

XBOX 360

XBOX
LIVE

CONFLICT

DENIED OPS



PIVOTAL
GAMES

ejidos

A WARNING

Before playing this game, read the Xbox 360™ Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of back cover).

Important Health Warning About Playing Video Games

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 lightheadedness, 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 taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play 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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USING THE XBOX 360 CONSOLE

1. Set up your Xbox 360 video game and entertainment system by following the instructions in the Xbox 360 Instruction Manual.
2. Press the power button and the Ring of Light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Conflict: Denied Ops disc on the disc tray with the label facing up and close the disc tray.
5. Follow all on-screen instructions and refer to this manual for more information about playing the game.

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox LIVE®. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

CONNECTING

Before you can use Xbox LIVE, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

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; a mission which will take them across three continents and pit them against the ambitious, powerful and 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, manoeuvre 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, System Link and Xbox LIVE.

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, 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.

THE PERSONNEL



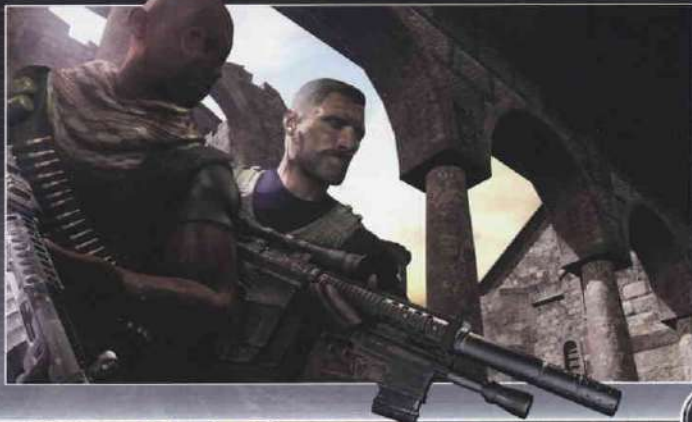
LINCOLN GRAVES

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 a man of his age. Devoted husband with two grown-up 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 terror suspects, including Abu Zubaydah in Pakistan. An impetuous and fearless warrior. This will be his first mission for SAD.



THE GAME CONTROLS USING THE XBOX 360 CONTROLLER



THE IN-GAME CONTROLS

Note: Some Conflict: Denied Ops controls will produce different effects if they are pulled (or pressed) than when they are pressed and held.

MENU CONTROLS

CONTROL	ACTION
	Select Option
	Select
	Back

BASIC GAME CONTROLS

CONTROL	ACTION
	Action Button
	Reload Weapon
	Change Character
	Toggle Alternate Fire
	Inventory
	Fire Weapon
	Toggle Scope Zoom (Aimed View Only)

BASIC GAME CONTROLS CONT...

CONTROL	ACTION
	Throw Grenade
	Move Forward / Back
	Strafe Left / Right
	Look / Move Crosshair
Click	Change Stance (Kneel / Stand)
Click	Change Stance (Prone / Stand)
Click	First Person/Aimed View
	Night Vision Toggle
	Pause Menu
	Objectives Screen

ORDERS

CONTROL	ACTION
	Order Agent to 'advance to position' / Perform Context Order
	Order Agent to 'follow me'
	Order Agent to Give Suppressive Fire

AGENT ORDERS

CONTROL	ACTION
	Open Agent Orders
	Order an Incendiary Grenade (set with right stick)
	Order a Smoke Grenade on the Crosshair (set with right stick)
	Order a Frag Grenade on the Crosshair (set with right stick)
	Order a Flashbang on the Crosshair (set with right stick)
	Order a Grenade Launcher / 12 Gauge Shotgun Assault

GUN CAMERA CONTROLS (GRAVES ONLY)

CONTROL	ACTION
	First Person View / Gun Camera Up Toggle
	First Person View / Gun Camera Left Toggle
	First Person View / Gun Camera Right Toggle

LEAN CONTROLS

CONTROL	ACTION
(hold)	Gun Lean Left
(hold)	Gun Lean Right

INVENTORY CONTROLS

CONTROL	ACTION
(hold)	Open Inventory
	Select Weapon
	Select Primary Weapon
	Select Sidearm
	Select Rocket Launcher (Lang Only)

