

# SAFETY INFORMATION

## About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: light headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.



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## INSTALLATION

Before Installation please make sure that your system meets the minimum specification requirements printed on the back of the box.

Insert the Conflict: Global Storm DVD into your DVD-ROM drive, click the INSTALL button and follow the on-screen prompts.

If auto-play is disabled on your machine:

Double-click 'My Computer' on your Windows desktop.  
Explore the DVD-ROM drive.  
Double-click on 'SETUP.EXE'.  
Follow the on-screen prompts.

### Note:

#### Running Conflict: Global Storm

Place the Conflict: Global Storm DVD into your computer's DVD-ROM drive and click PLAY.

**Note:** you need to have the DVD in your DVD-ROM drive to play Conflict: Global Storm.

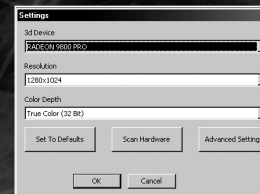
Alternatively a shortcut will be placed on your desktop after installation, double clicking this will run the game launcher. Click the PLAY GAME button to play.

If auto-play is disabled on your machine and the auto-play screen doesn't appear automatically when inserting the DVD continue with the following procedure:

- Click the Windows 'START' button, under Programs you will find a program group heading called 'Eidos', hold the mouse over this to expand 'Global Storm' then click on the 'Launch Conflict: Global Storm' icon to start the game.



When you run Conflict: Global Storm you will be presented with a launcher. Clicking 'Play Game' will start the game, clicking 'Quit' will close the launcher and clicking the 'Settings' button will allow you to choose different settings which effect the performance and visual appearance of the game.



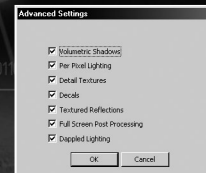
The following options are accessible from the settings button:

**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: Global 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 High Color 16 Bit or 32 Bit True Color.

The **Set to Defaults** button will reset all options to their default settings.



When the Advanced Settings button is clicked you will be presented with several options, un-checking these will make the game run faster at the cost of graphical quality.

### Uninstalling Conflict: Global Storm

Click the Windows 'START' button, under Programs you will find a program group heading called 'Eidos', hold the mouse over this to expand it further displaying Conflict: Global Storm and then click on the 'Uninstall' icon, follow the on-screen prompts to uninstall. Alternatively you can uninstall Conflict: Global Storm from the Windows Control Panel using the ADD / REMOVE programs tool.



If you're a Conflict veteran chances are a lot of *Conflict: Global Storm* 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 brighter, 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 for up to 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.



When the game loads you will be presented with the following options;

#### Load profile

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

#### Create new profile

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

#### Default profile

Select this option if you would like to play using the standard game profile (only recommended for brief game sessions).

#### Training

Select from Basic or Advanced training.

#### Single player

Select from New game or Load game.

#### Multiplayer

Select from LAN or INTERNET. Choosing LAN will give you the option to 'Search For Match' or 'Create Match'.

Choosing INTERNET will take you to a menu where you can login to an existing Gamespy account, create a new one or select a previously used one.

#### Edit profile

Change Key Assignments, Mouse Options or rename your profile.

#### Options

Adjust Gamma Correction, Video settings or Audio settings.

In Video Settings you will have the following options;

**Resolution** – Select your chosen video resolution

**Color Depth** – Select from 16 Bit High Color or 32 Bit True Color.

**Set To Defaults** – Select this option to restore all the video settings back to default.

**Scan Hardware** – Select this option to re-detect the video hardware.

**Advanced Settings** – This option will take you to a separate menu displaying various video tweaks.

**Apply** – This option will apply and changes made within this menu.

In Audio you will have the following options;

