**OUTSIDE FRONT COVER
PLACEHOLDER**

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures, or
  or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure
- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PLAYSTATION®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:
Use caution when using the SIXAXIS™ wireless controller motion sensor function. When using the SIXAXIS™ wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental, injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PLAYSTATION®3 system 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.
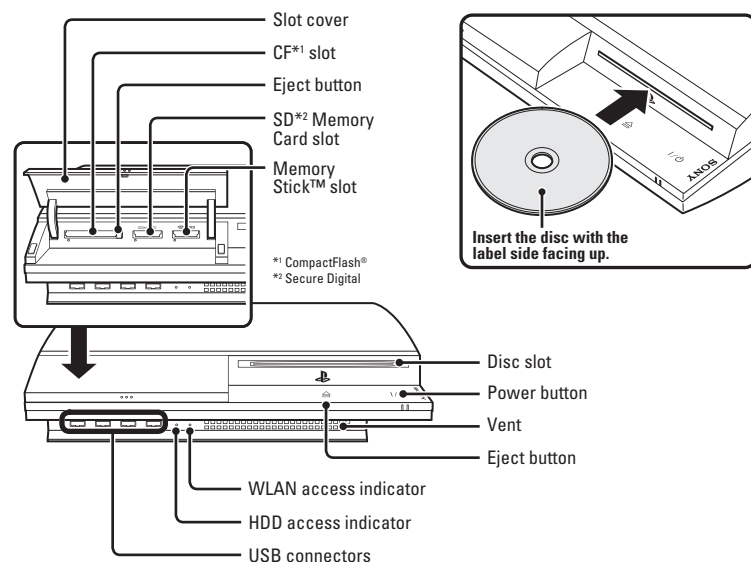
HANDLING YOUR PLAYSTATION®3 FORMAT DISC:
• Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and 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.

GETTING STARTED

PLAYSTATION®3 system front

Slot cover
CF*¹ slot
Eject button
SD*² Memory Card slot
Memory Stick™ slot

*¹ CompactFlash®
*² Secure Digital

Insert the disc with the label side facing up.

Disc slot
Power button
Vent
Eject button
WLAN access indicator
HDD access indicator
USB connectors

Note: Some models of the PLAYSTATION®3 system do not include media slots. For specific features included, refer to the instructions for use of your model of the PLAYSTATION®3 system.

Starting a game: Before use, carefully read the instructions supplied with the PLAYSTATION®3 computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.
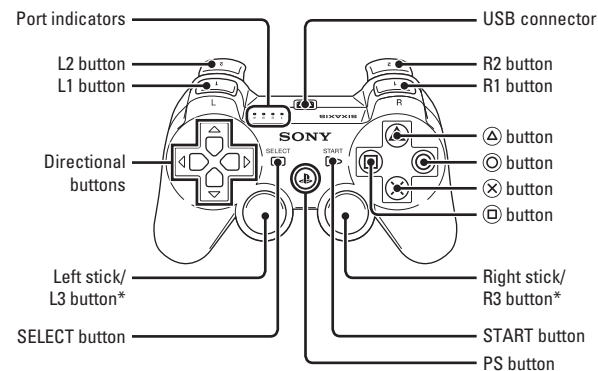
Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the (title name) disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PLAYSTATION®3 system's home menu, and then press the ✖ button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint   To remove a disc, touch the eject button after quitting the game.

GETTING STARTED

Using the SIXAXIS™ wireless controller (for PLAYSTATION®3)

Port indicators
L2 button
L1 button
Directional buttons
Left stick/ L3 button*
SELECT button

USB connector
R2 button
R1 button
△ button
◎ button
✖ button
▢ button
Right stick/ R3 button*
START button
PS button

* The L3 and R3 buttons function when the sticks are pressed.

Note: To use the controller, you must first register or "pair" the controller with the PLAYSTATION®3 system and assign a number to the controller. For details, refer to the instructions supplied with the system.

Saved data for PLAYSTATION®3 format software

Saved data for PLAYSTATION®3 format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

INTRODUCTION

THE GAME

CONFLICT: DENIED OPS™ features two agents from the CIA's Special Activities Division (SAD). Their mission: to prevent a third-world dictatorship from gaining nuclear weapons. This mission that will take them across three continents and pit them against the ambitious, powerful, dangerous men who control the nuclear arms smuggling trade.