GRENADE INVENTORY

CONTROL	ACTION
(hold)	Open Grenade Inventory
	Select Flashbang
	Select Incendiary Grenade (Lang Only) Select Proximity Mine (Graves Only)
	Select Frag Grenade
	Select Smoke Grenade
	Throw Grenade

VEHICLE CONTROLS

COMMON CONTROLS

CONTROL	ACTION
	Embark / Disembark
	Switch Vehicle Weapons
	Switch Positions

TANK/APC CONTROLS (AS DRIVER)

CONTROL	ACTION
	Accelerate / Reverse / Rotate
Click	Align Tank to Turret
	Fire Main Gun (if second Agent is in Gunner Position)
	Rotate Turret (if second Agent is in Gunner Position)
Click	Chase Camera / Close Camera Toggle

TANK/APC CONTROLS (AS GUNNER)

CONTROL	ACTION
	Accelerate / Reverse / Rotate (if Second Agent is in Driver Position)
	Fire Main Gun
	Rotate Turret
Click	Chase Camera / Close Camera toggle

HOVERCRAFT CONTROLS (AS DRIVER)

CONTROL	ACTION
	Forward / Strafe Left / Right
	Fire Main Gun
	Rotate Hovercraft
	Switch Positions (if available)
Click	Aimed Third Person View / Normal Third Person View Toggle

HOVERCRAFT CONTROLS (AS GUNNER)

CONTROL	ACTION
	Fire Heavy Machine Gun
	Rotate Heavy Machine Gun
	Switch Positions (if available)
Click 	Aimed Third Person View / Normal Third Person View Toggle

MULTIPLAYER CONTROLS ONLY

CONTROL	ACTION
 (hold)	Team Radio
	In-Game Scorecard

GETTING STARTED

- When the game starts you will be asked to 'Sign In' or 'Continue without a Gamer Profile'
- Next you will be asked to select your storage device. This will be the location of your Autosave and all manual saves.

You will now be taken to the Main Menu screen.

The Main Menu screen lists a number of game options that are explained later in this section. If this is your first time playing the game and you want to learn the basics,

- Select the 'Single Player Campaign'

This option will take you to the first mission and guide you through the basic Conflict: Denied Ops controls as you play.

Most of the important controls will be introduced to you during the first mission, but try to keep the Game Controls section of this manual to hand for quick reference.

THE SINGLE PLAYER CAMPAIGN

- Select 'Single Player Campaign'
- Select 'New Campaign'
- Select 'Difficulty'

NEW CAMPAIGN

An intro movie will provide a full summary of the geo-political situation behind Conflict: Denied Ops. A shorter movie will then introduce you to the main characters: Graves and Lang. This will then lead directly to the first mission: 'Santa Cecilia Monastery'.

As the mission progresses new objectives will appear on the Objectives Screen. These objectives must be completed in order to successfully finish the mission.

THE GAME SCREEN



The Conflict: Denied Ops game screen is left uncluttered to give a clear view of your surroundings. Get used to the first person view: looking around, turning and aiming your weapon. Now switch characters.

There are a number of on-screen icons/info panels. Some are on-screen at all times while others appear briefly and then fade out.

OBJECTIVE MARKER ICON

The Objective Marker Icon should be used as a directional guide. The arrow points in the direction of your next objective and also provides the distance in metres. Make use of the Objectives Marker to locate objectives more rapidly and avoid getting lost.

You can open the Objectives screen (press ) and read details of the objective at any time.

AGENT INDICATOR ICON

In combat it is imperative to keep in touch with your fellow Agent at all times.

The Agent Indicator Icon always remains on-screen and helps you locate an Agent's exact position. The icon changes to indicate when you have issued a specific order to an Agent:



- Follow



- Go There



- Suppressive Fire/Agent Order

HEALTH MONITOR

If an Agent is MIA, you will see an on-screen health monitor. This health monitor gives you a time-limit within which the Agent must be healed. Get close to your team-mate and hit the action button to heal.

The health monitor will remain on-screen until you have healed the stunned Agent.

WEAPON AIM RETICULE

The crosshairs help you aim your weapon and are color-coded to identify different types of targets. When targeting an enemy the crosshairs will turn red; explosive objects such as barrels and gas canisters will turn the crosshairs yellow; and targeting a friendly will make 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. It is also shown as an icon with the weapon's name and number of rounds remaining as the weapon is being fired (pull **Q**).

All weapons are automatically reloaded when their ammo runs out, but this takes valuable seconds. If you think there's a firefight coming up, check your ammo and reload if necessary (press the **X** button) – it could be 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. Fast-switch between your main weapon and its attachment by pressing the **Y** button.

STANCE ICON



When you alter an Agent's stance:

Stand / Kneel toggle: Click **1**

Stand / Prone toggle: Click and hold **1**

The stance is shown as an on-screen icon along with the Agent's name.

INVENTORY



Opening the Inventory (hold the **Y** button) will display an Agent's weaponry in a radial of on-screen icons.

- Select **Q** if, for example, you want to change your primary weapon.

GRENADE INVENTORY



Opening the Grenade Inventory (hold **Tab**) will display a radial of on-screen icons showing the type and number of grenades an Agent is carrying.

Frag and Smoke Grenades will be made available to Graves and Lang during their first mission. Flashbang, Proximity Mines and Incendiary Grenades can be unlocked as the game progresses.

Select the grenade (**Q** for a Frag Grenade) and throw when ready (**Tab**).

SNIPER SCOPE



The 762mm Sniper Rifle comes complete with a powerful x10 variable scope. Selecting Scope Aimed View (click **3**) will give you a highly accurate x05 sniper crosshair, perfect for long-range, stealth kills. For extreme close-up kills the aimed view can be further increased up to x10 magnification (**Q**).

NIGHT VISION

Select Night Vision (**N**) when it is too dark to see clearly in normal light. Selecting Night Vision will change the screen from colour to monochrome.

HEALING

No matter how good you are, an Agent will take hits during a mission. These hits are shown graphically on screen as red arcs (which also give you an indication of where the enemy fire is coming from). If an Agent is hit enough times to become 'stunned', you have to revive him by going to his side, hitting the action button when prompted and administering a shot of adrenaline. If you fail to heal an Agent within the on-screen time limit then you will fail the mission.

ON-SCREEN HELP

The Santa Cecilia Monastery mission includes helpful on-screen text which appears at key moments during the action. This text is intended to introduce features which are unique to Conflict: Denied Ops and give instructions as to how to use them. Further tips will appear on the loading screens throughout the game which will further enhance gameplay.

THE ACTION BUTTON

In certain situations you can position your character close to an object and an on-screen prompt will appear. This on-screen prompt shows you that you can perform a location specific 'action'. There are a wide variety of these 'actions' in the game such as Climb Ladder, Vault, Heal, Mount HMG, Embark Vehicle etc. Press the 'action button' **A** 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 any misunderstandings. When you issue an order to an Agent an icon is briefly shown on-screen and he will respond verbally. Agent Orders will help you to co-ordinate and carry out successful assaults on well-defended positions.

You can order an Agent to:

- advance to a position (D)
- follow you (pull and hold F)
- lay down suppressive fire - to pin down an enemy and keep their heads down while you advance (A)
- perform a context order such as download data or open a door (P)
- take out a specific target (P)
- carry out a Grenade Launcher/12-Gauge Shotgun assault (press and hold A and press Y)

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

- Open Agent Orders by holding the A
- Set your crosshair on a target with the right stick
- Order a frag grenade (for example) to be thrown by pressing X

THE OBJECTIVES SCREEN

Get to know the Objectives Screen. Your mission objectives are listed on this screen and will be checked-off as they are completed. New objectives will be added to the list until a mission is successfully completed. Hit the action button (A) to get more details on an objective. You need to press O to open and close this screen.

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 'Bouncing Overwatch' tactics to clear out a stairwell; or set up a deadly crossfire and cut your enemies to ribbons.