**Music Volume** – Adjust the music volume.

**FX Volume** – Adjust the effects volume.

**Headset Volume** – Adjust the headset volume.

**Headset Input** – Adjust the headset input settings.

**Headset Output** – Adjust the headset output settings.



**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.

**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.

### BASIC CONTROLS

**Note:** The Left Mouse Button and Right Mouse Button will be referred to in this section as LMB and RMB.

#### Highlight Menu Options

- Cursor Keys Up / Down or Mouse Pointer

**Confirm a Selection** - Return or LMB

**Alter Menu Values**

- Cursor Keys Left / Right or LMB

**Return to the Previous Menu** - RMB or [ESC]

### IN-GAME CONTROLS

[W], [S] - move forwards / backwards

[A], [D] - strafe left / right

[C] - toggle crouch / stand

[X] - toggle prone / stand

[SHIFT] - toggle walk / run

[Q], [E] - lean left / right

MOUSE - look around

[C] - toggle view

[TAB] - zoom in / out

[F] - action

[G] - Quick throw grenade

[R] - reload

SPACE - open inventory

[V] - vision mode (thermal or night vision)

[T] - toggle weapon fire mode

[M] - map and objectives

[ESC] - pause / go back selection

LMB - fire current weapon

### WEAPON CONTROLS

Fire Selected Weapon - LMB

Move Weapon Crosshair - Mouse

### 1ST PERSON AND ZOOM MODES

[SPACE] - First Person / Third Person

Mouse Wheel or [TAB] - Zoom View

### INVENTORY MENU

Open Inventory - Hold Space then:

Move Selection Up - [W] or mouse wheel

Move Selection Down - [S] or mouse wheel

Change Weapon Fire Mode - [T]

Select an inventory item to use then release SPACE while item is highlighted

### WEAPON CONTROL



The inventory is your gateway to weapon and item heaven. Simply press and hold SPACE bar to open it, use [W] and [S] keys to select the item you require and release the SPACE bar. 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 the Left Mouse button 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

Pressing [T] will change the alternative fire mode on the fly. Simple. But hang on there's more. Many of the weapons have alternative firing modes such as

semi and full automatic characteristics or even grenade launching abilities. To activate these press Space to bring up the Inventory and select the weapon you wish to change fire modes with, now toggle the fire modes by pressing the left mouse button. When you are happy with the fire mode chosen simply let go of the Space bar.

**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 pressing and holding [E], provided you're exchanging weapons from similar 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.





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



#### Context-sensitive commands (when near squad member)

**Give item** - press and hold **G**, select item, press LMB (note in cases where multiple instances of an item are available from the inventory, each press of the LMB corresponds to one unit of the item being transferred)

**Heal** - press **H** (health pack is automatically selected near wounded)

**Take** - press and hold **F**, select item, press LMB (only available when you've run out of health packs and are trying to heal a MIA character)

**Tip:** Play particular attention to single player context-sensitive command situations which appear on screen (eg 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.

#### 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.

#### VEHICLE CONTROLS

Accelerate/Brake - **W** / **S**

Turn left/right - **A** / **D** or move mouse

Change position in vehicle - Hold Left **SHIFT**

+ **W** / **S** to scroll or use mouse wheel

Enter/Exit vehicle - **R**





### VISION CONTROL

It may be little, but you'll want to pay particular attention to the **V** key as it activates the Night and Thermal vision modes - you're unlikely to survive the Conflict: Global Storm 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. Cooperative gaming represents the pinnacle of the multiplayer experience and Conflict: Global Storm has been designed specifically with this massively rewarding element in mind.



### MULTIPLAYER ONLINE USING GAMESPY

With a Broadband connection hooked up you can enlist in online multiplayer Conflict: Global Storm with players from all over the world.

In order to play Conflict: Global Storm over the Internet you will need a broadband connection.

Please note that vehicle control is not included in Multiplayer mode.

**Note:** Conflict: Global Storm does not support analog telephone modems, or any USB network adaptors.



There can be particular issues related to playing through a router or firewall, including sharing your internet connection via another PC. In order to join or host a *Conflict: Global Storm* game from behind a firewall you must open the following ports (inbound and outbound):

UDP ports 4658, 6500, 10010, 13139, 27900

TCP ports 4658, 6667, 28910, 29900, 29901, 29920

To host a game from behind a router with NAT (Network Address Translation), or a firewall, you will need to enable 'port forwarding' on the following ports to route data to the IP address of your PC;

UDP ports 4658, 6500

TCP port 4658

If you continue to have problems connecting to servers or creating them, try bypassing your router or firewall by connecting your PC directly to your broadband connection.

