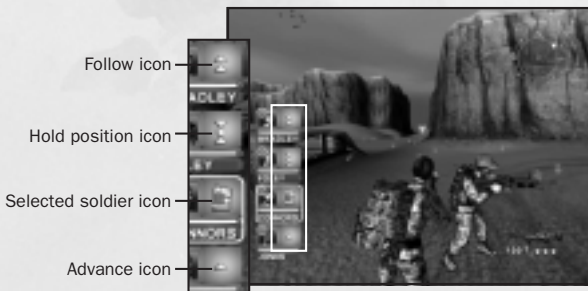
## Main Menu

Quit the mission (Confirm Yes/No)

- Press ESC to exit the Pause Menu and unfreeze the game.

## Controlling More Than One Soldier

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





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You can 'jump' to the next or previous soldier using Page Up or Page Down keys. You will see the game action from the selected soldier's perspective in Third person view.

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

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

Open Orders Menu - Hold down Left ALT key then:

Move Soldier Control Panel Cursor Up	W
Move Soldier Control Panel Cursor Down	S
All Soldiers Prone/Stand (toggle)	C
All Soldiers Follow/ Hold Position (toggle)	D
Order Highlighted Soldier to Join on you	F
Order Highlighted Soldier to Hold Position	H
Order Highlighted Soldier to Fire at Will/ Stand Down	G
Ordering a Highlighted Soldier to Advance to a Position	A
- Use the Mouse to fix a position.	
- Use the Q or E keys to set a facing for the soldier.	
- Press the A key again to give the order.	

## Finding/Picking Up Objects

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

- Stand close to the object and check the flashing text on the screen. The object will appear between the two 'pick up' icons in the middle of the screen.

Press the  key to pick it up.

### **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 (for instance a grenade) and that it is in your hand.
- Press the fire button (Left Mouse 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/looking upwards.

### **Using Equipment**

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

#### *C4 Charges*

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

To set a C4 charge:

- Select the C4 from your inventory
- Press the Fire button to plant the C4 charge

You are quite vulnerable while setting the charge as this takes a little time; make sure you've got cover from the rest of your team before doing this. It's possible to cancel planting C4 explosives by pressing Action button. Note that other close explosions from grenades and Anti-Tank mines can also trigger planted C4 charges to explode prematurely.





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## *Grenades*

Grenades can be thrown in First or Third person view. Grenades are set on a short timer and can be quite effective on the enemy – they are especially useful on groups and vehicles without armour. Smoke grenades do not cause damage but they are useful to give you cover, or if you wish to obscure the enemy's vision.

## *Anti-Tank Mines*

These are extremely powerful mines that can destroy a heavily armoured tank. To use the mines:

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

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

## **Completing Objectives**

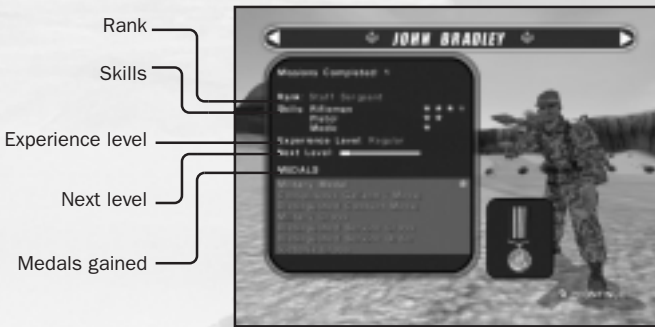
As you complete an objective in a mission, a confirmation message will be shown on the screen and the objectives will be ticked off on the map/objectives screen.

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

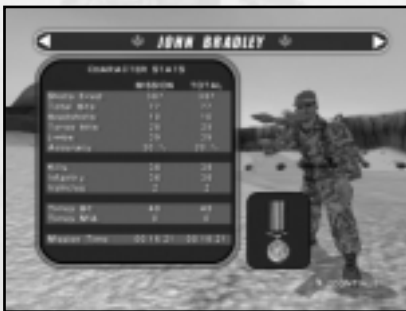
At the end of any mission when all objectives have been completed you will be prompted to Save the Game and Continue with the campaign.