STANCE

The stance you adopt in a particular situation is very important. Standing means you will be able to move faster across the ground but your fire will be less accurate and you will be an easier target. Kneeling makes you less of a target and gives you greater accuracy, but makes you move slower. For maximum accuracy go prone.

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 5.56mm LMG can all be used while leaning around a corner (hold X or Y). 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 (O, X or Y).

SUPPLY CRATES

SAD Agents have to move fast so they travel light. Their explosive supplies are limited so look out for supply crates which are often located in out-of-the-way places. These provide you with 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 you with 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 AND HOVERCRAFT

Conflict: Denied Ops allows you to commandeer a range of vehicles during a campaign. You can choose to take the position of either Gunner or Driver and even switch between the two positions during combat. Take time to get used to the different controls and capabilities offered by each vehicle.

CONTINUE CAMPAIGN

Choose this option to continue a campaign you have previously started and saved. Select the required mission on the Geosphere to continue.

CO-OPERATIVE

Co-operative 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 screen and follow the on-screen instructions.

Co-operative can be played either Split Screen, System Link or via Xbox LIVE.

XBOX LIVE

Play Co-operative Campaign mode or individual missions with a friend online via Xbox LIVE. Note that this mode requires a Xbox LIVE Gold Membership.

SPLIT SCREEN

Play Campaign mode or individual missions with a friend on a split screen display. Remember that this mode requires two Xbox 360 Controllers.

SYSTEM LINK

Connect two Xbox 360 Consoles together. This method of play requires that each player must have his/her own display.

CONTROLS

The individual character controls in the Co-operative game are the same as those in the single player game. However, there are no Agent Orders in Co-operative gameplay.

MULTIPLAYER

Conflict: Denied Ops offers multiplayer action for up to 16 players in three very different modes of combat.

DEATHMATCH

(XBOX LIVE, SPLIT SCREEN AND SYSTEM LINK)

Play an all-against-all Deathmatch game against other players via Xbox LIVE, Split Screen or System Link. Players score 1 point per kill. The player scoring the most kills within the time limit or reaching the score limit first, wins the match.

TEAM DEATHMATCH

(XBOX LIVE, SPLIT SCREEN AND SYSTEM LINK)

Play a Team Deathmatch game against other players via Xbox LIVE, Split Screen or System Link. Players are divided into two teams and score 1 point per kill. The team scoring the most kills within the time limit or reaching the score limit first, wins the match.

CONQUEST (XBOX LIVE, SPLIT SCREEN AND SYSTEM LINK)

Play a Conquest game against other players via Xbox LIVE, Split Screen or System Link. Two teams compete to take and hold five positions. Positions are marked by flags which are located at strategic points in the game arena. Each player scores a point per a set time unit for each flag they take and hold. Players can re-spawn near any of the flags their team holds. The winning team is the one with the most points at the end of the time limit or the first to reach the score limit set in the game.

CONTROLS

The individual character controls in the multiplayer game modes are the same as those in the Single Player game. However, there are no Agent Orders and no vehicles in the competitive game and the following special controls:

CONTROL	ACTION
 (hold)	Game Chat
 BACK	In-Game Scorecard
	View Gamer Card

AWARDS

This Main Menu option shows a list of awards gained during the campaign you have undertaken.

STATISTICS

CAMPAIGN AGENT INFORMATION

This lists awards gained throughout a campaign.

LEADERBOARDS

CAMPAIGN LEADERBOARDS

CAMPAIGN Look at the fastest times that players have completed the Single Player campaign missions.

CO-OP Look at the fastest times that players have completed the Co-operative missions.

MULTIPLAYER LEADERBOARDS

Check the Multiplayer Leaderboards to view Deathmatch, Team Deathmatch, Conquest and 'best scores' from all around the world. Check your friends' best scores, the cumulative totals from players around the world and the best scores this week.

ACHIEVEMENTS

Achievements are awarded for a variety of gameplay feats in Conflict: Denied Ops, such as saving an important character or killing your enemies in a certain way.

Multiplayer has its own set of achievements 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.

Check the Achievements list (Main Menu) in your Gamer Profile for a full list of Achievements and descriptions of how to achieve them.

