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OPERATION
FLASHPOINT
DRAGON RISING

BINK
VIDEO



FIELD MANUAL

OPERATION FLASHPOINT® DRAGON RISING

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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 screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

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ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org

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INTRODUCTION

IN THE PACIFIC OCEAN NORTH OF JAPAN, SKIRA ISLAND IS A FORMER CHINESE TERRITORY THAT WAS CLAIMED BY JAPAN AND THEN RUSSIA FOLLOWING WORLD WAR II. CONCEALING SOME OF THE RICHEST REMAINING OIL RESERVES IN THE WORLD, RUSSIAN AND AMERICAN COMPANIES HAVE FINALLY SUCCEEDED IN GAINING ACCESS TO ITS HIDDEN RESOURCES.

As the world plunges into the deepest economic crisis for a generation, the great capitalist experiment in China begins to crack under the strain. Falling global demand for Chinese manufacturing causes workers to take to the streets in protest. Seizing the opportunity to wrest public support and control away from the reformist leadership, hard-line Communist General Zheng mobilizes his forces in the north of China acting in what he believes to be the best interests of the people.

Russia responds and tensions in the region build as both Russian and Chinese armies mass on their common border. With domestic oil reserves depleting, General Zheng orders a tactical lightning assault and secures Skira Island without resistance. War between the two great

superpowers is about to erupt and there is only a matter of days, possibly hours, before a full scale conflict breaks out. Knowing that they cannot fight a war on two fronts, Russia capitalizes on U.S. interest in Skira and requests assistance from the United States to liberate the island. Success on Skira could avert total war on the mainland.



CAMPAIGN BACKGROUND

In the bitterly cold waters of the northern Pacific, in the forgotten seas north of Japan, lies a crossroads between nations, Skira Island. For almost 1000 years the control and sovereignty of Skira and the Sakhalin island chain has been disputed, in treaties, deals and conflict. First settled by the Chinese during the 15th century, this far flung outpost soon drew the attention of China's neighbours, with Japan and then Russia establishing colonies on the island over the next three centuries.

As imperial China faded from power during the 19th century, Russia and Japan made treaties and eventually went to war over control of the island. This culminated at the end of World War II with complete occupation by the Soviet Union and the forced expulsion of the islands' Japanese population in its entirety.

As the world powers settled into the Cold War, Russia discovered significant oil reserves beneath the islands, on a scale to rival those discovered in the Middle East. As drilling in this remote location is difficult and technically challenging, Russia was only able to make limited progress in reaching this vast wealth of resources. Once the Cold War's grip on the world came to an end, the newly born Russian Federation called in western corporations, for both their technical expertise and significant financial investment. By the end of the 20th century major drilling operations were underway on an industrial scale.

With the beginning of the 21st century China experienced a major economic boom, emerging as one of the world's key economic superpowers. Domestic production of oil is soon outpaced by its incredible growth and China begins to compete with the west for oil resources. By the end of the first decade of the new millennium, the worst financial crisis for a generation plunges the world into a global recession. China, with its heavy reliance on manufacturing and exports is hit hard with spiralling unemployment and increasing social unrest.

The reformist leadership of the Communist Party begins to struggle as hardliners seize the opportunity to criticize the embrace of capitalist practice. Divisions among the people and the Party threaten to send the country into a destructive civil war. With increased civil unrest threatening the administration, the People's Liberation Army, reporting to General Zheng near to the Russian border, go on high alert causing international fears that the stability of the region is in jeopardy. The crisis deepens and China's neighbours escalate perceived threat levels in preparation for the chaos to extend beyond China's borders.

Russia begins to mobilize her significant armed forces to reinforce their vast land border, preparing for the worst. Without warning Zheng's forces launch a surprise airborne landing on the Sakhalin Islands, capturing the vital, but undefended resource-rich island of Skira, claiming the island as historical Chinese territory by right. Russia prepares to wage war against a potentially vast Chinese ground assault on its mainland border.

Seeking international support in its conflict with China and realizing the difficulty of a full frontal assault against a prepared and aggressive People's Liberation Army, Russia extends a request of assistance to the U.S. Aware of its significant Marine forces based in Japan, Russia suggests that a surprise counter attack by the U.S. to liberate the island and deny the oil to the Chinese war machine would potentially deliver a knockout blow to China's aggressive ambitions in the region.

