

AIRBORNE TROOPS

OPERATIONS FIELD MANUAL



Department of the Army • 1944
FOR OFFICIAL USE ONLY

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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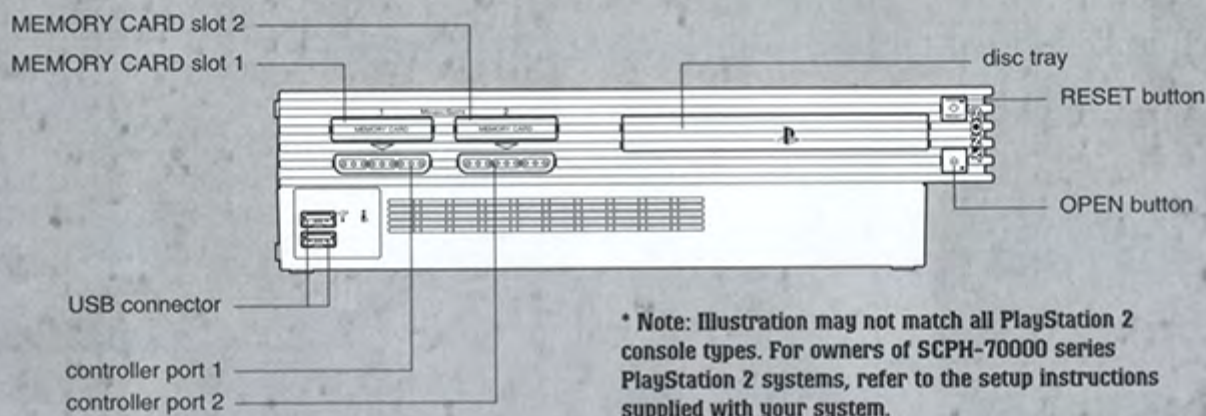
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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the **Airborne Troops** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

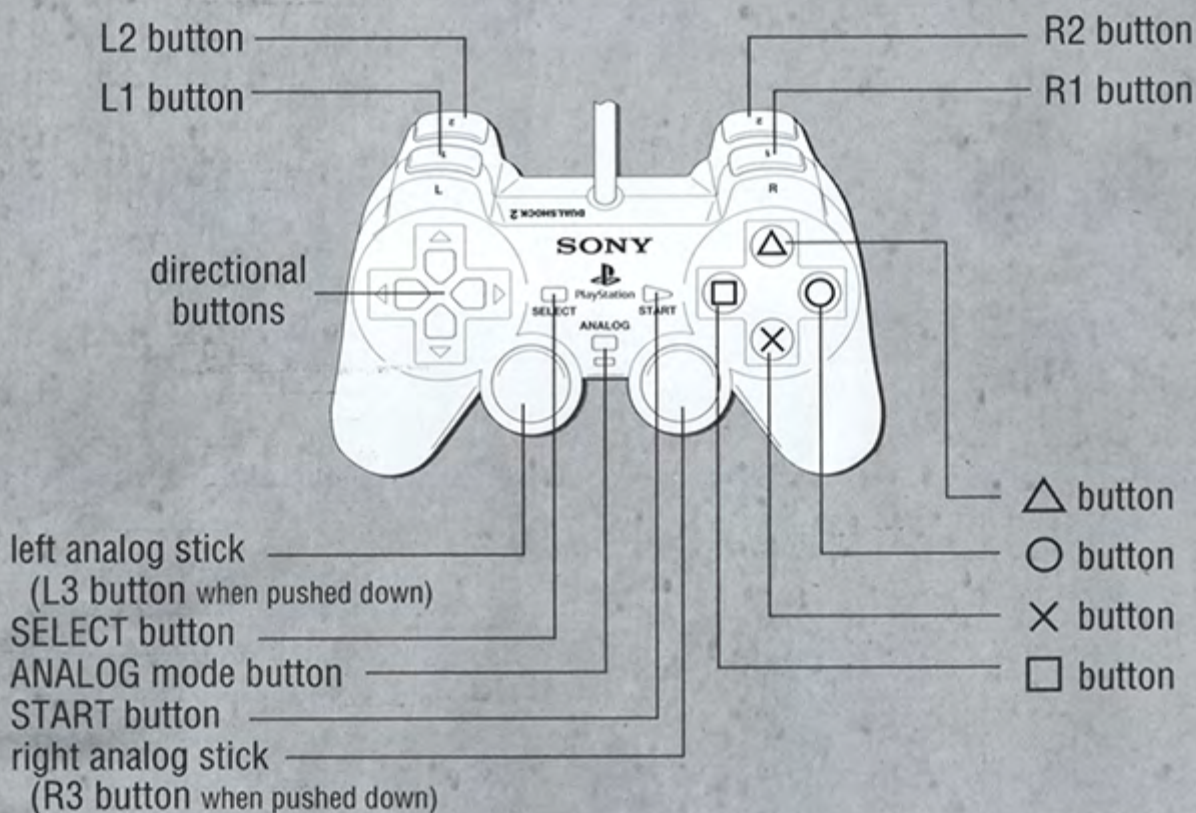
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

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STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



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Start a Game

New game: To run a new game, select "New Game" on the title screen using the \leftarrow , \rightarrow , \downarrow , \uparrow **directional buttons** and press the \otimes **button** to confirm. Before you can start a game you must select the difficulty level.

Easy - only a few enemies appear when the alarm is raised and it is very easy to shoot them. The life bonuses fully restore the hero's health.

Normal - more enemies appear when the alarm is raised and it is easy to shoot them. The life bonuses partially restore the hero's health.

Hard - many more enemies appear when the alarm is raised and your shots must be accurate. The life bonuses minimally restore the hero's health.

Continue: To load a saved game, select "Continue" in the title screen using the \leftarrow , \rightarrow , \downarrow , \uparrow **directional buttons** and press the \otimes **button** to confirm. Choose the profile you wish to load and confirm with the \otimes **button**.



Mission Selection:

- (1) Mission accessible
- (2) Mission completed
- (3) Mission blocked
- (4) Name of the mission selected
- (5) Image/description of the mission selected
- (6) Gallery of artwork (only accessible if all the mission objectives have been accomplished)

Select a mission using the \leftarrow , \rightarrow , \downarrow , \uparrow **directional buttons** and confirm with the \otimes **button** to view the mission description. Press the \triangle **button** to go back or the \otimes **button** to start the mission.

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Controls



Game Screen :

- (1) John's life level
- (2) Alarm indicator (only when an alarm sounds)
- (3) Weapon selected (only when you aim a weapon)
- (4) Weapon's current ammunition
- (5) Number of rounds in the weapon
- (6) Life level of the main characters
- (7) Target field (only when you aim a weapon)
- (8) Auto aim - any enemy appearing within the circle will be hit

Left analog stick	Move the character.
Right analog stick	Move the camera around the character.
←, → directional buttons	Look sideways
⊗ button	Initiate an action (pick up an object, open a door)
L1 button (press and hold down)	Aim a weapon
L2 button	Crouch down or get up
R1 button	Attack
R2 button	Roll
△ button (press and hold down)	Access the Inventory Screen
SELECT button	Open/Close the Map Menu
START button	Activate the Pause Menu

Menu Screen:

←, →, ↓, ↑ directional buttons:	Move the cursor
⊗ button	Select/Confirm
△ button	Cancel/Exit the menu

Map Screen:



- (1) The map.
- (2) Description of the objectives: the primary objectives are shown in orange, secondary objectives in green and objectives accomplished are shown in gray.
- (3) Objective selected.
- (4) Your position and camera angle.

On the Map Screen you can view your position and objectives and access a description of the objectives.

Right analog stick	Move the map.
Left analog stick	Zoom in and out of the map.
↓, ↑ directional buttons	Scroll through the objectives.
⊙ button	Center the objective selected.
⊗ button or SELECT button	Exit the map screen.

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Background and Gameplay

On June 4th, 1944, just 48 hours before the landing of the allied forces in France, Murat – a secret agent – is sent to Normandy to coordinate the operations of the resistance fighters.

You are John Welsh, a young American non-commissioned officer in the "paratrooper" regiment. Your task is to escort and protect Murat. The plane carrying the agent is hit by anti-aircraft fire. You must now take Murat's place and carry out the dangerous missions yourself.

John Welsh

Now 25 years old, John joined up just after the dramatic events of Pearl Harbor. This young, robust buck was born in Montana where his parents and two sisters still live on the family farm. Welsh arrived in England in early 1944 with Lieutenant-Colonel Vandervoort's airborne division. John is considered to be one of the best in his squadron and this has earned him the rank of staff sergeant. At the start of the adventure, his task is to monitor and safeguard the complex parachute drops of resistance agents over occupied Europe. For John, the "landing" will happen two days earlier than planned....

Infiltration

The German patrols are on the lookout. In Airborne Troops, you must proceed with extreme caution to accomplish your missions.

Remain Concealed

You must crouch in the shadows to avoid being detected.

Stay Quiet

You must not run near the guards for fear of being heard. The knife is an effective weapon for eliminating a sentry silently. You can also eliminate guards by hitting them with a rifle butt, but this makes more noise.

Combat

When you are discovered, the enemies call for reinforcements and will attack you.

Alarm

The guards can also activate the alarm. When the alarm sounds, reinforcements arrive at the scene. To halt the arrival of reinforcements, you must disable the alarm by pressing the alarm buttons.

Weapons

You can use various weapons to fight enemy soldiers: The knife is useless in a full combat situation, but comes into its own when neutralizing sentries.