OPTIONS

The Options Menu from the Main Menu screen opens a list of options. These options help you adapt the game to suit your style of play and make the most of your display's capabilities.

The following can be adjusted:

DISPLAY

Gamma Correction

CONTROLS

Controller Layout

Invert Y-Axis

Help Messages

SOUND

Music Volume

FX Volume

Speech Volume

DOWNLOADABLE CONTENT

This Options Menu offers a list of packages currently available for download to your Xbox 360 console from the Xbox LIVE Marketplace (you must join Xbox LIVE to use the Xbox LIVE Marketplace).

PAUSE MENU

The Pause Menu is available throughout the game (Press ). This will give you access to the following options:

RESTORE CHECKPOINT

This allows the user to return to the last checkpoint that they passed.

RESUME MISSION

Return to the current operation and get back to the action.

LOAD GAME

Load a previously saved game.

SAVE GAME

Save the game at this point.

RESTART MISSION

Start the mission from the beginning.

PLAYERS IN GAME SESSION

Show a list of other players in a multiplayer session.

OPTIONS

A list of game options (as in Main Menu - see above).

QUIT MISSION

Exit back to the Main menu during a single player game

QUIT TO LOBBY

Exit back to the Lobby during a multiplayer game

SAVING THE GAME

The game can be saved at any point by using the Pause Menu (see earlier). The game will also autosave your progress to your selected storage device at the end of each mission during a campaign.

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

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Eidos warrants to the original purchaser of this product that the recording media on which the game is recorded will under normal use and conditions be free from material defects in materials and workmanship for a period of 90 days from the date of purchase. Returns within a 90 day period: Warranty claims should be made to your retailer from where you bought the game. Return the game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the game. At its option, the retailer will either repair or replace the game. Any replacement game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the game. The forgoing (repair, replacement or limited damages) is your exclusive remedy.

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EPILEPSY WARNING

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
 - Preferably play the video game on a small screen.
 - Avoid playing if you are tired or have not had much sleep.
 - Make sure that the room in which you're playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

WARNING: AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain television screens and monitors. Some televisions, especially front- or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

WORLDWIDE CUSTOMER SERVICE CONTACTS

www.eidosinteractive.co.uk/support/worldmap.html

CUSTOMER SUPPORT TECHNICAL HELPLINE: 0870 9000 222

(NATIONAL RATE, UK CUSTOMERS ONLY)

For queries regarding the replacement of discs or manuals (after the 90 day warranty period) or other non-technical and non-gameplay queries, please contact customer services at the address below:

Eidos Interactive Limited
Wimbledon Bridge House
1 Hartfield Road
Wimbledon
SW19 3RU

The PEGI age rating system:

El sistema de clasificación por edad PEGI:

Il sistema di classificazione PEGI

Das PEGI Alterseinstufungssystem

Age Rating categories:

Les catégories de tranche d'âge:

Categorías de edad:

Categorie relative all'età:

Altersklassen:



Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Nota: ¡Variará en función del país!

Nota: Può variare a secondo del paese!

Achtung: Länderspezifische Unterschiede können vorkommen!

Content Descriptors:

Description du contenu:

Descripciones del contenido:

Descrizioni del contenuto:

Inhaltsbeschreibung:



BAD LANGUAGE
LA FAMILIARITÉ DE LANGAGE
LENGUAJE INAPROPIADO
CATTIVO LINGUAGGIO
VULGARE SPRACHE



DISCRIMINATION
LA DISCRIMINATION
DISCRIMINACIÓN
DISCRIMINAZIONE
DISKRIMINIERUNG



DRUGS
LES DROGUES
DROGAS
DROGHE
DROGEN



FEAR
LA PEUR
TERROR
PAURA
ANGST UND
SCHRECKEN



SEXUAL CONTENT
LE CONTENU SEXUEL
CONTENIDO SEXUAL
SESSO
SEXUELLER INHALT



VIOLENCE
LA VIOLENCE
VIOLENCIA
VIOLENZA
GEWALT

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

<http://www.pegi.info>

ENGLISH

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