With the ability to play as either agent, you can switch between two very different characters, maneuver them rapidly into position, and take full advantage of their individual skills and weapons. This is the essence of the game: each agent working with and protecting the other to create the perfect Denied Ops team.

CONFLICT: DENIED OPS also lets you take part in co-operative and competitive play over Split Screen, LAN and the PLAYSTATION® Network.

THE FORCE

The Special Activities Division (SAD) is a clandestine unit within the CIA, responsible for covert paramilitary operations. The division numbers less than a hundred agents, pilots and specialists — all selected from the ranks of retired US Army Special Forces, Delta Force and Navy SEALS, or from civilian organizations such as the FBI and SWAT. All agents specialize in advanced weaponry, guerrilla warfare, and the use of explosives and evasion techniques.

Working in small teams and conducting covert operations deep behind enemy lines, SAD agents do not carry anything that would associate them with the CIA or the United States. If captured, their existence will be officially denied.
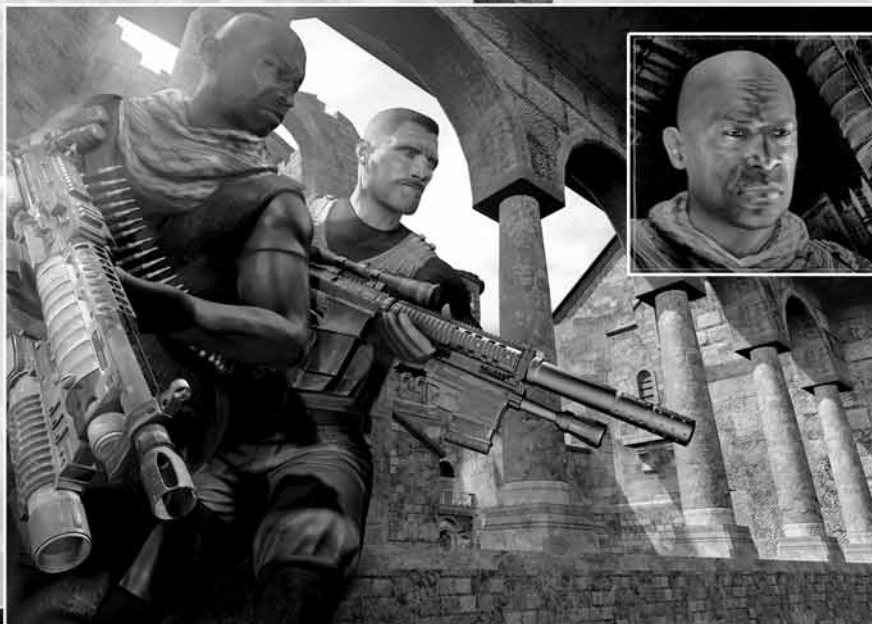
PERSONNEL

LINCOLN GRAVES

Sniper. Age 47. Native Alaskan. Ex-Marine. Ex-Delta Force. Veteran of every US military campaign from Grenada to Iraq. Played a major role in America's unconventional war in Afghanistan, operating covertly against al-Qaeda and the Taliban. Consummate professional. In amazing physical condition for his age. Devoted husband with two grown daughters. Committed Christian and patriot.

REGGIE LANG

Heavy weapons specialist. 28 years old. Hails from Miami, Florida. Sporting prodigy. Abandoned football career following 9/11 attacks and joined the FBI's Critical Incident Response Group. Instrumental in the capture of many high-profile al-Qaeda terrorist suspects, including Abu Zubaydah in Pakistan. An impetuous and fearless warrior. This will be his first mission for SAD.

