AIRBORNE TROOPS
COUNTDOWN TO D-DAY

INDEX

Start a Game

New Game

To start a new game, select "NEW GAME" on the title screen using the **DIRECTIONAL ARROWS** and press **ENTER** 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.

Load a Game

To load a saved game, select "CONTINUE" in the title screen using the **DIRECTIONAL ARROWS** and press **ENTER** to confirm.
Choose the profile you wish to load and confirm with **ENTER**.

Mission Selection

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

Select a mission using the **DIRECTIONAL ARROWS** and confirm with **ENTER** to view the mission description.
Press **ESC** to go back or **ENTER** to start the mission.

Basic Controls

Game Screen

(1) John's life level (only if he is injured or aims a weapon).
(2) Alarm indicator (only when the alarm sounds).
(3) Weapon selected (only when a weapon is aimed).
(4) Weapon's current ammunition (only when a weapon is aimed).
(5) Number of rounds in the weapon (only when a weapon is aimed).
(6) Life level of the main characters.
(7) Target field (only when a weapon is aimed).
(8) Auto aim – any enemy appearing within the circle will be hit.

DIRECTIONAL ARROWS:	Move the character.
MOUSE:	Move the camera around the character.
END and PAGE DOWN on the number pad:	Look sideways.
ENTER:	Initiate an action – pick up an object, open a door, etc.
RIGHT MOUSE BUTTON:	Aim a weapon.
CTRL:	Crouch down or get up.
CAPS:	Walk silently.
LEFT MOUSE BUTTON:	Attack.
END:	Roll.
PAGE DOWN, PAGE UP, MOUSE WHEEL:	Scroll through the weapons.
Keys 1-8:	Access a weapon direct.
TAB:	Open/close the map menu.
ESC:	Activate the PAUSE menu.

Menu Screen

DIRECTIONAL ARROWS:	Move the cursor to select.
ENTER:	Confirm.
ESC:	Cancel/Exit a 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 grey.
(3) Objective selected.
(4) Hero's position and camera angle.

You can view the hero's position and objectives using the map.
There is also a description of the objectives.

DIRECTIONAL ARROWS:	Move the map.
"+" and "-" KEYS on the number pad:	Zoom in or out of the map.
PAGE DOWN and PAGE UP:	Scroll through the objectives.
ENTER:	Center the objective selected.
ESC:	Exit the map screen.

Characters

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

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 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**, John must proceed with extreme caution to accomplish his missions.

Remain concealed
John must crouch in the shadows to avoid being detected.

Stay quiet
He 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 the hero is discovered, the enemies call for reinforcements and attack him.

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

Weapons
John can use various weapons to fight the 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.

Deadly blows
John is able to kill an enemy instantly. He can eliminate an opponent who has not detected him using his knife or by hitting him from behind with another weapon. John can also do this in combat by shooting the enemy in the head or in the heart.

Icons

Information – press **ENTER** to display the information.

Life bonus – press **ENTER** to access it.

Object – press **ENTER** to pick the object up or use it.

Objective – press **ENTER** to accomplish the objective.

Alarm – press **ENTER** to activate or deactivate the alarm.

Leave the sector – press **ENTER** to go to the next sector.

Door – press **ENTER** to open the door.

Locked door – if you have the key, press **ENTER** 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 ARROWS** and press **ENTER** to confirm.

To access the options menu from the game screen:
PAUSE the game using **ESC**, then select OPTIONS using the **DIRECTIO-NAL ARROWS**. Press **ENTER** to confirm

Game Over

The game is over when John's life gauge is empty 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.
He will be restored to full health and with half his 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 ARROWS** and press **ENTER** to confirm.
You will be asked to confirm your save.

Detail of a save window:

(1) Name of save.
(2) Game difficulty.
(3) Game duration.

Credits

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Notes