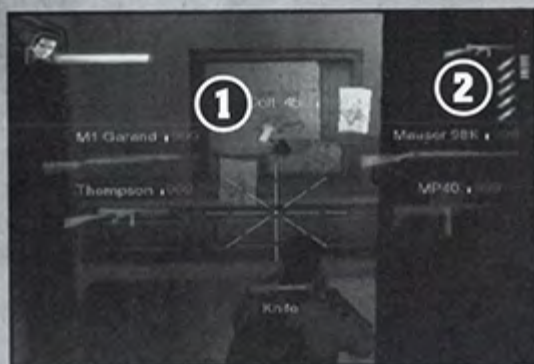
The Colt .45 is the US Army's standard issue handgun. Although not renowned for its accuracy, this sidearm will never run out of ammo.

Rifles are precision weapons and the only firearms with auto aim. They have a slow firing rate, but are deadly when shooting at long range.

Sub-Machine Guns are effective in close combat, but are inaccurate.

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Inventory Screen



To open the inventory, press and hold down **△** button.

- (1) The name of the weapon and relevant ammunition
- (2) Weapon selected

The **Left analog stick** selects a weapon. Release the **△** button to confirm the selection.

Information - press the **⊗** button to display the information.

Life bonus - press the **⊗** button to access it.

Object - press the **⊗** button to pick the object up or use it.

Objective - press the **⊗** button to accomplish the objective.

Alarm - press the **⊗** button to activate or deactivate the alarm.

Leave the sector - press the **⊗** button to go to the next sector.

Door - press the **⊗** button to open the door.

Locked door - if you have the key, press the **⊗** button to go to the next sector.

Padlock - shoot the padlock to open the door.

Options Screen

To access the Options Menu from the Title Screen select options using the **←, →, ↓, ↑** directional buttons and press the **⊗** button to confirm.

To access the Options Menu from the Game Screen pause the game using the **START** button, then select options using the **←, →, ↓, ↑** directional buttons. Press the **⊗** button to confirm.

Game Over

The game is over when your life level drops to zero or if a friendly character dies. The game over screen appears when the game is over. You can go back and retry the sector you failed. You will be restored to full health and with half your ammunition. There is a limit to the number of times you can start again.

Saving A Game

You can save a game at the end of each mission. The save game screen will appear. Select a save slot using the **←, →, ↓, ↑** directional buttons and press the **⊗** button to confirm.

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Credits

Managing Director Olivier Masclef
Studio Managers Olivier Masclef
..... Dominique Peyronnet
Associate Producers Anh Nguyen
..... Norbert Cellier
Head Of Technical Department Pierre Deltour
Technical Direction Hubert Nourigat
..... Sylvain Paris
Lead Programmer Sylvain Paris
Senior Programmer Nicolas Seytre
Programmers Pascal Ginda
..... Sébastien Laigle
..... Antoine Moreau
Additional Programmers Andéol Ayzac
..... Emmanuel Beau
..... Ismael Zerraf
Head Of Graphics Department Dominique Peyronnet
Art Director Robert Foriel
Lead Artist Jean-Christian Sauvaget
3d Artists Rodrigue Pralier
..... Fabrice Lacroix
..... Ngoc-Duy-Vu Le
..... Eric Pira
..... Adrien Debos
..... Nathalie Crolet
..... David Faugier
Additional 3d Artists Vincent Blaschke
..... Marc Simonetti
Sfx Artist Rodrigue Pralier
2d Artist Eric Pira
Lead Animator Christophe Leulier
3d Animators Florent Perrin
..... Vladimir Larrame
Additional Animator Xavier Lacombe
Roughs David Coquart
..... Rodrigue Pralier
Additional Roughs Arnaud Simon

Head Of Game Design Sylvain Blanchot
Game Design Stéphane Chatellier
Scenario Hubert Chardot
Level Design Stéphane Mehay
..... Emilie Garnier
Additional Level Design Yannick Blanchot
..... Nicolas Dejeans
..... Marc Mebtouche
Sound Director Bruno Meschinet De Richemond
Music Pierre Michaud
Sound Effects Bruno Meschinet De Richemond
Localization Christian Cann (Syscom Services)
Administrative Coordinator Mikiko Tanimoto
Network Leo Ailloud
Special thanks to: Julien Friedlander
..... Rebecca Guillaume
..... Katherin Roessler
..... Dorian Kieken
..... Arnaud Simon
..... Nicolas Le Bretton
..... Plague Team
..... Stéphane Zauouak (star'ac team)
..... David Deleo (star'ac team)

Criterion (Renderware)

Fmod (music & sound effects system)

Alias (Maya)

Vox Popul

Mud Duck Productions

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Product Manager Steve Green
Packaging Lindsay Muller
..... Michael Wagner
Quality Assurance Manager Mike Fridley
Quality Assurance Test Lead Ruben Brown
Quality Assurance Testers Nathan McDyer
..... Louis Riley

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