## MEDALS AND PROMOTIONS

A successful mission will lead to the awarding of Medals and Promotions for the participating soldiers and an increase in weapon skills and experience



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



This shows a breakdown of how each soldier performed in the mission and the running total for the campaign to date.



# DESERT STORM™

## Ranks and Promotions

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

### U.S. Delta Force Ranks

#### NonCommissioned Ranks

Private  
Private 1st class  
Corporal  
Sergeant  
Master Sergeant  
Sergeant Major

#### Commissioned Ranks

2nd Lieutenant  
1st Lieutenant  
Captain  
Major  
Colonel

### U.K. Special Air Service Ranks

#### NonCommissioned Ranks

Private  
Lance Corporal  
Corporal  
Sergeant  
Staff Sergeant  
Sergeant Major

#### Commissioned Ranks

2nd Lieutenant  
Lieutenant  
Captain  
Major  
Colonel

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

## Medals

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

### SAS Medals

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

### Delta Force Medals

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

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

## SOLDIER EXPERIENCE

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

If a Soldier gains in experience he will become:

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

The experience levels are:

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



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## Soldier Skills

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

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

### Initial SAS Soldier Skills

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

### Initial Delta Force Soldier Skills

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

## THE NEXT MISSION

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

## MULTIPLAYER MODE

### Getting Started

- Select Multiplayer from the Main Menu screen.
- Select either to Host a Session or Join a Session

### Hosting a Session

If you host a multiplayer game other players (clients) can connect to the game you are running. If you going to play a multiplayer game we recommend that the player with the most powerful PC Hosts the game.

You will enter the Hosting Menu screen this allows you to:

Enter a Session Name

Type in your choice of name (and press Enter)

Port Number

You should use the default port number shown, we do not recommend changing this, the multiplayer code will automatically select the appropriate port number for you.

Select Internet Play or LAN Play

Select your choice of multiplayer game connection. A LAN (local area network) game allows you to play other gamers that are also connected to the same local network. Internet Play will allow you to host a game over the internet.



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After selecting either Internet or LAN play the Game Setup Menu will open which allows you to:

- Set up the number of players (2-8)
- Set up the game type from: Recovery, Team Deathmatch, Assault/Defend, VIP Assassination, Deathmatch.
- Set up the map you want to play on from: Scud Hunter, Border Skirmish, Bunker Buster, Last Stand, Crossfire and Blind Alley.
- Access the Game Options Menu:

## **Game Options**

Set a Time Limit for play (5, 10, 15, 20 minutes or No Time Limit)

Allow Weapon Caches – (pickup weapons) (Yes / No)

Allow Artillery Support – (radio for Artillery) (Yes / No)

Allow Re-Spawn – (allows players to restart after dying) (Yes / No)

Allow Friendly Fire – (Yes / No)

- Select Continue on the Game Set Up menu to enter the Player Set Up screen.

The Player Set Up screen is where you can:

- See which players are connected and details on their Name, Team, Character Skill and Ready Status. A warning message will flash in the lower half of the screen if you are 'Waiting for Players' to join the session.
- Set up the game character: attacker /defender nationality, character skill, rename your character and choose what team you want to be on.

After completing your Player Setup you will enter the lobby screen where all players can type messages before the game begins. Clicking on Continue in the lobby screen will enter the game.

## Joining a Session

Select the type of connection Internet or LAN.

### Internet

Type in an IP Address and you will be taken to the Game Selection screen where all available games will be shown (Host Name, Game State, Ping Status and Players).

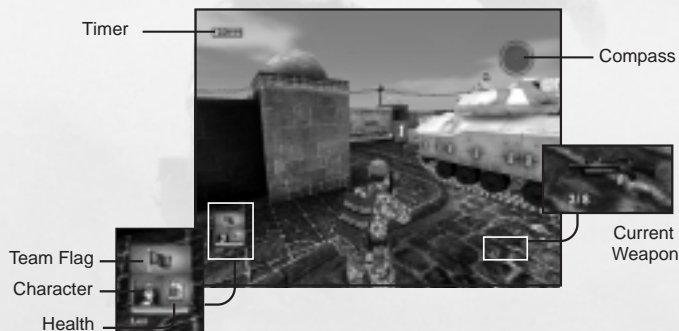
- Select a game to join.