DEFAULT CONTROLS

MENU CONTROLS

directional button	Select/Change option
✕ button	Confirm/Next menu
◉ button	Cancel/Previous menu

BASIC GAME CONTROLS

left stick ↑/↓	Move forward/back
✕ button	Action button
right stick	Look/Move crosshairs
directional button ↓	Toggle Normal/Night Vision
◉ button	Switch characters
SELECT button	Objectives Screen
START button	Pause Menu

BASIC WEAPON CONTROLS

R2 button	Fire weapon
left stick ←/→	Strafe left/right
■ button	Reload weapon
▲ button	Toggle alternate fire (weapon attachment)
R3 button	In First Person View, toggle Scope Aimed View
directional button ↑	In Scope Aimed View, toggle Scope Zoom
R1 button	Quick-throw grenade

GUN CAMERA (GRAVES ONLY)

directional button ↑	In First Person View, toggle Gun Camera up
directional button ←/→	In First Person View, toggle Gun Camera left/right

GUN LEAN

directional button ←/→	Gun lean left/right

STANCE

L3 button	Toggle Kneel/Stand
L3 button (press and hold)	Toggle Prone/Stand

AGENT ORDERS

L1 button (hold)	Open Agent Orders
L2 button (hold)	Order Agent to "Follow me"
L2 button	Order Agent to "Advance to position"/ Perform Context order
Aim + L2 button	Take out specific target
L1 button	Order Agent to "Give suppressive fire"
directional button ↑	Order flashbang on crosshairs (set with left stick)
directional button ↓	Order incendiary grenade/proximity mine on crosshairs (set with left stick)
directional button ←	Order frag grenade on crosshairs (set with left stick)
directional button →	Order smoke grenade on crosshairs (set with left stick)
L1 button (hold) + ▲ button	Order grenade launcher/12-gauge shotgun assault

INVENTORY

▲ button (press and hold)	Open Inventory
left stick	Select weapon
directional button ←	Select primary weapon
directional button →	Select sidearm
directional button ↑	Select rocket launcher (Lang only)

GRENADE INVENTORY

R1 button (press and hold)	Open Grenade Inventory
left stick	Select grenade
directional button ↑	Select flashbang
directional button ↓	Select incendiary grenade (Lang only)/ Select proximity mine (Graves only)
directional button ←	Select frag grenade
directional button →	Select smoke grenade
R1 button	Throw grenade

BASIC VEHICLE CONTROLS

✖ button	Embark/Disembark
▲ button	Switch vehicle weapons
■ button	Switch positions

TANK/APC — DRIVER

left stick	Accelerate/Reverse/Rotate
L3 button	Align turret to tank
R2 button	Fire main gun (with second Agent in Gunner position)
right stick	Rotate turret (with second Agent in Gunner position)
R3 button	Toggle Chase Camera/Close Camera

TANK/APC — GUNNER

left stick	Accelerate/Reverse/Rotate (with second Agent in Driver position)
R2 button	Fire main gun
right stick	Rotate turret
R3 button	Toggle Chase Camera/Close Camera

HOVERCRAFT — DRIVER

left stick	Move forward/Strafe left/right
right stick	Rotate hovercraft
R2 button	Fire heavy machine gun
R3 button	Toggle Aimed/Normal Cockpit View

HOVERCRAFT — GUNNER

R2 button	Fire heavy machine gun
right stick	Rotate heavy machine gun
R3 button	Toggle Aimed/Normal Cockpit View

MULTIPLAYER ONLY

L1 button (press and hold)	Team radio (game chat)
SELECT button	In-game scorecard

GETTING INTO THE GAME

When the game starts, you are taken to the Main Menu. This screen lists the game options *(see page 19)*.

Once you arrive at the Main Menu, select SINGLE PLAYER CAMPAIGN to learn the game basics. This option takes you to the first mission and guides you through the basic CONFLICT: DENIED OPS controls as you play.

■ Although most of the important controls are introduced during the first mission, keep the Controls section of this manual nearby for quick reference while playing.

SINGLE PLAYER CAMPAIGN

From the Main Menu, select SINGLE PLAYER CAMPAIGN. Then select NEW CAMPAIGN.

NEW CAMPAIGN

An intro movie provides a full summary of the geo-political situation behind CONFLICT: DENIED OPS. A shorter movie then introduces the main characters: Graves and Lang. This then leads directly to the first mission: SANTA CECELIA MONASTERY.

As the mission progresses, new objectives appear on the Objectives Screen *(see page 16)*. You must complete these objectives in order to successfully finish the mission.

GAME SCREEN

The CONFLICT: DENIED OPS game screen is left uncluttered to give you a clear view of your surroundings. Get used to First Person View: looking around, turning and aiming your weapon. Try switching characters (default ⓞ button).