INSTALLATION

Insert the Operation Flashpoint®: Dragon Rising™ disc into your DVD drive. If AutoPlay is enabled, the Operation Flashpoint®: Dragon Rising™ launcher will appear. If it does not, browse to your DVD drive and run the 'Launcher' application.

Press the Install button on the launcher to begin installation and then simply follow the on-screen instructions. It is advisable to have no unnecessary programs running during installation.

Operation Flashpoint®: Dragon Rising™ requires the presence of both DirectX® 9.0c and AGEIA's PhysX™ on your system, and these will be automatically installed during installation.

Register your game online to obtain game hints and bonuses - visit: www.codemasters.co.uk/register.

LAUNCHING THE GAME

Windows® Vista:

After installing the game, open the Games Explorer from within the Start menu, and simply double click the Operation Flashpoint®: Dragon Rising™ icon to launch the game. Other actions can be carried out by right-clicking this icon.

Windows® XP:

After installing the game, double click the game's icon on the Desktop. Alternatively, navigate to the Programs\Codemasters\Operation Flashpoint®: Dragon Rising™ folder in the Start menu.

MAIN MENU

CAMPAIGN GAME

The Campaign Game screen allows you to start or load saved progress from a previous campaign.

In the Dragon Rising campaign you take the role of both USMC infantry and Special Operations Forces fireteam leaders in a range of engagements against an airborne brigade from the People's Liberation Army of China

SINGLE MISSION

The Single Mission screen allows you to choose to play any mission individually that has been unlocked through campaign progress. Unlocked Fire Team Engagements and other additional downloadable content missions will also be available to select from this screen.

MULTIPLAYER

The multiplayer screen allows you to host or join multiplayer game sessions including Co-Operative campaign play, Fire Team Engagements and player-versus-player engagement sessions.

OPTIONS

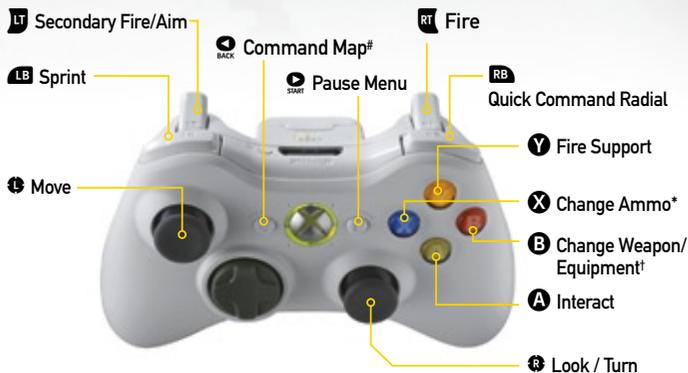
The options screen allows you to set specific Audio, Graphics, Profile and Controller Setup preferences.

EXTRAS

In the Extras screen you can view the Game Credits and enter Bonus Codes.

GAME CONTROLS

INFANTRY & COMMAND CONTROLS - XBOX 360 CONTROLLER



*Hold to bring up menu.

†Tap to cycle through choices, hold to bring up menu.

#Hold for objectives.

INFANTRY & COMMAND CONTROLS - PC Keyboard

ACTION	KEYBOARD
SECONDARY FIRE / AIM	
SPRINT	Hold Left
MOVE	
COMMAND MAP	
PAUSE MENU	
FIRE	
QUICK COMMAND RADIAL	
CHANGE EQUIPMENT	Function Keys
RELOAD	
CHANGE WEAPON / AMMO	Number Keys
INTERACT	
LOOK / TURN	
FIRE SUPPORT	Right

ADDITIONAL CONTROLS

ACTION	CONTROLLER	KEYBOARD
CHANGE FIRE RATE		
TOGGLE NIGHT VISION GOGGLES (IF CARRIED)		
SWITCH TORCH ON / OFF (IF CARRIED)		
SWITCH IR ILLUMINATOR ON / OFF (IF CARRIED)		
CROUCH		Left
PRONE	Hold	
STAND		
FOCUS VIEW		