**Note:** *Conflict: Global Storm* uses an account login based on GameSpy ID. You may either create a new account in-game, or use a previously created one (which you may have already for another game using GameSpy ID). For more management options for GameSpy ID accounts, including password reminder options, please see <http://www.gamespyid.com>

### NETWORK (LAN)

You can play cooperative multiplayer *Conflict: Global Storm* over a LAN (Local Area Network) by connecting up to four PC's via a network hub/switch (separate purchase required). Please note that vehicle control is not included in LAN gameplay.

### GETTING STARTED

Once you're connected, have signed-in with your GameSpy ID and are ready to play, you can choose from the following options:

#### Quick match

Join one of the available online games at random.

#### Create match

Start your own *Conflict: Global Storm* NETWORK 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 game), and friendly fire on/off.



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.

**Note:** Press **[U]** to chat during MULTIPLAYER games.



## SCOREBOARDS

STATISTICS RESULTS		
RANK	NAME	SCORE
1	Alestar	40107
2	DIGonzalez2005	40008
3	CarIQA	33240
4	BongoJerry	24918
5	Legend100001	21332
6	mmmmmmmm	12800
7	Orshlight	7668
8	cbk556	7106

10 PLAYER(S) ON THIS SCOREBOARD  
PAGE UP/PAGE DOWN: PAGE UP/DOWN  
ESC/INUSE2: BACK ENTER: SELECT  
F1/F2: TOP/BOTTOM F6: MY STATS

So you're good. But how good? Once online you'll find out. In addition to seeing your overall standing amongst the *Conflict: Global Storm* 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 Storm* players.

If you have a broadband connection and are signed into your GameSpy account (see NETWORK section), you can check your performance against others on the worldwide scoreboards.

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.

## MISSIONS

## 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...

**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.

## 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 rounded 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 **[M]** at any time for a mission map and details of your objectives.

### MISSION (COMPLETED) STATISTICS AND REWARDS

SERGEANT BRADLEY		
	COUNT	SCORE
Enemy Killed	8	260
Vehicles Destroyed	1	20
Ammunition	278	80
Head Hit	3	100
Blowup Kils	0	0
Enemy Hit	1	50
Times MA	0	0
Healing Received	0	0
Reals Destroyed	0	0
Mission Time	00:59	1000
Difficulty	Normal	1000
Mission Score		910
Grade		S

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

TEAM STATISTICS		
	COUNT	SCORE
Enemy Killed	16	576
Vehicles Destroyed	1	20
Ammunition	115	30
Head Hit	10	300
Blowup Kils	1	50
Enemy Hit	5	250
Times MA	0	0
Healing Received	0	0
Reals Destroyed	1	100
Mission Time	01:03:08	3100
Difficulty	Full Team	7100
Mission Score		5244
Grade		A

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.



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



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 Storm* 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 members 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).

## TEAM CREDITS

### DIRECTORS

**Managing Director**  
Jim Bambra

**Technical Director**  
Alex Mclean

**Development Director**  
Nick Cook

### PRODUCTION TEAM

**Producer**  
Stuart Poole

**Creative Media Producer**  
Pete Johnson

**Technical Producer**  
Andy Severn

### DESIGN TEAM

**Lead Designer**  
Marc Curtis

**Senior Designers**  
Bob Spink  
Jonathan Howard  
Steve Dunning  
Will Doyle

**Designers**  
Darren Kirby  
James Clark

### PROGRAMMING TEAM

**Exec Software Engineers**  
Annette Garnier  
Paul Dunning  
Pete Long  
Tim Cannell

**Senior Software Engineers**  
David Tetlow  
Mark Barton  
Martin Hutchings  
Seb Grinke  
Shaun Hewitt  
Tim Chapman

**Software Engineers**  
Andy Davidson  
Charles Blair  
Dan Wheeler  
Julian Foxall  
Marios Mitella  
Michael Neve  
Simon Smith