The game has a number of on-screen icons and info panels, described here and on the following pages. Some of these are always visible; others appear briefly and then fade out.

OBJECTIVE MARKER ICON

Use the Objective Marker Icon as a directional guide. It indicates the direction to your next objective, and provides the distance to it in meters. Employ the Objectives Marker to locate objectives more rapidly and avoid getting lost.

■ You can open the Objectives Screen (default **SELECT** button) to read details of your objective at any time.

AGENT INDICATOR

In combat, it is imperative to keep in touch with your fellow Agent at all times. The Agent Indicator Icon is always visible; it helps you locate an Agent's exact position. The icon changes to indicate when you have issued a specific order to an Agent. *(See page 15.)*

HEALTH MONITOR

If an Agent is stunned, you will see an on-screen Health Monitor. This displays a time limit in which the Agent must be healed. Get close to the Agent and press the Action button (default ✖ button) to heal your teammate.

■ The Health Monitor remains on-screen until you have healed the stunned Agent.

WEAPON AIM RETICLE

The crosshairs help you aim your weapon. They are color-coded to identify different types of targets.

■ RED — When targeting an enemy, the crosshairs turn red.

■ YELLOW — Explosive objects such as barrels and gas canisters turn the crosshairs yellow.

■ GREEN — Targeting a friendly turns the crosshairs green. (This is your warning: do not fire!)

WEAPON ICON

The weapon an Agent carries is always visible on-screen in First Person View. When a weapon is being fired (default **R2** button), its icon shows the weapon's name and number of rounds remaining.

All weapons are automatically reloaded when their ammo runs out, but this takes valuable seconds. If you think a firefight is coming up, check your ammo and reload if necessary (default ◉ button) — it could mean the difference between a live Agent and a dead Agent.

You can earn secondary attachments for your main weapon, such as the 40mm grenade launcher or 12-gauge shotgun. Press the default ▲ button to fast-switch between your main weapon and its attachment.

12-Gauge
4

5.56mm LMG
183

Graves

Lang

STANCE ICON/STANCE

When you alter an Agent's stance, the stance is shown as an on-screen icon, identified with the Agent's name. The stance you adopt in a particular situation is very important.

■ While standing, you can move faster across the ground, but your fire is less accurate and you are an easier target.

■ Kneeling (default toggle **L3** button) makes you less of a target and gives you greater accuracy, but you move slower.

■ For maximum accuracy, go prone (default toggle press and hold **L3** button).

INVENTORY

Open the Inventory (default press and hold the ▲ button) to display an Agent's weaponry in a radial of on-screen icons.

■ Press the default directional button ⬅ to change your primary weapon.

HEAT-RL
3
5.56mm LMG   ‹ ›   50 cal Pistol

GRENADE INVENTORY

Open the Grenade Inventory (default press and hold the `R1` button) to display a radial of on-screen icons showing the type and number of grenades an Agent is carrying.

Frag and smoke grenades are available to Graves and Lang during their first mission. You can unlock flashbangs, incendiary grenades and proximity mines as the game progresses.

Select the grenade (default directional button ← for a frag grenade) and throw when ready (default `R1` button).
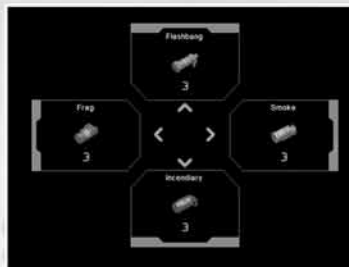
SNIPER SCOPE

The 7.62mm sniper rifle comes complete with a powerful x10 variable scope. Select **SCOPE AIMED VIEW** (default `R3` button) to display a highly accurate x05 sniper crosshairs, perfect for long-range stealth kills. For extreme close-up kills, you can increase Scope Aimed View up to x10 magnification (default directional button ↑).

NIGHT VISION

Toggle Night Vision (default directional button ↓) when it is too dark to see clearly in normal light. Enabling Night Vision changes the display from color to monochrome.

HEALING

No matter how good you are, an Agent will take hits during a mission. Hits are shown graphically on-screen as red arcs (which also indicate the source direction of enemy fire). If an Agent is hit enough times to become "stunned," you have to revive him by going to his side, pressing the Action button (default ✕ button) when prompted, and administering a shot of adrenaline.

