

Conflict: Denied Ops

Info

Conflict: Denied Ops is the only part of the [Conflict Series](#) where you only control a two-man team. The team consists of Graves, an ex-Delta Force soldier, and Lang, a CIA agent recruit. Together, they have various missions to complete in the service of the CIA. While Lang likes to shoot up his opponents with the machinegun, Graves prefers to use a sniper rifle. So, as in previous Conflict games, you need to use the skills of the team members wisely. The game has both a classic multiplayer and a co-op mode.

Installation

Install and copy crack over if necessary. Eidos hasn't released a patch yet, but you the corporation is not know to provide any, once they released a game.

Getting rid of videos

As with so many games, DO also shows tons of useless videos before the actual start of the game. These are located in the directory `\Data\FMV` of the DO installation. The really useless ones are:

- DELL_p6.wmv
- Eidos_p6.wmv
- LEGAL_p6.wmv
- LEGAL_PC_N6.wmv
- LEGAL_PC_P6.wmv
- NVIDIA_p6.wmv
- Pivotal_logo_p6.wmv

You can still delete the video `Game_logo_p6.wmv` if you don't want to have any videos at startup. The rest are actually all cinematics. The nice thing is that you can simply delete the useless ones or move them to a backup folder without the game crashing and without them being displayed in the

future. Good for the nerves and saves RAM.



Network

The game also works with crack over the Internet. What you have to pay attention to during the co-op is that you first decide which of the two types (campaign or co-op) you want to play, because otherwise you won't find the other one. The multiplayer allegedly is not available in Germany. So far we haven't seen any other players in general...

More for the sake of completeness: To play over the internet, you need to open the following ports in

a NAT router: 4658, 6500, 10010, 13139, 27900 (UDP) and 4658, 6667, 28910, 29900, 29901, 29920 (TCP). The internet game ran via a [GameSpy](#) client integrated into the game. But GS is dead and so is the internet multiplayer of DO.

A LAN test is still pending.

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