VEHICLE: DRIVER

ACTION	CONTROLLER	KEYBOARD
STEER		
SWITCH SEAT		Left
ACCELERATE		
BRAKE / REVERSE		
SWITCH TO EXTERNAL VIEW		
EXIT VEHICLE		
TOGGLE SMOKE		Right
SWITCH ENGINE ON / OFF		
TURN IN / OUT (IF APPLICABLE)		
TURN VEHICLE LIGHTS ON / OFF		
TOGGLE VISION MODE (IF APPLICABLE)		
HANDBRAKE		
FIRE SUPPORT		Right

VEHICLE: GUNNER

ACTION	CONTROLLER	KEYBOARD
AIM		
SWITCH SEAT		Hold Left
FIRE WEAPON		
RANGE FINDER (IF APPLICABLE)		
EXIT VEHICLE		
RELOAD WEAPON		
CHANGE WEAPON / AMMO		Number Keys
TURN IN/OUT (IF APPLICABLE)		
TOGGLE VISION MODE (IF APPLICABLE)		
FIRE SUPPORT		Right
WEAPON ZOOM		

VEHICLE: COMMANDER

ACTION	CONTROLLER	KEYBOARD
ISSUE ENGAGE ORDER (IN QUICK COMMAND)		
ISSUE MOVEMENT ORDER		
LOOK		
SWITCH SEAT		Hold Left
TURN IN/OUT (IF APPLICABLE)		
TOGGLE VISION MODE (IF APPLICABLE)		
EXTERNAL VIEW (IF APPLICABLE)		
EXIT VEHICLE		
FIRE SUPPORT		Right
FIRE WEAPON (WHEN TURNED OUT)		

HELICOPTER: PILOT

ACTION	CONTROLLER	KEYBOARD
POWER & RUDDER		
PITCH & ROLL		
SWITCH SEAT		Hold Left
FIRE WEAPON		
ISSUE ENGAGE ORDER (IF APPLICABLE)		
SWITCH TO EXTERNAL VIEW		
EXIT VEHICLE		
AUTO HOVER		
CHANGE WEAPON		Number Keys
ACTIVATE COUNTERMEASURES		
SWITCH ENGINE ON / OFF		
TURN VEHICLE LIGHTS ON / OFF		
TOGGLE VISION MODE (IF APPLICABLE)		
FIRE SUPPORT		Right

HELICOPTER: GUNNER

ACTION	CONTROLLER	KEYBOARD
AIM		
SWITCH SEAT		Hold Left
FIRE WEAPON		
RANGE FINDER (IF APPLICABLE)		
EXIT VEHICLE		
CHANGE WEAPON / AMMO		Number Keys
FIRE SUPPORT		Right
WEAPON ZOOM		
THERMAL WHITE/BLACK HOT		

PAUSE MENU

AUDIO

Adjust audio settings such as Effects, Speech and Ambient levels.

GRAPHICS

Adjust individual graphics settings such as Resolution and Gamma.

CONTROLS

Customize keyboard controls, and choose from different controller configurations, as well as controlling vibration settings, sensitivity, and orientation on the ground and in flight.

GAME OPTIONS

Toggle on-screen Rendezvous Points, Subtitles and Tutorial text.

RESTART MISSION

Restarts your current mission from the beginning.

LOAD LAST CHECKPOINT

Allows you to restart your mission from the last saved checkpoint.

QUIT GAME

Quits your current game and returns you to the Main Menu.

PLAYING THE GAME



01 COMMAND TREE / FIRETEAM STATUS

02 COMPASS

03 OBJECTIVE INDICATOR

04 HOSTILE INDICATOR

05 QUICK-COMMAND RADIAL

06 HIT / WOUND DIRECTION INDICATOR

07 AIM INDICATOR

08 BLOOD STATUS INDICATOR

09 WOUND STATUS INDICATOR

10 STANCE INDICATOR

11 DIALOG / FEEDBACK PANEL

12 TETHER RADIUS INDICATOR

13 WEAPON SELECTION INDICATOR

14 ROUNDS REMAINING IN CURRENT CLIP

15 CLIPS REMAINING INDICATOR

16 RENDEZVOUS POINT INDICATOR

OVERVIEW

GETTING STARTED

CAMPAIGN PROGRESS SCREEN

On this screen you can track the overall progress of the campaign.



MISSION BRIEFING SCREEN

Before starting any mission, players are shown their objectives along with a satellite overview of the targeted mission area.



FORCE SUMMARY SCREEN

The Force Summary screen allows you to navigate through your echelon's available forces and inspect their makeup all the way down to the equipment used by each individual soldier.



SOLDIER LOADOUT SCREEN

The Soldier Loadout screen allows you to view the detailed equipment loadout of any soldier that you currently have selected.



MOVEMENT

Key to survival in the battleground is using the terrain and environment to your advantage. This is achieved by moving your character, using cover and position.

Moving your character is achieved by using the **W**, **S**, **A** and **D** keys. Pressing **W** will make your character move forward in the direction you are facing. The mouse controls the direction your character is facing. Combining these controls allows you to manoeuvre the character to perform the full range of movement.

You also have the ability to move at different speeds, you may sprint short distances by pressing and holding left **Shift** however this ability is limited, you will begin to slow and your breathing become laboured if you sprint for too long.

CHANGING STANCE

In exploring the world you are aided by the ability to use several modes of movement. These are known as stances. By pressing left **Ctrl** you will cause your character to go into a crouch mode, if you press **Z** your character will go prone, and pressing **Space Bar** will return you to standing.

INTERACTION

When you are able to interact with an object, such as a door or vehicle, an indicator [grasping hand icon] will appear on screen. Press **E** to perform the action highlighted. Some objects may have multiple interactions available, such as the different positions you may occupy on a vehicle.

COMBAT

Firing your weapon is achieved by pressing **Left Mouse Button**. You may fire the weapon without aiming but the accuracy of your shots will be reduced, to aim press and hold **Left Mouse Button**. In aim you will gain a greater degree of accuracy and gain the benefit of any scope or aiming device attached to the weapon.

To reload your weapon press **R**, if you wish to change the weapon you are using press the number keys. Some weapons have different rates of fire or ammunition types. To change the fire mode on a weapon, press **F**.

To select a different ammo type - e.g. attached grenade launchers on certain rifles - press the same number key already selected (e.g. if you have equipped a rifle by pressing 2, then pressing 2 again will change to the attached grenades).

Explosive weapons such as hand grenades cannot be aimed, and pressing **Left Mouse Button** will perform a secondary fire action such as throwing underarm.

MISSIONS

A campaign is a series of military operations listed as missions in the campaign screen. These missions focus upon a set of key objectives which, if successfully completed, progress the campaign.

OBJECTIVES

How you complete your mission and what tactics you use is in your hands, the missions within Operation Flashpoint ultimately require you to complete the military objectives. To assist you in identifying and locating these objectives, they are marked on the compass and within the world itself. The gray dots on the compass located at the top of the screen indicate the direction in which an objective is located.

RV POINTS

The Rendezvous points will appear only in Normal and Experienced difficulty modes. They are there to help guide you to suitable areas of cover to use to your advantage. To turn off the RV points simply access the Game Options from within the Pause Menu.



COMMAND SYSTEM

QUICK COMMAND RADIAL

In the heat of combat it is not always practical to plan complex orders and tactics, the quick command radial allows you to issue instant orders to your men. The radial is context driven allowing you to look at a location or target and see the orders most appropriate to them. The quick command radial allows you to issue orders within your immediate vicinity up to 1 kilometre, more complex and long range orders should be issued using the command map.

To access the radial, press **Q**. While it is open you may look around, the orders available will instantly update to what or where you are looking.

To select a command press **W**, **S**, **A**, **D**, the order will immediately be issued to your men, press **Q** again to close the radial.

Some options, marked with a yellow arrow, will bring up secondary rings of the command radial. These will give you access to alternate commands or allow you to specify how you wish a command to be executed.

SELECTING UNIT TO COMMAND

Units under your command are shown in the unit list in the top left hand corner of the screen. While you are using the command radial you can issue orders to your whole unit or to individual soldiers. To change who you are issuing an order to simply use the number keys to select.

You can also press **F** to quickly toggle / select the entire fireteam under your control. If you are a squad leader you can also press once more to toggle ordering to your entire squad. Pressing **F** again one final time will return to your original selection.

BASIC TACTICS

As you progress through Operation Flashpoint, you will develop your own tactics and strategies, to assist you this section explains some of the basic principles of infantry combat tactics.

FORMATIONS

When moving through hostile territory, using formations to position your men allows you to maximize your coverage and chance to see the enemy first. Formations determine which way your men are looking and also where their weapons are focused. Here are two of the core formations you will use.