- If you fail to heal an Agent within the on-screen time limit, you will fail the mission.

ON-SCREEN HELP

The Santa Cecilia Monastery mission includes helpful on-screen text that appears at key moments during the action. This text is intended to introduce features that are unique to **CONFLICT: DENIED OPS**, and give instructions on how to use them. Further tips appear on loading screens throughout the game.

ACTION BUTTON

In certain situations, positioning your character close to an object brings up an on-screen prompt. This prompt alerts you that you can perform a location-specific action. The game offers a wide variety of these actions, such as **CLIMB LADDER**, **VAULT**, **HEAL**, **MOUNT HMG**, **EMBARK VEHICLE**, etc. Press the Action button (default ✕ button) to perform the action.

AGENT ORDERS

Rapid communication between Agents is vital to the success of a mission. It is important to give clear and concise orders to avoid misunderstandings. When you issue an order to an Agent, an icon appears briefly on-screen, and the Agent responds verbally. Agent Orders will help you co-ordinate successful assaults on well-defended positions.

FOLLOW	GO THERE	SUPPRESSIVE FIRE/ AGENT ORDER

You can order an Agent to:

- Advance to a position (default `L2` button).
- Follow you (default press and hold `L2` button).
- Lay down suppressive fire — to pin down enemies and keep their heads down while you advance (default `L1` button).
- Perform a context order such as download data or open a door (default `L2` button).
- Take out a specific target (default aim and press `L2` button).
- Carry out a grenade launcher/12-gauge shotgun assault (default press and hold `L1` button and press △ button).

Agent Orders also allow you to order an Agent to throw a grenade at a pre-defined point.

- Open Agent Orders (default press and hold `L1` button).
- Set your crosshairs on a target (default right stick).
- Order a frag grenade (for example) to be thrown (default directional button ←).

OBJECTIVES SCREEN

Press the default **SELECT** button to open and close the Objectives Screen. Your mission objectives are listed on this screen, and checked-off as they are completed. Additional objectives are added to the list until a mission is successfully completed. Press the Action button (default ✕ button) to get details on an objective.

TEAMWORK

Being successful in CONFLICT: DENIED OPS is all about working as a team. Plan ahead when moving through a mission, and make the most of each Agent's unique skills and strengths. Graves and Lang make a formidable fighting team when used correctly: get Lang to lay down suppressive fire while you assault a position; use Bounding Overwatch tactics to clear out a stairwell; set up a deadly crossfire and cut enemies to ribbons.

FIRING FROM COVER

All weapons in CONFLICT: DENIED OPS provide an Agent with the ability to fire at enemies from behind cover. Pistols, the 12-gauge shotgun, and the 5.56mm LMG can all be used while leaning around a corner (default hold directional button ⬅/➡). The Gun Camera upgrade on the 7.62mm sniper rifle gives Graves the added ability to fire over low cover as well as around it (default directional button ⬅/⬆/➡).

SUPPLY CRATES

SAD Agents have to move fast, so they travel light. Their explosive supplies are limited, so be on the look-out for supply crates that are often located in out-of-the-way places. These provide your only opportunity to re-supply with explosive ammunition (e.g. grenades) during a mission.

SUPPORT

The Special Activities Division's arsenal includes attack helicopters and the latest fighter jets. AH-64D Apaches and F-22s are standing by to provide close air support throughout the campaign. SAD also has its own fleet of Pave Low Helicopters to fast-rope Agents into combat or extract them upon successfully completing a mission.

TANKS, APCs, HOVERCRAFT

CONFLICT: DENIED OPS allows you to commandeer a range of vehicles during a campaign. You can choose the position of either Gunner or Driver, and even switch positions during combat. Take the time to get used to the different controls and capabilities offered by each vehicle.

CONTINUE CAMPAIGN

Choose the CONTINUE CAMPAIGN option from the Main Menu to resume a previously saved Campaign. Select a mission on the Geosphere to continue play.

CO-OPERATIVE

Co-operative play is an important part of CONFLICT: DENIED OPS, enabling you and a friend to play through the entire Campaign story or individual missions. Select CO-OPERATIVE from the Main Menu and follow the on-screen instructions.