### LAN

You will be taken to the Game Selection screen where all available games will be shown (Host Name, Game State, Ping Status and Players).

- Select a game to join.

## The Multiplayer Game Screen







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## **Multiplayer Game Types**

### **Recovery**

Teams try to recover an important item and return it to their base before it falls into enemy hands. Characters carrying the item cannot use or hold other inventory items; teammates should protect the carrier. If the carrier is killed the object will be returned to its start position.

### **How to Win**

If neither team wins after the time limit the game is declared a Draw.

If re-spawning is enabled the round will finish when the time runs out or when the object is taken to a team base.

If re-spawning is disabled the round will finish when time runs out, when the object is taken to a team base or when all members of a team are dead (the surviving team are declared the winners).

### **Deathmatch**

Everyone is your enemy, this really is survival of the fittest!

### **How to Win**

Kill as many opponents as you can.

### **Team Deathmatch**

Kill as many members of the team as you can inside the time limit.

### **How to Win**

If re-spawning is enabled the round will finish when the time runs out. The team with the most kills is the winner.

If re-spawning is disabled the round will finish when time runs out or when all members of a team are dead. The surviving team are the winners.

### **Assault/Defend**

Destroy or defend two armoured enemy vehicles. The attacking team use LAWs or RPGs to destroy the vehicles.

### **How to Win**

If re-spawning is enabled the round will finish when the time runs out (defending team wins) or if the objectives are destroyed (Attackers win).

If re-spawning is disabled the round will finish when time runs out (Defenders win) or when all members of a team are dead. If an entire team is dead the surviving team wins.

### **VIP Assassination**

Your team must escort the VIP to the waiting rescue vehicle. If the VIP is killed your team will lose.

### **How to Win**

If re-spawning is enabled the round will finish when the time runs out (attacking team wins), the VIP is killed (attacking team wins) or if the VIP gets to his escape vehicle (defending team wins).

If re-spawning is disabled the round will finish when time runs out (attacking team wins) or when all members of a team are dead or if the VIP gets to his escape vehicle (defending team wins). If an entire team is killed in this mode the surviving team wins.

## **HINTS AND TIPS**

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

- Use teamwork to defeat the enemy so that you and your soldiers can live to fight another day.
- Your accuracy improves if you fire your weapon from a stationary position. Moving and firing will make you less accurate.
- Crouching and lying prone will also improve your accuracy.
- Use the Medikit to heal unconscious soldiers so they can continue the mission.
- An anti-tank weapon is a precious commodity. Use these weapons wisely.
- Rocket Launchers, Sniper Rifles and Machine Guns cannot be fired on the move.
- Attacking Main Battle Tanks head on is suicide. Always try to outflank armoured vehicles and hit their rear where the armour is weaker. 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.



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- Multiple C4 charges can be placed and then detonated in order of placement.
- Most weapons at your disposal have different firing modes, so try to learn each weapon's strengths and weaknesses for maximum effectiveness.
- Fully automatic weapons have high rates of fire and will keep an enemy pinned down, always try to fire in short, controlled bursts; this will help accuracy and conserve ammunition.
- Position your team to give maximum covering fire, this could mean the difference between success and failure.
- If you find yourself running low on ammo, try searching captured enemy positions for replacement weaponry/ammo.
- The advance order is a useful way to get your squad into position quickly.
- Try to avoid killing civilians.

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

## **The Rifleman**

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

## **The Heavy Weapons Specialist**

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

## **The Combat Engineer**

The Combat Engineer is expert in the use of military grade explosives. He is also skilled with Assault Rifles and Sub-Machine Guns.

## **The Sniper**

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



# DESERT STORM™

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