The most basic formation is the line. This places all your firepower to your front and is a good formation to engage an enemy directly ahead of your position. On the negative side, it provides little cover to your flanks and presents the whole of your unit to the enemy.

The wedge formation allows you to present your firepower in a 180° angle to your front. When moving into an area where you suspect there may be enemy troops, this formation allows you to maximize your chance to spot them and react quickly.

SUPPRESSING FIRE

Movement under fire is difficult and risky, one of the ways to minimize the danger to your unit is to lay down suppression fire against the enemy. By using some of your men to suppress the enemy, you will make the incoming fire less accurate and lower the weight of fire. This often takes the form of a basic 'fire & movement' tactic known as 'bounding'.

To perform a bounding move, move your unit in two halves. The first half runs forward while the second half fire, in automatic or semi-automatic mode, to suppress the enemy. When the first half reaches cover, they suppress the enemy allowing the other half to move up. The two halves alternate this manoeuvre, 'bounding' in leaps past each other while the other gives covering fire, until you reach your destination.

MORALE

Your men and those of the enemy are not mindless robots. Sustained enemy fire, getting pinned and losing friends all have an affect on your men. Push them too hard and expose them to suicidal situations and they will begin to hesitate to follow your commands. Ultimately they may reach breaking point and refuse orders or run. The same is true of the enemy; if you place them under sustained pressure you may break them.

FLANKING

Often direct frontal attack on an enemy is not the best option, particularly if they are in a well defended position or you have to cross open ground to reach them. In these situations flanking the enemy to gain an advantage is the better tactic.

Flanking is a manoeuvre during which your unit moves around an enemy position to gain a better firing line on the enemy and negate any advantage his position has.

If, for example, a unit was facing an enemy positioned behind a long wall, the unit could flank round them to a position parallel to the wall, looking down its length. Now the cover of the wall no longer holds an advantage to the enemy.

ASSAULTING

In missions it is frequently the objective to take territory and tactical positions from the enemy. In many cases good tactics and application of your firepower will eliminate or drive off your enemy allowing you to control the battlefield.

There will be, however, occasions where the enemy is too dug in or just outright stubborn to abandon its position. In these situations an assault is the only option.

Assaulting is risky and exposes your unit to close range enemy fire, but where the balance of forces is in your favour the brutal application of superior fire power in a rapid attack will allow you to overrun and eliminate a position.

FIRE SUPPORT

In order to complete your mission objectives USMC command will sometimes provide fire support missions to your unit. As the war rages across a wide front you will rarely receive dedicated use of the artillery or close air support active in the war zone. Instead you will be given a small number of 'fire missions' which you may call at any time against targets you identify. Use these fire missions wisely; they are devastating to the enemy when used at the right moment.

Fire support is called in via the quick command radial, accessed by pressing right . Direct your view to look at the destination of the air strike or artillery. Select fire support on the radial using **W**, **S**, **A**, **D** and then select the type of strike you would like to use.

Fire support can be called against both locations and specific enemy units.

5 TIPS FOR SURVIVAL

- 01** USE THE TERRAIN TO YOUR ADVANTAGE, EVEN SMALL FOLDS IN THE GROUND OR A LESS DIRECT ROUTE TO YOUR DESTINATION CAN MINIMIZE YOUR EXPOSURE TO ENEMY FIRE.
- 02** IF YOU CAN SEE THE ENEMY, HE CAN SEE YOU. DON'T TAKE FOR GRANTED THAT THE ENEMY ISN'T AWARE OF YOU AND MANOEUVRING AGAINST YOU.
- 03** LOOK AFTER YOUR MEN AND THEY WILL LOOK AFTER YOU. DON'T SACRIFICE YOUR MEN TO MAKE SMALL GAINS, YOU WILL NEED THEM.
- 04** IF YOUR PLAN A ISN'T WORKING, BREAK CONTACT AND RETHINK YOUR STRATEGY.
- 05** IF ALL ELSE FAILS CALL IN ARTILLERY.

MULTIPLAYER

CONNECTING

Online portions of the game are broadband only. You must connect through a DSL, cable modem, higher speed internet connection, a Local Area Network (LAN) or a Wireless Local Area Network (WLAN) in order to play online.

In order to get online, several additional items are required, including a subscription to an Internet service provider, a network device, and a WLAN access point (for wireless networks).