■ You can play Co-operative Mode via Split Screen, LAN or PLAYSTATION® Network. In a LAN or PLAYSTATION® Network campaign, only the Host can save the progress.

SPLIT SCREEN

Play Co-operative Campaign Mode or individual missions with a friend on a Split Screen display.

■ This mode requires two SIXAXIS™ Wireless Controllers.

■ In the Split Screen lobby, only the SIXAXIS™ Wireless Controller assigned as controller 1 can change the game settings. Other players can join the lobby by pressing the ✕ button, or leave by pressing the ⬤ button.

LAN

Connect two PLAYSTATION®3 Systems via a local area network connection to play single missions or Campaign Mode.

■ This mode requires that both players have their own displays.

PLAYSTATION®3 NETWORK

Play individual missions or Co-operative Campaign Mode with another gamer online.

■ This mode requires an Internet connection.

CONTROLS

Individual character controls in Co-operative Mode are the same as those in Single Player Mode. There are no Agent Orders in Co-operative Mode.

MULTIPLAYER

CONFLICT: DENIED OPS offers multiplayer action for up to 16 players in three different modes of combat. Select MULTIPLAYER from the Main Menu to begin.

- You can play all Multiplayer Modes via via Split Screen, LAN or PLAYSTATION® Network.

MULTIPLAYER GAME MODES

- DEATHMATCH — Play an all-against-all Deathmatch game against other players. Players score one point per kill.

  To win: score the most kills within the time limit, or reach the score limit first.

- TEAM DEATHMATCH — Compete as a team against other players. Players divide into two teams, and teams score one point per kill.

  To win: as a team, score the most kills within the time limit, or reach the score limit first.

- CONQUEST — Play as a team against other players. Two teams compete to take and hold five positions. Positions are marked by flags located at strategic points in the game arena. Each player scores one point per a set time unit for each flag that player takes and holds. Players can re-spawn near any of the flags their team holds.

  To win: as a team, score the most points at the end of the time limit, or reach the score limit first.

ADDITIONAL MULTIPLAYER CONTROLS

Individual character controls in Multiplayer Mode are the same as those in Single Player Mode. There are no Agent Orders and no vehicles in the competitive game, and the following special controls are available:

L1 button (press and hold)	Team radio (game chat)
SELECT button	In-game scorecard

AWARDS

Select AWARDS from the Main Menu to see a list of awards gained during the campaign you have undertaken.

STATISTICS

- CAMPAIGN AGENT INFORMATION — All your Campaign and Multiplayer statistics, such as accuracy and weapon usage, are tracked here.

LEADERBOARDS

- CAMPAIGN — View the fastest times for completing Single Player and Co-operative Campaign missions.
- MULTIPLAYER — View Deathmatch, Team Deathmatch, and Conquest best scores from around the world. Check your ranking against your friends' rankings or against other players' rankings around the world.

CITATIONS

Citations are awarded for a variety of gameplay feats, such as rescuing an important character or killing enemies in a certain way.

- Multiplayer Mode has its own set of citations rewarding exceptional multiplayer feats in ranked games, such as capturing all the flags in a Conquest match or scoring a large number of consecutive kills.

OPTIONS

Select OPTIONS from the Main Menu to display a list of options. Adjust these options to adapt the game to suit your style of play.

- CONTROLS — Adjust Controller Layout, Invert Look, and Help Messages.
- SOUND — Adjust Music Volume, FX Volume, Speech Volume, Headset Volume and Mic Level.

PAUSE MENU

The Pause Menu is available throughout the game (default **START** button). You can use this menu to select and adjust the following options in-game:

- **RESUME MISSION** — Return to the game action.
- **RESTORE CHECKPOINT** — Return to the last checkpoint passed.
- **LOAD GAME** — Load a previously saved game.
- **SAVE GAME** — Save the game at your current position.
- **RESTART MISSION** — Start the mission from the beginning.
- **PLAYERS IN GAME SESSION** — Show a list of other players in a Multiplayer session.
- **OPTIONS** — Adjust game options *(see page 19)*.
- **QUIT** — Exit the game.

SAVE GAME

You can save the game at any point by pressing the **START** button to open the Pause Menu, and then selecting the **SAVE GAME** option.

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**THIS GAME IS DEDICATED TO THE MEMORY
OF JON BRIDGES, 1982-2006**

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