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[Conflict: Desert Storm II: Back to Baghdad Hints and Glitches \(PS2\)](#)

See the plastic men

Conflict: Desert Storm II: Back to Baghdad is a video game developed by Pivotal Games Ltd. and published by SCl Games Inc. It was created for the PlayStation 2 console from Sony, the original Xbox from Microsoft, the PC and the Game Cube; it was released in 2003. It is classed as an action title with shooter elements, played from a third person perspective, with some of its key moments inspired by real history.

Conflict: Desert Storm II: Back to Baghdad is a squad based shooter that largely follows the gameplay mechanics of the first release in the series. You are in charge of a group of soldiers that are sent out to fight against the Iraqi forces that protect tyrant Saddam Hussein. You control a wide array of weapons that can be used to clear out the enemy and more vehicles are available to drive around. The graphics have been updated, with the bleak desert environments now presented in greater detail. The differences are more cosmetic; gameplay is mostly the same as in the previous title.

The game got rather mediocre reviews because it had not done anything to separate itself from the numerous squad based shooters that came out in the same period. If you are looking for a nice action title on which to spend a couple of hours, you can give it a try, but don't expect anything extraordinary from Conflict: Desert Storm II: Back to Baghdad.

GAMEPLAY HINTS

CPU control

Switch to a different soldier and remain idle (do not move, switch a weapon, or fire). The CPU will still be in control of that person. Note: The CPU will not move unless you switch during one of the commands. The CPU only fires at enemies.

GLITCHES

Plastic men

On the second SAS mission, kill your three teammates and place C4 plastic explosives on their bodies. Stand near one, detonate the C4, and you should be killed. Restart the mission and the four men will be grey except for helmets and weapons.

Here's a video:

