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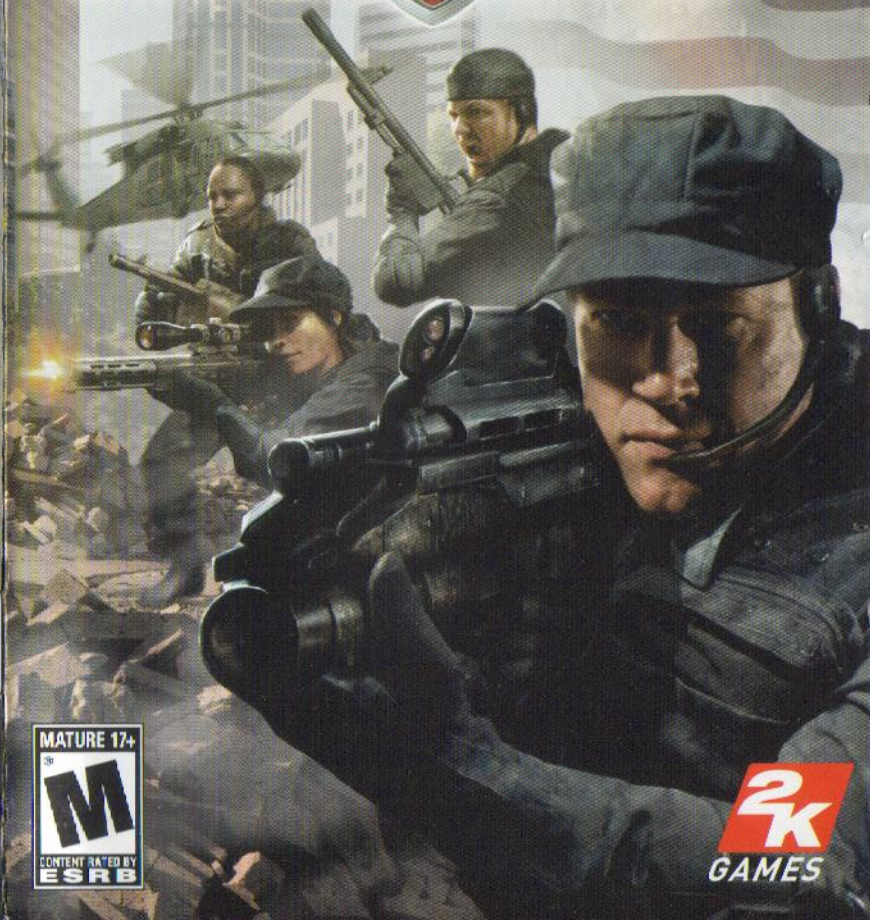


PlayStation 2



CONFLICT

GLOBAL TERROR



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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

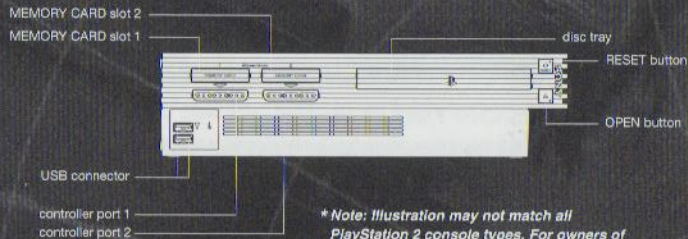


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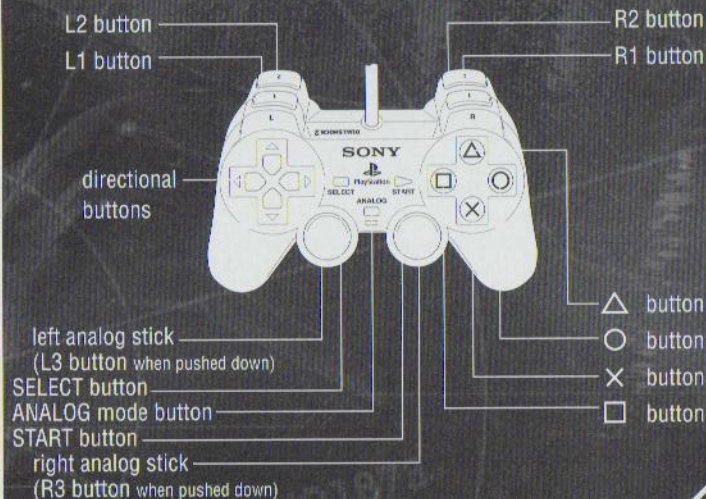


** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Attach game controllers and accessories as appropriate. Make sure the MAIN POWER switch (located at the back of the console) is turned on. Press the Φ /RESET button. When the Φ indicator is green, press the \triangle button and the disc tray will open. It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB)(for PlayStation®2) before commencing play.

Place the *Conflict: Global Terror*™ disc on the disc tray with the label facing up. Press the Φ button again and the disc tray will close. Follow on-screen instructions and refer to this manual for information on using the software.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MEMORY CARD (8MB) (FOR PLAYSTATION®2) & SAVE GAME DATA

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into Memory Card slot 1 of your console. You can load saved game data from the same card or from any memory card (8MB)(for PlayStation®2) containing previously saved games.



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

- The artificial intelligence of the enemy has been significantly improved for the toughest video game opponents you'll face (e.g. enemies seek and hold cover more aggressively, they can lean and fire, retreat when injured, use grenades in combat).
- Your squad are 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.

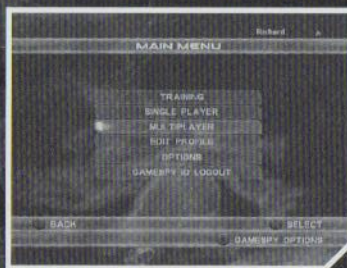


Load profile

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

Create new profile

Select this option if you're new to *Conflict: Global Terror* 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 Split screen, LAN or Internet.

Edit profile

Select from Controller Vibration on/off, Invert look on/off, Help Messages on/off, Controller Layout (two options), or Rename Profile.

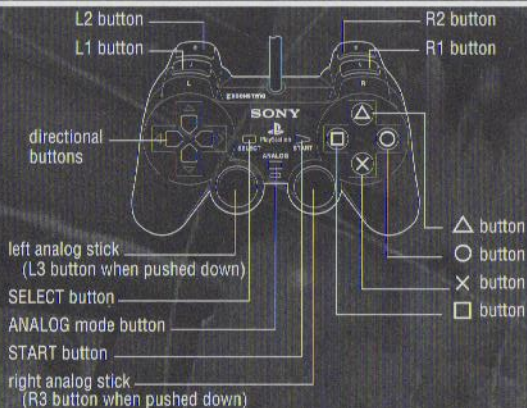
Options

Select between Widescreen on/off, Refresh Rate (50/60Hz or Test), Center screen or Audio settings (Music, FX and Headset volumes, Voice audio through speakers or headset, plus Mono, Stereo or Dolby Pro Logic II™).

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

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

BASIC CONTROLS



| | |
|-------------------|----------------------------------------------------------------------------|
| | Action (open door, climb, vault, use zipline, reload, give item, place C4) |
| | Change stance (crouch, prone (hold), stand) |
| | Trigger delayed order (when set) |
| | Inventory (hold) |
| L1 | Command menu (hold) |
| R1 | Fire, Use item, Change weapon mode (whilst in inventory) |
| Left analog stick | Move forward/backwards, Strafe left/right |
| L3 | Zoom (whilst in aim mode) |

| | |
|--------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Right analog stick | Look up/down, Rotate left/right |
| RB | Toggle Normal/Aim mode (click) |
| Directional pad | Within game world: Select character \uparrow/\downarrow , Lean \leftarrow/\rightarrow ; Within inventory: Select weapon/item \uparrow/\downarrow , Change grenade quick throw assignment \leftarrow/\rightarrow |
| L2 | Toggle Normal/Night/Thermal vision, Toggle laser on/off (whilst in inventory) |
| R2 | Grenade quick throw |
| | Map, Mission objectives |
| | Pause, In-game menu |

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

Tip: It's perfectly possible to play through the game using the aim mode

(first-person) view, of course. The most obvious advantage is the way it allows targeting enemies in a more direct manner. However, bear in mind the resulting reduction in peripheral vision when compared with the standard third-person mode.

WEAPON CONTROL



The inventory is your gateway to weapon and item heaven. Simply press and hold \triangle to open it, use the \uparrow/\downarrow directional button to select the item you desire and release \triangle . 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 **R2** 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

Press **R1** and you fire. Simple. But hang on, there's more. Many of the weapons have alternate firing modes such as semi- and full automatic characteristics or even grenade launching abilities. To activate these press and hold \triangle to open your inventory, then press **R1** to cycle through the available modes of the selected weapon and release \triangle when ready.

