
Conflict: Denied Ops Download Thepcgames



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About This Game

This is a single player only title

Venezuela is left in a state of civil war after the government was brutally overthrown by a military coup. With factions fighting to reinstate democracy, the U.S. government has offered their assistance, though the new government regime has threatened to deploy nuclear weapons if the U.S. meddles in Venezuelan affairs. The threat needs to be neutralized, and the U.S can't risk nuclear war.

The CIA Special Activities Division operates in isolation and secrecy. If captured, any link with the U.S. Government will be denied.

Conflict: Denied Ops is a highly accessible FPS featuring massive, extremely explosive firefights across destructible environments. Work as a team to utilize the specific skills of each operative and experience the ultimate in destructive satisfaction with tons of exploding objects and an endless barrage of terrorists who are begging to be blown to hell.

Key Features:

- **Two-Man Tactics** ☑ Switch between team members at any time for maximum control.
- **Explode Your Enemies** ☑ Levels are built around massive fire fights with a continuous stream of enemies, and tons of exploding objects littered around the level to help your cause.

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- **Destroy Everything**  Obliterate your enemies with explosions, demolish buildings, blow through walls and destroy almost anything in the environment.
 - **Accessible Action**  Give commands to your team mate simply by pressing or holding a single button. Concentrate on the action, not complicated menus or control schemes.
 - **Puncture-Tech**   Utilize strategic destruction made possible with new Puncture-Tech  technology developed by Pivotal Studios. Blast open new pathways, shoot unaware enemies through walls, or create holes in your cover to generate firing paths.

Title: Conflict: Denied Ops
Genre: Action
Developer:
Pivotal Games
Publisher:
Square Enix
Release Date: 8 Feb, 2008

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English,French,Italian







i'm not sure if this was the same people who have made the infamous conflict: desert storm series.... hmm, perhaps not? lol

very enjoyable game if you like this type compare to a very similar desert storm games and also the graphic aren't too bad either.. Conflict deneid ops is a coop shooter in which you (and possibly a friend) if you happen to have one of those and manage to feed him or her a perticular potent mixture of drugs and alcohol. play a team of special forces something or other dudebros. who are tasked with finding nukes in a globe trotting adventure because the THE UNITED STATES OF AMERICA ♥♥♥♥ YEAH has a conflict with Venezuela. the gimick is that both characters have different weapons and abilites. one is the assault class and the other is the sniper class if you will. Although when it comes to the sniper iv used spitballs that made more impact. at relative close range it took me 5 snipter shots to take down a dude charing at me with a shotgun. (guess how that ended) If you guessed with me using the other character to revive our fallen hero you'd be right. The game has the most generious Down but not out timer i have ever seen in a game. this is likely done to compensate for the fact that a lot of the time a level is put together in such a way as to allow both charcters to take different approaches to best fit their playstyle. The reason i refered to both characters as a class of sorts also has to do with the fact that you can't pickup weapons in this game somthing i hated. a fun thing in shooters is always to try the entire arsenal but your stuck with what you get at the start of them game. these weapons do get upgraded when completing missions but the weapons selection is more booring then a night at the morgue. This isnt helped by the booring levels that have no need for exploration since there is almost no need to scrounge for ammo. Also the game has regenerating health and no collectables so all you do is rush for the objective no exploration what so ever. The enemy AI is thick as all hell partner AI is decent and it will take out enemy soldiers. Given that iv seen multiple occasions of the enemy killing itself using the many explosive barrels the game puts everywhere. to the point where before entering an area its beter to take out a few of the ♥♥♥♥ing things raher then using them tacticaly. on the technical an graphic side of things its bad graphics look like the game belongs on a ps2 not a ps3//xbox 360. And the game has had several (audio) glitches and iv had a crash to desktop or two. But by far the worst is the horrible dialogue and voiceacting. its just cringe worthing when the guys talk. Where in for example Army of two the 40th day or Star wars Republic Commando. The dialogue can be funny or characterising. None of that goes here its cringe all the way. This game doesn't have any redeeming qualities if you ask me.. Right, well I just undug this from my dusty game crate, it appears nowdays this game isn't worth buying due to the shutdown of it's COOP features and so, but here's my experience from 2008 and so.

The game itself was pretty fun at the time, I used to play with a good friend of mine and was quite an intresting campaign going around with your friend and riding hovercrafts and APCs and so, I didn't take much out of the game it isn't really that impressive otherwise the graphics are expected of that time and the gameplay except some times is just stale, your run and shoot game with no real military aspects, I disliked mostly on how you had to go to ammo crates to get ammo for your gun since you was locked to just these two guns. Other than that it's really all I can remember but I'll state again.