In order to participate in Online play you must first create an account. You will be prompted to do this after selecting to play Online from the Multiplayer menu. When you have entered your details your account will be created for you. You can then login to this account whenever you want to play online.

MULTIPLAYER SET-UP

Operation Flashpoint: Dragon Rising offers multiplayer functionality either Online or over LAN for you PC.

To join or host a multiplayer game, select Multiplayer from the main menu and choose Online or LAN. From here you will be able to choose whether you wish to create a game or join one. If you wish to create a game, select Create Server and you will be presented with a further screen where you will be able to choose all the details of the game you wish to host, including game mode, and much more.

If you wish to join someone else's game, you should select Browse Servers. Here you can select the type of game you are looking for, sorting and filtering by conditions such as Host name, game mode, map and number of players. Once you have found a game you wish to join simply highlight and select to join.

MULTIPLAYER GAME MODES

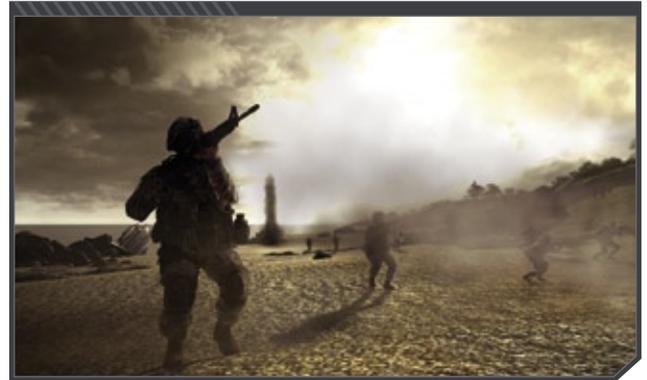
CO-OP MODES

SINGLE MISSION

Here you can select any of the campaign missions you have already completed, set it up as a self contained game and host. Up to 3 players may join you in the mission as part of your unit. This mode allows you to jump straight to your favourite missions and enjoy them with friends.

CAMPAIGN

The main campaign from the game can be played from the beginning as a co-op experience. Set up your server, invite friends and progress through the campaign, mission to mission.



PLAYER VS PLAYER MODES

ANNIHILATION

This is the straightforward core team game play mode. In this mode players form two balanced teams who engage each other near a key tactical location. Players have access to AI units and all the equipment generally available in single player.

The teams begin at opposite ends of a host selected map and simply advance to contact, once engaged the two teams have a pre-selected period of time to eliminate the enemy or a pre-selected score to reach.

INFILTRATION

Infiltration is based around a game of hunter / hunted in which one small team of players take on the role of a special forces team, while a second much larger team play the role of a defence force. In this mode players form two balanced teams who engage each other near a key tactical location. The opposing team must hunt down and destroy the infiltration team, preventing them from penetrating the base and destroying the objective.



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Codemasters Website

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Codemasters' website contains game patches, FAQs and an online version of our technical support knowledgebase. It also has a technical support request form that you can use to request assistance with this or any other Codemasters game.

Email

custservice@codemasters.com

Please include your Dxdiag.txt file with a description of your problem. To do this with Windows XP click on 'Start', then 'Run' or with Windows Vista click the Windows button and use the search box. Now type DXDIAG and click 'Ok'. This will display the DirectX Diagnostics screen. To send the results, simply click the "SAVE ALL INFORMATION" button and save this as a text (.txt) file. Now attach this file to your email.

Email support is provided 7 days a week.

Telephone / Fax

Before calling, ensure that you have checked our website for a possible solution and have read the Operation Flashpoint®: Dragon Rising™ help file which can be found on the Operation Flashpoint®: Dragon Rising™ DVD-ROM.

To access the help file:

1. Double-click on "MY COMPUTER" on your Windows Desktop.
2. Right-click on your DVD-ROM drive.
3. Left-click on "EXPLORE".
4. Double-click on "README.TXT".

Tel: (from within US) 646-432-6888
(from outside US)0044 1926 816044

Please ensure that you are in front of your PC before calling. Your PC should also be on and in a running state (i.e. not having just crashed). Calls may be recorded for training purposes.

Codemasters Postal Address

Customer Services, Codemasters Software Ltd,
PO Box 6, Royal Leamington Spa, Warwickshire, CV47 2ZT, United Kingdom.

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