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

Swapping weapons

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

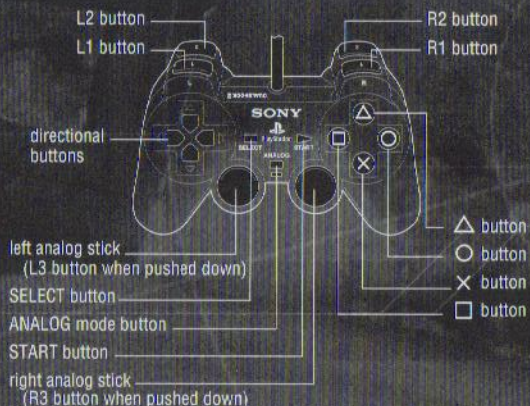
Tip: Remember you can quickly swap the weapon you're holding with any you come across in levels simply by pressing and holding **X**, provided you're exchanging weapons from simi-

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

SQUAD CONTROL

Share the responsibility. You can of course play through *Conflict: Global Terror* by taking direct control of each character (switching between them by pressing **↑/↓** directional button).

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



Follow/Hold position

- Context order
- Toggle normal/delayed orders
- R1** Toggle Fire at will/Hold fire
- R2** Toggle Follow/Hold position
- Left analog stick** Set character direction
- Right analog stick** Move Advance cursor (crosshair)
- [D-pad]** Select character **↑/↓**, Change order **←/→**
- L2** Toggle Go prone/Stand up

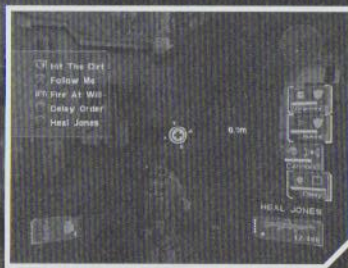
Tactical commands (hold **L1** to access)

- X** Toggle



Navigation

Place the Advance cursor in required spot, select character stance direction and press **○** (use the **←/→** directional button to cycle through the available order options - Run to, Walk to, Stealth to, Plant C4 and Claymore Mines, Mount).

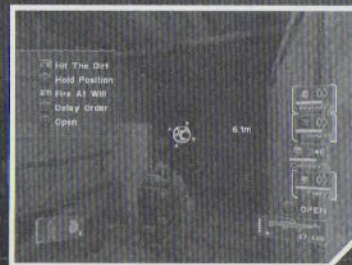


Heal/Shield

Press and hold **L1**, select character to heal/shield (select using directional buttons), place Advance cursor on character to be healed/shielded and press **←/→** directional button until Heal/Shield command, press **○**. (Note only characters with full health can be shielded - otherwise Heal is the default action.)

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

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



Further commands

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



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 , select item, press **R1** (note in cases where multiple instances of an item are available from the inventory, each press of the **R1** corresponds to one unit of the item being transferred)

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

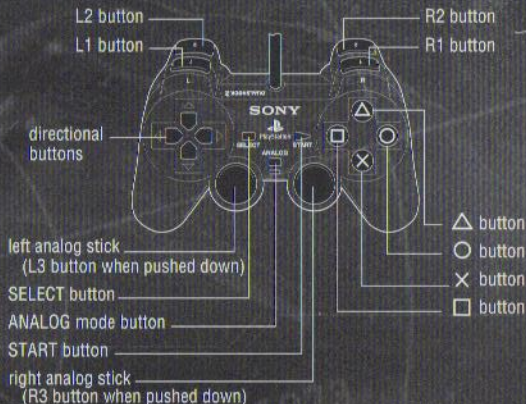
Take - press and hold , select item, press **R1** (only available when you've run out of health packs and are trying to heal a MIA character)

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 armored 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 caliber heavy machine gun and the Mk19 grenade launcher available while you speed to your next objective.



| | |
|--------------------|-------------------------------------------------------------------------------------------------------------------------|
| | Driver: Embark, Accelerate; Gunner & Passenger: Not used |
| | All: Disembark |
| | Driver: Brake, Reverse; Gunner & Passenger: Not used |
| | All: Change seating position, Change item (hold) |
| L1 | All: Command menu (hold). Default option is for all-squad control / directional buttons select individual characters) |
| R1 | Driver: Not used; Gunner: Fire; Passenger: Fire, Use item |
| Directional pad | Select character / , select action / |
| Left analog stick | Driver: Steer; Gunner & Passenger: Not used |
| | Driver: Not used; Gunner & Passenger: Zoom |
| Right analog stick | Driver: Not used; Gunner & Passenger: Look up/down/left/right |
| R2 | Driver: Not used; Gunner & Passenger: Toggle Normal/Aim mode |
| Directional pad | All: Select character |



VISION CONTROL

It may be little, but you'll want to pay particular attention to the **LT** button on your Analog Controller (DUAL-SHOCK®2) as it activates the Night and Thermal vision modes - you're unlikely to survive the *Conflict: Global Terror* experience without getting to know them intimately.



Night vision (available from 'Betrayal' mission onwards)

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



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

Thermal imaging concentrates solely on highlighting sources of heat (displayed as multicolored 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.



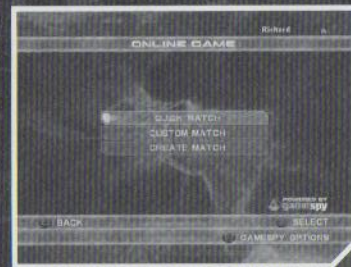
Had enough of fighting world terrorism on your own? Don't despair, you can always join forces with friends. Cooperative gaming represents the pinnacle of the multiplayer experience and *Conflict: Global Terror* has been designed specifically with this massively rewarding element in mind.



SPLIT SCREEN

Two players play through the single player *Conflict: Global Terror* campaign cooperatively on a single PlayStation®2. (With two players, each player controls a two-member squad.)

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



NETWORK (INTERNET)

With the NETWORK service you can enlist in online multiplayer *Conflict: Global Terror* with players from all over the world. In order to play *Conflict: Global Terror* over the Internet you will need a broadband connection with an Ethernet cable. Please note that vehicle control is not included in NETWORK gameplay.

If your PlayStation®2 is not equipped with a NETWORK connector as standard, you will need to purchase a Network Adaptor (Ethernet/modem) (for PlayStation®2) in order to play online. Note: *Conflict: Global Terror* does not support analog telephone modems, or any USB network adaptors.

If you do not already have one, you need create a Your Network Configuration File using the network configuration application included in *Conflict: Global Terror*. If you are



unsure of which settings to enter please contact your Internet Service Provider (ISP) for assistance.

There can be particular issues related to playing through a router or firewall, including sharing your internet connection via your Windows XP PC. In order to join or host a *Conflict: Global Terror* 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 PlayStation@2:

UDP ports 4658, 6500

TCP port 4658

If you continue to have problems connecting to other players, try bypassing your router or firewall by connecting your PlayStation@2 console directly to your broadband connection.

For additional information related to setting up your PlayStation@2 for online gaming visit www.playstation.com and follow the appropriate links.

Note: *Conflict: Global Terror* 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 Terror* over a LAN (Local Area Network) by connecting up to four PlayStation@2 consoles via a network hub/switch (separate purchase required). Please note that vehicle control is not included in LAN gameplay.

To configure LAN play using either an Ethernet crossover cable to directly connect two PlayStation@2 consoles [Network Adaptor (for PlayStation@2) required], or to link up to four PlayStation@2 consoles via a hub or switch, create a Your Network Configuration File using the following settings:

Console one

ISP = Other
User Name and Password Required (PPPoE)? = No
DHCP = No
IP address = 192.168.0.1
Netmask = 255.255.255.0
Gateway = 1.1.1.1
DNS Addresses Automatically Obtained? = No
Primary DNS = 1.1.1.1
Secondary DNS = 1.1.1.1

Save settings but do not run a Diagnostic Test.

Console two

IP address = 192.168.0.2
Other settings as above.

Console three

IP address = 192.168.0.3
Other settings as above.

Console four

IP address = 192.168.0.4
Other settings as above.

GETTING STARTED

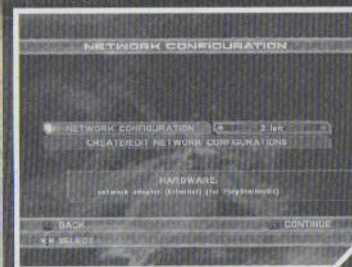
Once you're connected, have signed-in with your GameSpy ID and are ready to play, you can choose from the following options:

Quick match

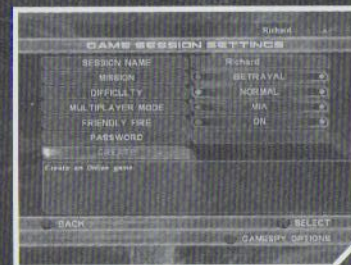
Join one of the available online games at random.

Create match

Start your own *Conflict: Global Terror* 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 and hold **L1** to talk during NETWORK games and the session lobby. Alternatively, you can pause the game and type messages to other players.

**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 Terror* features a vast array of the very latest arsenal.

Pistols

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

Assault rifles

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

Sub machine guns (SMG)

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

Light machine guns (LMG)

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

Sniper rifles

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

Shotguns

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

Explosives

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

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

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

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

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

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

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



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

Control

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

Observe

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

Cover

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

one always has a finger on a trigger should the enemy suddenly pop out of nowhere.

Priority

Prioritize 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 Bamba

Technical Director

Alex Mclean

Development Director

Nick Cook

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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 Cailes
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