Game isn't worth it with the AI partner and now since the multiplayer has died sadly it's nolonger good to play.. Worse game i've ever played in my life.. 1600x900

Wow.. Down Right Bad.. I was a big fan of Conflict, and this game is far from the old conflict i've played.

Pros:

- Changed perspective to First-Person
- Better Graphic (i guess)
- Difficulty is harder

Cons:

- No 4 player co-op, got 2 player co-op instead...
 - The gameplay is a bit more Unrealistic, unlike the old game
 - fixed weapons
 - Bad animation
 - Bad Story (not really, but it is for me)
- and the worse of all

-Original player is nowhere to be seen. If you want a game that's all about enemies that shoot through walls and won't die from a headshot. This is for you. Bought this game as part of a build your own bundle from the humble store so I could get 90% off, so

I guess I can't really complain much. It's worth the 45 cents that was paid for it. Just don't buy it for any more than that.. It's not a very good game, not even in co-op with a friend. It's bloody and has gratuitous swearing but that doesn't make a good game and Rogue Warrior is proof of that. It's just bad, the graphics are bad but I can make due with that. It's the voice-acting and story (or lack there of) that make it worse than terrible. It's just bad, bad, bad, bad, bad all around.

- + Intense, violent combat
- + Decent soundtrack
- + "Puncture-tech" & destruction

- Poor controls
- Muddy graphics
- Dull protagonists
- Uninteresting cast
- Dreadful voice-acting
- Almost no narrative at all
- Atrocious writing
- Even playing co-op is boring
- Neither character is particularly fun to play and they play too similarly to one-another. Piece of consolized crap... badly ported to PC like your usual console game.

Graphics engine is really bad, compared to other and better successful games that released in the same time frame of Conflict. SOME objects are destructible and many aren't!

The controls are atrocious... can't run, can't jump, switching weapons take's forever and what would be the worst feature, your A.I. partner keeps getting stuck on walls and other obstacles. If your down, you depend on your A.I. partner to save you but with the partner stuck, you're screwed!

Maybe this game with a real Co-op partner could help this part however, even with a friend, this game just blows!

With the huge quantities of great games, save yourself the trouble and play something else!

If it weren't on the Square Enix special deal big pack, I wouldn't had this game... if only!

0.0 / 10

Total Piece of♥♥♥♥♥♥game. No jumping.♥♥♥♥♥♥for♥♥♥♥♥♥resolution. NO AA. Awful movement. And NO, you actually canNOT blow♥♥♥♥♥♥up all badass and stuff.. JUST DONT BUY THIS CRAP PLEASE BUY SOMTHING BETTER, who uses shift to aim ? you cant even bind the mouse to aim

THE SOUND IS DISGUSTING !. works on low spec pc amd a6 7400k apu
stop working wont load windows 10 update i thing stop it from working

dont buy this game if you have windows 10. Anyone have a tissue?Gotta blow mt nose with this game. Works fine for me. This game is very good ! Have had no problem whatsoever with it !. The game isnt worth buying any more the servers are down and the game was meant for coop. This game is a MASSIVE surprise - in the best way possible, even more surprising considering it's a game from 2008.

As far as I can tell, it might even be better than your usual Call of Duty.

What Conflict: Denied Ops did surprise me in are the features you wouldn't find in a basic campaign shooter.

Here's a list of what I've been able to scrounge up so far:

- A story
- Some funny dialogue
- Multiple missions available, not a constricted list
- Two playable characters the player can switch between instantly
- Each character has a different personality and abilities (Graves is a stealthy sniper and Lang is the more destructive type)
- Upgrades unlocked after missions (Such as a side-mounted camera for Grave's SR25 that enables him to shoot from behind cover or an under-slung Grenade Launcher for Lang's M249)
- Vehicles, such as tanks and cars
- Advanced movement such as leaning, going prone, vaulting and climbing obstacles.
- Environment destructability
- Command system - you can tell your buddy, be it AI or a real player, to do actions such as regroup, resupply, attack or move.
- If you get downed by the enemy, you're not dead yet - you still have your buddy to revive you. Well, if he can make it too. If both operators die, it's game over.
- Your buddy can get downed too, so you're gonna have to go help him.
- Ammunition for firearms is unlimited, though grenades and explosives have to be replenished at resupply boxes.

I haven't finished the game yet, so there's more to come!

I just might do a video on this.. this game is ♥♥♥♥ing bad

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