**Associate Software Engineers**  
David Chalmers  
Duncan Williams  
George Brown  
Ralph Tittensor  
Tim Threlfall

### ENVIRONMENT ART TEAM

**Lead Artists**  
David Cullinane  
Erol Kentli  
Martin Severn  
Paul Truss

**Senior Artists**  
Claire Cooper  
Guy Jeffries

**Artists**  
Alan Thomas  
David Calvin  
David Hennessy  
Eddie Garnier  
Liz Godwin  
Maff Evans  
Paul Stonehouse  
Pete Austin  
Peter Baldwin  
Raisa Tuomisto  
Simon Chapman

**Associate Artists**  
Ben Jane  
Jon Kay  
Simon Evans  
Jon Bridges  
Matt Trim



## CHARACTER ART TEAM

**Character Artists**

Liz Cailles  
Tessa Aurmoogam

**Animation**

Adam King  
Matt Rees

## FMV ART TEAM

**FMV Artist**

Zsolt Avery-Tierney

**Cut-Scene Artist**

Kevin Ackbar

**Associate FMV Artists**

Craig Moroney  
Simon Suzuki

## AUDIO

**Head of Audio**

Jon Vincent

## QA

**Senior QA Technician**

Karl Stubbs

**QA Technicians**

Chris Bamba  
Dan Waldron  
Eric Manktelow

**Associate QA Technician**

Peter Hancock

## IT

**IT Manager**

Alan Clark

**Support Technician**

Chris Knaggs

## ADDITIONAL FMV

Plastic Wax

## VOICE RECORDING

**Voice Director**

Mark Estdale

**Casting**

Bob Klein & Mark  
Estdale

**Recorded by**

Outsource Media  
Los Angeles

**Voice talent**

Ace Cruz  
Alex Veadov  
Armando Molina  
Ben Brown  
Bob Buchholz  
Bob Klein  
David Lodge  
Ilya Volok  
Michael Sorich  
Mona Marshall  
Neil Kaplan  
Richard Cansino  
Sal Lopez  
Sam Sako  
Simon Rhee

Steve Blum  
Steve Kim

## TRANSLATION

Babel Media

## FRENCH TRANSLATION

Around the World

## SPECIAL THANKS

Louise Anderson  
Anny Williams  
Alive Interactive Media  
Clare Severn

## MUSIC CREDITS

'Fear Of Nothing'  
performed by  
Jackknife Lee  
Composed by Garret Lee  
Published by Chrysalis  
Music Ltd

'Bands' performed by  
Jackknife Lee  
Composed by Garret Lee  
Published by Chrysalis  
Music Ltd

An A-Bomb Soundtrack  
Production composed by  
Bernd Würtz.  
www.a-bomb.co.uk

## PUBLISHING

**Chief Executive Officer**

Jane Cavanagh

**Commercial Director**

Bill Ennis

**Financial Director**

Rob Murphy

**Development Director**

Darren Barnett

**Creative Director**

Patrick O'Lunaigh

**Marketing Director**

Dave Clark

**Producer**

Caspar Field

**Product Manager**

Ray Livingston

**Creative Manager**

Quinton Luck

**Webmaster**

Olaf Siebert

**Head of Legal**

Jo Murphy

**Assistant Producer**

Luke Timms

## QA

**QA Manager**

Marc Titheridge

**QA Supervisors**

Dave Isherwood  
Ian Rowsell

**Lead QA**

Carl Perrin

**QA Engineers**

Matt Ibbs  
Allen Elliott  
Germaine Mendes  
James Hinchliffe  
George Wright  
Matt Poon  
Naomi Westlake  
James Tripp  
Henley Bailey  
Hugo Hirsh  
Tim Dunn  
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David Sangan  
Marcus Smikle  
William Wan  
Neil Delderfield  
David Izzo  
Damian Bennett  
Dom Andoh  
Richard Acherki  
David Klein  
Peter Evans  
Che Hamilton  
Steve Inman  
Jason Claridge  
Joseph Pirocco  
Daniel Webster

## PR

Chris Glover  
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Justin Gaffney  
Trudy Hilary  
Chris Walton

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Richard Lever  
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Nicole Beale

## SCI THANKS

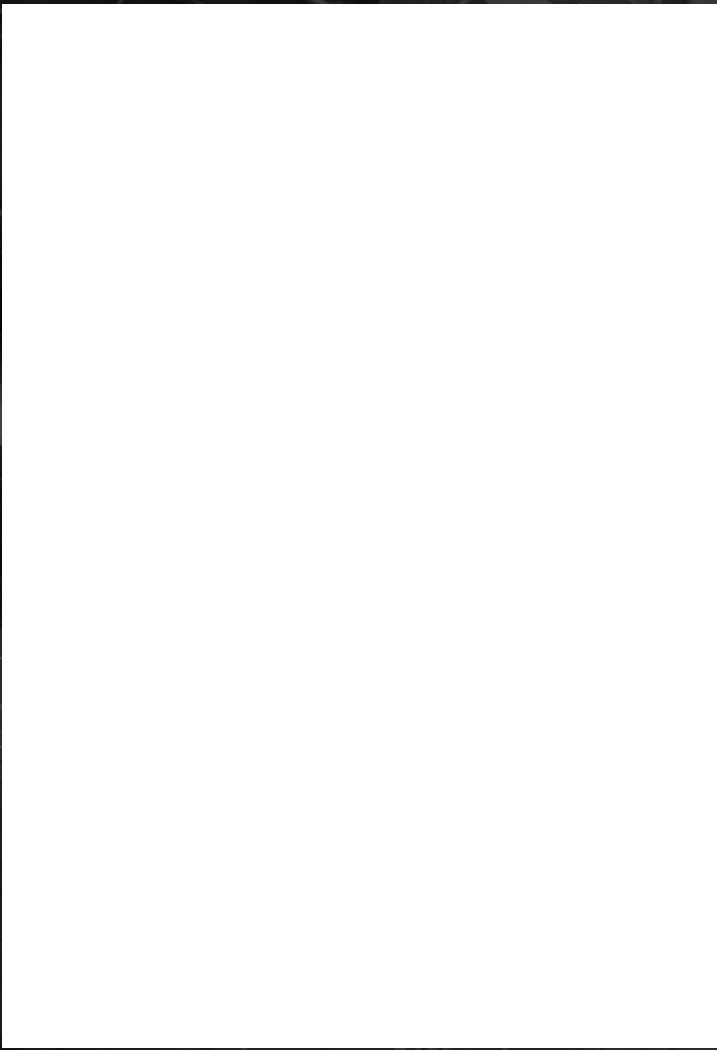
Andy Judd  
Callum Jay  
Caspar Gray  
Dax Ginn  
Emily Jackson  
Fabien Rossini  
Helen Clark  
James Cox  
Julia Atkinson  
Katie Blundell  
Matthew Freeman  
Tosin Sobukanla  
Winnie Leung

## SPECIAL THANKS

ARKVFX  
George Neilans  
Jon Taylor  
Kevin Strange  
Nigel Gifford OBE  
Randall Breneman  
Suzi Scott  
Valerio C. Faggioni

## MANUAL WRITER

João Diniz-Sanches



## Notice

### Contact Information

If you have any questions or need help solving a problem with this game then please send an email to: [Techsupport@sci.co.uk](mailto:Techsupport@sci.co.uk) and one of our trained personnel will reply. (Average response time is 24hrs, Monday-Friday).

### Customer Support Telephone Service

SCI Games has a Customer Support telephone service in the UK that is staffed by trained technicians who should be able to help you with your SCI Games product-related problems.

The telephone number is **020 7326 9147** and the FAX number is **020 7326 9149**. The Customer support line is open Monday to Fridays from 9.30am to 6pm.

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**Plantation Wharf**  
**Battersea**  
**London**  
**SW11 3TN**

## Warranty

Warranty For Your Copy of PC Game Software (Conflict: Global Storm™)

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